

FUNNY TITLE CRIPPLES GOOD GAME

What the hell is Justice Inc. anyway?

A title is the first thing you learn about a game. Everything you learn about a game will be shaped by its title. So if you don't recognise the title, the rest of the game won't mean anything to you.

WWII vets would recognise it

Back in the thirties and forties there weren't any paperback books, everybody read pulp adventure magazines instead. So when Hero Games decided to put out a role playing game on the rousing adventures between the wars, the authors wanted to call it Justice Inc. They said it was the name of a series in the forties. They said it sounded adventurous and exciting. They said everyone would love it.

But we had to explain it to everyone

I'll give the authors credit, they did a hell of a job. They packed everything you would want to know about running great "between the wars" adventures into this game. Two big books, with 176 pages, covering character creation, combat, running campaigns, a sourcebook on the times, and even four adventures; one of them a solo. They included pages of information on Psychic Powers, Weird Talents, and classic monsters. They told you how to run Crimefighting, Horror, Espionage, and Detective campaigns. They threw in a timeline, a slang dictionary, and the World Series results from 1920 to 1939 (handy for identifying those Nazi spies!). It's all even compatible with Champions, Fantasy Hero, and Danger International. Wrapped up in a box with three dice it is a great deal for \$ 14.95.

But, no one recognised Justice Inc. as a title. Most role players weren't born yet in the middle thirties. And, by the time we were finished explaining everything that was in Justice Inc., the customer had moved on to something else.



And even big games need support

Justice Inc. was a good game though, we knew that. So we brought out two supplements for it. Trail of the Gold Spike is a 32 page adventure that reads like a great old movie serial. It has masked villains, aerial battles, and hidden treasure. Lots of fun at \$ 5.95. Lands of Mystery is a great big, 96 page, campaign setting and adventure. Players get to adventure in Zorandar, a land filled with dinosaurs, hidden tribes, and fantastic cities. Game Masters get the wonder filled land of Zorandar plus full instructions on how to create their own lost worlds. It too is a great bargain, at only \$ 9.95.

And now the bottom line

We figure Justice Inc. will do real well once we can get it in front of enough people. Because once you buy the game you'll figure out how much fun it really is. Then your friends will buy the game too, and pretty soon everyone will join in.

So, you won't be paying \$ 14.95 for all 176 pages of Justice Inc. You pay only TEN BUCKS. And if you also order both supplements, you pay only TEN BUCKS more. A \$ 30.85 value, over 300 pages of game, scenarios, and information, for just TWENTY BUCKS.

Frankly, we would rather get \$ 30.85 for the games and supplements. But we figure that if you get the game and enjoy it, you're the best advertising we can have. As a market leader you'll turn your friends on to how much fun Justice Inc. really is. We'll have gained lots of customers and you'll have gotten a great deal.

So, order now. Justice Inc. for Ten Bucks or Justice Inc., Trail of the Gold Spike, and Lands of Mystery for Twenty Bucks. You too can be a market leader!

T-Shirts of the Gods

When was the last time you walked into a game where the puny minds of the masses were unable to see past your mild-mannered exterior to the Heroic furnace that burns within? No longer need you be troubled by such folly. For a limited time only, you may purchase genuine Hero logo T-shirts. Printed in yellow ink on brilliant crimson top-of-the-line Hanes Beefy-T's, these shirts have that rugged style that serves to display the inner you. You can be a marked man for only \$8.00.

Ah Nuts...Not Again -Damaged Goods-

So I dropped a case...maybe two. Everybody's entitled to a mistake. But my mistakes are piling up down here in the warehouse. I still think we could sell them. (Some have a bent corner, others a scuffed cover). But the boss won't let me send 'em to distributors and I need the space down here. So, I need you guys to help me out. I'll sell you these modules cheap (we got at least 20 copies of everything). Fill out your collection with these factory seconds. Think of them as prewashed jeans, but at half da price!

GM Screens for Champions

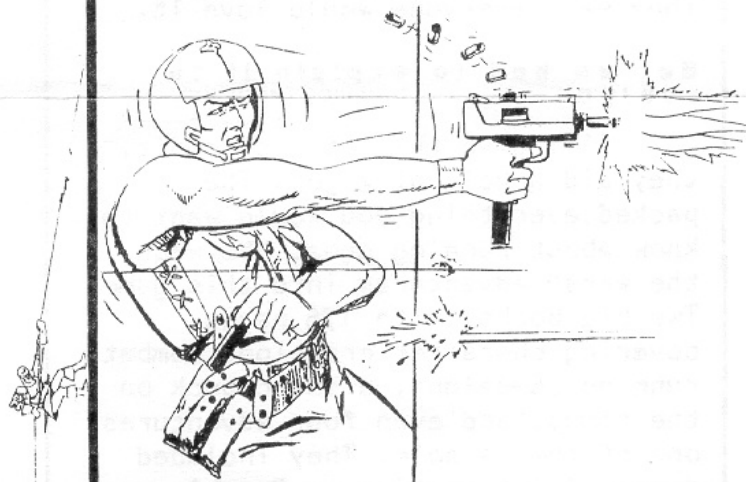
Every so often something goes wrong. Like the time we printed the GM screens without "The Super Role-Playing Game" on the cover. Well, the printer tried to stencil it on, but that didn't look so hot. This we noticed right away (only a couple hundred copies later, that is). So what are we gonna do? Offer 'em to you at half the price! It's the same great game aid, same screen, same information, just a little more unique. Normally we sell the GM screen for \$5.95 - now its only Three Bucks!



When Disaster Strikes

Ok, you already own the game, but your Champions Campaign Book beamed up. Or Porky, while chomping down Doritos by the handful, mistook your rulebook for a pizza and swallowed it whole. Who knows why Mom thought your JI Rules needed to be washed, but now its a giant pile of soggy lint. Maybe all you need is a second edition copy of the Champions rules, because that's what your Ref runs, and you're tired of borrowing his. Where can you get just part of a game? From us! And cheap, too, while our spare parts supplies last.

Champions 2nd Edition Rules	\$7.00
Champions 3rd Edition Rules	\$7.00
Champions Campaign Books	\$5.00
Champions Game Maps	\$1.00
JI 3rd Edition Rules	\$7.00
JI Campaign Books	\$5.00
10mm 6 sided dice (10 each)	\$1.00



Four Bucks for a Potted Plant!

So maybe \$3.95 is a bit much for a set of FLEXIBLES. They're a quality product; flashy, 2 color inks silk screened onto clear, durable electro static plastic. They're 25mm, 2 dimensional (overhead view) scenery for any roleplaying or miniatures game. Think of them as colorforms for adults. The set's titles say it all. The Vehicles include limos, sports cars, a wrecked compact, and even an

armored car. There are FLEXILE lamp posts & tanks, bent I beams & computer banks, sky cars & even potted plants.

But the sets were handmade, so selling them through distributors caused the price to be high. However, at Gencon, I found that if I lowered the price and showed people what they were, I sold over 120 sets. Well, I can't go door to door to show you the benefits of these little beauties, but I can slash the price. I'll sell them direct to you for three bucks a set, or five sets mixed for \$10.00. Give FLEXILES a try, you won't be disappointed!

Deluxe Champions Deluxe Danger International

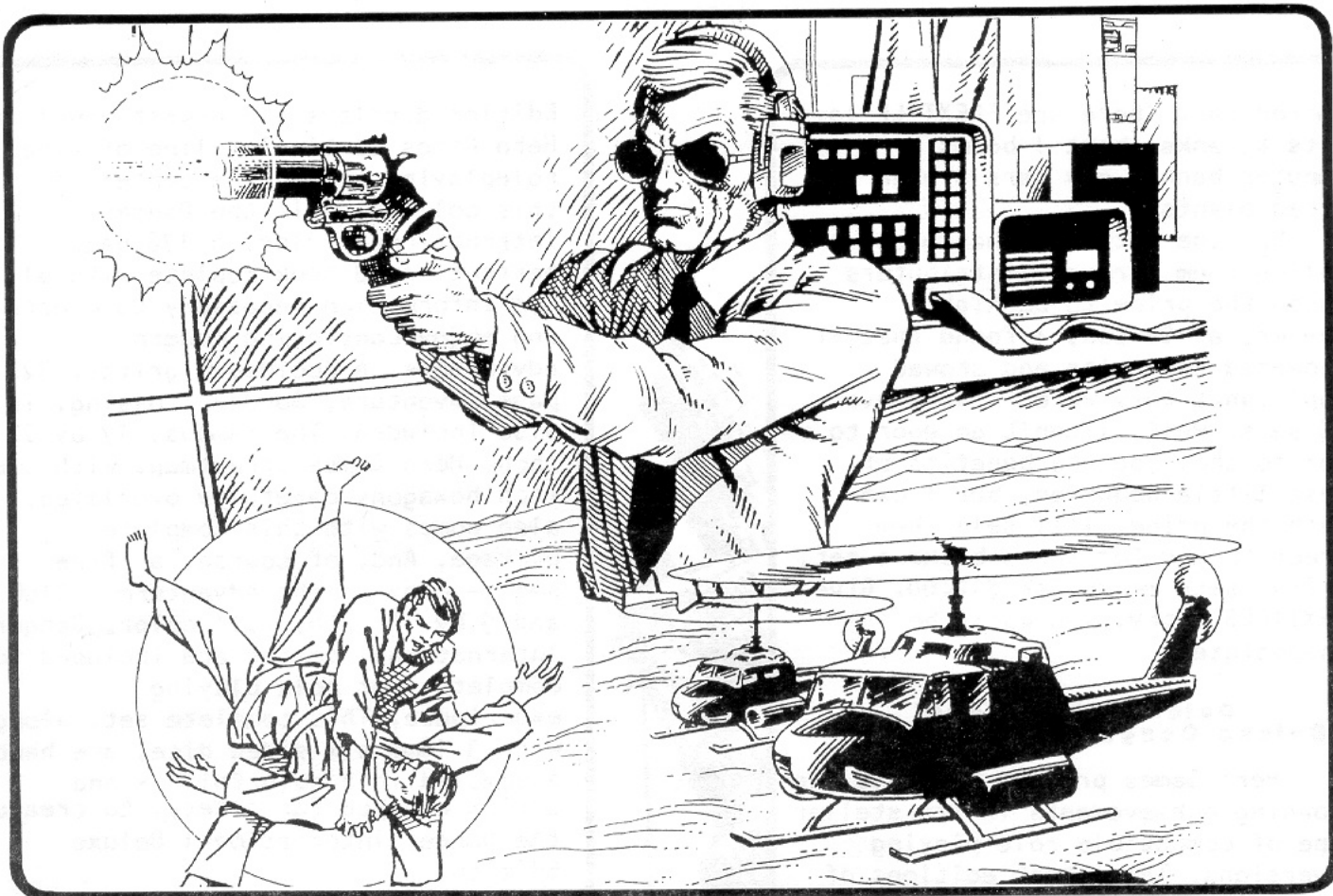
Hero Games proudly presents the crowning achievements in its stellar line of compatible role playing diversions. The latest editions of two of its most famous games: Deluxe Champions, the most complete super hero adventure game; and Deluxe Danger International, the latest word in modern adventure games. Both Deluxe Editions have been especially prepared for maximum playability and snob appeal. The Champions Deluxe Edition includes the latest, perfect bound set of the famous Champions rules. A specially matched, 32 page, Deathstroke adventure is also included. The famous, double sided, 17 by 22 inch street map with one inch hexagons also comes with the Deluxe Edition. Finally, a free sample copy of The Adventurers Club, Hero Games 48 page, digest size, quarterly magazine and a 9 by 14 inch full color Champions poster, suitable for framing, are included as a bonus. All of this, and 6 10mm six sided dice, are lovingly combined and packaged in a handsome box and personally shrink-wrapped to create your own Champions Deluxe Edition.

The Danger International Deluxe



Edition displays the newest jewel in Hero Games continuing line of fine roleplaying games. The center of this collection is the Danger International rules, a 176 page, perfect bound book replete with all the information necessary to create and enjoy continuing modern adventures. A decidedly gritty, 32 page adventure, Border Crossing, is also included. The famous, 17 by 22 inch, Hero Games streetmap, with one inch hexagons carefully overlaid, also comes with this complete package. And, of course, a free sample copy of the Adventurers Club and 9 by 14 inch, full color, Danger International poster are included to complete your role playing experience. This complete set, along with 3 10mm six sided dice, are hand assembled in a colorful box and shrink wrapped for safety, to create the Danger International Deluxe Edition.

Of course, the discriminating buyer is careful to make sure that his purchase is not only of the highest quality, but represents a good value as well. On this front, both Deluxe Editions display themselves as outstanding values. The components of the Champions Deluxe Edition, if purchased separately, would cost \$23.00, and would not include the handsome box and full color poster. All of the items in the Danger International Deluxe Edition would cost almost \$25.00 and would likewise be bereft of both sturdy box and full color poster. But, the Deluxe editions are outstanding values; The Champions Deluxe Edition may be obtained for \$17.95, while the Danger International Deluxe Edition is priced at \$19.95. These prices indicate an average savings of over 20%. Such meaningful savings, on merchandise of such fine quality, should not be overlooked. The perfect holiday gift for the discriminating buyer.



Cue the Miami Vice theme music...

THE BEST DEAL IN THIS CATALOG
Everything you need to play
\$18.90 value for \$10.00

Go to the Peter Gunn theme...

ESPIONAGE: fast... slick... and fun. What YOU need to get into and through the dangers of modern role-playing. The complete game with 64 pages of Skills, Guns, and Combat Rules; all solid, all compatible with Champions. 16 pages of Merchants of Terror, an adventure any spy would be proud to go on. And, a big 32 page bonus adventure, Border Crossing; East Germany was never so much fun.

Cue the Bond theme...

Boxed Espionage was \$12.95, Border Crossing is still \$5.95. But, you don't need a box and you don't need dice. What you need are the rules, the characters, and the adventures; and that's what you get for your ten bucks.

And finish with the Mission Impossible music...

We'll admit it, all the important rules in Espionage are now in Danger International. But DI costs 50% more, and doesn't include Border Crossing. This is the cheapest way yet to get full blown into the Hero System. So, if you want the heart of the game, the rules, and adventures, this is the best deal in this catalog. The Espionage Bonus Pack... \$10.00... Good Deal.



CUSTOMER ORDER FORM

October 1985

STOCK #	GAME TITLE	PRICE	QTY	TOTAL
HER001	•Champions	\$12.95		
HER002	•Enemies	5.95		
HER004	•Stronghold	5.95		
HER006	•Enemies II	5.95		
HER008	•Champions II	9.95		
HER009	•Deathstroke	5.95		
HER010	•Border Crossing	5.95		
HER011	•Great Supervillain Contest	5.95		
HER012	•Circle & M.E.T.E.Org BK I	5.95		
HER013	Justice Inc. Now \$10.00!	14.95		
HER014	•Trail of the Gold Spike	5.95		
HER015	•Champions III	9.95		
HER016	•Enemies III	5.95		
HER017	Danger International	14.95		
HER018	•Primus and Demon Org BK II	5.95		
HER019	•GM Screen & I.D.D.	5.95		
HER020	•Lands of Mystery	9.95		
HER021	The Blood & Dr. McQuark Org BK III	5.95		
HER301	Espionage Bonus Pac	10.00		
HER024	Fantasy Hero	14.95		
HER302	J1 Complete set	20.00		
HER028B	Champions Limited Boxed Set	19.95		
HER027B	Danger International Limited Boxed Set	19.95		
HER201	Flextiles: Vehicles	3.95		
HER202	Flextiles: Street Scenery	3.95		
HER203	Flextiles: Laboratory	3.95		
HER204	Flextiles: Landscape	3.95		
HER205	Flextiles: Weaponry	3.95		
HER303	Flextiles: Set of 5	10.00		
AC02	Adventurers Club, Issue 2	2.50		
AC03	Adventurers Club, Issue 3	2.50		
AC04	Adventurers Club, Issue 4	2.50		
AC05	Adventurers Club, Issue 5	2.50		
AC06	Adventurers Club, Issue 6	2.50		
Spare Parts (enclose a separate list)				
HER304	Hero Logo T-Shirts	8.00		

- Factory seconds available while supplies last at one half the listed price.

Subtotal
CA. Residents add
6½% sales tax
Shipping

TOTAL

To qualify, this order must be postmarked by January 15, 1986

Payment should be made in U.S. funds but please do not send cash. C.O.D. and credit card orders cannot be accepted. Allow 4-5 weeks for delivery.

Please enclose \$1.00 for each \$10.00 of merchandise ordered to cover shipping and handling.

Any problems should be reported immediately to the Single Order department with the date of your order and your check number.

AC MEMBERS: Get \$1.00 off just for including yours AC# here _____

JOHN TABER

BULK RATE
US POSTAGE
PAID
SAN MATEO, CA
PERMIT NO. 7

HERO
GAMES
92-A 21st Ave.,
San Mateo, CA
94403



Happy Holidays from the Heroes!

You have in your hot little hands the biggest & best set of bargains that Hero Games has ever offered. These advantages had only previously been available to Adventurers Club members, but this Holiday Season we're opening them up to everybody. But you must act fast! To be eligible for any of these special buys, you have to get your order form in the mail by January 15, 1986.

But wait, there's more! Santa Hero will give club members a dollar off, and raise the value of each Wonderbuck by 50%, just for putting their club number on the order blank. Its our gift to you; hours of enjoyment with cheap games.

Heroically yours,

R.A. Greer
Santa Hero

