

# FASA CORPORATION CATALOG

Price: \$1.00

1985



fasa

THE FUTURE IN GAMING

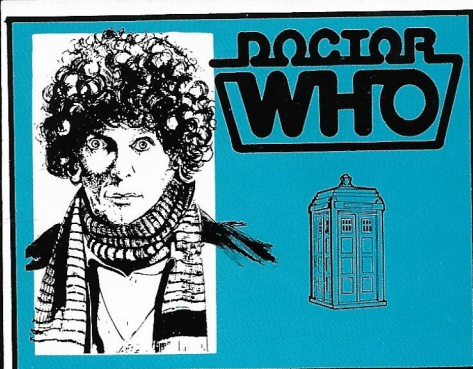
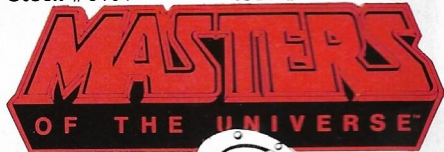
Skeletor and his evil minions have been stealing the King's treasures, secreting them away in Snake Mountain. Now He-Man and his companions have entered Skeletor's hideaway, deep beneath Snake Mountain to retrieve the lost treasures. In this exciting and fast-paced game, players become the forces of good as they explore the depths of Skeletor's hideout, searching for the treasures. They will encounter monsters, which will try to stop them. Only their cunning will help, unless they can find the magic swords and gemstones that will defeat Skeletor's evil.

This exciting new game is designed as an introductory-level role-playing game. Players are taught the basics of role-play through a comic-book-style rulebook. A game for 2 or more players ages 8 to 12 years.

- 1 17" x 22" full-color map representing the catacombs of Snake Mountain
- 6 Full color stand-up cardboard playing pieces representing He-Man, Man-at-Arms, Teela, Ram-Man, Iron-Fist, and Stratos.
- 40 Full color encounter cards
- 6 Character data cards
- 1 16-page comic-style rulebook
- 2 Dice

Stock #6101

ISBN# 0-931787-60-2



**DOCTOR WHO**

Your Tardis has just materialized on the lawn of the White House in the year 1945. Nowhere do you see the stars and stripes, but in their place are red flags emblazoned with a peculiar crooked cross. Suddenly you realize what the problem is when 5 Daleks descend the steps of the White House. With them is a short man wearing a brown shirt with a red armband bearing the same crooked cross symbol.

Only in the world of Doctor Who could such an adventure take place. Now FASA, takes you to this world of excitement and wonder with the Doctor Who Role-Playing Game. Each game includes:

*The Players Handbook*

This easy-to-read book describes how to set up your Timelord character and companions. Also included are sections on how to play your characters and develop them.

*The APC Net*

This book contains a time line and a history of the universe as set forth in the TV series. Complete descriptions of the major races and of Gallifrey also is included.

*The Gamemasters Guidebook*

This book has all the information required to run the game and create the monsters and aliens to be encountered. A detailed section on how to create adventures for the Timelords and their companions is provided.

Stock #9001

ISBN# 0-931787-90-4

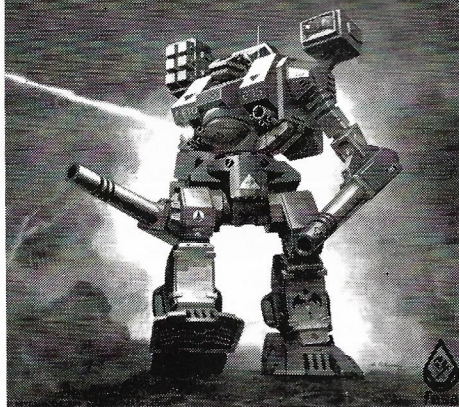
**DOCTOR WHO ADVENTURE MODULES**

Adventure modules for Dr. Who are also available. These scenarios allow players to solve the puzzles and mysteries facing the Timelords of Gallifrey.

**DOCTOR WHO MINIATURES**

Metal miniatures of all the Doctors and their foes are available. Designed for the gamer and fan, they come in two sizes: 25mm (1") and 54mm (2½").

## BATTLEDROIDS™ A GAME OF ARMORED COMBAT



A Dark Age has befallen mankind. Where once reigned the United Star League, five successor states now battle for control. Wars' destruction ravaged the once-flourishing worlds and left them in ruins. The advancement of technology has not only ceased, but the machines and equipment of the past cannot be produced by present-day worlds. Now, the Succession Wars are fought over water, ancient machines and spare-parts factories.

The battlefields of the Succession Wars are dominated by the most awesome war-machines in man's history, the **Battledroids**. These huge man-shaped vehicles are faster, more mobile, better armored, and more destructive than a battalion of 20th Century tanks. Now, you can control the **Battledroids**, infantry, and tanks in this exciting game of warfare in the 30th century Successor States.

#### Contents:

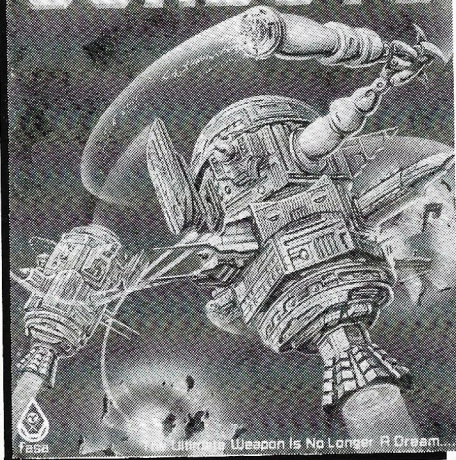
- 1 3-inch-tall plastic model of the *SHD-2H Shadow Hawk*
- 1 3-inch-tall plastic model of the *GRF-1N Griffin*
- 2 22" x 17" full-color terrain mapsheets
- 4 sheets of full-color playing markers
- 1 32-page rulebook containing Basic, Advanced, and Expert rules, plus record-keeping sheets.
- 2 six-sided dice

To add more to the excitement, additional **Battledroids** models are available. Each set contains two different models and the gaming statistics for each.

Stock #1604

ISBN# 0-931787-64-5

## COMBOTS™



**Combots** are highly versatile, heavily armed, and extremely mobile combat robots. Their intricate electronic circuits have been programmed to achieve a single goal – total destruction of the enemy. Combob soldiers have become the mainstay of every modern army. Combob gladiators engage in single combat to the delight of millions in every star system.

Now you can experience the thrill of controlling one of these massive machines. Design and equip your Combob (over 50,000 possible combinations) with the best combination of equipment for speed, strength, and endurance. Then lead your Combob armies into large-scale futuristic battles, or send your best design into the arena to defeat your opponent's champion in single combat.

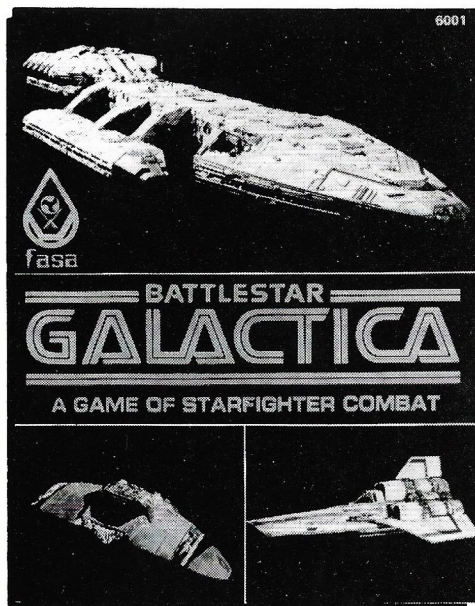
**Combots** is a game designed for two or more players, each controlling one or more Combots. The rules are simple, and the action is swift. This basic game contains everything needed for a two-player game.

#### Contents:

- 2 Highly detailed, 1½-inch-high, metal Combob miniatures
- 48 Interchangeable Combob weapon and equipment castings
- 1 11 x 17-inch-tall full color mounted map
- 2 Six-sided dice

Stock #1603

ISBN# 0-931787-63-7

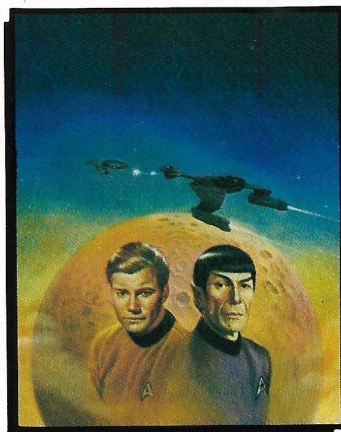


**Battlestar Galactica**

All the action and excitement of the popular TV series continues in this game from FASA. This fast-paced game of starfighter combat lets you relive the action of ship-to-ship battles between the Colonial Vipers and the Cylon Raiders.

This game uses a simultaneous movement system where players plot their moves on an easy-to-use plotting sheet, trying to outmaneuver their opponents. After plotting their moves, players move their ships hoping to get the enemy in their sights and then FIRE!

- Battlestar Galactica** contains the following:
- 1 illustrated 60-page rulebook complete with all basic rules and sets of optional rules and campaign rules system.
  - 60 full-color playing pieces representing the various Vipers and Raiders.
  - A pad of plotting sheets
  - 3 17" x 22" starfield mapsheets
  - 2 dice
- Stock #6001      ISBN# 0-931787-88-2**

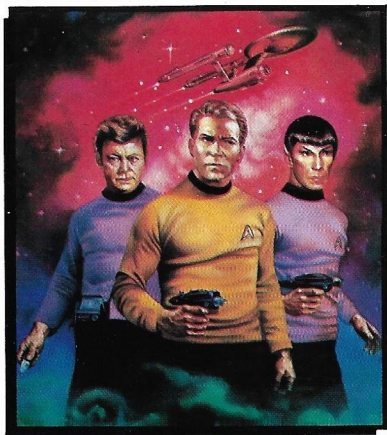


**STAR TREK: The Role Playing Game  
(Deluxe Edition)**

This is the game that started the *STAR TREK* gaming line. All you need to play in the *STAR TREK* universe is contained in this one game. For role-playing planetside adventures, there is the Basic game set including: *The Cadets Orientation Sourcebook*, the *Game Operations Manual*, and *Star Fleet Officer's Manual*. What's more, a book containing 3 ready-to-play adventures is included. For shipboard adventures, there is a set of deck plans for the *Constitution* class and the Klingon *D-7*. Both with a detailed descriptive of each and every deck. Of course what is adventuring in space without a space battle or two. For this the **STAR TREK III Starship Combat Game** is included. This action-packed role-play version of ship to ship combat allow the players to battle with starships on the final frontier. The Starship Combat Game contains the books; *Introduction to Starship Combat*, *Basic Starship Tactics Rules*, *Advanced and Expert Rules*, *Ship Data Book* containing over 20 different ships from the various races in *STAR TREK*, and the *Starship Chart Book*. also included are 78 full-color playing counters and all necessary dice.

So, if you're ready to jump into the future at warp speed the Deluxe Set is for you.

**Stock #2001      ISBN# 0-931787-01-7**



In **STAR TREK®: The Role Playing Game**, each player assumes the identity of a character in the *STAR TREK* universe. While controlling the actions of his character, the player leads him through one adventure after another, facing new challenges and unknown dangers. Each game is an ever-changing story as players solve near-impossible puzzles, complete dangerous missions, or simply battle to survive.

The game may be played by 3 or more people, ages 12 to adult.

Now you can join the *USS Enterprise*; included are the following:

**Star Fleet Officer's Manual** - This 40-page book contains information on how to play the game. With it, you can create and train your own Star Fleet Officer, as well as direct his actions in ground-based adventures. Included are an introduction and a glossary for players new to role playing games.

**Cadet's Orientation Sourcebook** - This 40-page book contains information about the *STAR TREK* universe. It includes illustrated sections on the races and governments in the known universe, as well as photo-illustrated sections on the organization and equipment of Star Fleet. For players new to *STAR TREK*, there is a time line of events and a glossary of *STAR TREK* terms.

**Game Operations Manual** - This 48-page book contains all the information necessary for designing and running games. It has sections on designing adventures and presenting them to players. There are sections on judging character generation and actions planetside and in space.

Stock #2004

ISBN# 0-931787-04-1



### STAR TREK III Starship Combat Game

Take command of a starship and outmaneuver the enemies of your race to gain the victory. Hide in asteroid fields, lay a trap with deadly gravitic mines, or battle for planets in this fast-paced, exciting game. This easy to learn combat game includes 78 colorful playing pieces, a large 22" x 33" starfield map, ship data book, rulebooks, a twenty sided die and a set of Command and Control Panels. Four games in one, for 2 or more players ages 12 and up.

#### Book 0: Introduction To Starship Combat

An exciting introductory story about the infamous Klingon Lord Kruge and his mission into Romulan territory that brings him the orders to proceed on capturing Genesis. A beginning-level scenario is also presented.

#### Book 1: Basic Starship Tactics

An 8-page rulebook containing all the instructions necessary to play the Basic Game of Starship Tactics. With these rules you will learn to set and use the display panels and how to use your ship counters on the starfield mapsheet as you attempt to beat your opponents.

#### Book 2: Advanced Rules

This 24-page book contains the rules for playing Advanced and Expert Starship Tactics and the complete rules systems for Command & Control. This book also contains a section on hints for play and the Kobayashi Maru Scenario.

#### Book 3: Ship Data Book

This book contains all the data necessary to play 8 Federation, 8 Klingon, 4 Romulan, 2 Gorn, and 2 Orion ships. Neat stuff.

#### Book 4: Charts & Display Panels

This book contains all the control panels required to play the bridge crew of the various starships and all control panels for Starship Tactics. Combat charts are also presented here.

Stock #2006

ISBN# 0-931787-06-8

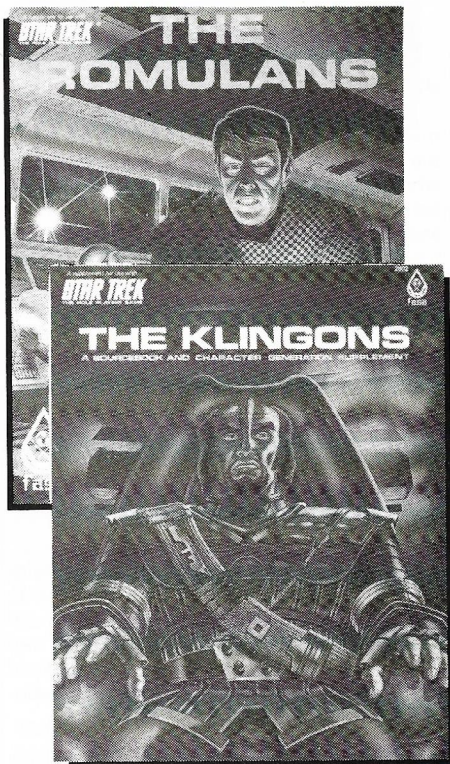
**The Romulans**

This rules expansion for **STAR TREK: The Role Playing Game** provides interesting facts about the Romulans, their personality, their history, and their religion. These books also tell about the Romulan Star Empire, and the Imperial Navy, starships, weapons and equipment, organization, and combat tactics.

All you need is right here to add these mysterious aliens to **STAR TREK: The Role Playing Game**.

Stock #2005

ISBN# 0-931787-05-X

**The Klingons**

More than a supplement, this set provides not only a complete creation system for Klingon player characters, but complete technological, cultural and physiological background of Klingons and their society. Klingons are among the most fascinating of **STAR TREK**'s villains. Now, they make fascinating player characters as well!

Even if you don't play Klingon characters, you'll want this material for your Star Fleet-based campaigning. **STAR TREK** enthusiasts everywhere will want access to these never-before-revealed secrets of the Klingon Empire!

Stock #2002

ISBN# 0-931787-02-5

**THE TRIANGLE**

The Triangle, long known for its disregard for anyone's law but its own, is the setting for the **STAR TREK** campaign. The Triangle is full of renegade Romulans and Klingons, Pirate kings, black-market weapon dealers, and many more unsavory characters. Included in this set are the following:

**Map:**

This beautiful full-color map (17" x 22") shows all inhabited planets of the Triangle and all political boundaries of the major races.

**Book 1:**

This 48-page book contains 120 World Logs. Each log gives all the information necessary for adventuring. Major alien species, weather, planetary classes and more data than you can shake a stick at are included.

**Book 2:**

This 32-page book contains information on the political structure of the specific ruling bodies of the Triangle. A complete economic picture of these worlds is described in detail to provide background for possible interactions. Also contained is information on the personal backgrounds of major personalities in the Triangle.

Stock #2007

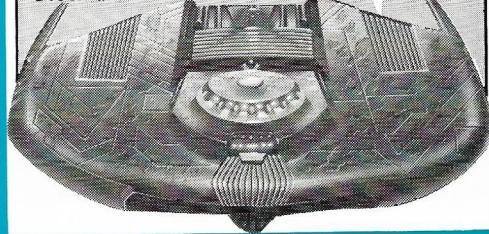
ISBN# 0-931787-07-6

**The Triangle Campaign****For Gamemasters Only:**

This 60-page book gives all the information to run a campaign in the Triangle. Five major plots are described, from a Klingon base commander with dreams of conquest (and the forces to back them up) to an Orion pirate determined to take over all his family's worlds. Have your players interact with Luxury Apparel, an arms dealership run by a beautiful Romulan spy, or with BioResearch, a mega-corporation that loots whole worlds. Perhaps they can track down the illusive Krador and his potent mind-control drug before the Klingons, Romulans, or Orions can grab him. Time lines, plot descriptions, detailed character sheets, library computer data, Newsfax bulletins, rumors, briefings from Star Fleet Intelligence... and more will make the Triangle come alive.

Stock #2215

ISBN# 0-931787-25-4

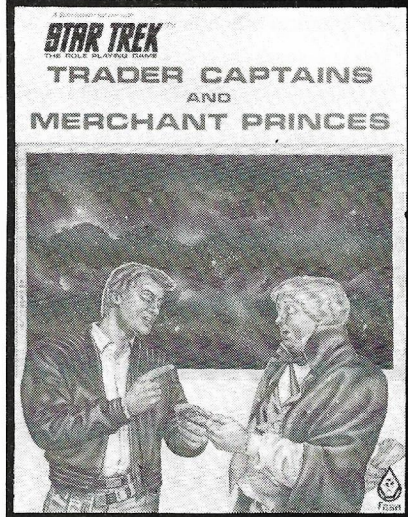


### Trader Captains And Merchant Princes

This 52-page rules supplement for *STAR TREK: The Role Playing Game* includes all the rules and charts needed for creating various traders, privateers, merchants, con-men, and rogues. A complete system for trading commodities, playing the stock market, procuring a bank loan, and maintaining a starship are all presented in an easy-to-understand format.

Stock #2203

ISBN# 0-931787-13-0



### Ship Construction Manual (2nd Edition)

All data and tables necessary to construct a ship of Romulan, Klingon, Orion, Gorn or Federation origin are provided in an easy-to-use format. This detailed and informative supplement allows players to build ships for use with the Starship Combat Game or for the Basic Game. Included in this set are the following;

#### Book 1: Warship Design Handbook

This 32-page book contains all the tables needed to construct a warship for use with the Starship Combat Game. Players may select from the wide array of engines, weapons, shields and computers to build their very own warships.

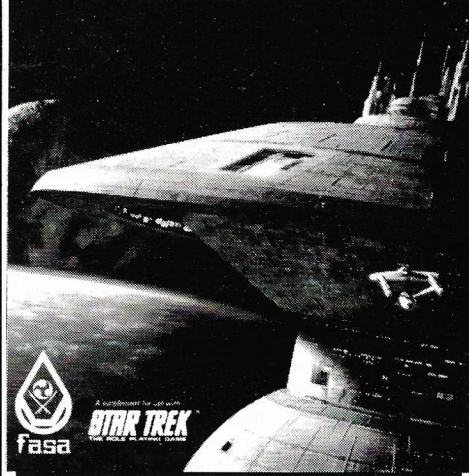
#### Book 2: Astronautics Handbook

This 48-page book provides the gamemasters and players additional information for designing ships of a commercial or private nature. A system is provided for buying the equipment needed, whether legally or through the black market.

Stock #2204

ISBN# 0-931787-14-9

## STAR TREK III SOURCEBOOK UPDATE



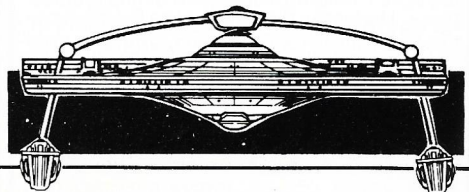
Bring your *STAR TREK* role playing universe up to date with the official *Star Trek III Sourcebook Update*.

This supplement contains a complete time line from the beginning of Earth's space history to the time of *STAR TREK III*. Also included are detailed sections on the changes made since the time of the TV series in the governments of the Klingons, Romulans, Gorn, and Orions. Sections on the UFP and Star Fleet Command, complete with photographs and illustrations, give the latest information on uniforms, insignia, equipment, sidearms, and shipboard systems. A starship recognition file gives pictures and data for the *Enterprise*, the *Bird Of Prey* and the other starships. The personnel file gives the updated statistics on your favorite characters from the movies.

In addition to all this, a complete adventure, *Lost And Presumed Dead*, is included so you can use all the new information.

Stock #2214

ISBN# 0-931787-24-6



To add to the excitement of your games, *Star Trek adventures modules* are available. These missions will send your characters to the far reaches of the frontier trying to solve the mysteries and puzzles facing *Star Fleet*. Each adventure contains all the maps, deck plans, and non-player characters needed to begin play.

#### The Vanished

It started as just a friendly conversation until suddenly there was no one left to talk to! The crew of the Federation Starship must find out why, before they, too, are among *The Vanished*.

Included are complete deck plans for FDR 39 and a complete crew roster for use with this adventure and beyond in your own scenarios.

**Stock #2201 ISBN# 0-931787-11-4**

#### Witness For The Defense

The crew of the *Enterprise* returns to Janus VI, scene of their adventure with the Horta, and finds tragedy. A young miner stands accused of murder and genocide. Will he be convicted by the swift justice of the final frontier or can Captain Kirk, Mr. Spock and Dr. McCoy find evidence to clear him? And if they do, where is the real killer, and will he strike again, bringing disaster to the mining colony of Janus VI?

**Stock #2202 ISBN# 0-931787-12-2**

#### Denial Of Destiny

The planet Aleriad, barred to Star Fleet and independent vessels, is a doomed world. Your mission: take a rescue fleet and save as many of the natives as you can. Simple? Not quite. The Alerians are religious fanatics and believe it is their destiny to remain on their world. To complicate matters, the Orions have been reported operating in the area. Aleriad's imminent collision with a cloud of debris doesn't allow you much time to perform your task, then of course there is the Prime Directive.

**Stock #2205 ISBN# 0-931787-15-7**

#### Termination: 1456

Termination Order 1456:

Issued by Internal Security,  
Imperial High Command

Subject: Thought Admiral Krador zantai Rilac

Mission: End his command!

It is suspected that Admiral Krador, has been gathering forces to overthrow the Emperor. Under the direction of the Fourth Frontier Security Area Command, you and your crew will go to Muldor IV, penetrate Krador's stronghold, and take appropriate action against Krador and his senior officers. The mission is a vital one, and must be accomplished, even at the expense of your lives.

**Stock #2206 ISBN# 0-931787-16-5**

#### Demand Of Honor

Although the Federation and the Gorn Alliance have concluded a treaty, a band of renegade Gorn ships have been raiding Federation shipping. This threatens to jeopardize the peace. Your destroyer has been dispatched to carry a Gorn Ambassador to meet with the renegades.

It seems like a normal mission, but the Ambassador brings aboard with him a squad of 'bodyguards.' Your Security chief senses that something isn't quite right...

**Stock #2207 ISBN# 0-931787-17-3**

#### The Orion Ruse

The Captain of the *Eridani Star* was not a happy man. He'd just received permission to open trade talks with the Orion-settled world of Daros IV..

'Unfortunately', thought the Captain, 'there is a fly in the ointment - several flies, in fact, and they wear Star Fleet uniforms.' A Federation merchant ship had disappeared near the Daros system, and someone in Intelligence was convinced that the *Eridani Star* would make an excellent spy ship.

**Stock #2208 ISBN# 0-931787-18-1**

#### Margin Of Profit

"Our sweetheart stock deal with TriMark won't be worth lizard lips if we can't stop whoever has been hijacking the dilithium shipments. If the shipment next week is hit, our profit will drop to nothing and we'll lose the *Two Brothers*. We'll have to take matters into our own hands if we want to keep our ship!

"Hmmm...I wonder if that Orion 'trader' named Akalzed knows something about this..."

**Stock #2209 ISBN# 0-931787-19-x**

#### The Outcasts

Greetings, old comrade!

I trust that this message finds you well. It has been a long time since we were in contact, and so it is difficult to ask a favor. What I ask I cannot explain, but much depends on this.

You will be contacted by a Vulcan named Salak, who is on a mission of utmost secrecy dealing with a renegade Romulan. I urge you to aid him with his mission, though you will have no official sanction.

Do not attempt to contact me. I cannot respond, and would be forced to deny all.

Sonam

**Stock #2210 ISBN# 0-931787-20-3**

These beautifully crafted starship miniatures are designed for use with the popular **STAR TREK III: Starship Combat Game**. All models come in a constant 1/3900 scale (*Enterprise* is approximately 3" long) and require minor assembly. Each model is cast in white-metal and comes with a color-coded movement stand made to fit the starfield mapsheet included in the *Starship Combat Game*.

Make your *Star Trek* games more enjoyable with starship miniatures from FASA.

2501 *USS Enterprise* (New Style Cruiser)



2502 *USS Reliant* Cruiser



2503 Klingon D-7 (Battlecruiser)



2504 Romulan *Bird of Prey*



2505 *USS Enterprise* (Old Style Cruiser)



2506 *Regula I* Space Laboratory



2507 *USS Larson* (Destroyer)



2508 Klingon D-10 (Cruiser)



2509 Klingon D-18 (Destroyer)



2510 Klingon K-23 (Escort)



2511 Gorn MA-12 Cruiser



Drawings not to scale.

2512 *Orion Lightning* (Blockade Runner)



2513 Klingon L-9 (Frigate)



2514 *USS Loknar* (Frigate)



2515 Romulan *Winged Defender* (Cruiser)



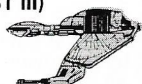
2516 *USS Chandley* (Frigate)



2517 *USS Excelsior* (Battleship, ST III)



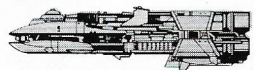
2518 Klingon L-42 *Bird of Prey* (ST III)



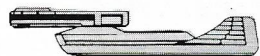
2519 *USS Grissom* (Research Vessel, ST III)



2520 Deep Space Freighter



2521 Romulan *Graceful Flyer* (Scout)



2522 *Orion Wanderer* (Blockade Runner)



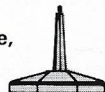
2523 *Kobayashi Maru* (Freighter)



2524 Romulan *Gallant Wing* (Cruiser)



2599 Starship Support Stand  
(Available in Blue, Red, Purple,  
Green and Smoke)



Drawings not to scale.

**PLAYING AIDS**

Playing aids are used to add to the enjoyment of your games. None of the items are required to play, but each will certainly increase the appeal of your games.

**Starship Combat Hex Grid**

Contains 5 22" x 33" starfield maps for use with 2006.

**Stock # 2801 ISBN# 0-931787-81-5**

**Gamemaster's Kit**

Three-panel gamemaster's screen displaying all important tables and charts.

16-page book containing all charts and tables needed by players and gamemasters.

**Stock # 2802 ISBN# 0-931787-82-3**

**Tricorder/Sensors Interactive Display**

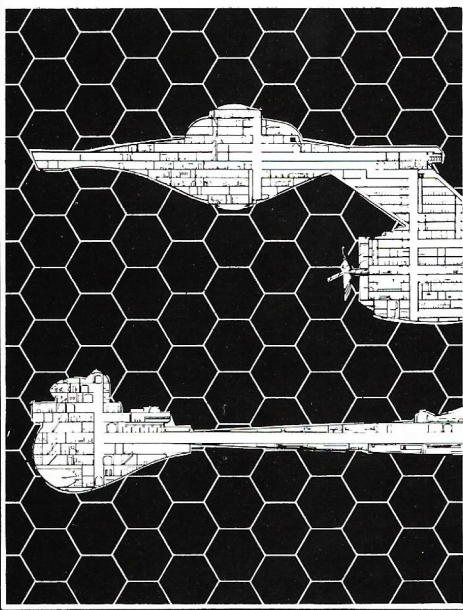
This play aid allows players to use a tricorder for scans and scientific readings. The unit is a hand-held simulated tricorder with display windows.

**Stock # 2803 ISBN# 0-931787-83-1**

**DECK PLANS**

The deck plans of the *Constitution* class heavy cruiser and the infamous Klingon *D-7* battlecruiser are presented in 15mm scale. All rooms and decks are shown with descriptions.

	<b>Stock #</b>	<b>ISBN#</b>
U.S.S. Enterprise	2101	0-931787-86-6
Klingon D-7	2102	0-931787-87-4



The Ship Recognition Manuals contain all the game statistics for starships of the various races of *STAR TREK*. Each book displays 40 different ships and their variants, making over 85 ships per book. Each ship is accompanied by a three-view drawing and a short description outlining its history and performance characteristics.

**The Klingons**

This edition contains information on the famous *D-7* Battlecruiser and 5 of its variants, plus 39 other ships.

**Stock #2301 ISBN# 0-931787-41-6**

**The Federation**

This is the most complete source for information on Federation starships. Included are the *Enterprise*, *Reliant*, *Constitution* and *Excelsior* Class Ships.

**Stock #2302 ISBN# 0-931787-42-4**

**The Romulans**

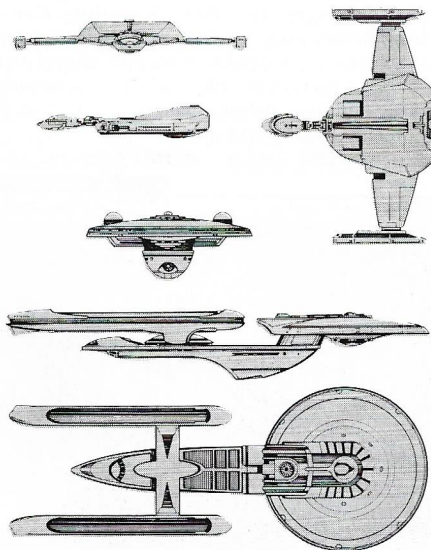
This is a detailed study of Romulan ships over the past 40 years. Ship never before seen by Federation personnel are all revealed after secret declassification.

**Stock #2303 ISBN# 0-931787-43-2**

**The Gorn and Minor Races**

Now all the major Gorn ships are presented to the public. This edition contains all currently available information on the Gorn Navy and includes ships from the Orion Colonies, independent manufacturers in the Triangle, and other minor races on the fringes of the Federation.

**Stock #2304 ISBN# 0-931787-44-0**



**The Search For Spock**

The ground rumbles and moans beneath your feet. The Genesis Planet is beginning to break up. You must find the young Spock and beam him aboard your ship before the planet disintegrates in a fiery explosion.

All of the tense excitement of *STAR TREK III* is now captured in this Micro-Adventure Game from FASA. Included are 112 playing pieces, 76 Event cards, a modular map that allows you to create over 10,000 different planets as playing fields, 3 dice and the rulebook. A game for 1 to 4 players ages 12 and up.

Stock #5001 ISBN# 0-931787-51-3

**Struggle For The Throne**

In this easy to play Micro-Adventure Game from FASA, each player plays the part of a Klingon Thought Admiral trying to win *The Struggle For The Throne*. In order to win, players must interact with each other in making deals, bribing other players, and attempting to influence the Emperor. Included in the game are 76 Action cards, 112 playing pieces, a modular map, 2 dice and the rules. *Struggle For The Throne* is a 2 to 6 player game designed to give hours of enjoyment for all.

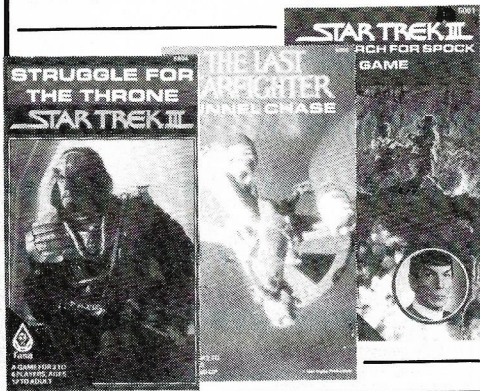
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**Tunnel Chase**

Above the red surface of a lone tunnel asteroid, starfighters screech and roll. Mortal enemies set their gunsights and their wills in a duel to the death. As the combat continues, one starfighter manages to gain a tail position. The other veers and dives, seeking safety in the twisting tunnels of the asteroid.

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The duel games by FASA use a unique and fascinating movement system governed by the Navigation Wheel. Players plot their moves on their wheels then check to see in which view-port the enemy is located. If you were able to outguess your opponent, FIRE!

Each game includes 2 Navigation Wheels, Statistics cards for the ships represented in each game, 75 playing counters, 2 dice and the easy-to-read rulebook. All games are designed for 1 or 2 players ages 12 and up.

**Starship Duel #1 Enterprise vs Bird Of Prey**

The famed U.S.S. *Enterprise* of Starfleet fighting against the Klingon *Bird of Prey* scoutship as seen in *STAR TREK III, The Search For Spock*. Also included are the wheels for upgrading the Scout to the Klingon L-42 Heavy Frigate making it a more even match for the Federation Cruiser.

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**Starship Duel #2**

U.S.S. *Reliant* from *The Wrath Of Khan* is pitted against a Klingon frigate of the L-9 class.

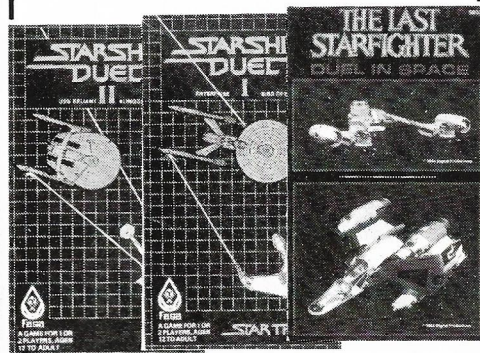
This game is interchangeable with **Starship Duel #1**. The *Reliant* may be set against the Klingon *Bird of Prey* or L-42 of the **Duel #1** game. If you wish to recreate the battle between the *Enterprise* and the *Reliant*, the wheels necessary to do so are included. This exciting and innovative system allows any ships to fight against any other ship.

Stock #5005 ISBN# 0-931787-55-6

**Starfighter Duel #1**

This game plays out the same as the **Starship Duel** games except that the starfighters are more maneuverable but cannot take as much damage as the larger starships. More games in this series will be released in the future.

Stock #5003 ISBN# 0-931787-53-X



### The Last Starfighter Game

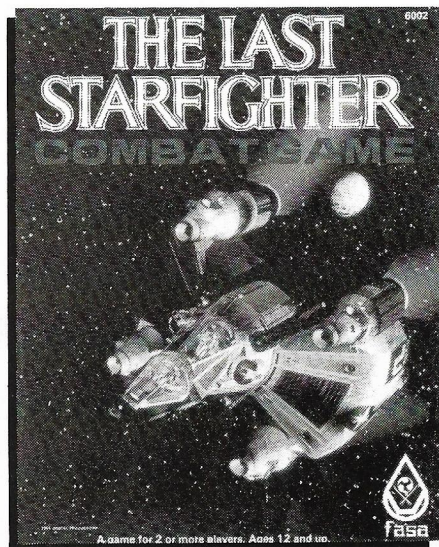
Starfighters of opposing forces clash in space. Laser beams cut through ships as they explode and die. Torpedoes smash into others, igniting them in great balls of fire. The two forces are fighting for control of the galaxy, and both sides feel the need to win this battle. Your commander sends in reinforcements constantly, until finally it is your time. You don your flightsuit and climb into your ship. Then you realize that it's all up to you, for you are. *The Last Starfighter*.

Players choose to be pilots for the Rylo-sians, striving to save the galaxy or pilots of the dreaded Ko-Dan armada attempting to subjugate the civilized worlds. The Last Starfighter uses a simple system for simultaneous action. Players plan their moves, and plot them on an easy-to-use plotting sheet, hoping to outmaneuver their opponents. Then they execute their moves, get the enemy in their sights and FIRE!

This game includes 78 colorful playing pieces, a 17-x 22-inch mapsheet, rulebook, a pad of plotting sheets and 2 dice: everything you need for a galaxy of fun.

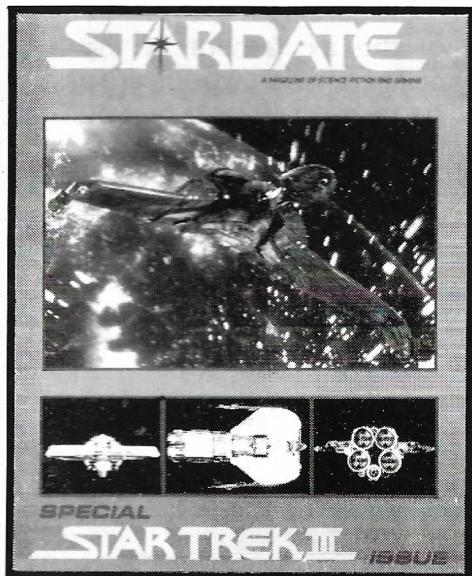
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