

# TEST SERIES GAMES

Now that you've bought a Test Series Game we think we ought to try and explain as fully as possible just what the Test Series Games are all about.

The game you've bought is, in our opinion, a good one. By filling out the enclosed questionnaire you can tell us exactly what you think about it. We have found that most people buying Test Series Games (TSG's) are enthusiastic about them. We suspected as much when we started the project back in the Summer of 1969. There simply weren't that many games being published. When asked, the game publisher (like Avalon Hill) would reply that it simply cost too much to put out more than one or two games a year. This is quite true. Most of the cost of a game is in the packaging (the box and the fancy 'art' which adorns it and the components). Also the games must be made up in quantities of at least 10,000. All of this runs you from fifteen to twenty thousand dollars per game. And then you have to sell the things. The game publisher sells his games to the store owner at half price. And then there are usually more complications. What it all boils down to is only one historical game a year. Well, "we have a better idea!" We concentrate on the games. We produce small quantities with the components being as inexpensive as possible. The only thing we 'spare no expense' on is the design of the game itself. For each game we publish many more are rejected. Lastly, we sell directly to the gamer. There is no middleman. Of course we don't sell many games. The other game publishers are not going to let anybody know about us. We could put them out of business if our sort of thing got 'out of hand'.

Well, we've already gotten a bit 'out of hand' and plan to publish at least six new games in 1970. The physical quality of the games will increase as our sales go up. We will also be able to cut our prices before the year is out.

We will publish any game we feel will be enjoyed by those who play games. That's a wide open area which leaves room for many different types of games. What does it take to design a game? Some imagination, and a lot of work. Thus far our designers have been primarily those who have already designed games for regular publishers. Obviously they have designed many more games than the 'one or two a year' publishers could produce. But there are others who could design games. Are you one of them? Start working and get in touch with us when you have something presentable.

Actually, our relationship with the regular publishers is not as competitive as you might think. Our type of operation is not suited for the 'mass market' type of game. In fact, our Test Series Games often serve as a testing service for the larger publishers. If the TSG version of the game is well received you'll soon see a 'slick' version in the stores.

Test Series Games involve more people in the actual designing and publishing of games. A game is a very flexible medium, and it requires more people to spend more time evaluating it before you have a good idea of where you're at. If you want to get involved with games then that is what Test Series Games are for. Drop us a line and let us know how you feel.

**POULTRON PRESS**

# TEST SERIES GAMES

Tired of the 'one game a year' routine. Well, you don't have to depend on Avalon Hill any longer. We have a new idea. Why not cut costs to the bone and just publish games. Much of what you pay for in the usual 'store bought' game is packaging and a hundred percent mark up for the retailer. These factors made the 'setting up' costs of the game publisher so high that he couldn't afford to come out with one, or at most two, games a year. And in the meantime literally dozens of publishable games were designed each year. Our solution. Quite simple, manufacture only the components necessary for playing the game and sell directly by mail. The result was the TEST SERIES GAMES. In addition to getting more (and less expensive) games to you we also include a questionnaire with each game and encourage you to send us your comments on the game. In this way we can improve the individual games as well as the entire line. The project started off as a gamble, and it worked. So in the future the price of the games will go down as their quality (and quantity) go up. But even now you can get ready to play games at bargain prices. And you'll be seeing at least six new titles each year.

The games are shipped FIRST CLASS MAIL in North America (and APO/FPO). Overseas shipments go parcel post unless extra postage is included with the order (two dollars extra per game).

Each game comes complete and ready to play with pre-cut colored counters, full size (23 by 29 inch) playing surface printed offset on quality stock in black and white, and comprehensive rules.

**LEIPZIG**— A division and corps level game based upon Napoleon's 1813 campaign in Germany. The "Battle of the Nations." Napoleon's first tactical defeat. Uses a unique combat system which realistically re-creates the Napoleonic conditions of warfare on a strategic scale. An excellent strategy game. .... \$5.00

**BARBAROSSA**— A completely new STALIN-GRAD. The board is different, the counters are different, the scope of the game is different. This game has proven the most popular of the TEST SERIES GAMES. Actually five distinct games in one. BARBAROSSA (the 1941 German invasion of Russia), STALINGRAD (the 1942 German offensive), ZITADELLE (the 1943 German/Russian offensives), BERLIN (the 1944 Russian 'final drive') and the CAMPAIGN GAME in which you can link all four of the above games into one game on the entire campaign in the east. Each 'game' includes complete OB's and special rules to reflect tactical changes. A unique army level game that is at the same time realistic and playable. Uses a radically new movement/combat system. .... \$5.00

**DEPLOYMENT**— A unique departure in war games. A tactical 18th century (Napoleonic and pre-Napoleonic) battle game. A wide selection of counters allows you to pit a Napoleonic force against one using the 'Prussian' or other systems. Allows you to combine different types of infantry, artillery and cavalry as you wish. A game of 'linear tactics' which provides limitless variations. .... \$5.00

**KOREA**— June, 1950. Poised on the 38th Parallel in Korea is the North Korean Peoples Army (NKPA) with 13 divisions of the best trained and equipped troops in Asia. Facing them are 8

inferior divisions of the Republic of Korea (ROK) army. In Japan the American occupation forces wait, as unprepared as the ROKs. If the NKPA can drive all ROK and US forces out of Korea the war will be over and Korea united. It's a game against time. Included are 'games' on the US amphibious invasion of Korea as well as the Chinese intervention. What would have happened if? .... \$5.00

**NORMANDY**— A tactical (regiment/battalion) level game of the D-Day invasion of France in June 1944. Covers the first critical seven days. Includes the use of paratroopers, rangers, naval gunfire and amphibious assault. Also includes variable German OB's so that you can play out games based on "what if?" situations. .... \$5.00

**TANNENBERG**— The 'sister game' of 1914. Actually designed at the same time and by the same team as 1914. Covers the massive campaign in the east during the Summer of 1914. Complete Russian, Austro-Hungarian and German OB's. Can be played simultaneously with 1914 or by itself using variable OB's. .... \$6.00

**TACTICAL GAME 3 (Russia, 1944)**— A new departure in games. A platoon and company level game whose main objective originally was to compare different weapons and tactical systems. Out of it all came a game that both miniature and board game enthusiasts can enjoy. This game deals with the situation on the Russian front in 1944. Counters include T-34c, T-34/85, JS II, SU 85, Pz IV, Pz V, Pz VIb and many other armored vehicles as well as infantry, mortar, minefields and many other types of weapons. A radical new approach to historical gaming. The first in a series of similar games. .... \$5.00

## AVAILABLE—AUGUST 1970

**STRATEGY I—THE** game for those who seek variety or wish to design their own. The game is based on a 'modular' rules system as well as 'modular' components which allow you to play games from widely different periods, in addition to developing your own. Over a dozen tested 'games' will be included, ranging from the pre-Roman period to WW III variants. In addition, the game allows you considerable latitude in developing your own games. The WW II Divisional game, for example, gives you the organization of various WW II divisions and then lets you develop your own games. Over 1500 counters (six different color sets of 256 counters each) plus a double size multicolored board are provided. The board may be folded and joined to produce endless combinations. Your games may be as simple or as complicated as you wish. If historical games are your hobby than this is your game. .... \$10.00

**ITALY**— Described by Avalon Hill as "the one that got away". A unique game in many ways. It covers the ANZIO/WINTERLINE campaign in Italy using two boards, a 'tactical' one for the beach head and a 'strategic' one for the WINTERLINE fighting. Also uses a unique new combat resolution system as well as a truly 'playable' step down attrition system. On top of all that you have seven distinctly different games which can even be played all together. .... \$6.00

**1914 REVISION**— By the original designer, a new set of counters plus a set of rules revisions which includes a PLAN 17 rule which allows you to recreate with startling accuracy the original 1914 situation. A 'cleaned up' version of the original 1914. .... \$3.00

**FLYING TIGERS**— It was early 1942, shortly after Pearl Harbor. The Japanese were making a concerted drive to overcome all of China. The American Volunteer Group (The Flying Tigers) were all that stood between the Japanese Army Air Force and their vulnerable Chinese targets. The Flying Tigers had less than a hundred planes, but if used properly they could stop the vulnerable Japanese bombers. If they did not the war in the Pacific would have been written differently. .... \$5.00

**1918**— Russia was out of the war a year, but the Americans were on the way. The Germans had one last chance to win the war. Massed against 25 weak British divisions in North France were 74 German divisions, many of them 'Stoss-divisionen' (Shock Divisions). The Stosstruppen were the best assault troops produced during the war. Trained in the newly developed 'infiltration' tactics and armed with many World War II type weapons. The British stopped them in the original campaign, but it was a close thing. Close enough to make a game exciting to the last move. .... \$5.00

**FLYING FORTRESS**— One of the three different games under consideration by Avalon Hill to be their 1971 game (to be called LUFTWAFFE). Covers the Allied Combined Bomber Offensive against German war industries in 1944/45. Allied B-17, B-24, LANCASTER, HALIFAX (and in some of the 'what if?' situations even B-29) heavy bombers, along with their P-51, P-47, P-38 (plus, if you wish, SPITFIRE 9's, TEMPEST 5's, METEOR 2's and P-80 jets) escorts, fight their way through the LUFTWAFFE to bomb German industry. Could the German Me 262A jets have stopped them? .... \$6.00

Send Orders to.

POULTRON PRESS  
Box 396  
New York, 10009

Make checks payable to the INFINITY CORP. New York City residents include 6% sales tax. New York State residents include 3% sales tax.

## AVAILABLE—JULY 1970

**TWELVE O'CLOCK HIGH**—The third competitor in the AH '71 LUFTWAFFE contest. This game features inter-relating target systems and variable aircraft production. Accurate order of battle, low level sneak attacks and shuttle raids are also included. Jet development and other 'What If?' situations are also covered. Your feedback questionnaires will influence the decision concerning these three games. Which of them do you think best? (FLYING FORTRESS, TWELVE O'CLOCK HIGH or FLYING FORTRESS 2) .... \$6.00

**1918**— Russia was out of the war a year, but the Americans were on the way. The Germans had one last chance to win the war. Massed against 25 weak British divisions in North France were 74 German divisions, many of them 'Stoss-divisionen' (Shock Divisions). The Stosstruppen were the best assault troops produced during the war. Trained in the newly developed 'infiltration' tactics and armed with many World War II type weapons. The British stopped them in the original campaign, but it was a close thing. Close enough to make a game exciting to the last move. .... \$5.00

**FLYING FORTRESS 2**—The first of the 'Luftwaffe' games submitted to Avalon Hill in 1969. A bit more complicated than FLYING FORTRESS, mainly through the addition of a 'step' system of combat loss. No substitute counters are needed, the plane group's second 'step' appears on the back of the counter. This is a 'modification' kit for FLYING FORTRESS which includes the set of new counters, rules modifications and new planning charts. .... \$5.00

## NON TEST SERIES GAMES ALSO AVAILABLE FROM POULTRON PRESS

The following games, while not a part of the TEST SERIES line, are not easily found in stores and are made available here as a service to our readers.

**HANNIBAL**— A game of ancient warfare. Carthage against the Roman Republic during the Second Punic War. A full color, mounted playing board is included as well as a 'bonus' tactical game. .... \$7.00

**THE BATTLE OF BRITAIN**— The First air battle game based on a great historical situation. Once more the Luftwaffe soars over Britain and the R.A.F. gallantly rise to meet their foe - but this time YOU command and attempt to change history. .... \$7.00

**CONFRONTATION**— The ultimate in strategic wargaming. You're the Commander-in-Chief of either the US led Western Bloc or the Russian led Eastern Bloc as you engage in both hot and cold war on a 60" x 26" full-color mapboard. Every factor of modern warfare plays its part - from economics to espionage to technology. THE Wargamer's war game. .... \$8.00

**VIET NAM**— Could you win in Viet Nam? Find out in this authentic game of guerrilla warfare which includes all of the important factors - diplomacy, world opinion, political warfare, and unique rules of jungle warfare. .... \$6.00