

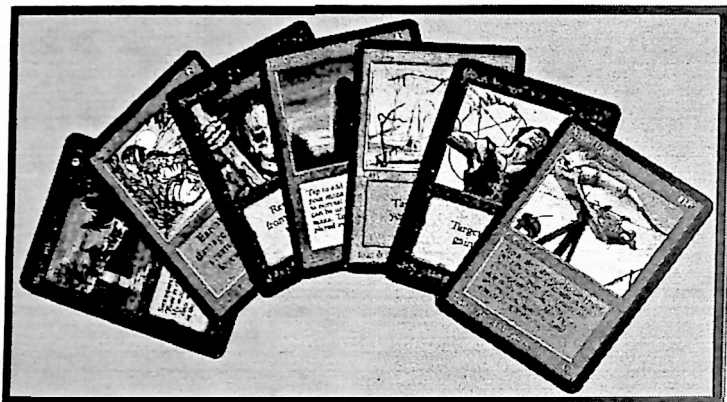
WIZARDS
 *of the*
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COAST



SUMMER 1993 CATALOG

MAGIC

The Gathering™



At first glance, it's not clear whether *Magic: The Gathering* is a fantasy-based card game or a series of fantasy trading cards. That's because it's both. It's a game, but the cards are produced in a "collectable" format. For example, the cards will be cut to the standard trading card size, and each card will be uniquely named. Each print run will be an entirely new series so that there will only be a limited number of any one card. Finally, we use trading-card-style packaging for the cards themselves and the display boxes in which they will be sold. Collectors will be able to group cards based on a variety of factors, including artist, subject, card type, and card series.

This collectible trading card game format is the basis of our new **Deckmaster™** product line. *Magic: The Gathering* is only the first product in this line. Other **Magic** games will follow, as will **Deckmaster** games that don't use the **Magic** rules. All **Deckmaster** games, though, will be designed to appeal to a wide range of player types, from casual weekend players to serious tournament competitors. The rules will be kept simple, and the initial purchase price will be low.

This won't be some cheap production, either. Wizards of the Coast hired over twenty artists to illustrate the cards for *Magic: The Gathering*, creating some of the most visually appealing fantasy art in the gaming industry. With over three hundred pieces of brand-new art, this game is sure to turn many gamers into collectors. The cards are of the highest possible quality, printed by Carta Mundi, the largest card manufacturer in the world. Their automated production facility, located in Belgium, has produced cards for major games from Trivial Pursuit® to Uno®.

The game itself is fascinating. Unlike traditional card games in which players share one deck of cards, **Deckmaster** games use one deck for each player. This is important, because each deck features a random assortment of the hundreds of available cards. In this way, **Deckmaster** cards are not only games to play, but also worlds to explore. No single player has a complete picture of the world, as all of the components of the world—its lands, creatures, and personalities—are put on cards sold randomly to players worldwide. In time, a group of players will become familiar with the environment of their gaming circle, and gain insight into the structure of the world as a whole. But this world is dynamic; periodically a new card series depicting more of the world will be distributed, providing new areas to explore.

But just because you can go out and buy hundreds of cards, wealthy players won't really have any special advantage; victories generally go to the most skilled. With experience and shrewd insight, a skilled player with a sixty-card deck can easily take on a novice with a much larger deck—and win.

While there are multi-player and team-play variations, the usual format for the game is a duel between two wizards. The rules are fairly easy. Most players will quickly master the basic tactical elements, and become adept at finding opportunities for surprise moves. But the true strategy in the game is seeking out card combinations that work well together. With over three hundred cards in the first release, you'll be able to find numerous card combinations. And with new cards planned for release every few months, the game will continuously take on new dimensions, just like a well-developed roleplaying campaign. The game also evolves as players search for cards that can counter specific strategies and combinations designed by their opponents. Then, of course, the opponents must look for counter-counter-strategies, and so forth. Sophisticated players often build more than one deck so that their opponents won't be able to predict their strategy in any given match.

The game evolves around magical energy, called *mana*. Mana is divided into five colors, each of which has a specific "flavor," and is drawn from a particular type of *land* card. White mana, the magic of healing and protection, comes from the plains; blue mana, the magic of thought and water, comes from islands; black mana, the magic of evil and darkness, comes from swamps; red mana, the magic of chaos and destruction, comes from the mountains; and green mana, the magic of life and nature, comes from the forest. These land cards are crucial since they provide the power to bring other cards into play.

The key elements in each card are the artwork and the text describing how the card is used. Colors and themes for the artwork are closely tied to the card function, though a given artist may produce art for a variety of different card types. The text concisely describes the card's function in a complete, self-explanatory manner, without the need for sourcebooks or other supplementary materials, aside from the basic rules included with each deck. This self-description ensures that no single player will know all of the cards; even experienced players will encounter cards with new and unexpected properties when playing against unfamiliar opponents. A colored code at the upper right corner of each card provides information on playing requirements, while numbers in the lower right explain the card strength. Details such as the background pattern and color are linked with the card function and type.

But the game doesn't stop with *The Gathering*. New cards and variations can be added with ease, creating a game that will constantly grow and evolve. In fact, we're already planning a supplement for **Magic**. The second major **Magic** release will follow soon thereafter. And **Magic** games are only part of the **Deckmaster** plan. Wizards of the Coast is developing a cyber **Deckmaster** game, and we're also working with White Wolf on a **Deckmaster** game based on their **World of Darkness**™ series of **Storyteller**™ games, including *Vampire: The Masquerade*™, *Werewolf: The Apocalypse*™, and so forth. A **Deckmaster** game based on our own **Talisanta**™ world is also in the works. Eventually, Wizards of the Coast would like to cover every genre, including science fiction, horror, and historical games. Maybe we'll even do a trading card game based on baseball!

Starter Decks	Booster Packs
Price: \$7.95/deck	Price: \$2.45/pack
Available: NOW	Available: NOW

Magic: The Gathering Pocket Player's Guide

Price: \$ 7.95

Available: December

Richard Garfield, the creator of *Magic: The Gathering*, will let you inside his brain for a bit, revealing how he created the game. This handy book will provide tips on how to maximize your *Magic* skills. Rules for league play, tournament play, and multi-player games will also be included, along with tips for building battle decks and trading. The main rules will be included with more examples to illustrate play. Popular questions will be asked and answered, and strategies will be discussed. The Pocket Player's Guide will also give some hints to collectors trying to get all of the *Magic: The Gathering* cards. All in all, this is going to be a book that regular players of *Magic: The Gathering* won't want to be without.

T H E

PRIMAL ORDER™



The Primal Order

Price: \$20.00

Available: NOW

A completely new capsystem designed for use with any roleplaying system, *The Primal Order* gives detailed, intuitive guidelines for using deities, religion, and mythology in roleplaying games. Gamemasters will find out how deities gain power, why they need worshipers and temples, why they provide their priests with spells, and much more. The Primal Order also discusses the abilities of gods, the creation and use of artifacts, the control and manipulation of planes of existence, divine society, and other topics never before covered in the game industry. To make conversions easy, specific integration notes for nineteen popular game systems are included. Whether you need additional material to help develop priests, temples, and religions, or you would like your characters to interact with divine beings and perhaps become deities themselves someday, you'll enjoy the new level of play *The Primal Order* capsystem allows.



Pawns: The Opening Move

Price: \$15.00

Available: NOW

Pawns: The Opening Move is a compilation of minions, servitors, and other divine beings likely to be found assisting deities in the operation and expansion of their religious organizations. At last, gamemasters will know which creatures comprise a deity's personal guard, watch over a divine-level treasure vault, or exact revenge on those who have desecrated a deity's temple

or holy ground. *Pawns* includes complete, system-independent statistics and abilities for forty-five divine entities. Whether you're searching for divine servants to intercede between your PCs and their distant deities, mighty beasts to defy even your strongest party, or just a few fascinating creatures for your adventurers to glimpse and wonder about, you need look no further.



Knights: Strategies in Motion

Price: \$15.00

Available: NOW

To retain and increase their power, deities need to build strong religions. In *Knights: Strategies in Motion*, you'll see how three fictional deities of combat, death, and magic approached this task. For those interested in the mortal side of things, there are notes on worshiper lifestyles, sacraments, duties of priesthood, and more. On the divine end, *Knights* explores the personality, background, abilities, and responsibilities of the various divine beings in each religious hierarchy. Whether you want some ready-made religions, a source of ideas, or just a few examples to follow, you'll find what you need in *Knights*.

Chessboards: Planes of Possibility

Price: \$12.95

Available: NOW

Chessboards: Planes of Possibility provides gamemasters with the first comprehensive, flexible system for designing and evolving game environments. This easy-to-follow book covers such topics as the various types of planes and their relationships, planar life cycles, ways to join and split planes, and how to design sentient planes and other strange environments. For those using *The Primal Order*, it also includes expanded rules on planar use of primal energy and advanced interactions between planes and deities. Five complete sample metaplanes round out the package and illustrate important concepts. Usable with any roleplaying system, this reference work will give GMs the tools they need to create exciting new worlds for players to explore, run multiple settings in one campaign, or link several campaigns into one logically organized omniverse.

Bishops: The Eternal Crusade

Price: \$14.95

Available: December

Just as *The Primal Order* revolutionized the way gamemasters look at gods, *Bishops: The Eternal Crusade* presents the first systematic approach toward roleplaying the mortal end of religion. For gamemasters, there's a handy new "religion character sheet" and plenty of information that makes it easy to create myths, rituals, artifacts, holy sites, rites of priesthood, and other basics for a variety of different religion types, each of which can be designed to fit perfectly into a specific culture. For players, the book contains helpful notes on roleplaying a religious character, including some new approaches to the traditional priest archetype and ways religion affects lay worshipers. Usable with any game system, *Bishops: The Eternal Crusade* will add a new dimension to roleplaying and inspire many exciting adventure ideas.

Coming in 1994:

Rivals of Esthedil — A complete mini-plane provides the backdrop for this sourcebook adventure by author Jonathan Tweet.

Unorthodox Strategies — Ever wonder what deities would do in a cyberpunk campaign? How about science fiction? This book will take *The Primal Order* outside of the traditional fantasy setting.

Technomancer — Another complete mini-plane sourcebook adventure.

TALISLANTA™



Talisanta Guidebook, Third Edition

Price: \$20.00
Available: NOW

This third edition of the award-winning **Talisanta** roleplaying game system is Wizard of the Coast's first release in the licensed **Talisanta** series. The game world is still as rich and original as ever and the game system is still very simple and quick to play, but now the year is 620 N.A., and much has changed on the Talislantan continent. The archives of the Lyceum Arcanum have been opened to researchers in the city of Cymril and the Tirshata has appeared to unite the Sub-Men against the other civilized races of Talislanta. A new and improved magic system highlights this edition of the popular game system. So explore the most diverse and intriguing milieu in fantasy gaming—try **Talisanta**.



The Archaen Codex

Price: \$15.00
Available: NOW

Lost spells and skills, artifacts and magical treatises, tidbits of history forgotten since the days of the Archaens—these ancient secrets have now been brought to light for the first time in *The Archaen Codex*. Among many other things, this book includes information about the origin of the Black Savants, the technomantic techniques of the Neurians, the history of the Archaen Cabal, the lost art of sorcery, the summoning spells devised by the magician Mordante, and the nature of the ruins in which these and other wonders of Talislanta's greatest magical era may be uncovered. So pack your research notes; the treasure hunt has begun!

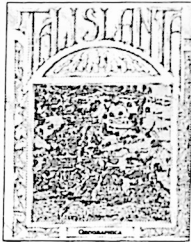


Tales of Talislanta

Price: \$5.00

Available: NOW

An anthology of short stories written by some of the top authors in the fantasy field, *Tales of Talislanta* will serve as an introduction to the fascinating world of Talislanta for those readers who are new to this milieu. Diehard fans of the **Talislanta** game will enjoy the diverse collection of tales for the insight they give into the Talislantan continent. Besides, it's fun to read! Stories by Lawrence Watt-Evans, Simon Shapiro, Ru Emerson, M. C. Sumner, Deborah Millitello, and of course Stephan Michael Sechi round out this fine collection of fiction.



Talislanta Geographica

Price: \$9.95

Available: NOW

One of the products Talislanta fans ask for most is a full-color map of the Talislantan continent. Now Wizards of the Coast has teamed up with renowned cartographer Eric Hotz (of Harn fame) to bring this dream to life. *Talislanta Geographica* is a packet of detailed maps that features a gorgeous 22" x 34" full-color map. Also included are a map showing the various language areas, another map delineating the zones of conflict, and a third detailing the wind and water currents of Talislanta, with accompanying explanatory text for each. *Talislanta Geographica* also features a GM screen and four short adventures.



The Scent of the Beast

Price: \$10.00

Available: NOW

Get involved in the rise of the Sub-Men with the first full-length adventure ever published for the **Talislanta** game system! Designed as a starter kit, *The Scent of the Beast* introduces both players and GMs to the rules and setting of **Talislanta** in a mystery adventure that samples from several different styles of play: mercenary, epic saga, picaresque, explorers of the unknown, and mercantile. Let your players journey to Sindar in search of a traitorous arms merchant and experience the first of a series of adventures that will take them straight to the heart of the Sub-Men uprising.



Quantrigue

Price: \$9.95

Available: NOW

For many years, only those willing to pay a series of exorbitant fees and bribes could gain access to the **Quan** Empire. Now, as part of the **Kang** mercenary cavaliers, your PCs can be among the first to see what the **Kang** have been up to since they took control of the empire in 611 N.A. Designed for 3-6 characters of 4th-7th level, *Quantrigue* provides a rare look at some of the most restricted military installations in Talislanta, explores the true relationships between the **Kang** and their subject races, and forces players to make a choice that could very well alter the course of Talislantan history. So expose your PCs to a little **Kang** culture; neither they nor the empire will ever be the same!

Thystram's Collectanea

Price: \$15.00

Available: NOW

With its abundance of strange and often dangerous flora and fauna, Talislanta provides ample material for a naturalist's life work. *Thystram's Collectanea*, the life work of Talislanta's greatest naturalist, finally collects detailed descriptions of most life forms native to the continent of Talislanta and surrounding planes into one organized book. Supplemented by the research of various historical figures and modern scholars, all entries have been revised and updated to reflect recent discoveries. With its accurate illustrations and helpful encounter lists, *Thystram's Collectanea* will prove a valuable resource to any who would travel the lands of Talislanta.

Sarista

Price: \$10.95

Available: October

The first of Wizards of the Coast's new source modules for **Talislanta**, *Sarista* provides gamemasters with detailed background information on the Sarista as well as a short adventure that puts some of that material to use right away. Source material on Sarista culture, archetypes, skills, equipment, and magic adds flavor and detail to this colorful race, while information on the landscape, flora and fauna, and special areas of Silvanus fleshes out the Sarista homeland. A few special NPCs and a sample Sarista clan will help GMs create their own adventures, while the short adventure included sends PCs to investigate possible Tanasian activity in Silvanus. Whether they're interested in adventure or background, **Talislanta** GMs will reach for *Sarista* again and again.

The Lyceum Arcanum

Price: \$9.95

Available: October

The second in a series of source modules for **Talislanta**, *The Lyceum Arcanum* explores the inner workings of Talislanta's most respected institution for magical learning. GMs will find a wealth of useful source material, including a complete map of the Lyceum campus and detailed information on course descriptions, educational policies, the Lyceum archives, the game benefits of a Lyceum education, and the place of the Lyceum in Cymrilian society. Several ideas for using the Lyceum in game play are also included, and a short adventure set in the Lyceum puts PCs on the trail of a professor who may be involving students in less than purely academic pursuits. For anyone playing or running magic-using characters, *The Lyceum Arcanum* will prove an invaluable resource.

GURPS® Talislanta

Price: \$16.95

Available: November

One of roleplaying's most popular game systems meets the most lavishly diverse game world ever published in *GURPS Talislanta*, bringing **GURPS** players a detailed, original world to explore and **Talislanta** players a more complex approach to their favorite milieu. In 256 richly illustrated pages, *GURPS Talislanta* presents all the basic elements of the **Talislanta** setting—colorful history, more than a hundred distinctive character archetypes, powerful magic, terrifying creatures, and more—in standard **GURPS** terms. Everything **GURPS** gamemasters need to play can be found in this book and the *GURPS Basic Set*, and the conversion notes provided make it easy to translate standard **Talislanta** supplements into **GURPS**. Already generating considerable excitement in both **GURPS** and **Talislanta** circles, *GURPS Talislanta* is sure to be a big seller.



Talislanta Worldbook

Price: \$20.00

Available: NOW

The *Talislanta Worldbook* is the atlas and gazetteer of Archaeus, the strange and exotic world that serves as the setting for the **Talislanta** game. Includes a comprehensive overview of the Talislantan continent, plus new continental, regional, and city maps. The *Talislanta Worldbook* also contains all-new material on the Unknown Lands.



Cyclopedia Talislanta: The Seven Kingdoms

Price: \$10.00

Available: NOW

Includes: a dozen new character types; new fields of magic, skills, and weapons; optional rules; new traps, enchanted devices, alchemical products, and cities; and a complete description of the lands within the Seven Kingdoms.



Cyclopedia Talislanta: The Wilderlands of Zaran

Price: \$10.00

Available: NOW

Includes: a wide variety of barbaric character types; information on the Talismancers of Maruk; dozens of ideas for future adventures; and one of the secrets of Talislanta is unveiled for the first time in this book. Adventuring tips for the Hadjin Ruins round out this book.



Cyclopedia Talislanta: The Western Lands

Price: \$10.00

Available: NOW

Includes: the lunar magic of the Dhuna; the philosophy behind Zandu's Paradoxism; Sarista caravans and their performers; expanded, optional rules for Aamanian astrology; the Drukh songs of madness; Werewood runecircles; Zandir bladesmanship; and the Revenant assassin cult.



Cyclopedia Talislanta: The Eastern Lands

Price: \$10.00

Available: NOW

Includes: the full details of Manra shapechanging; the Kang Combat Trance; the code of the Mystic Warriors; Harakin and their dractyl steeds; rules for Witchfolk necromancy; Mandalan runecasting; Sunra aerial combat; and a complete map of the Temple of the Seven Moons.



Cyclopedia Talislanta: The Desert Kingdoms

Price: \$10.00

Available: NOW

Includes: the Yitek Spiritsingers; the Dracartan Expositors; a explanation of thaumaturgy; a listing of further technomantic specialties; rules for natural hybridization for Beasthandlers; the Holy Nation of Rajanistan; the societies of the five Rajan Death-tribes; and the Black Mystic Cult.

PANDEVELOPMENT



The Compleat Alchemist, Second Edition

Price: \$10.95

Available: NOW

Bridging the realms of science and magic, a brand-new edition of the Bard Games favorite *The Compleat Alchemist* provides everything you need to bring these versatile historical characters into your game world. Inside, you'll find explanations of alchemic knowledge and skills, lists of alchemic ingredients and their innate properties, and descriptions of a wide variety of items alchemists can create. There's also a special gamemasters' section that covers such topics as the cost of setting up an alchemist's laboratory, the use of alchemic products in game play, and more. Now with rules for both skill- and level-based roleplaying systems, this second edition contains revised and expanded ingredient lists and an all-new description of the ultimate alchemic artifact, the philosopher's stone. Whether you've been playing alchemists for years or are just discovering their unique possibilities, *The Compleat Alchemist* is a reference you'll turn to again and again.

Castle Skye

Price: \$11.95

Available: October

Ever wanted to take your PCs on a truly harrowing adventure, one that'll have them peering closely at every shadow, half sick with fear for their lives? Welcome to *Castle Skye*, a cursed fortress full of chillingly spooky creatures, disturbed NPCs, deviously deadly traps, extraordinary items, and long-dead mysteries. While making their way through 188 thoroughly described and mapped locations, the characters must solve the puzzle of the castle's curse and bring together the elements needed to lift it—or be doomed to remain there forever. Written using the system-independent **Envoy** format, this island castle fits easily into any game world. So let *Castle Skye* add a touch of horror to your campaign; it'll keep your players intrigued, apprehensive, and just a little bit nervous.

ALSO AVAILABLE:

Atlantis: The Lost World

Price: \$20.00 (Limited quantities available)

Available: NOW

Atlantis is a complete, comprehensive world setting for any fantasy roleplaying game. The book includes an atlas of Earth in the Second Age, detailed regional maps, ten cities (human and demi-human) with annotated maps, a compendium of hundreds of mythical creatures, deities, devils, demons, and wild animals native to the Atlantean world, and much more.

The Compleat Adventurer

Price: \$10.00 (Limited quantities available)

Available: NOW

The Compleat Adventurer offers a variety of colorful and viable character types from which to choose.

INTERSTELLAR ELITE



Interstellar Elite Combat

Price: \$29.95
Available: NOW

Interstellar Elite (ISE) portrays the fight for ultimate existence amidst the infinite discoveries and boundless mysteries of human adventure. **ISE** is a roleplaying game far different from the rest, describing a unique technical realism of the most advanced nature. Through roleplaying interaction, **ISE** explores any imagined reality. Far from the mundane happenings of modern business, or even the most exciting discoveries of current science, **ISE** players are free to cruise the cosmos and battle among their peers.

The *Interstellar Elite Combat Deluxe Edition* comes complete as a vinyl hardcover, spiral-bound book containing conventional and ultratech weapons, equipment, and armor, persona creation, combat rules, two scenario modules with over 20 prominent personae, and 4,000 years of history.



Interstellar Elite Arctic Combat

Price: \$12.95
Available: NOW

Welcome to Dome #9—Arctic Combat! Here under a massive energy shield is an atmospherically controlled, glacially terraformed rock where nearly any corporate conflict is fought for the sake of mass entertainment. From commanding a mechanized company to slogging through the snow as an infantry trooper, battle calls you to enter the Games!

Interstellar Elite Arctic Combat is a supplement containing a poster-sized fold-out map, an original comic storyboard, 100 detailed encounter scenarios, new conventional weapons, ice vehicles, and more.



Cryptych Magazine #1 (July); #2 (Sept.); #3 (Nov.)

Price: \$2.95
Available: NOW

Wizards of the Coast, Inc. has made an agreement with ILM International to distribute its new roleplaying magazine, *Cryptych*. In addition to *Cryptych's* normal array of articles, *The Apothecary*, the official Wizards of the Coast newsletter, will appear in each issue. This magazine is published bimonthly and has a full-color cover. The first issue features extensive advice to gamemasters, an article for Warhammer 40K's *Monday Night Blood Bowl*, an interview with Ray Winninger of Mayfair, and the debut of the **Envoy** system.

WIZARDS OF THE COAST CURRENT PRODUCTS

<u>Title</u>	<u>Product #</u>	<u>Available</u>	<u>Retail Price</u>	<u>Unit Total</u>
Deckmaster Card Games				
Maglc: The Gathering Starter Deck	WOC6000	NOW	\$7.95	_____
Maglc: The Gathering Booster Pack	WOC6500	NOW	\$2.45	_____
Maglc: TG Pocket Player's Guide	WOC6200	December	\$7.95	_____
The Primal Line				
The Primal Order	WOC0001	NOW	\$20.00	_____
Pawns: The Opening Move	WOC0400	NOW	\$15.00	_____
Knights: Strategies in Motion	WOC0401	NOW	\$15.00	_____
Chessboards: Planes of Possibility	WOC0403	NOW	\$12.95	_____
Bishops: The Eternal Crusade	WOC0402	December	\$14.95	_____
New Talislanta				
Talislanta Guidebook, 3rd ed.	WOC2002	NOW	\$20.00	_____
The Archaen Codex	WOC2202	NOW	\$15.00	_____
Tales of Talislanta	WOC3001	NOW	\$5.00	_____
Talislanta Geographica	WOC2201	NOW	\$9.95	_____
The Scent of the Beast	WOC2301	NOW	\$10.00	_____
Quantrigue	WOC2310	NOW	\$9.95	_____
Thystram's Collectanea	WOC2003	NOW	\$15.00	_____
Sarista	WOC2302	October	\$10.95	_____
The Lyceum Arcanum	WOC2311	October	\$9.95	_____
GURPS Talislanta	WOC2900	November	\$16.95	_____
Classic Talislanta (Bard Games)				
Talislanta Worldbook	WOC2001	NOW	\$20.00	_____
Cyclopedia Talislanta #2	WOC2402	NOW	\$10.00	_____
Cyclopedia Talislanta #3	WOC2403	NOW	\$10.00	_____
Cyclopedia Talislanta #4	WOC2404	NOW	\$10.00	_____
Cyclopedia Talislanta #5	WOC2405	NOW	\$10.00	_____
Cyclopedia Talislanta #6	WOC2406	NOW	\$10.00	_____
The Pandevlopment Line				
The Compleat Alchemist, 2nd ed.	WOC4804	NOW	\$10.95	_____
Castle Skye	WOC4500	October	\$11.95	_____
Atlantis: The Lost World	WOC1080	NOW	\$20.00	_____
The Compleat Adventurer	WOC4803	NOW	\$10.00	_____
Interstellar Elite Line				
Interstellar Elite Combat	WOC1001	NOW	\$29.95	_____
Interstellar Elite Arctic Combat	WOC1011	NOW	\$12.95	_____
Cryptych Magazine				
Cryptych Issue #1	WOC7001	NOW	\$2.95	_____
Cryptych Issue #2	WOC7002	September	\$2.95	_____
Cryptych Issue #3	WOC7003	November	\$2.95	_____
T-Shirts				
WotC Dragon	WOC9000	September	\$15.00	_____
The Primal Order Medusa	WOC9001	NOW	\$15.00	_____
Maglc: The Gathering	WOC9002	NOW	\$15.00	_____
Talislanta "Rune"	WOC9003	NOW	\$15.00	_____

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Please send a check or money order made payable to Wizards of the Coast to: PO Box 707, Renton, WA 98057-0707. All checks or money orders must be in U.S. funds. Allow 2 to 3 weeks for delivery. Overseas orders should add 20% to the subtotal for surface mail or 40% to the subtotal for air mail delivery. Availability of some products is limited. A \$15 handling fee will be charged for all checks returned for insufficient funds.

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