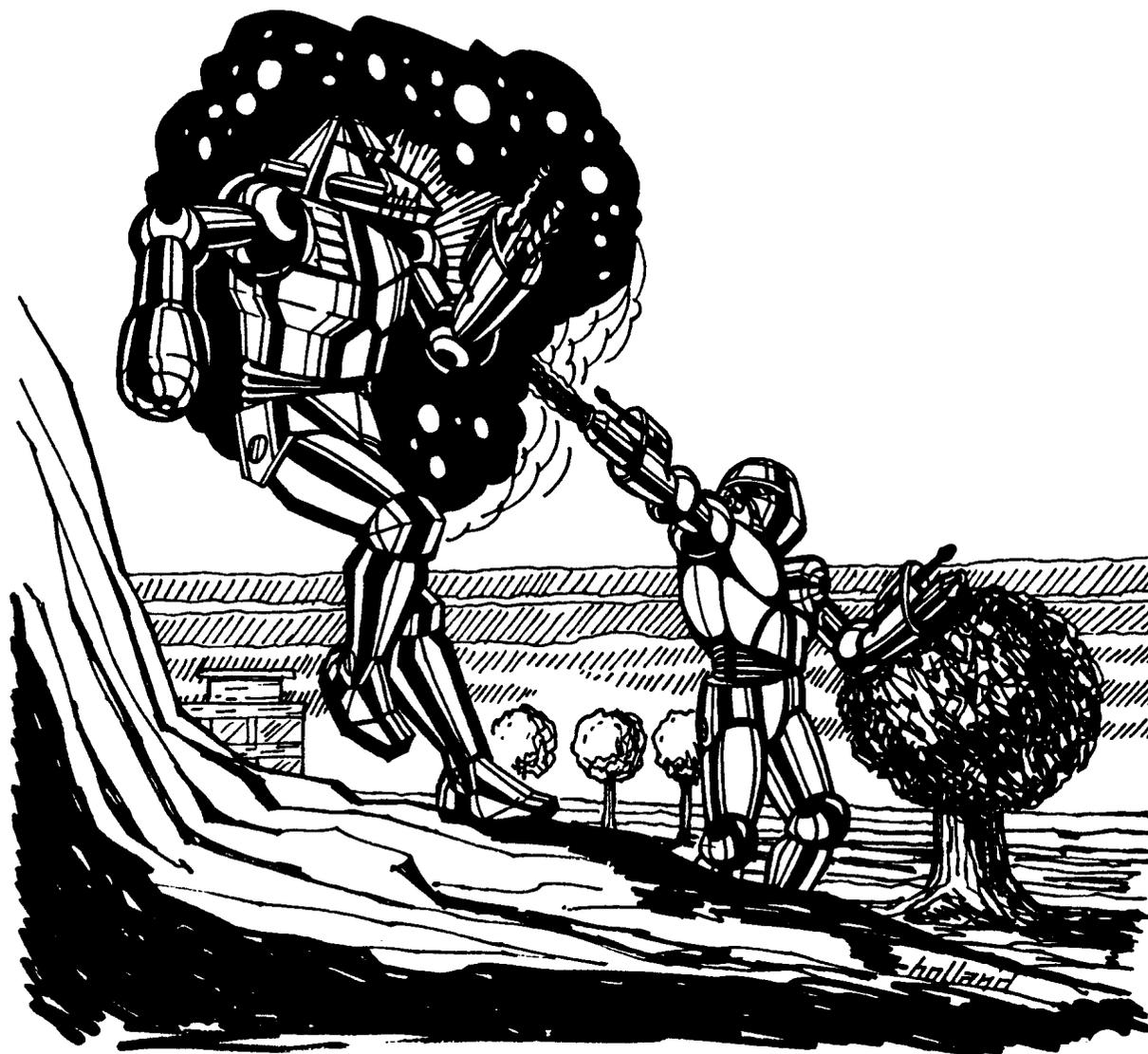


# WARRIORS WANTED!



## ARE YOU TOUGH ENOUGH TO TAKE THE HEAT?

You had better be if you are going to enter the Arena in one of these huge battle machines. Combat in the Arena is fast and furious. Only the toughest can survive. Only the best will win. Fortunately you will not be alone. You enter the Arena as a member of a team and together take on the best that the enemy has to offer. Are you good enough to survive?

ADVANCEDGAMINGENTERPRISES is looking for active participants for our exciting tactical game CTF2187. There is nothing else like it. A Play-By-Mail game that's easy and fun to play but is also one of the most challenging adventures you will ever experience. You will find yourself waiting on edge for the results of every turn. So don't delay. Sign up now!

# CTF 2187

CTF 2187 is a sensational PBM game of fast action and skill. Each player assumes the role of a Pilot of a huge robotic war machine known as a Battle Bot. These machines weigh in at an average of 60 tons and feature the latest in hi-tech weapons and gadgetry including Targeting Computers, Lasers, Sensors, Mini Missiles, Particle Beam Cannons and much, much more! The goal of each Pilot is to enter the Arena and, together with his teammates, battle his way through an equal number of opponents to an enemy Command Post and on to victory!

## Game Features:

\* A fantastic game that is easy to play but is difficult to win. Simple game mechanics that provide you with complex strategy options so you can spend your time determining how to defeat your opponents rather than trying to figure out how to fill out your turn sheet.

\* Game action is fast and furious. Most CTF2187 games usually last between six and ten turns or about 6 months of play. And CTF2187 features both team and individual victories.

\* Many options including games with 2 Teams, 4 Teams and Free-for-Alls. Teams normally consist of 3 to 9 Pilots per side. CTF2187 also offers Fast Games, Slow Games, Special Events and Tournaments!

\* Detailed Character development and Role-playing. You custom design your own Pilot and help him develop and grow as he gains experience in the Arena.

\* Computer Moderation for very detailed and extremely accurate, unbiased turn results. Results include charts, tables, maps and a full text description of everything that happened to your Bot. Most turns average 4 to 6 pages in length!

\* Set turn Due Dates. Everyone has his turn entered and processed at the same time. Never an advantage for players that live closer to the GMs.

\* Every game is completely unique with different map size, terrain configurations, number of players and types of Battle Bots.

\* The entire system is carefully play-balanced so that no matter what size or configuration Battle Bot you control you have an equal chance to win (both individual and team victories!). Games are won by skill and skill alone!

\* FREE Newsletter! Includes FREE player notices, strategy hints, game results and the popular Pilot Rankings so you can see how your Pilot compares with the other Pilots of the Arena! Ask for a FREE sample issue!

\* Also available from AGE: The Crack Of Doom I, the venerable classic is still going strong — big armies, big battles, great for Power Gaming, and The Crack Of Doom II which features a new and greatly expanded system with many new options and more extensive role-playing.

To enter CTF 2187 just send a check for \$20.00 or more to open your account to Advanced Gaming Enterprises and receive a FREE copy of our illustrated rule book. Or you can purchase a no-obligation copy of the rule book for only \$5.00. Visa/MasterCard accepted.

**ADVANCED GAMING ENTERPRISES**  
**POST OFFICE BOX 214949**  
**SACRAMENTO, CA 95821**  
**Fax: 916-683-2436**  
**[www.ageforfun.com](http://www.ageforfun.com)**