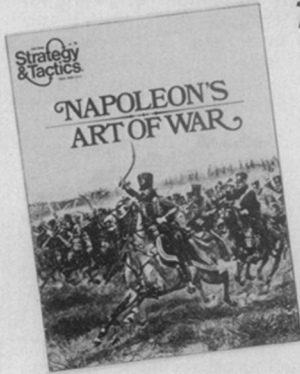


GET FREE GAMES!

...When you subscribe to SPI magazines

Subscribe to *Strategy & Tactics* The Magazine of Conflict Simulation



Now in its second decade of continuous publication, *S&T* is the prime magazine of strategy gaming and military history. Every issue comes complete with a full fledged simulation game — diecut cardboard playing pieces, 22" x 32" map, and rules of play bound in the magazine. Plus fascinating historical articles, reviews, and game related material. All the great battles of history are yours to fight again in the games of *Strategy & Tactics Magazine*.

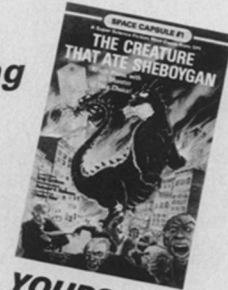


YOURS FREE
When you subscribe to *S&T* you'll get *Chickamauga*, a terrific Civil War contest, normally selling for \$4.

Subscribe to *Ares* The Magazine of SF and Fantasy Gaming

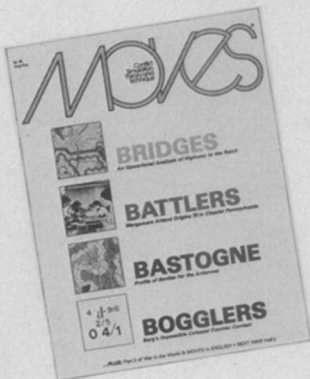


The first issue of this unique science fiction/fantasy magazine will appear February 1980. Each magazine will contain a brand-new ready to play sf or fantasy game PLUS stories, illustrations, reviews, articles on game strategy, as well as science-fact material. *Ares* will be the blending of speculative fiction and gaming, bringing new excitement to both interests. Be a subscriber and get your free bonus game!



YOURS FREE
When you subscribe to *Ares* you'll get *The Creature That Ate Sheboygan*, a tongue-in-cheek simulation of Hollywood monsters threatening a typical American city. A \$4 value — FREE!

Subscribe to *MOVES* The Magazine of Gaming Technique



A necessary companion to *S&T* and *Ares*, *MOVES* carries analysis of play by experienced gamers, 'nuts and bolts' articles on game design and tough talking critiques of SPI games and those of other publishers.



YOURS FREE
When you subscribe to *MOVES* you'll get *Arnhem* the exciting re-creation of the Allied air-drop on Nazi occupied Holland. A \$4 game — FREE!

Send check or money order to:



Please enroll me as a subscriber to:

- Strategy & Tactics**; 1 yr. (6 issues) plus free Chickamauga game: \$16
- Ares**; 1 yr. (6 issues) plus free Creature game: \$14
- MOVES**; 1 yr. (6 issues) plus free Arnhem game: \$9.60
- SPECIAL:** All three magazines for one year plus a fourth Mystery Free Game (worth \$4) for only \$35.64 (a \$55.60 values at only two-thirds the price)

Name _____
 Address _____ Apt Nr. _____
 City _____ State _____ Zip _____
 Master Charge or Visa account number (check type)

 Expiration Date _____

Games for Thinkers

from WFF 'N PROOF publishers



WFF 'N PROOF

2 to 4 players

\$13.00

The Game of Modern Logic, By Layman E. Allen, (Professor of Law and Research Social Scientist, University of Michigan). The original game of symbolic logic. Twenty-one-game kit that starts with speed games that challenge intelligent adults. The kit provides entertainment and practice in abstract thinking relevant for philosophy, mathematics, English, and computer programming for Jr. and Sr. high school.

QUERIES

'N

THEORIES
For teen-agers
and adults

2 to 4 players

\$13.00

The Game of Science & Language. (A Simulation of Scientific Method and Generative Grammars), By Layman E. Allen and Joan Ross (University of Michigan) and Peter Kugel (Massachusetts Institute of Technology). Through inductive reasoning, players learn scientific method of inquiry and gain skill in organizing, analyzing, and synthesizing data while engaged in an intriguing game of linguistics.



THE EMPHASIS IS NOT ON WHAT TO THINK, BUT HOW TO THINK!



EQUATIONS

2 to 4 players

\$10.00

The Game of Creative Mathematics, By Layman E. Allen. Our most popular game of mathematics. Five-game kit for use in intermediate grades through high school. Includes arithmetic operations such as addition, subtraction, multiplication, division, exponents and radicals in a variety of number bases. Like chess, the game can be as simple or as complex as the players make it.

ON-SETS

2 to 4 players

\$10.00

The Game of Set Theory, By Layman E. Allen, Peter Kugel, (M.I.T.), Martin Owens (Mitre Corp.) The game of set theory. This 30-game package can instruct students in kindergarten through high school in basics of set theory as well as extend a challenge to any adult exploring "new math." Encourages players to enjoy mathematics while learning concepts of union, intersection, logical differences, complement, identity, inclusion, null and universal sets.



THE PROPAGANDA GAME

2 to 4 players

\$11.00

By Lorne Greene (N.B.C., Paramount Studios), and Robert Allen (Director of Academic Games, Nova University). Students learn the fascinating techniques used by professionals to influence public opinion by learning to recognize "bandwagon" appeals, faulty analogy, out-of-context quotes, rationalization, technical jargon, emotional appeals, and many more. Particularly fascinating for social studies classes, English, problems of democracy, debate.



WFF'N PROOF GAMES

1490-X0 South Blvd., Ann Arbor, Mi. 48104

___a. WFF'N PROOF (logic)	\$13.00*
___b. QUERIES 'N THEORIES (science & language)	13.00*
___c. EQUATIONS (mathematics)	10.00*
___d. ON-SETS (set theory)	10.00*
___e. PROPAGANDA (social studies)	11.00*
___f. CONFIGURATIONS (geometry)	6.75*
___g. ON-WORDS (word structures)	10.00*
___h. TRI-NIM (problem solving)	5.75*
___i. REAL NUMBERS (arithmetic)	2.25*
___j. WFF (beginner's logic)	2.25*
___k. QWIK-SANE (puzzle)	2.25*
___l. TAC-TICKLE (pure strategy)	1.75*
___m. THE MEDITATION GAME	2.25*
___n. THINKERS BOOKENDS	16.00*
___ 5-game Special (a-e)	49.95*
___ 6-game Special (a-f)	55.95*
___ 7-game Special (a-g)	64.95*
___ 13-game Special (a-n)	
with THINKERS BOOKENDS	96.50*
without THINKERS BOOKENDS	86.50

Check enclosed \$ _____ Send items checked.
Charge to: Master Charge VISA

Card Number: _____ Expires _____
List all numbers shown on your credit card

Name _____

Address _____

City _____ State _____ Zip _____



ON-WORDS

2 or More
Players

\$10.00

The Game of Word Structures, by Professors Layman E. Allen and Frederick L. Goodman and Doris Humphrey and Joan Ross, Research Associates (University of Michigan). An instructional game that incorporates any aspect of words that players wish to introduce. Players practice and learn spelling, counting, grammar, phonetics, word roots, inflectional endings, prefixes and suffixes.