

A drama of unparalleled heroics unfolds. Through centuries of magical abuse, the once verdant Dark Sun world has become a desert wasteland, and its oasis cities are ruled by decadent sorcerer-kings. In their desperate struggle for survival, three steadfast people seek to return their world to its early splendor. So they set forth to overthrow their magic-wielding rulers and liberate their land. Little do they know of the perils standing before them...



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"Whatcher seein' is a quiet night at The Floating Vagabond, the bar at the centera reality. We get all kinds in here. Name's Hawk Luger but everybody calls me Spit. I don't know why. They just do. I run the place.

"We started ta get a lotta business when I hooked the Random Dimensional Portal Generator t'the door. It's good advertising. Brings 'em right t'my bar from whatever bar they was meanin to go inta. First thing they usually do is buy a whole lotta drinks...Like I said, good advertising.

"Once they recover, most of'em hook up with my buddy, Arithon Kinkaid. He runs'n adventure broker business outta the bar. Sends'em out on jobs all th'time. Some come back rich, and some don't come back...ever.

"Anyway, it gets pretty weird around here sometimes, just th'other day, a coupla guys come in here an tell me that I'm in some kinda comedy roleplayin'game an that I was just somethin' they called an NPC. Said that in this game you could get away with anything y'wanna do. Like I said...Weird. So, it's about then that I threw'em both outta here. I didn't need that kinda talk in my bar, 'specially that night with all the Norse gods, that big groupa 'toons, the superheroes, them stupid dungeon crawlers, an a whole platoon a cosmic anarchy marines.

"What was the name'a the game?
They called it...

TALES FROM THE FLOATING VAGABOND

Sample file

"Pretty weird, huh? Everytime I say it, it comes out like that. All neon an everything. Well, they said it was from Avalon Hill and that it was gonna cost \$13.95. From what I hear, that's awful cheap for a whole roleplayin' game."

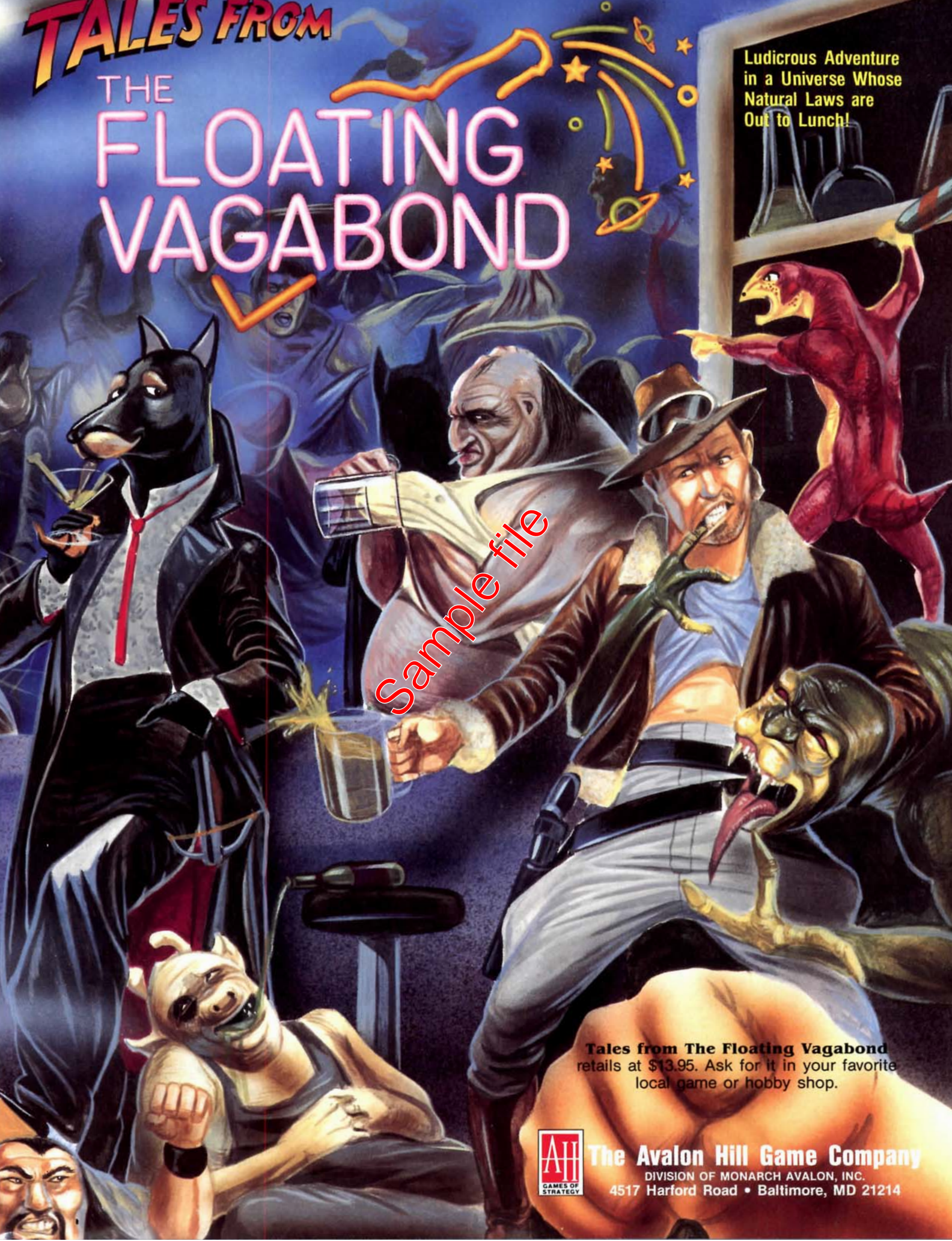
Excerpt from a conversation with Hawk "Spit" Luger, Bartender of The Floating Vagabond.

Tales from The Floating Vagabond is the bizarre, new, comedy roleplaying game from Avalon Hill. Stranger than anything ever made. **Tales from The Floating Vagabond** takes all the facets of a roleplaying game and twists them together into something nearly beyond recognition. **Gasp** as we reach new lows in high adventure. **Marvel** as we sink to new heights in low comedy. At only \$13.95, how can you afford to pass it up? So rush out and get it right away! Also, look for these unlikely supplements: **Bar Wars**, **The Adventure With No Name**, and **The Reich Stuff**! All these and many more are coming soon...

TALES FROM

THE FLOATING VAGABOND

Ludicrous Adventure
in a Universe Whose
Natural Laws are
Out to Lunch!



Sample file

Tales from The Floating Vagabond
retails at \$13.95. Ask for it in your favorite
local game or hobby shop.



The Avalon Hill Game Company

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Marquee Press for the Legendary Lives adventure.

Cry of the Wolf

by Lisa Stevens

The wolf. Its cry sends shivers down the spine while the listener marvels at its beauty. The sight of the lone wolf, silhouetted against the morning sky is one not to be forgotten.

The wolf — majestic, graceful, loving, powerful, misunderstood, hated. Since time immeasurable, the wolf has been both adored and hated by humans. It is not surprising that medieval man connected the wolf with Satan and all things evil. The wolf, by its sheer diversity of being, is something to be admired and feared by men who are ignorant of its ways. That is what I want to accomplish with this short article. I want to give you an appreciation for the wolf and its ways, so that you can look at this most misunderstood creature, not with ignorance and fear as men have for centuries, but with the admiration and awe that it so richly deserves.

A Brief Life History

The timber wolf, *Canus lupus*, is a large, dense-furred member of the dog genus. Though they vary in color, wolves are usually of a grayish color with very distinct markings.

The wolf, at one time, could be found throughout most of North America and Eurasia. But hunting, trapping and poisoning of this fabulous animal has left it on the brink of extinction, and now it is found only in the sparsely settled parts of Alaska and Canada, northeastern Minnesota and, today, even in upper Michigan and northern Wisconsin. At the present time, 5 to 8 packs of 15 to 35 wolves are all that is left in the State of Wisconsin, though this is a start, since the wolf was totally wiped out in Wisconsin not 20 years ago. Numbers elsewhere are similarly small.

Wolves are very social animals with a well-developed hierarchy. The pack is usually led by a mated alpha-male and -female pair whose sub-adult and juvenile offspring make up the rest of the pack. At a very early age, wolf pups go through a series of complex dominance and submission rituals to establish the pecking order between the various juvenile wolves. Once set, this hierarchy is life-long. Only the dominant pair in any pack are allowed to breed, thus keeping the size of the pack down to a level that the environment can support. The pecking order of the pack also determines who eats first, so that the least dominant wolves many times go hungry. This is what many people refer to as survival of the fittest. A wolf who doesn't obey this hierarchy is banned from the pack and becomes a rogue.

ARE YOU TOUGH ENOUGH TO TAKE THE HEAT?

CTF 2187 is a sensational PBM game of fast action and skill. Climb aboard the nimble 40-ton Reaver or the monstrous 80-ton Devastator. Either way you're behind the controls of a state-of-the-art Battle Bot.

Simple mechanics make the game easy to play and place the emphasis on strategy rather than learning complicated computer codes. An excellent choice for beginners and a challenging experience for the veteran gamer.

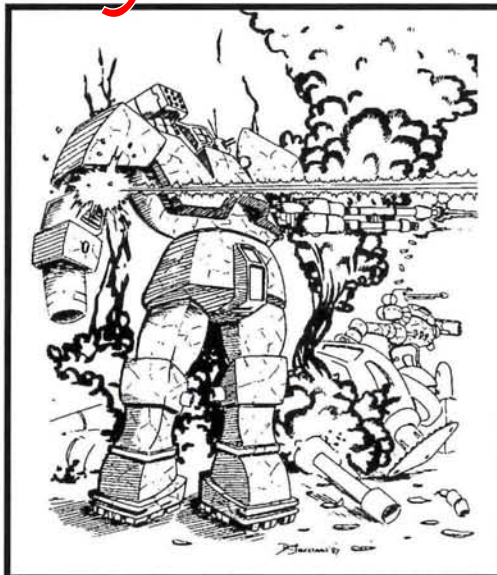
CTF 2187 features:

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