

ELEC-LICS TRONGS



WILDFIRE

The Electronic Pinball Game that sounds and plays as good as it looks. All the excitement and challenge of real pinball are captured in this dazzling hand-held electronic game! Features authentic pinball sound effects (loud or muted), lighted bumpers and targets, rollover lanes, kick-out hole, digital scoring (for up to 4 players at a time), electronic balls of light — 5 per player, lighted tilt signal, and a variable speed selector for 3 different skill levels. Winning requires quick reflexes, hand to eye coordination, and manual dexterity. Small enough to hold in your hands, so it's easy to take anywhere. Ages 7 to adult. 1-4 players.

No. 3400. Item size: $9\frac{1}{4} \times 6\frac{1}{4} \times 3$. Pack: $\frac{1}{2}$ doz. Ct. size: $12\frac{3}{4} \times 9\frac{1}{2} \times 9\frac{3}{4}$. 0.7 cu. ft. 6.0 lbs. Item size: $235 \times 160 \times 75$ mm. Ct. size: $325 \times 240 \times 250$ mm. 20 L. 2.72 Kg.

Wildfire is Parker Brothers' trademark for its hand-held electronic pinball game equipment.

Wildfire is packed in its own 6-unit shelf display.





STOP THIEF'

A classic family board game with an exciting new electronic dimension. Somewhere on the playing board, which represents a city block, a crime is committed. It's up to the players to use audible dues from the Electronic Crime Scanner to track and arrest an invisible thief.

The scanner gives each detective clues in the form of realistic sound effects (creaking door, breaking glass, footsteps, sirens, gunshots, etc.) that help them dose in on the thief. The detective who catches up to the thief first, can call the police and listen to the sirens as the squad car comes in to make the arrest...unless...the thief gives him the slip and gets away! The first to accumulate \$2500 in bounty wins. It's a perfect blend of the excitement of an electronic game and the family fun of a board game!

Ages 8 to adult. 2-4 players.

No. 3500. Item size: $20 \times 10 \times 1^{-1}/4$. Pack: $^{-1}/2$ doz. Ct. size: $20 \frac{1}{4} \times 10 \frac{1}{4} \times 16 \frac{1}{2}$. 2.1 cu. ft. 28.6 lbs. Item size: $510 \times 255 \times 30$ mm. Ct. size: $515 \times 260 \times 420$ mm. 59 L. 12.97 Kg.

Stop Thief is Parker Brothers' registered trademark for its chase-type board game equipment.

CODE NAME: SECTOR®The computer game of submarine pursuit.

The computer game of submarine pursuit. With Code Name: Sector, players command destroyers with data provided by a powerful computer to track an unseen sub. They plot courses on a nautical chart...use the combat information center to navigate within range... set speed, direction, and... Fire! Miss the sub and it retaliates! It's Code Name: Sector, the board game where you match wits with a computer in a thrilling sub chase.

Ages 12 to adult. 1-4 players.

No. 3000. Item size: $19 \times 131/2 \times 4$. Pack: 3 pcs. Ct. size: $19 \frac{1}{4} \times 13 \frac{1}{2} \times 12$. 1.9 cu. ft. 10.3 lbs. Item size: $485 \times 345 \times 100$ mm. Ct. size: $490 \times 345 \times 305$ mm. 54 L. 4.67 Kg.

Code Name: Sector is Parker Brothers' registered trademark for its computerized submarine pursuit game equipment.

P.E.G.S.

The Parker Electronic Game System. P.E.G.S. is more than just a game...it's a whole system of games. A sound-generating double-sided electronic playboard lets you play all 15 exciting tactical games like Space Attack, Tank Blitz, Football and Battle of the Blobs. P.E.G.S....A whole game full of electronic games. Ages 7 to 14. 2 players.

No. 3100. Item size: $9\frac{1}{4} \times 71/2 \times 8\frac{1}{4}$. Pack: $\frac{1}{z}$ doz. Ct. size: $23 \times 9\frac{1}{2} \times 16\frac{1}{4}$. 2.2 cu. ft. 8.0 lbs. Item size: $235 \times 190 \times 210$ mm. Ct. size: $580 \times 240 \times 425$ mm. 63 L. 3.18 Kg.

P.E.G.S. is Parker Brothers' trademark for its electronic sound game equipment.





Patent Pending

MERLIN

The Electronic Wizard

It's 1978's most talked about game. The electronic game with a language, and an intelligence of its own! Challenges you with 6 different games of memory, logic, chance and skill-Tic-Tac-Toe, Music Machine, Echo, Black Jack 13, Magic Square, and Mind Bender. Its powerful computer memory

counters your moves with its own strategic maneuvers and communicates with electronically synthesized sounds.

Ages 7 to adult.

No. 3200. Item size: $10^{1}/4 \times 4 \times 2^{3}/4$. Pack: $^{1}/2$ doz. Ct. size: $10^{3}/4 \times 8^{1}/2 \times 8^{1}/2$. 0.5 cu. ft. 5.5 lbs. Item size: $255 \times 100 \times 70$ mm. Ct. size: $270 \times 215 \times 215$ mm. 13 L. 2.49 Kg.

Merlin is Parker Brothers' trademark for its handheld electronic game equipment.

