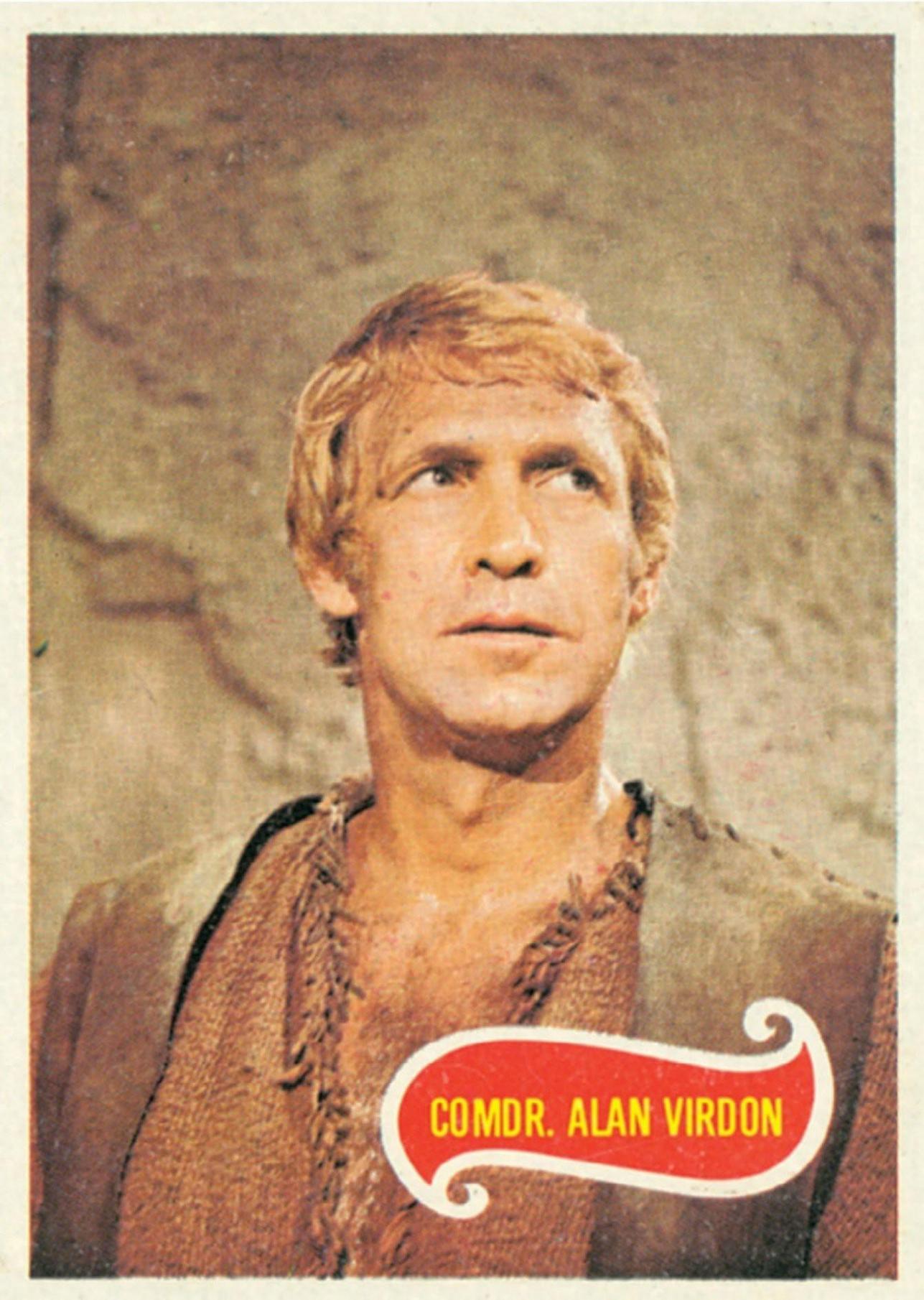




RENEGADE CHIMP GALEN—In the year 3085 A.D., the planet Earth is dominated and controlled by a race of highly-evolved apes. Galen, an energetic chimpanzee, finds his orderly life changed by the arrival of two human astronauts from the past.

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE C. COLLECT ALL 66 CARDS.





COMDR. ALAN VIRDON—Virdon is the leader of the two-man space expedition that blasted off from Earth in the mid-1980's. By some quirk of fate, his ship slipped through the time barrier and wound up on Virdon's home planet—2000 years later!

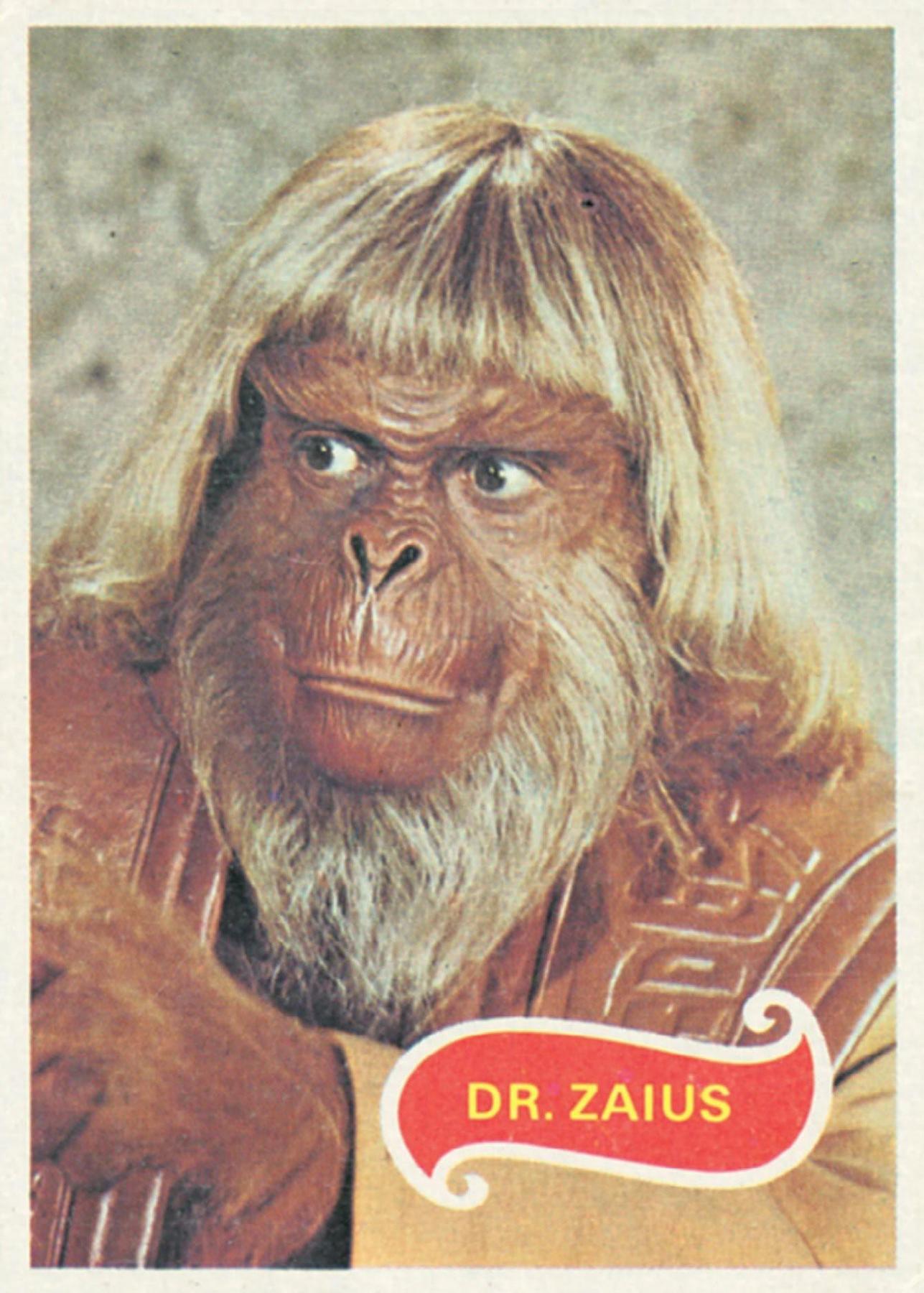
© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 5 OF PUZZLE I. COLLECT ALL 66 CARDS.





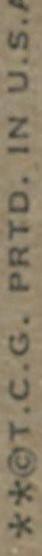
ASTRONAUT PETER BURKE—The junior member of Alan Virdon's intergalactic expedition that pierced a time warp and landed on the Planet of the Apes is Peter Burke, top-notch astronaut and ace apefighter. Unlike Virdon, Burke has no family ties from the past, and accepts his predicament more easily.

NO. 6 OF PUZZLE E. COLLECT ALL 66 CARDS.



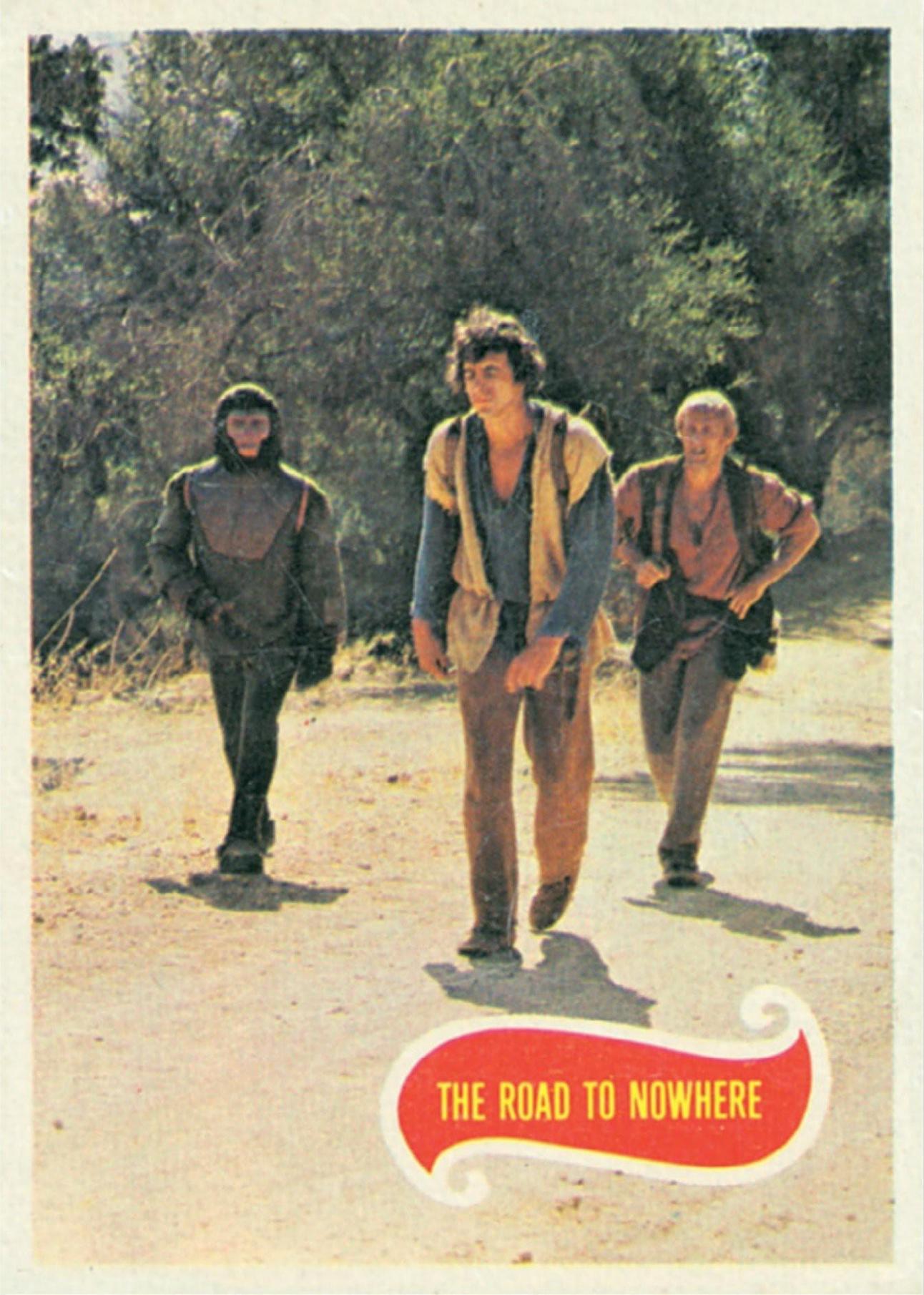
\*\* T.C.G. PRT

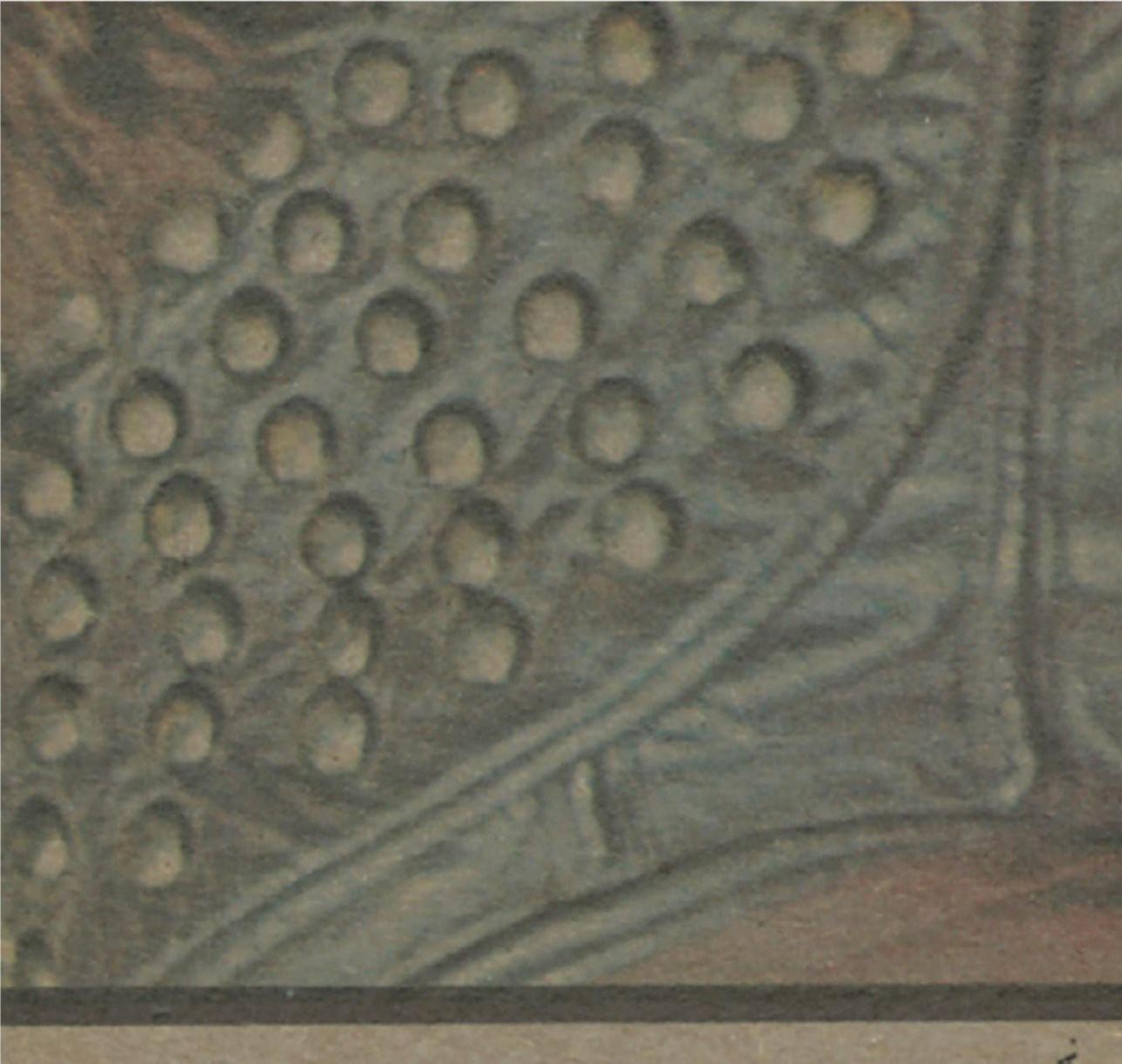






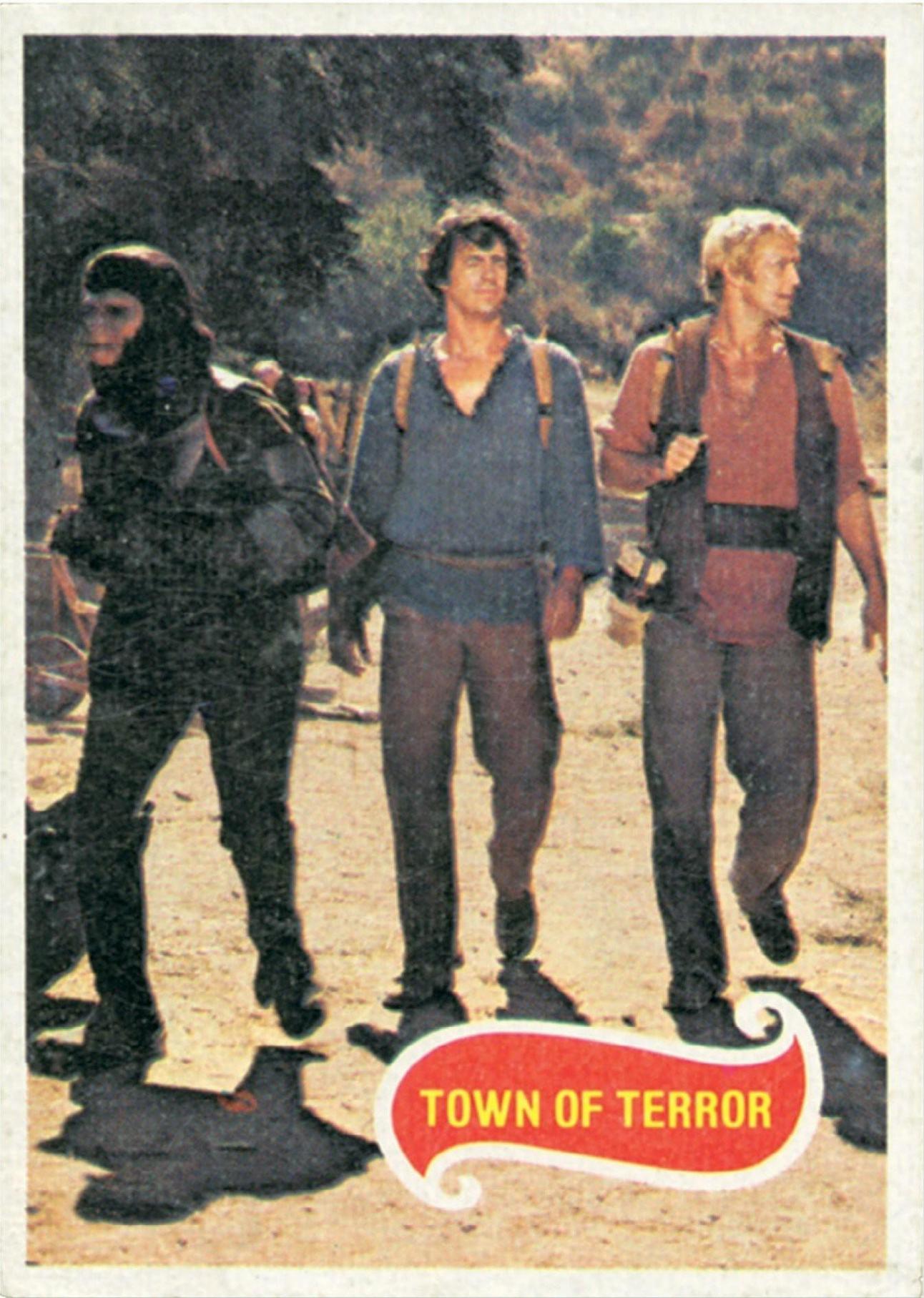
URKO, GORILLA GENERAL—In the bizarre ape class structure, the ferocious gorilla emerges as the merciless tyrant and military organizer. Urko, undisputed leader of the gorilla war machine, is determined to find and capture astronauts Virdon and Burke, as well as renegade chimp Galen!





THE ROAD TO NOWHERE - A calm, country road on the Planet of the Apes can never be safe enough for 20th century Earthmen Virdon and Burke as they continue their search for sanity-saving answers. With a them, of course, is Galen, an energetic chimp with similar questions ...

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE F. COLLECT ALL 66 CARDS.





Town Of Terror—During their quest, the trio comes upon a small, run-down village. Anxious to discover who or what lives in the seemingly deserted town, the weary travelers decide to investigate.

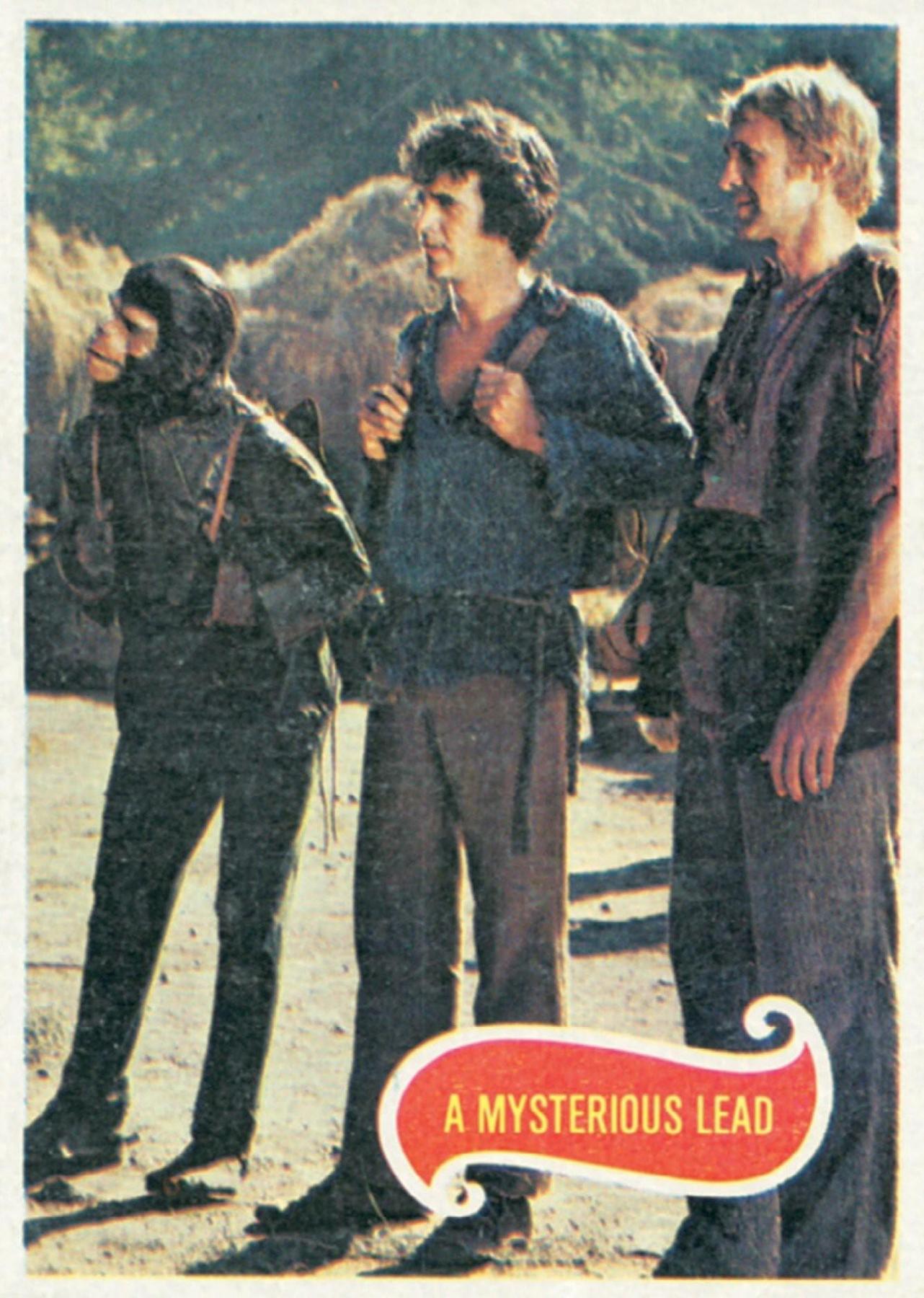
\*@T.C.G. PRTD.





REMNANTS OF HUMANITY—Suddenly of Galen spots an elderly man cowering in sear behind a food cart. The renegade chimp calmly assures the frightened human that he means no harm, and before long a small community of cautious human beings emerges from the town or ruins...

NO. 4 OF PUZZLE F. COLLECT ALL 66 CARDS.





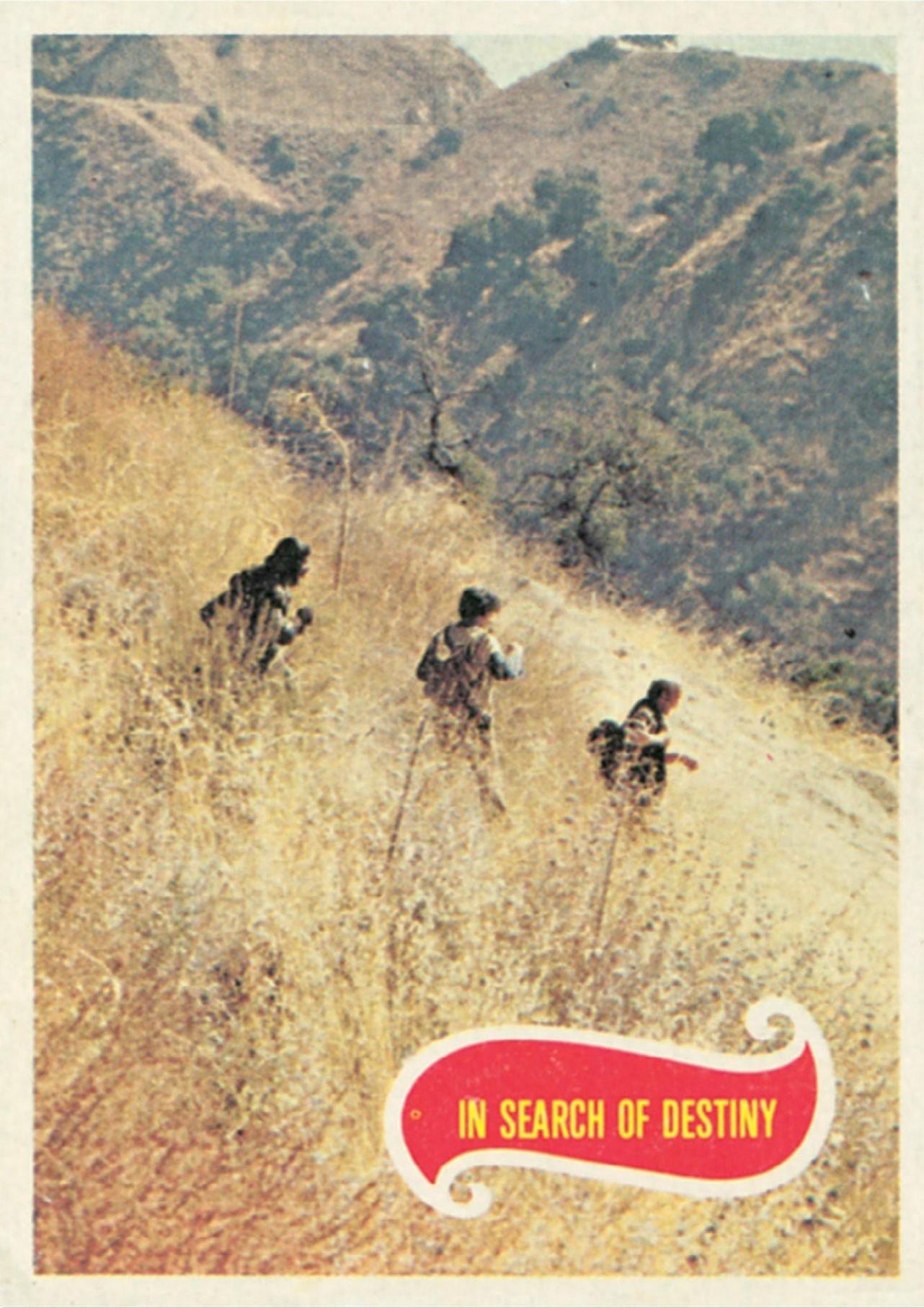


A Mysterious Lead—The frightened townspeople inform astronauts Virdon and Burke of an ancient legend that still terrorizes many of the village folk. It is said that a strange voice speaks from the ruins of an old building, spouting words and ideas no one can understand!





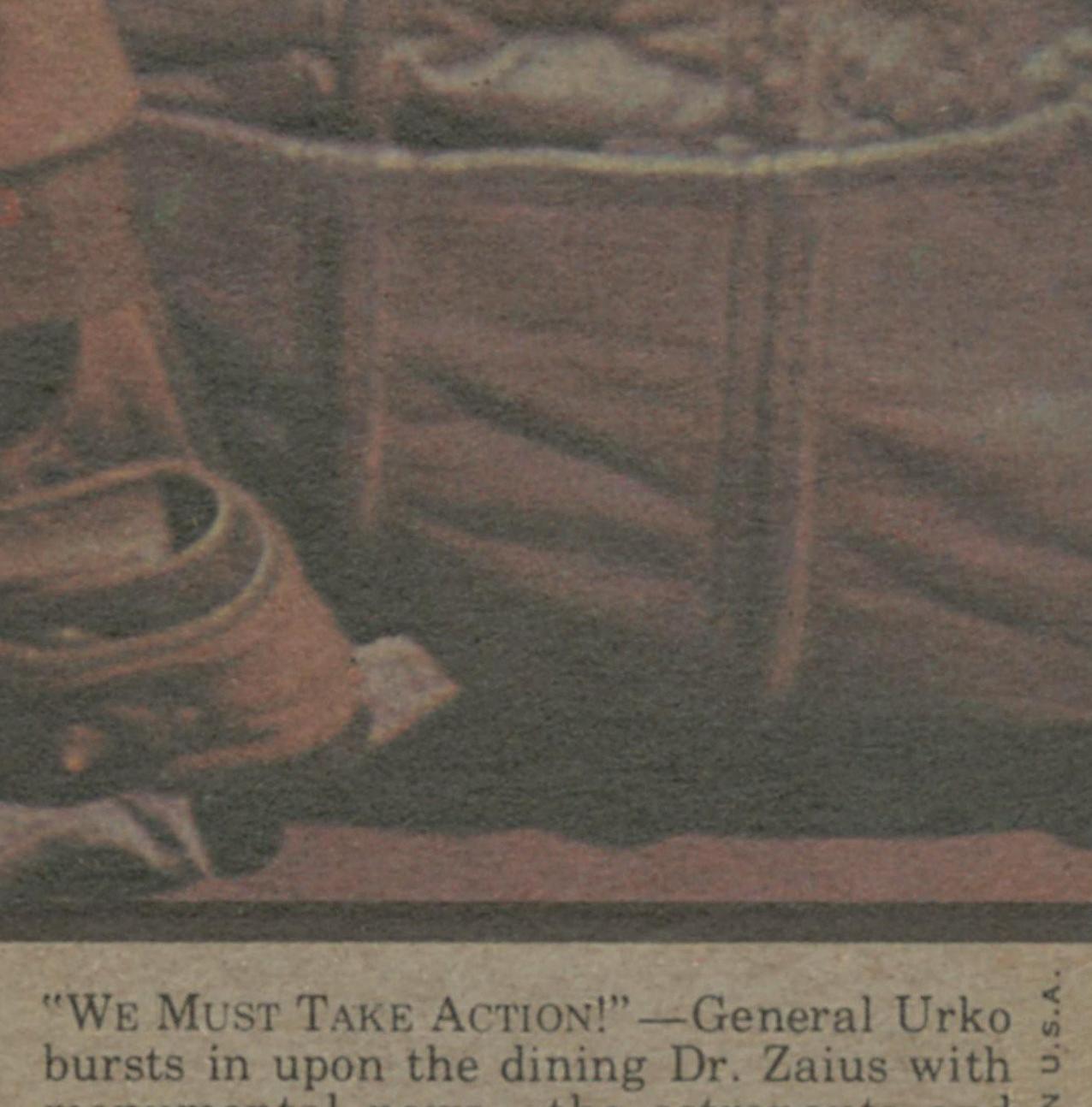
THE QUEST—Alan Virdon decides that the strange story told by the frightened towns- > people could use some investigating. It just might involve some scientific explanation that can be of some help to the lost astronauts!



IN SEARCH OF DESTINY—The trio sets off in the direction from where the strange "voice" was last heard. With hope in their hearts, the two astronauts and the chimp scale the dangerous slopes and by ways to reach their destination!

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 10 OF PUZZLE G. COLLECT ALL 66 CARDS.





"WE MUST TAKE ACTION!"—General Urko bursts in upon the dining Dr. Zaius with monumental news—the astronauts and Galen have been recently sighted! Urko has tried for months to capture the renegade humans and their chimpanzee buddy, and now at last victory seems close.

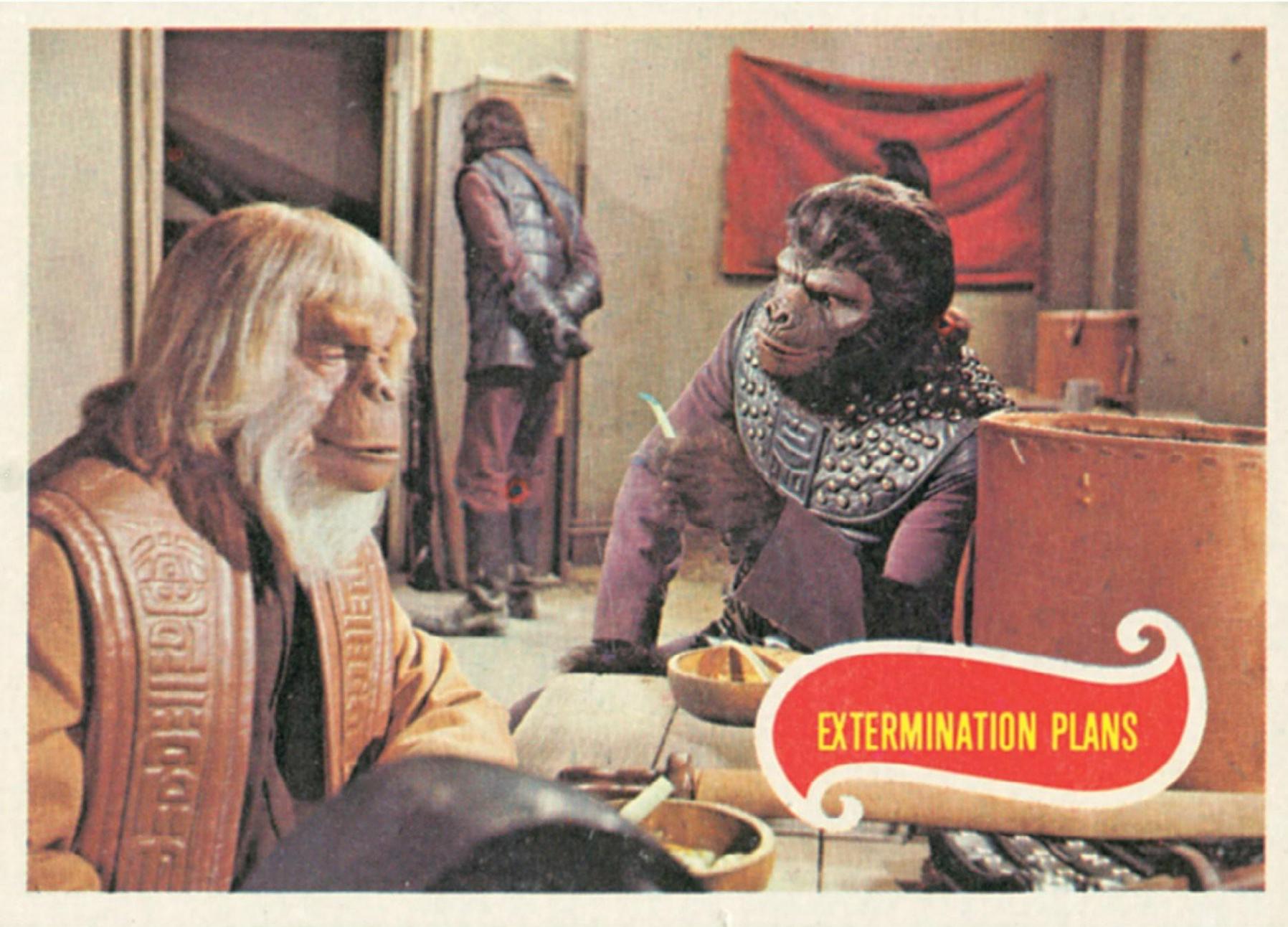
1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 7 OF PUZZLE F. COLLECT ALL 66 CARDS.





UNDENIABLE PROOF — One of Urko's seguards snapped a picture of the adventuresome trio, and this is all the proof the gorilla leader needs to set up a full-scale search. Dr. Zaius is also convinced that the capture of the humans is essential, but for altogether different reasons!

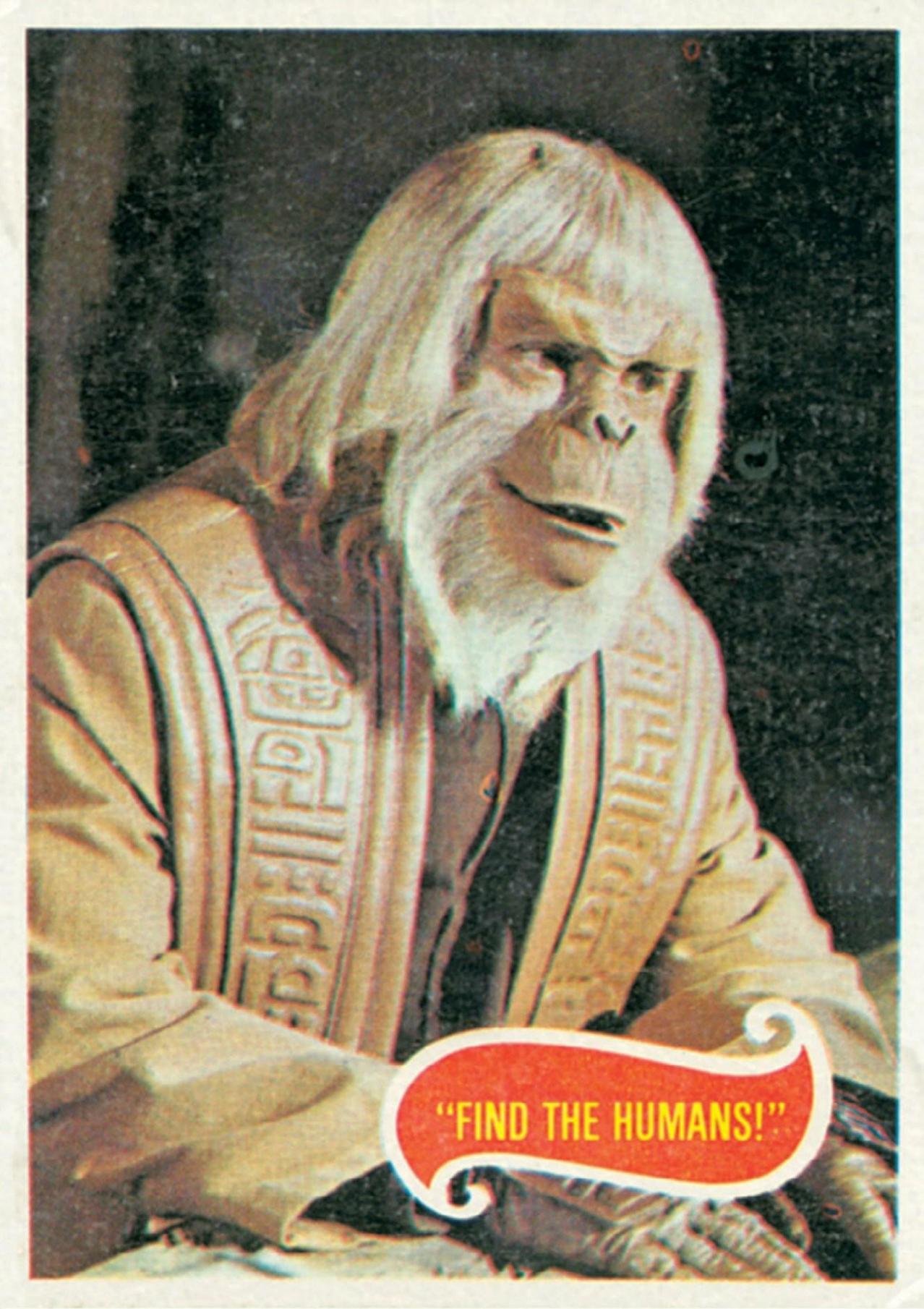
© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE B. COLLECT ALL 66 CARDS.





EXTERMINATION PLANS - Urko has no pity & for human beings whatsoever. As far as > he's concerned, the Earth would be far better off without them. Deep inside, however, the gorilla secretly wants some humans to survive-for without them, there would be no sport for cruel ape hunters!

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 6 OF PUZZLE F. COLLECT ALL 66 CARDS.





"FIND THE HUMANS!"—Dr. Zaius is quite concerned about the fate of the Earth astronauts, too. But his reasoning is rather different from that of Urko's...Zaius fears that Virdon and Burke may re-awaken the dormant leadership qualities of the humans!

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 1 OF PUZZLE G. COLLECT ALL 66 CARDS.





THRILL OF THE HUNT—But Urko is governed more by his emotions rather than his intellect, and every instinct in his body longs for the excitement of the hunt. He is a predatory creature, unsympathetic and violently cruel when he tracks down his quarry.

1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE C. COLLECT ALL 66 CARDS.





VISIT TO A GRAVEYARD - Virdon, Burke and Galen finally arrive at the mysterious, crumbling old building the terror- Z stricken townspeople claimed was haunted. And indeed it is. All around are the restless ghosts of mankind's former glory and eventual defeat.

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 10 OF PUZZLE A. COLLECT ALL 66 CARDS.





Dangerous Climb—Comm. Virdon carefully scales the crumbling mountain of debris that stands before what appears to be a centuries-old vault. If there is a rational answer to the strange stories whispered about this old place, perhaps it can be found there.

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 5 OF PUZZLE F. COLLECT ALL 66 CARDS.





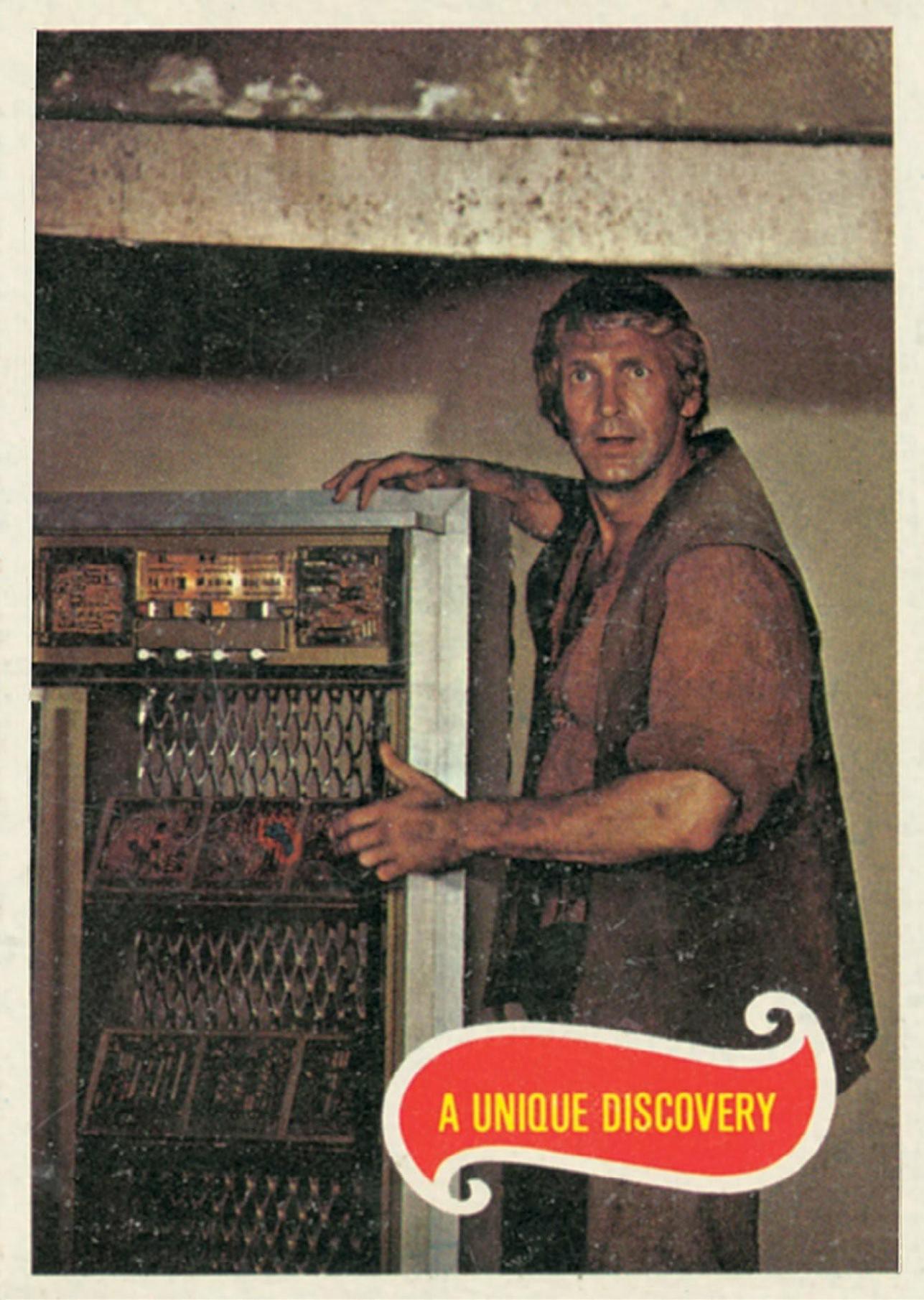
DESTINY'S DOOR—The weary travelers of finally make their way to the rusty, dust-filled vault which they believe might contain the secret of the strange Voice the villagers claimed to have heard. If they can learn the source of the mystery, it might provide some answers...

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 1 OF PUZZLE A. COLLECT ALL 66 CARDS.





ANTICIPATION!—With all his might, Alan & Virdon struggles desperately to turn the frozen wheel and open the ancient vault. Ze Adding to his strength is the hope that whatever he finds on the other side might aid him in returning through time to his wife and child of the 20th century!





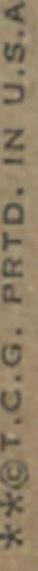
A UNIQUE DISCOVERY—Behind the vault door lies an empty room ... empty, that is, except for one lone mechanical device of some sort. The astronauts approach it in an ecstasy of elation, for it's form and appearance is that of a computer! Perhaps now there is some hope.

@ 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 1 OF PUZZLE E. COLLECT ALL 66 CARDS.



Valuable Answers—Suddenly, without any warning, a resounding voice thunders through the vault. It claims to be a scientist, one of the last great human beings before man's downfall. In carefully chosen words, the voice—speaks of preserving man's knowledge even after his defeat...

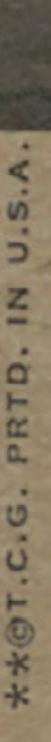






THE KEY—But before the Voice can divulge the secret hiding place of his valuable information, his words suddenly fade. Virdon and Burke soon discover that the Voice was generated by the newly-found computer, and it will take more energy to start it up again!





Shades Of The Past—All around the ancient building are crumbling artifacts of man's former reign. Many of the electronic and mechanical devices, however, were so well constructed that even after two centuries their appearance is virtually brandnew.

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 2 OF PUZZLE H. COLLECT ALL 66, CARDS.





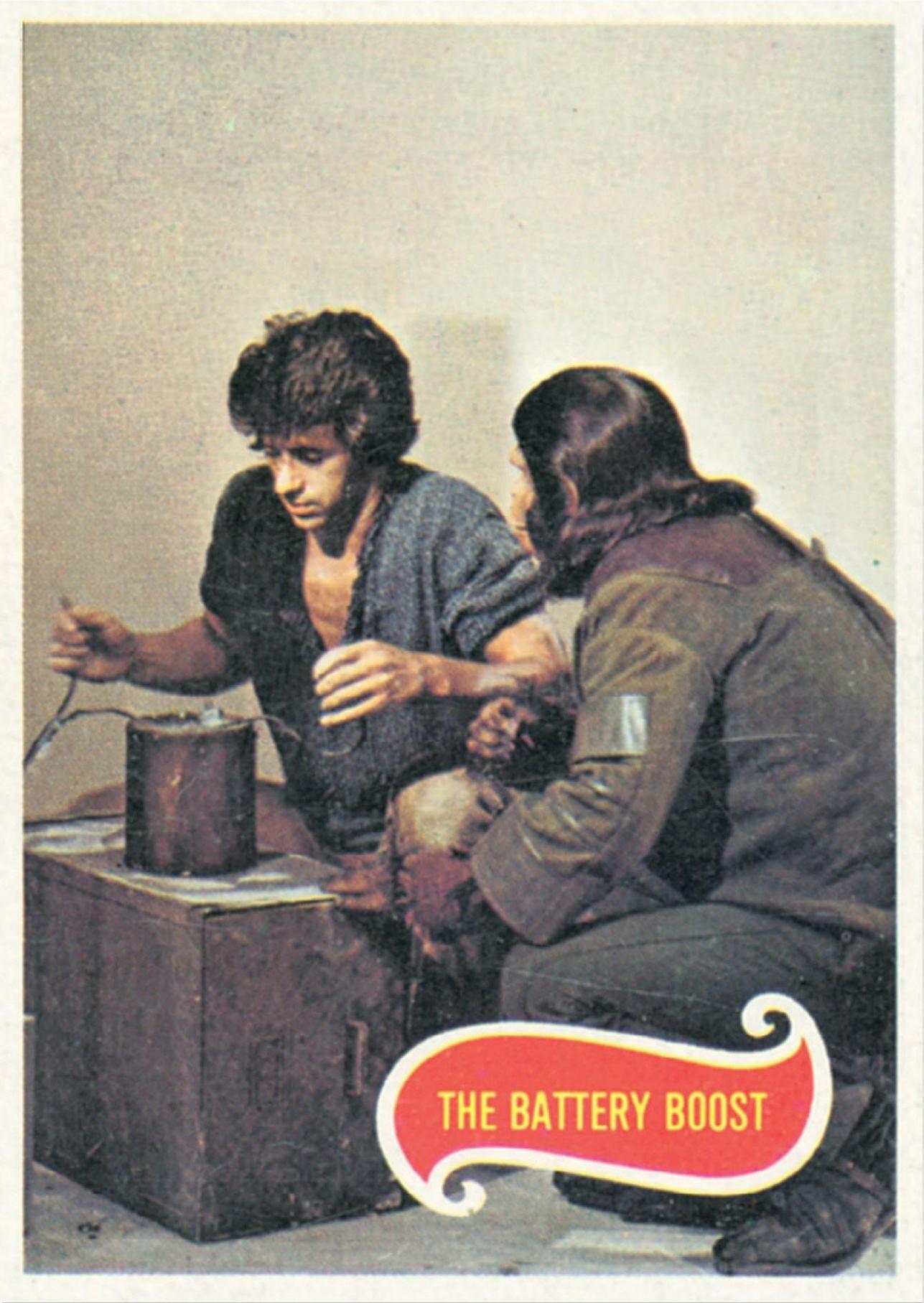
Storehouse Of Facts—The old building is filled with indexed catalogues of valuable human information. The real answers, though, are still lodged in the silenced memory banks of the amazing computer, and the 20th century astronauts are determined to unlock them...





AIMING FOR SURVIVAL!-Pete Burke discovers some rifles while searching for some way to re-charge the drained-out computer. While the secure feel of the deadly weapon is good to the touch, the astronaut realizes that to be seen with a gun in Ape City is certain death!

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 2 OF PUZZLE I. COLLECT ALL 66 CARDS.

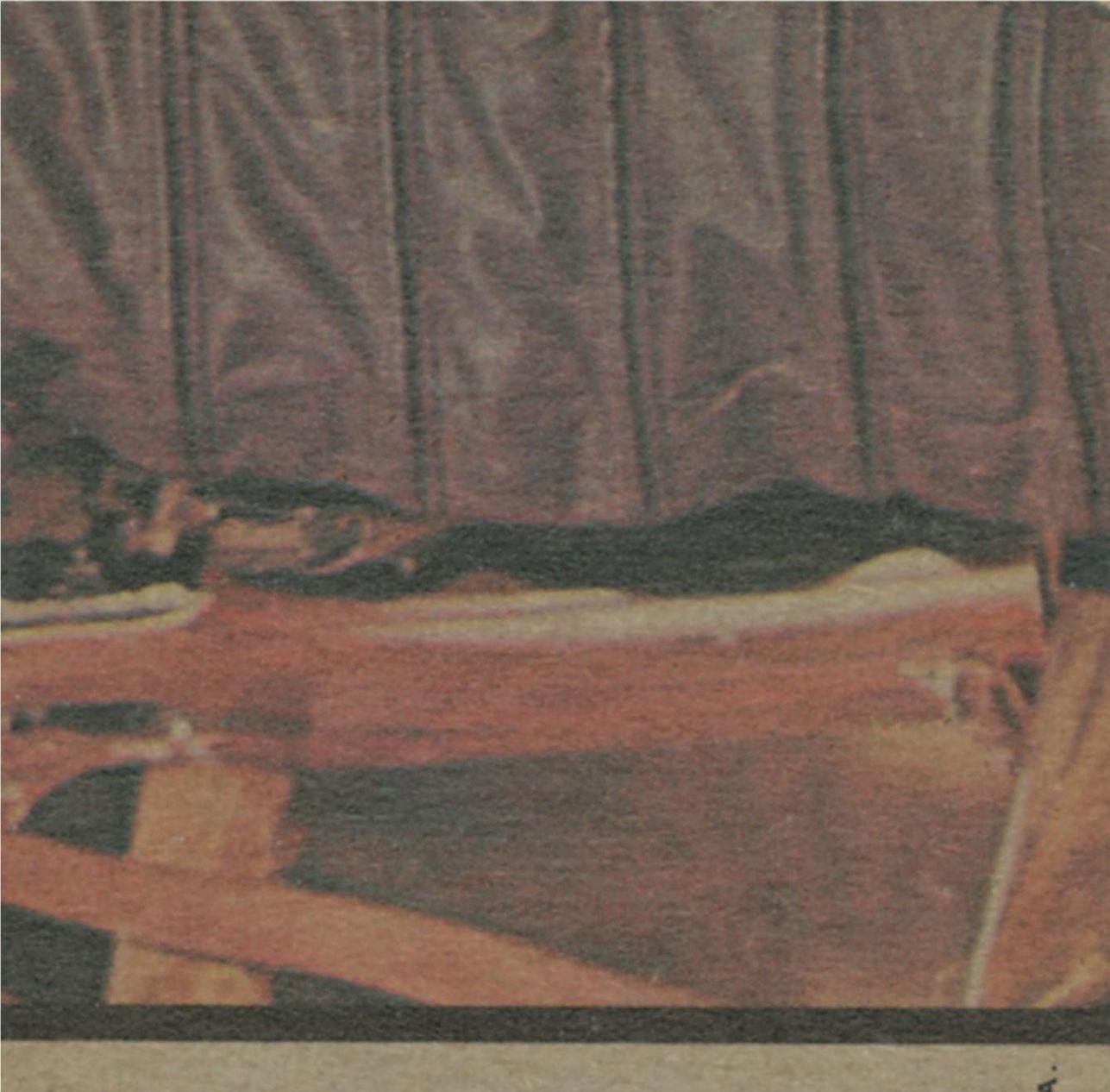




THE BATTERY BOOST—Burke finally succeeds in rigging up a sufficient battery charge that will surely start up the old computer once again and return the information-spouting Voice. Pete can certainly thank his handiness with electrical equipment for today's triumph!

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 9 OF PUZZLE F. COLLECT ALL 66 CARDS.





"Someone's Coming!"—But before the trio can even attempt to try out Pete's battery on the computer, Galen hears the terrible hoofbeats of horses that can only mean one thing...the Gorilla Police Force! Comm. Virdon orders his team to split-up for safety...!

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE A. COLLECT ALL 66 CARDS.





SEARCH THE PREMISES!—The gorillas invade the crumbling building like a horde of monstrous storm-troopers. Along with General Urko is Dr. Zaius, who has special reasons for finding the human astronauts. Urko callously orders his underlings to search the building...

1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 1 OF PUZZLE B. COLLECT ALL 66 CARDS.





"THEY'RE ESCAPING!"—Suddenly one of Urko's scouts catches a glimpse of the fleeing humans. The gorilla general is outraged when he learns that his troops have been outwitted by a mere human! But wait...there is still one intruder left in the building...

NO. 1 OF PUZZLE F. COLLECT ALL 66 CARDS.



Human Bait—It was Burke and Galen who were spotted escaping by a gorilla scout...Comm. Alan Virdon must still be in the area! Urko demands the human's capture, and offers a large reward for the lucky ape who produces the astronaut!





SEARCHING FOR VIRDON—Of all the simians on the Planet of the Apes, the gorillas are the most dim-witted. While they are fine hunters and warriors, their minds cannot grasp ideas and concepts beyond military thinking. Dutifully, Urko's troops heed his word and comb the building...

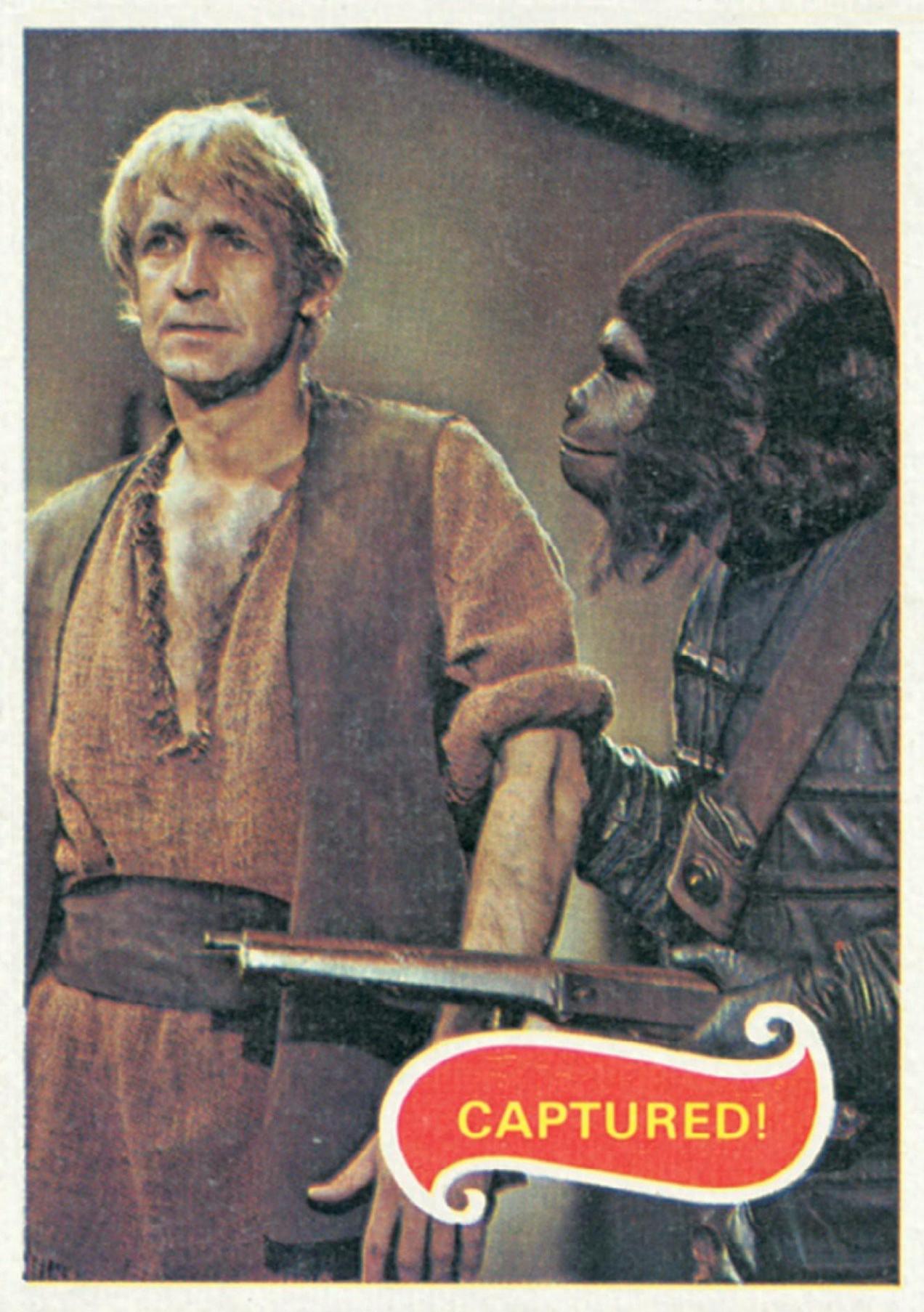
© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE D. COLLECT ALL 66 CARDS.

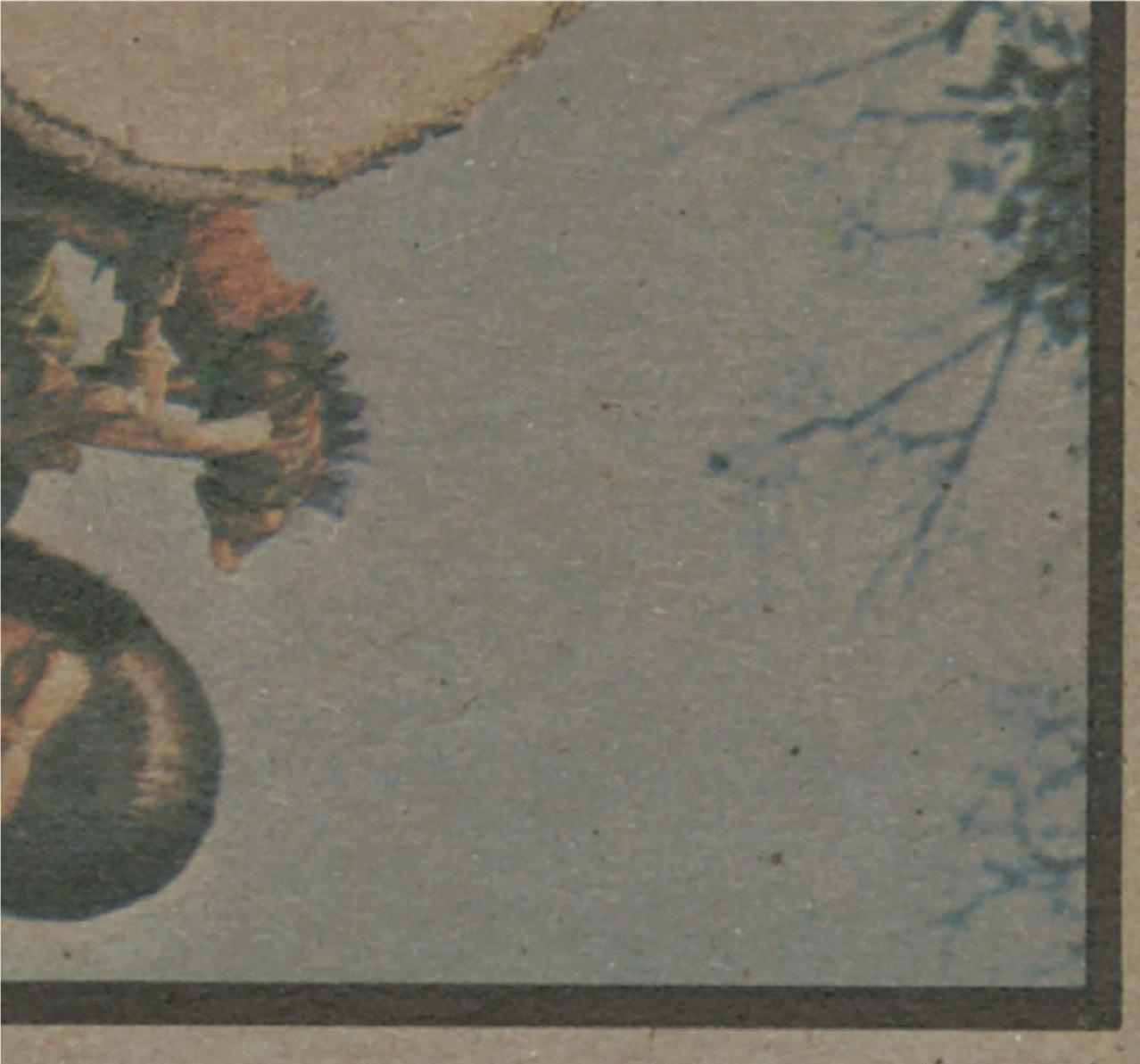




A FATEFUL Noise!—As Urko's gorilla patrol tears the place apart in a mad attempt to capture Alan Virdon and claim the reward, the astronaut accidentally dislodges a small rock in his attempt to escape. A gorilla scout, upon hearing the noise, decides to investigate...!

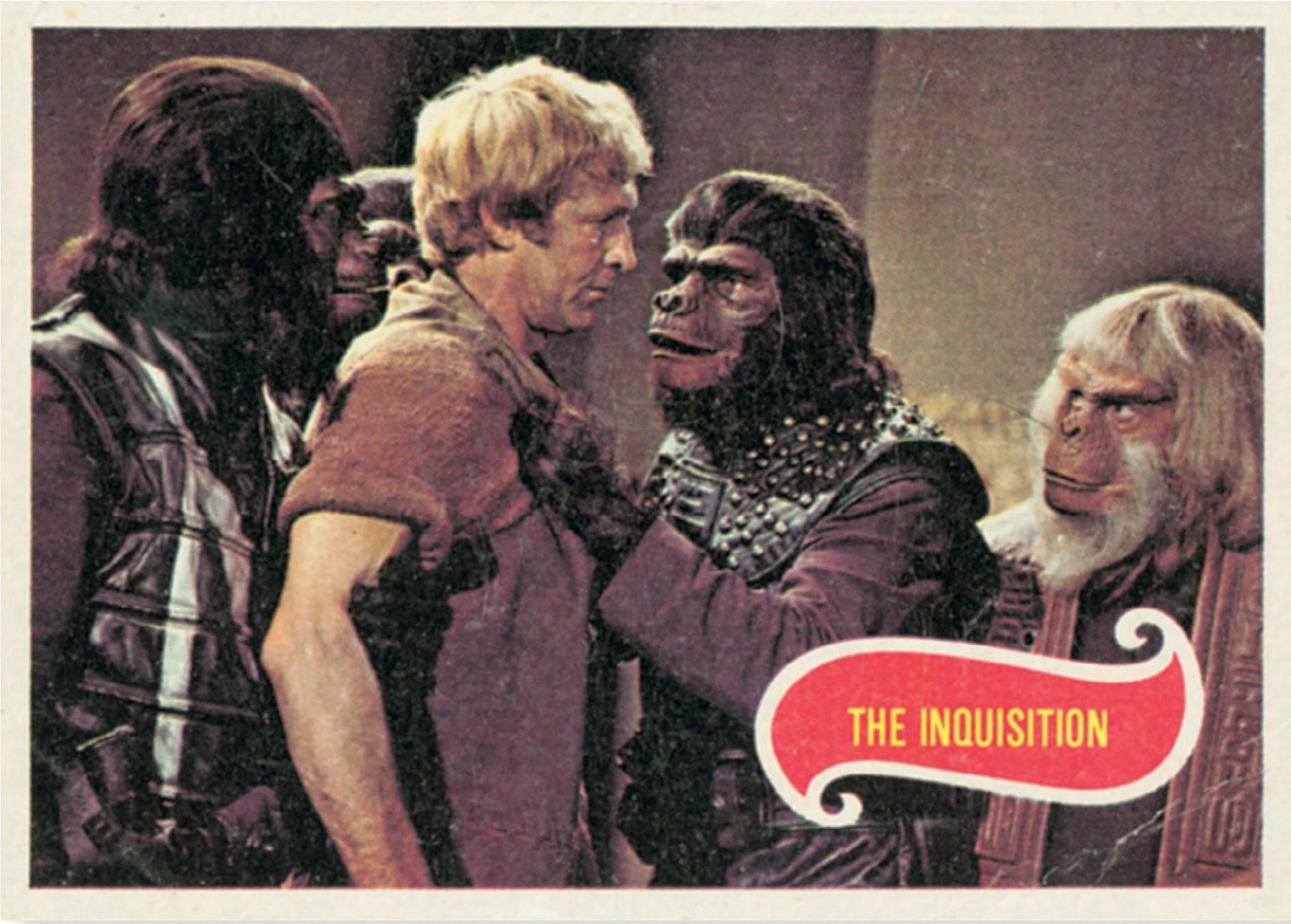
© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 2 OF PUZZLE F. COLLECT ALL 66 CARDS.





CAPTURED!—Alan Virdon is captured by some of Urko's greedy gorilla aides. The Earthman realizes he is in for trouble, for the knows all too well of Ape justice and interrogation. His only comforting thought is that his two friends have escaped to safety!

1967 Apjac Productions and 20th Century Fox Film Corp. NO. 6 OF PUZZLE D. COLLECT ALL 66 CARDS.





THE INQUISITION-When it comes to humans, General Urko is a ruthless fighter. Now standing before him is a captured Alan Virdon, the most hated human being of all! The gorilla spares the Earth astronaut no pain in his grueling interrogation!

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE G. COLLECT ALL 66 CARDS.





THIRD DEGREE!—Grabbing Virdon as though he were a rag doll, gorilla General Urko vainly attempts to force the truth from the time traveler. Realizing how futile his task is, the ape orders a couple of sentries to remove the uncooperative human...

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 2 OF PUZZLE A. COLLECT ALL 66 CARDS.





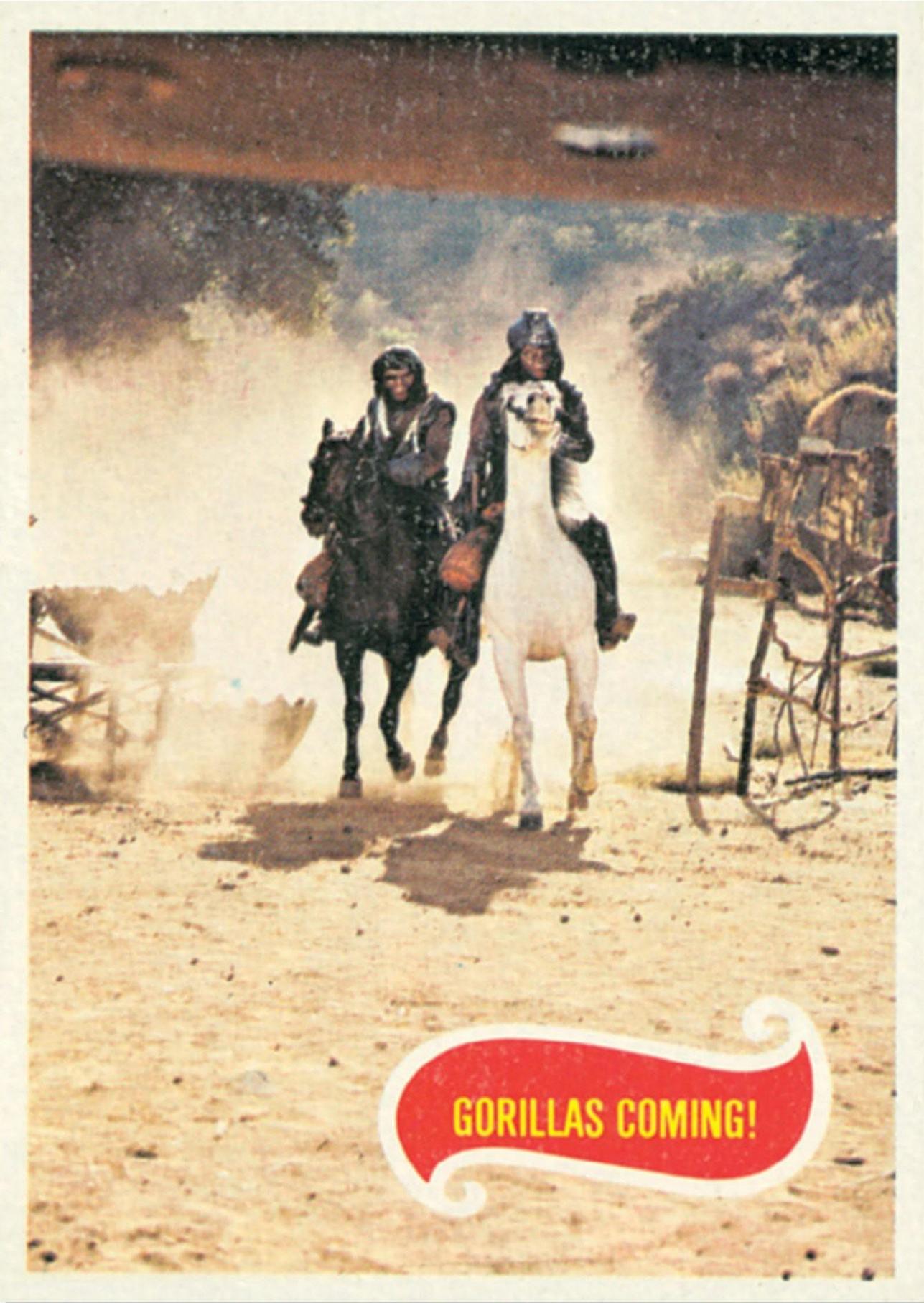
GALEN'S PLAN!—Having returned to the broken-down human village, Galen hits upon one of the team's old signal plans as a means of contacting the missing Alan Virdon. Pete aids the chimp in securing a nearby reflecting device for just that very purpose!

1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE G. COLLECT ALL 66 CARDS.





GORILLAS CATCH ON!—This just isn't your day, human race! Instead of alerting Alan Virdon to their whereabouts, Galen and Pete have unwittingly informed half the gorilla population of where they are. A promotion-seeking scout rides out to Urko and informs him...

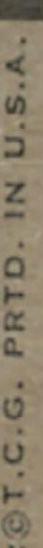




GORILLAS COMING!—No sooner does Urko learn of Galen's signal than he's off and riding to the source! With the capture of Peter Burke and that renegade chimp, the day's fruitful hunting expedition will be complete!

1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE I. COLLECT ALL 66 CARDS.





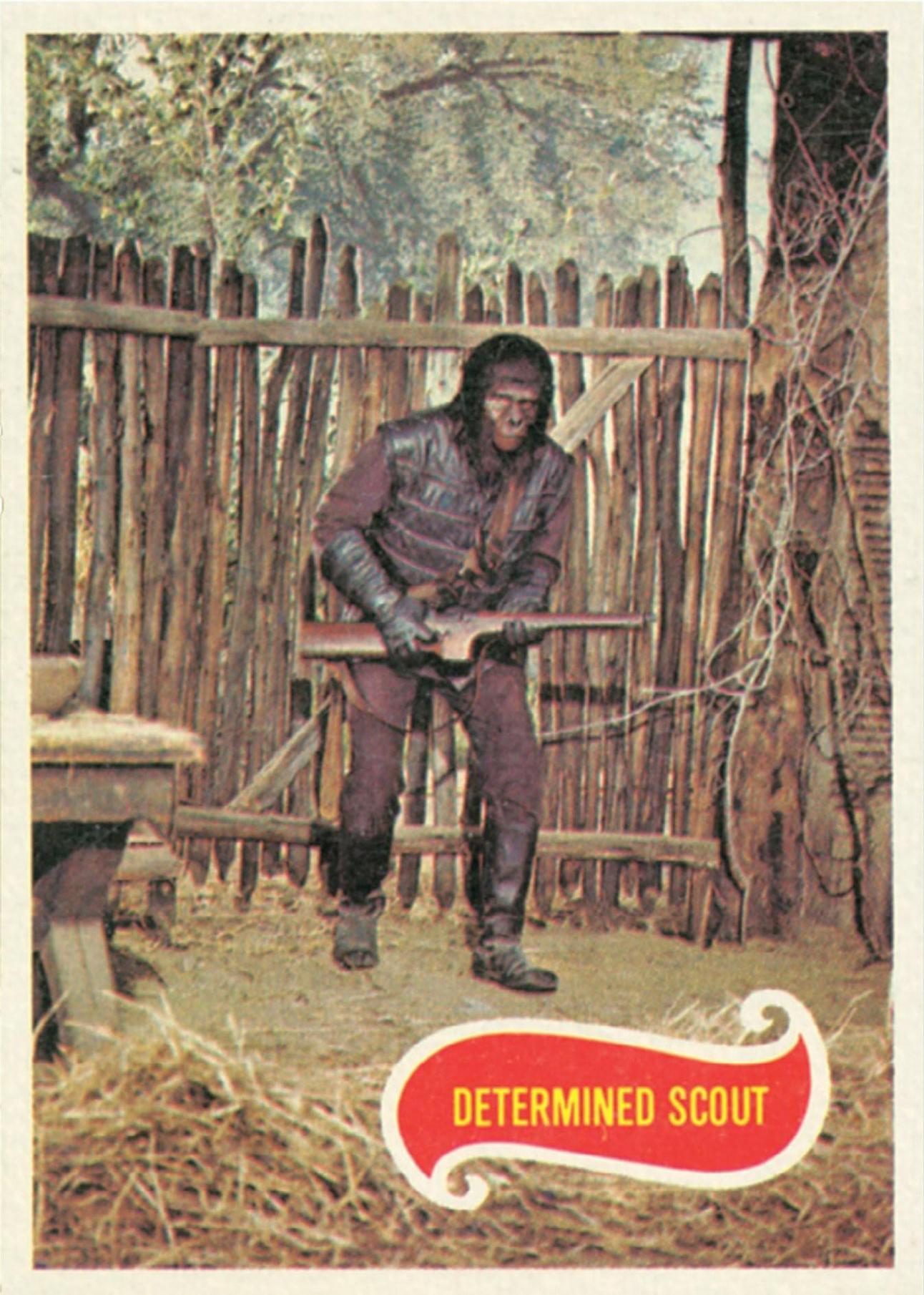
Horseback Monster—As General Urko gallops into town on his sturdy mount, the villagers scatter and run for cover. The sight of the ferocious leader sends chills up and down the spines of the hapless human beings, for they know why the ape warrior has visited their humble community!





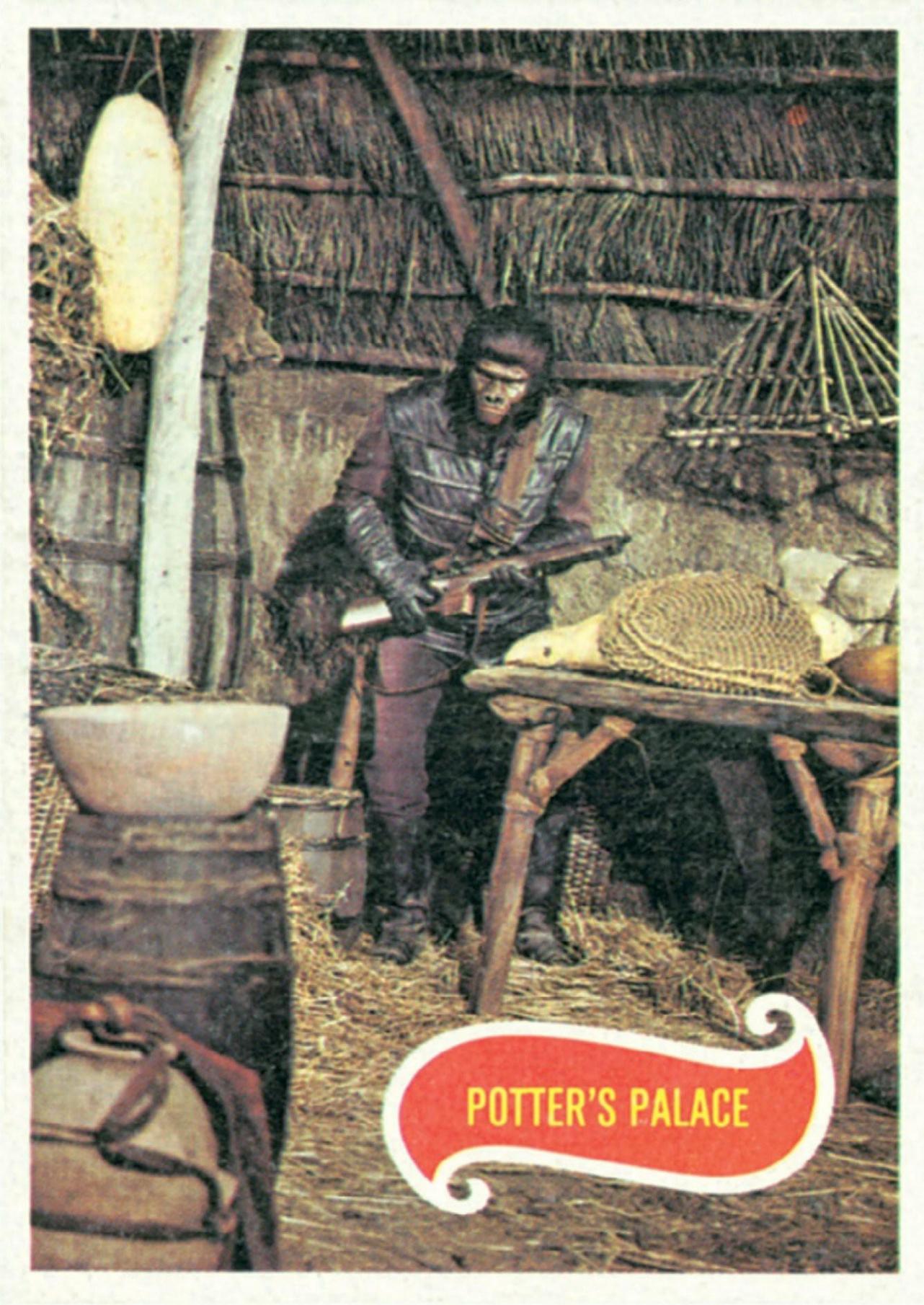
GENERAL'S ORDERS-Urko demands the whereabouts of Galen and Burke: To the general's surprise, the townspeople display an unexpected degree of courage and refuse to comply with the aggravated ape. "We'll find them ourselves, then!" he shouts.

> @ 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 1 OF PUZZLE I. COLLECT ALL 66 CARDS





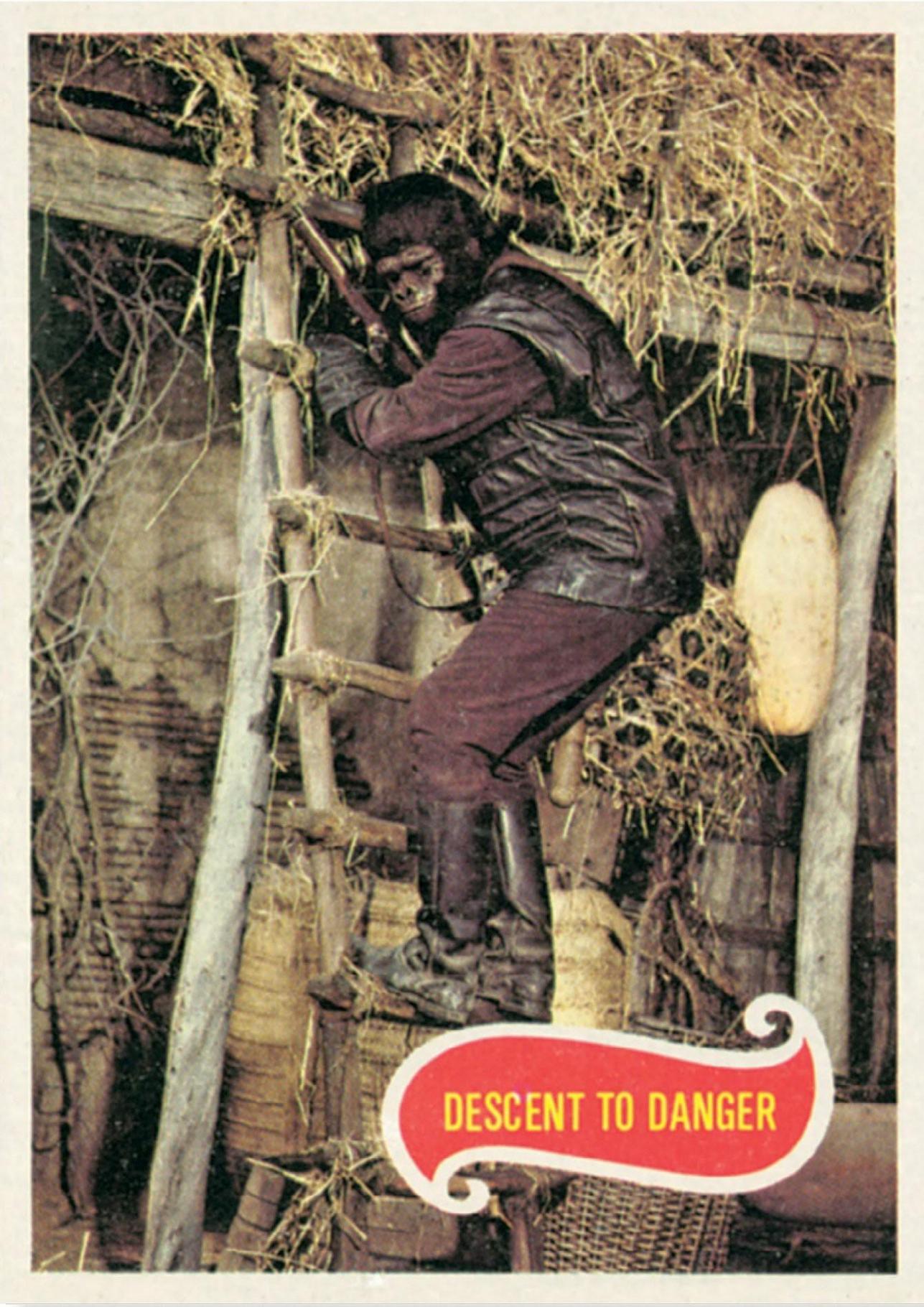
DETERMINED SCOUT—It's the same member of Urko's gorilla army who alerted the sequence about Galen's signal that has accompanied "the boss" to the human of village. Now the profit-minded ape intends to really impress Urko by apprehending Burke and Galen!





POTTER'S PLACE—In his search for the fugitives, the greedy gorilla enters a work shed filled with various forms of pottery and bric-a-brac. Interested only in finding the astronaut and the chimp, the ape soldier fervently tosses the furniture out of o his way, hoping to uncover his prey!

> 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 2 OF PUZZLE P. COLLECT ALL 66 CARDS.





DESCENT TO DANGER—The ape has so far been unsuccessful in finding the Earth astronaut and the runaway chimp. Expecting better luck in the lower regions of the hut, the warrior bravely climbs down into the basement and resumes the search.

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 8 OF PUZZLE A. COLLECT ALL 66 CARDS.

OT.C.G. PRTD. IN U.

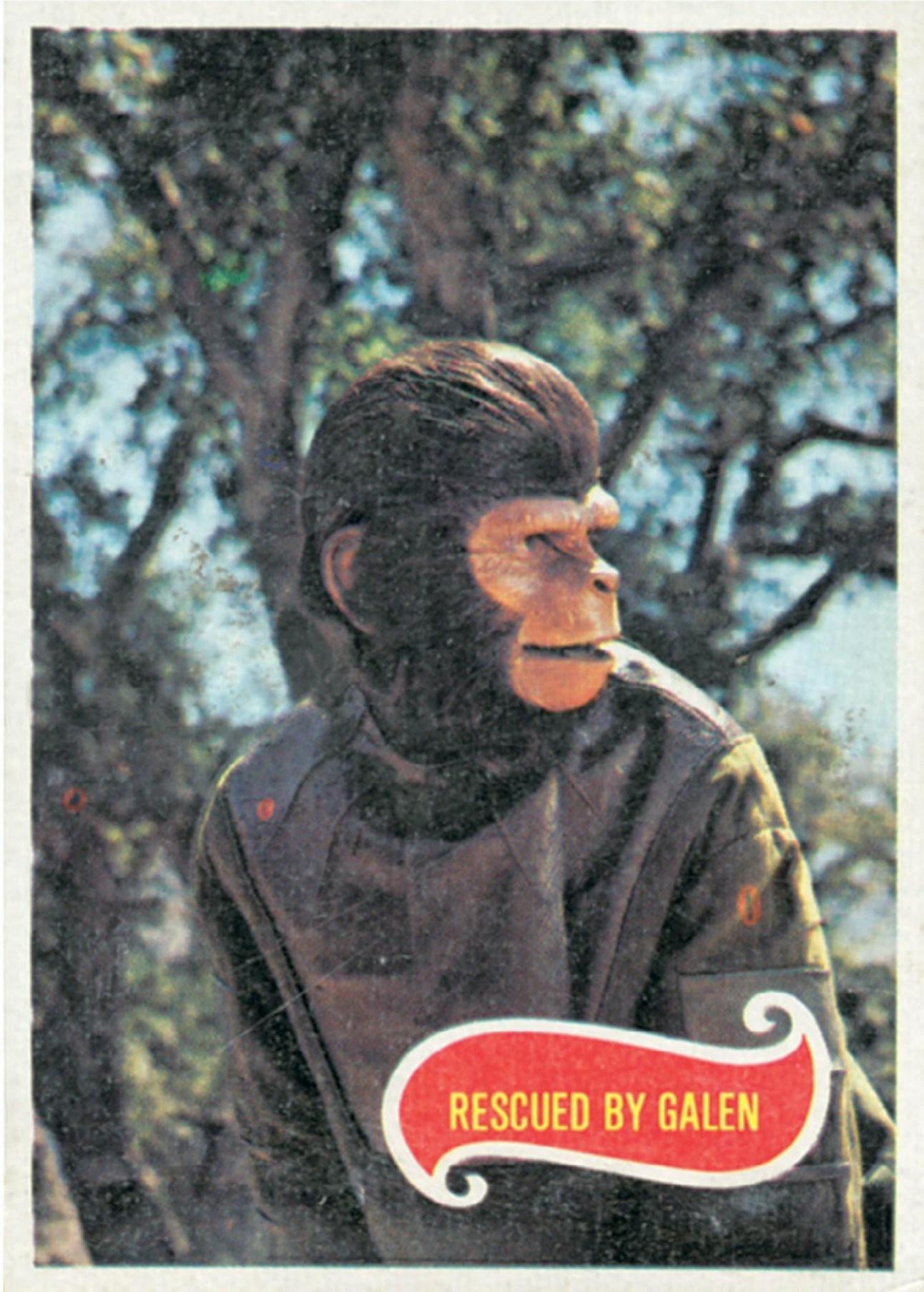




THE DISCOVERY—The apes's move pays off! Trying to conceal himself behind a stable is Peter Burke, and the triumphant scout gleefully marches him out into an open field. But, the gorilla thinks to himself, the victory is only half-achieved. Where is Galen?

© 1967 Apjac Productions and 20th Century Fox Film Corp.

\*\*@T.C.





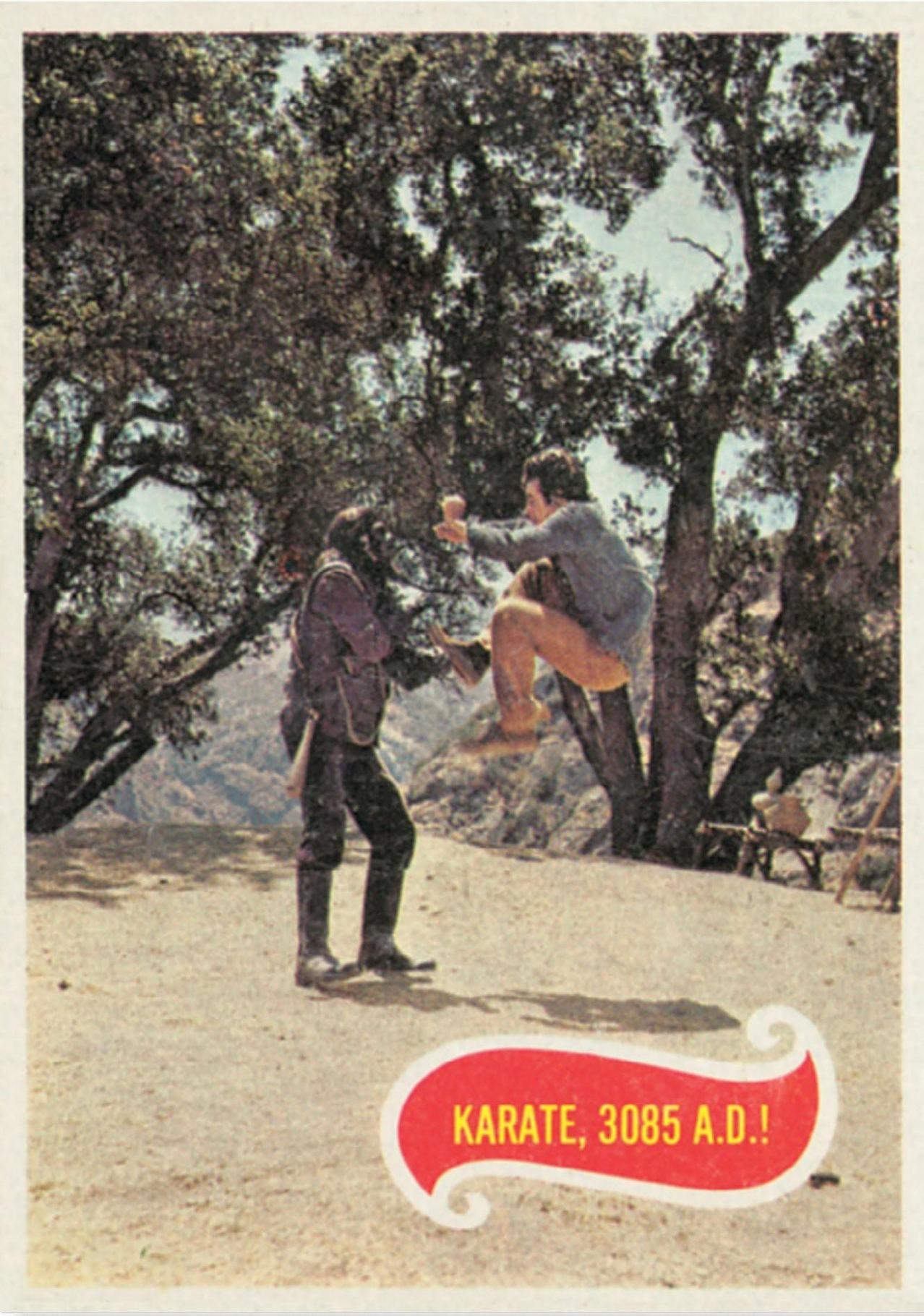
RESCUED BY GALEN—The renegade chimp, anxious to make up for his bad move with the reflector, has succeeded in rescuing Alan Virdon from the apes and the two arrive back on the scene just as the gorilla scout is marching Pete out of the old hut!





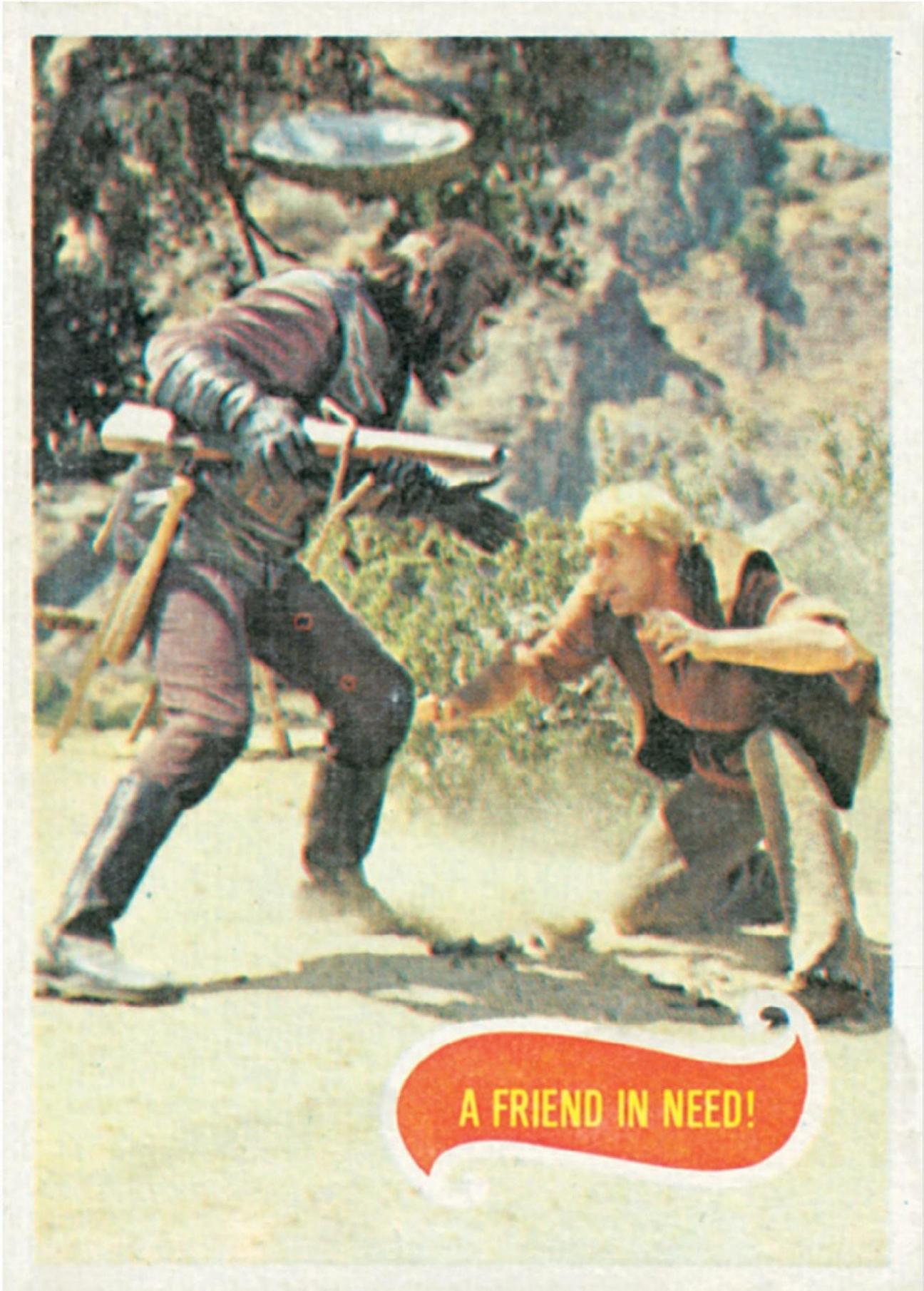
CHARGING THE BRUTE—Pete Burke never liked being pushed around, not even by humans back in the 20th century. But being bossed about by an ape was the ultimate in degradation! The lean astronaut lashes out at his understandably surprised oppressor!

NO. 6 OF PUZZLE B. COLLECT ALL 66 CARDS.





KARATE, 3085 A.D.!-Well trained in the effective skills of the martial arts, Burke 5 finds his defense tricks coming in very handy! The gorilla, while possessing great physical strength, is properly dazzled and confused by his "prisoner's" lightning-fast abilities!

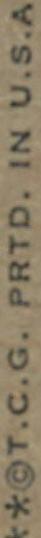




A FRIEND IN NEED!—But no one human being is a match for a ferocious gorilla, and soon pal Virdon joins in to defeat the hairy monster. The task, however, is still far easier said than done!

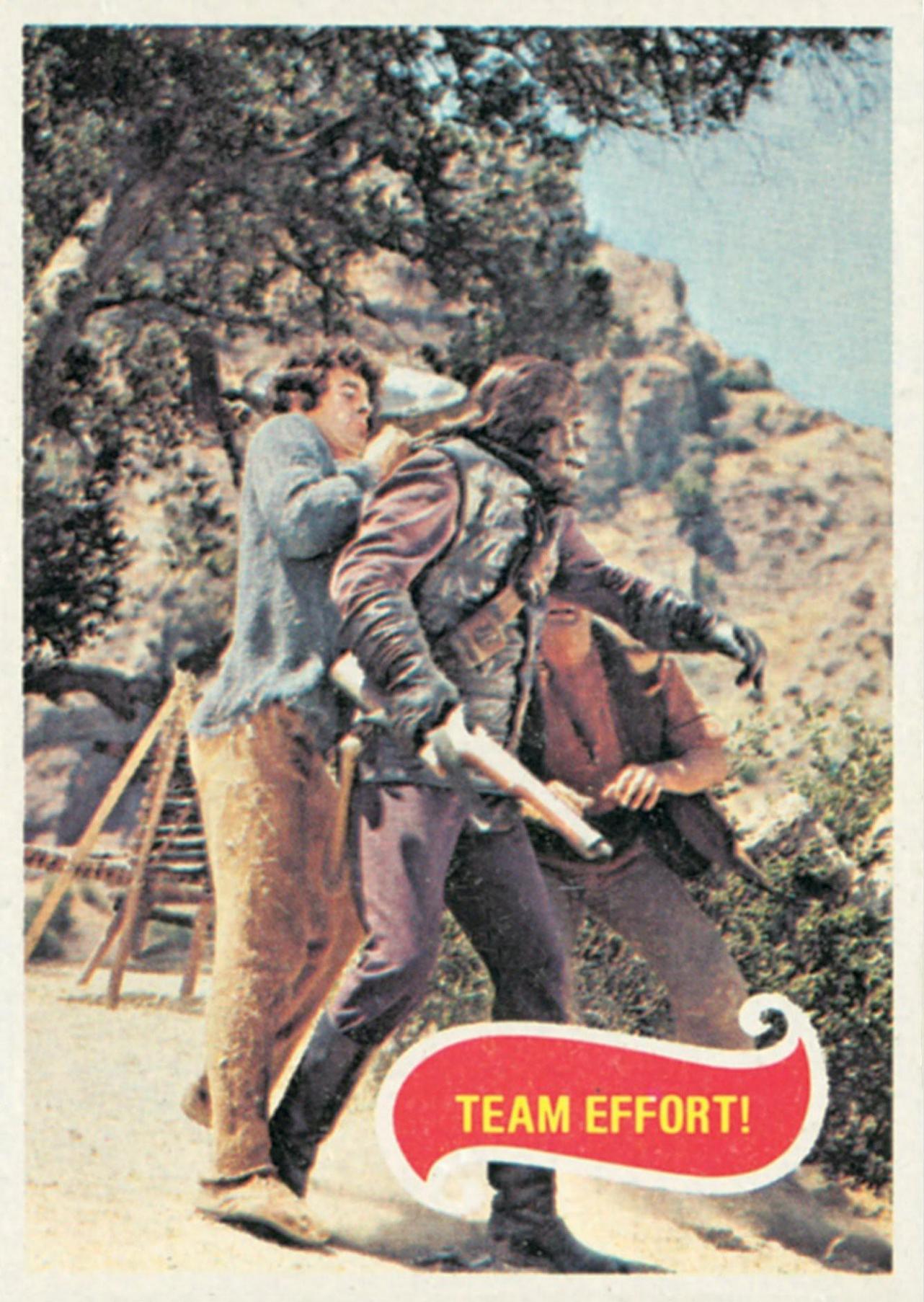
© 1967 Apiac Productions and 20th Century Fox Film Corp.
NO. 8 OF PUZZLE G. COLLECT ALL 66 CARDS.







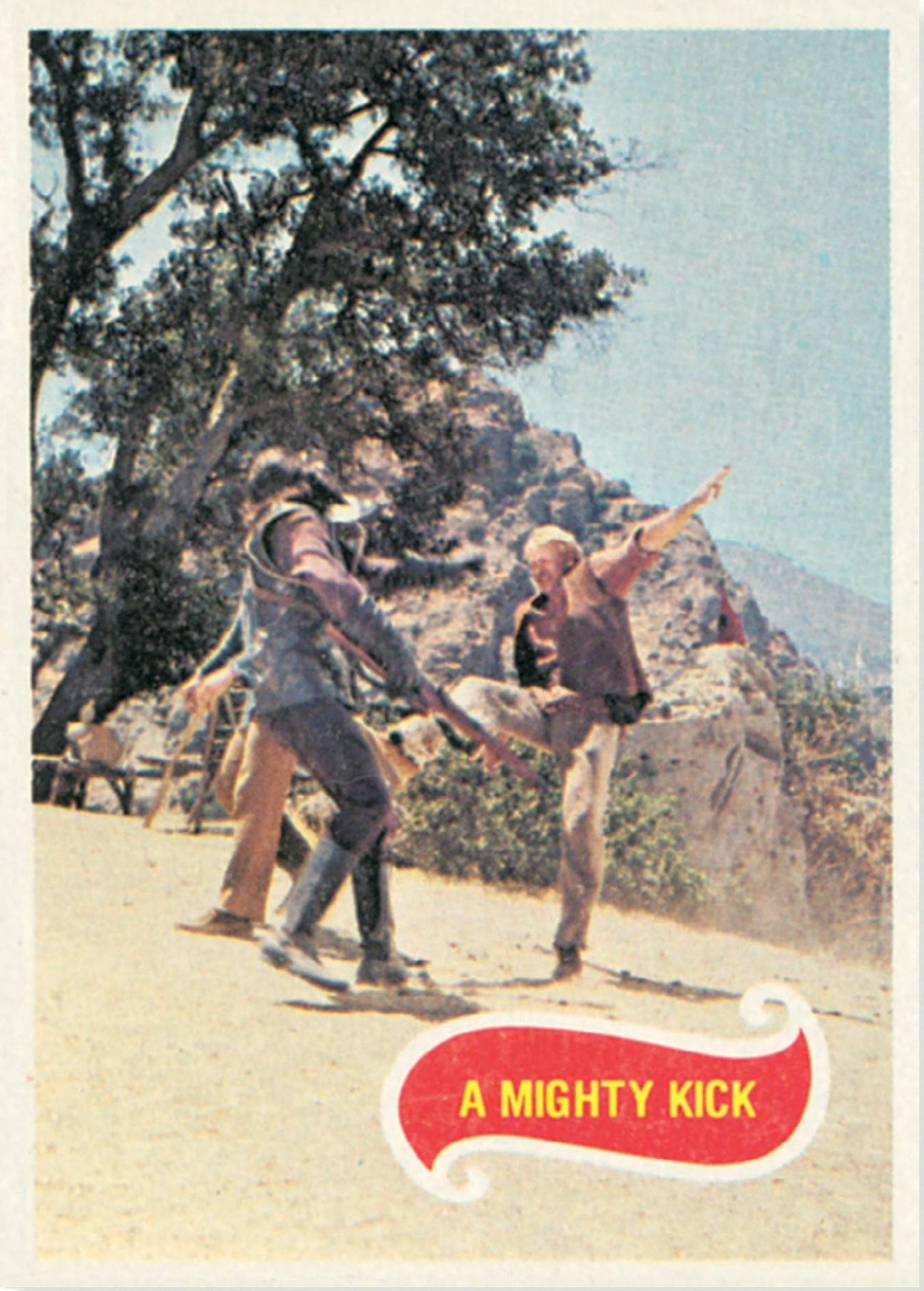
AN UNEVEN MATCH—Ordinary fisticuffs have minimal effect on a creature as strong as a gorilla. In addition to its tremendous physical strength, the beast also has an important advantage over other animals...it can think!





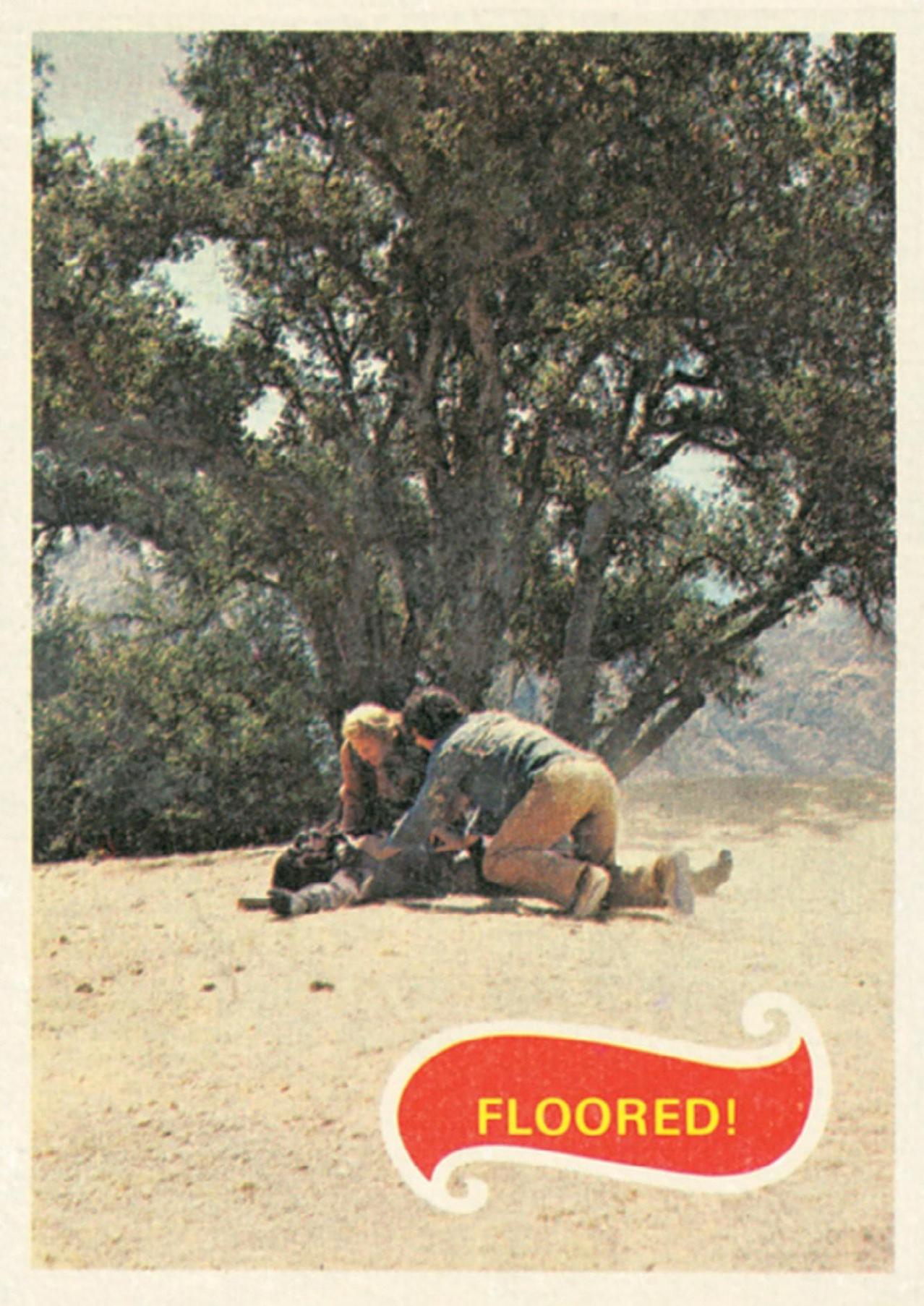
TEAM EFFORT!—Together, Virdon and Burke attempt to outmaneuver their opponent with a barrage of frontal attacks and backward flips. Sooner or later, the gorilla will become overwhelmed and confused enough for a definite powerhouse attack!

NO. 3 OF PUZZLE H. COLLECT ALL 66 CARDS.

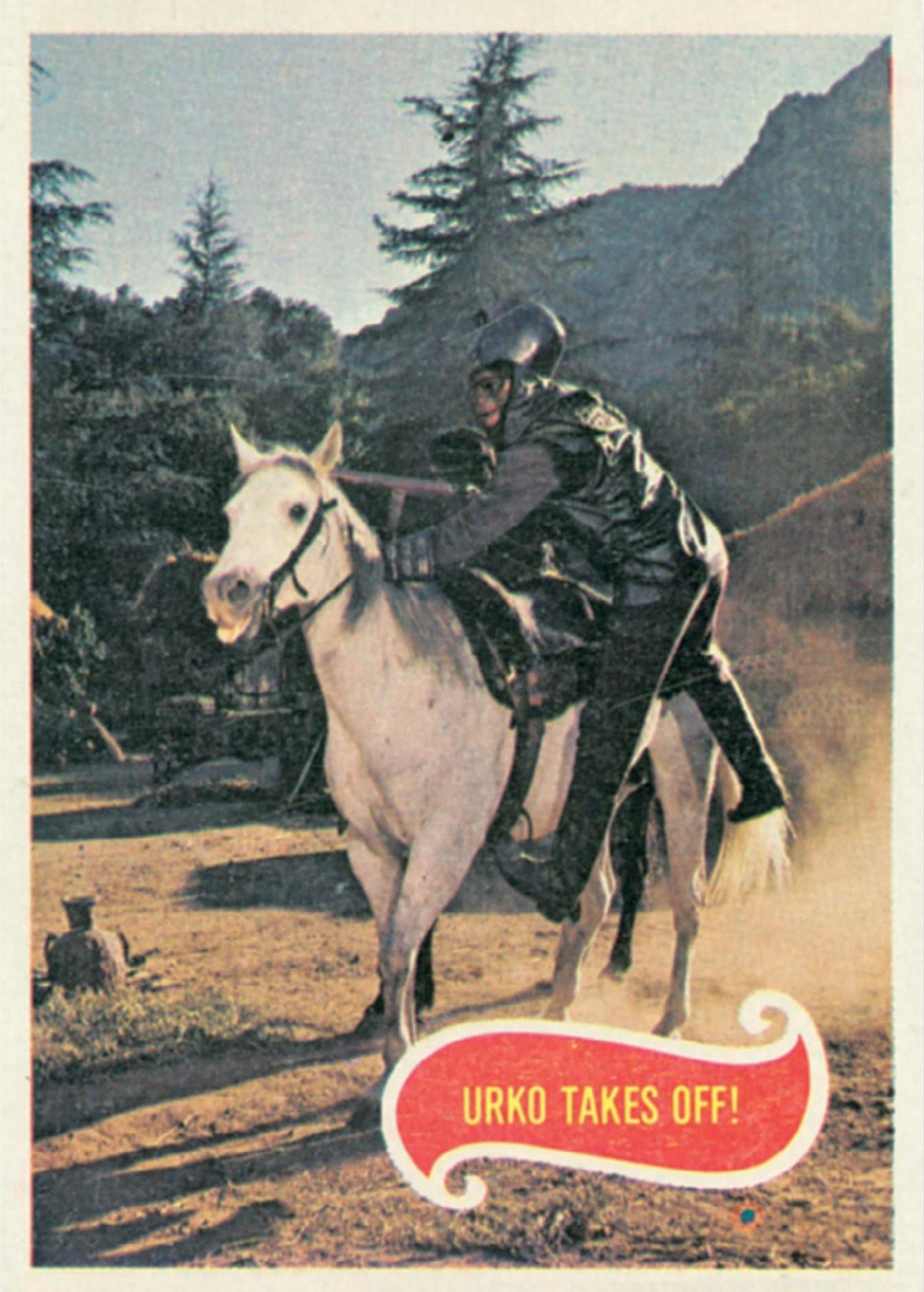




A MIGHTY KICK—The astronaut's strategy seems to be working at last. The perplexed ape, although stronger than both men put together, cannot withstand their dazzling double assault. With one mighty kick from Virdon, the exhausted creature plummets to the ground.



FLOORED!—The gorilla scout is finally knocked off his feet by the consistent activities of astronauts Virdon and Burke. This historic little occasion marks the first time an ape has ever been successfully bested by human beings!





URKO TAKES OFF!—Realizing his life is in a danger from the two humans now in possession of his scout's rifle, General Urko angrily rides out of the human village to a the mocking laughter of its residents! The people of this small town now have new hope for the future...

1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 10 OF PUZZLE F. COLLECT ALL 66 CARDS.

(91.C.G. PRI





ONE FOR OUR SIDE!—Thanks to the brave example set by Virdon, Burke and Galen, a small segment of mankind has reason to be proud. Perhaps, if man can work together again to defeat his common enemy, he might one day reclaim his planet...

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE A. COLLECT ALL 66 CARDS.

55

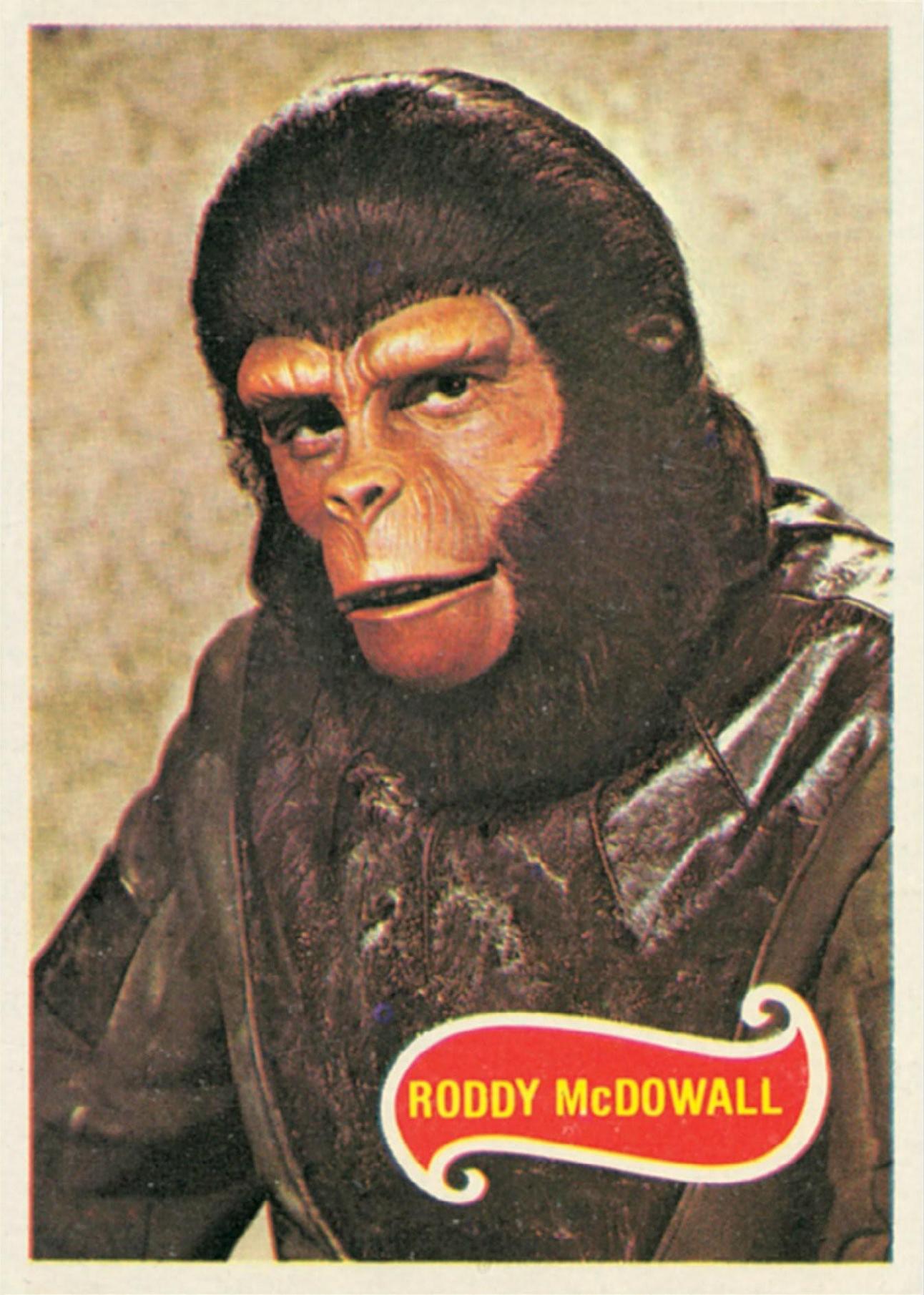
\*@ T.C.G. PRTD. 11



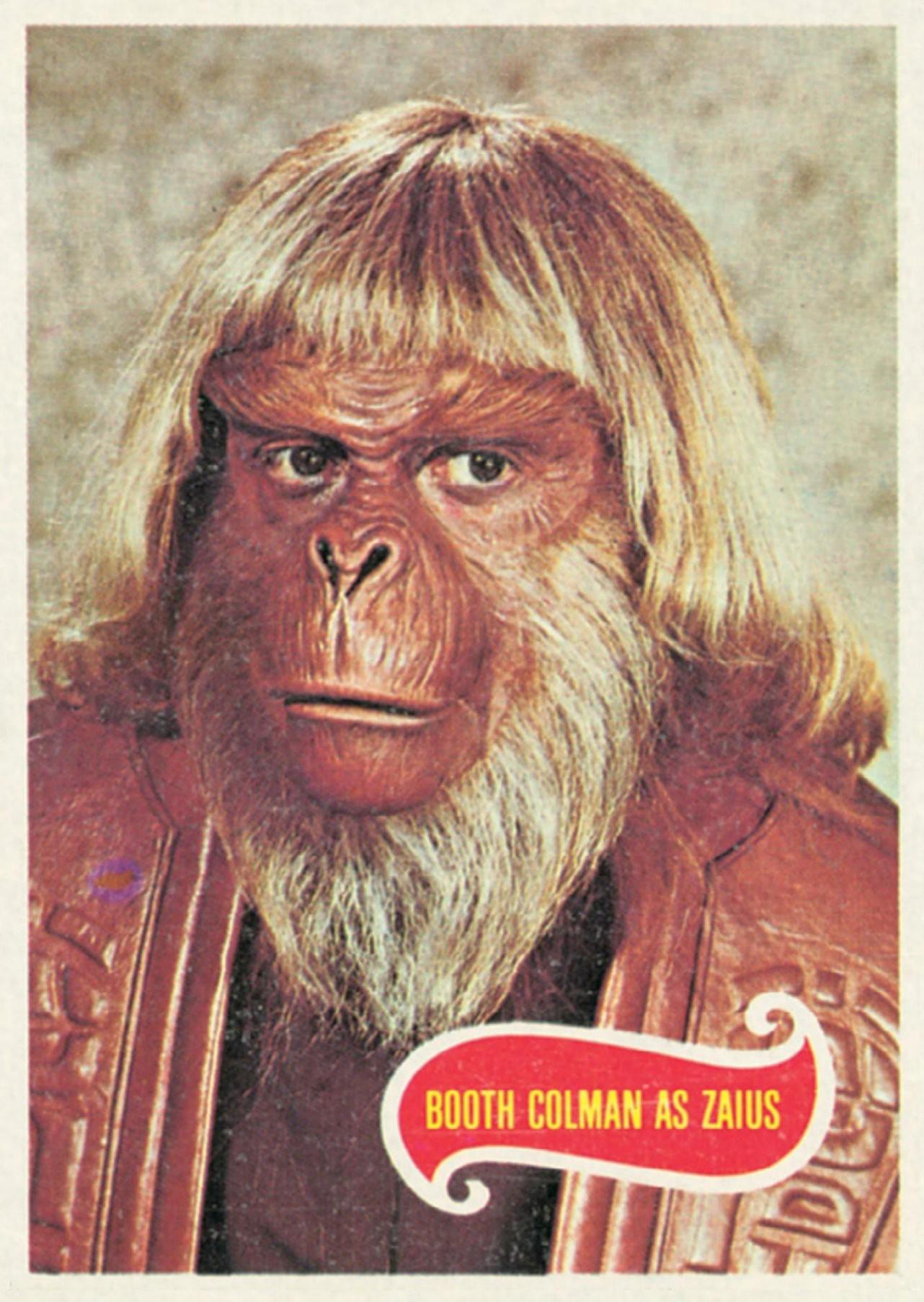


NEXT STOP: HUMANITY! -- Our terrific trio are once again on the road to answers. Zalthough they cannot return to their information-filled computer right now, Although they cannot return to their they intend to before long. Meantime, adventure and excitement await them in new escapades!

@ 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 5 OF PUZZLE A. COLLECT ALL 66 CARDS.



RODDY McDowall As Galen—McDowall is certainly no newcomer to 20th Century Fox's Monkey business! In addition to playing the lead character in the new TV playing the actor has performed in four out show, the actor has performed in four out of five "Planet of the Apes" movies!





BOOTH COLMAN AS ZAIUS—Booth Colman takes over the role essayed by Maurice Evans in the feature films. But the two fine actors are more closely connected in another way. Shakespearean performer Colman played in the longest run of "Hamlet" along with Mr. Evans.

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 3 OF PUZZLE B. COLLECT ALL 66 CARDS.





MARK LENARD AS URKO-Mark Lenard & and science fiction make a neat combination. Years before earning the regular role = of Urko in "Planet of the Apes", Mr. 9 Lenard attracted a great deal of attention as Spock's father in an episode of "Star; Trek." \*\*@T.C

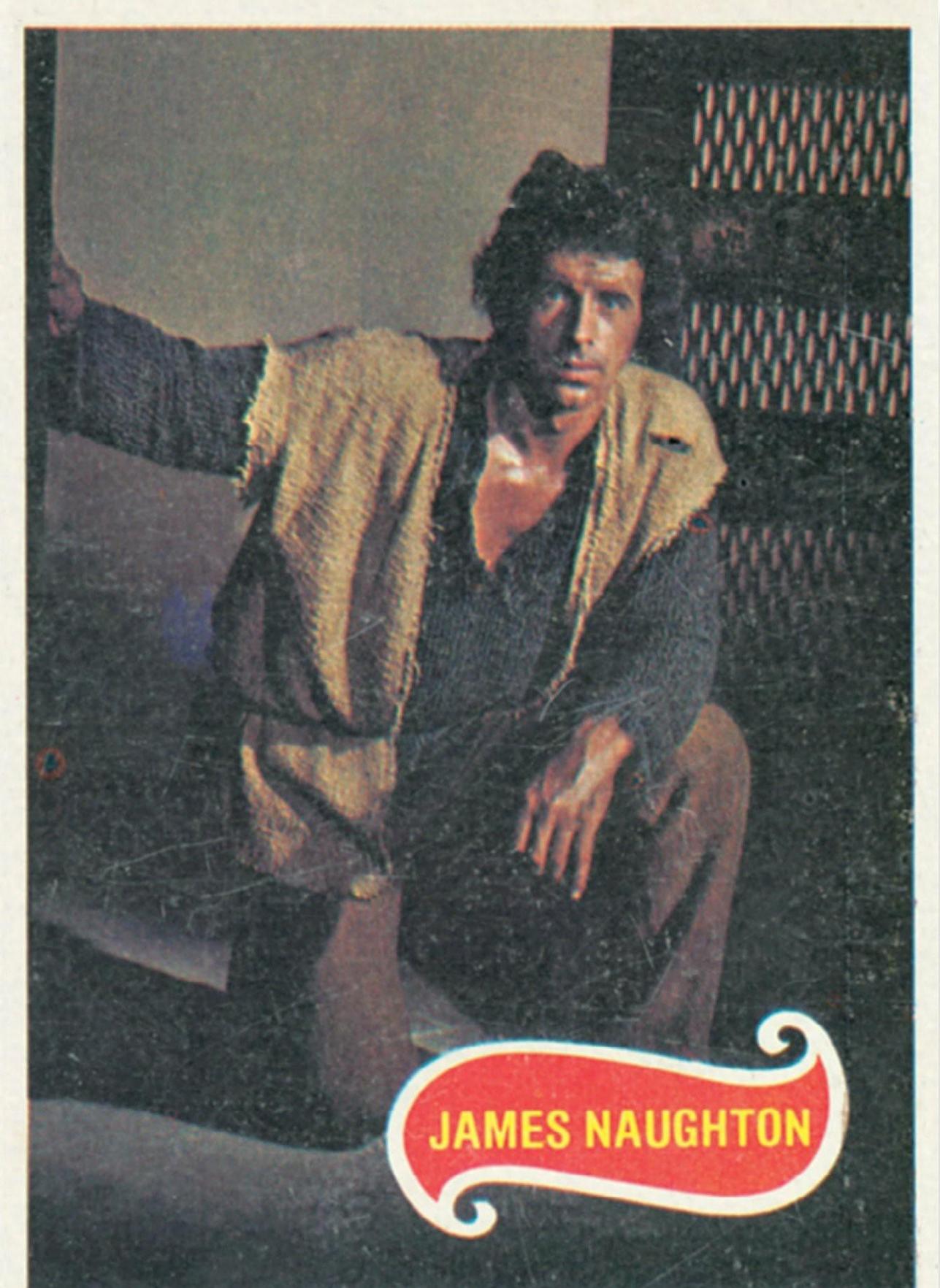
@ 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 6 OF PUZZLE I. COLLECT ALL 66 CARDS.





RON HARPER AS VIRDON—Best remembered for his exciting role in the "Garrison's Gorillas" TV series, Ron Harper has once again landed a TV series with simians in the title. As Alan Virdon, Harper plays an astronaut catapulted through time to 3085 A.D.!

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 2 OF PUZZLE E. COLLECT ALL 66 CARDS.



JAMES NAUGHTON AS BURKE—Naughton & and good acting are no strange bedfellows. Before getting the role of astronaut Peter = Burke in 20th's "Planet of the Apes" TV series, the actor had just won three major awards for his performance in Eugene ; O'Neill's classic "Long Day's Journey Into o Night."

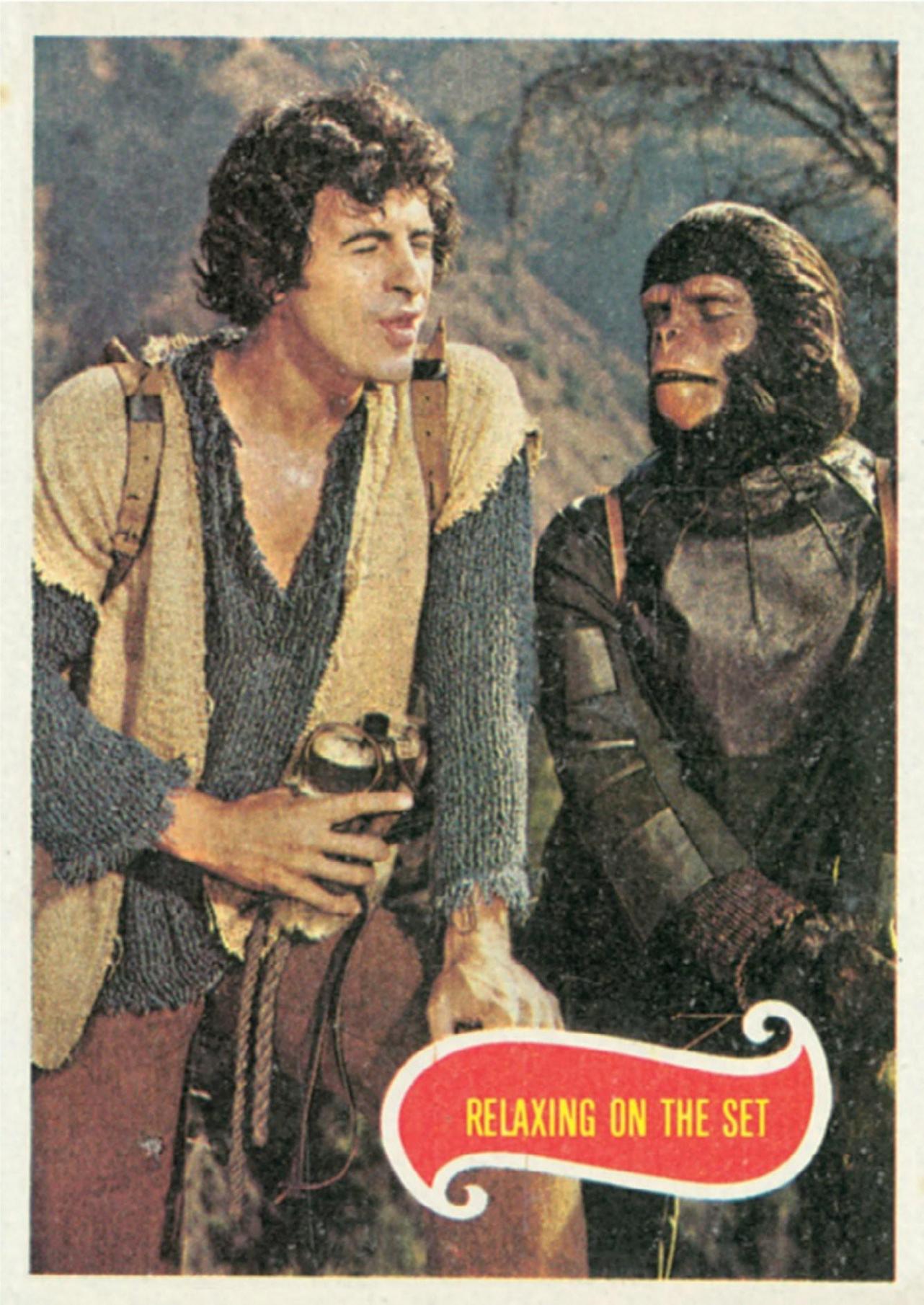
© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 6 OF PUZZLE G. COLLECT ALL 66 CARDS.





HAIRY HORSEMAN—Although you'd think the sight of one animal riding atop another would be humorous, 20th Century Fox has certainly proven that under the best writers and directors, a planet populated by intelligent apes is very serious business!

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 6 OF PUZZLE C. COLLECT ALL 66 CARDS.





RELAXING ON THE SET—Refreshing them- selves between takes are "Planet of the Apes" cast members James Naughton and Roddy McDowall. According to sources, in these actors in 20th Century Fox's new science fiction series became fast friends after the first few episodes.

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 4 OF PUZZLE D. COLLECT ALL 66 CARDS.





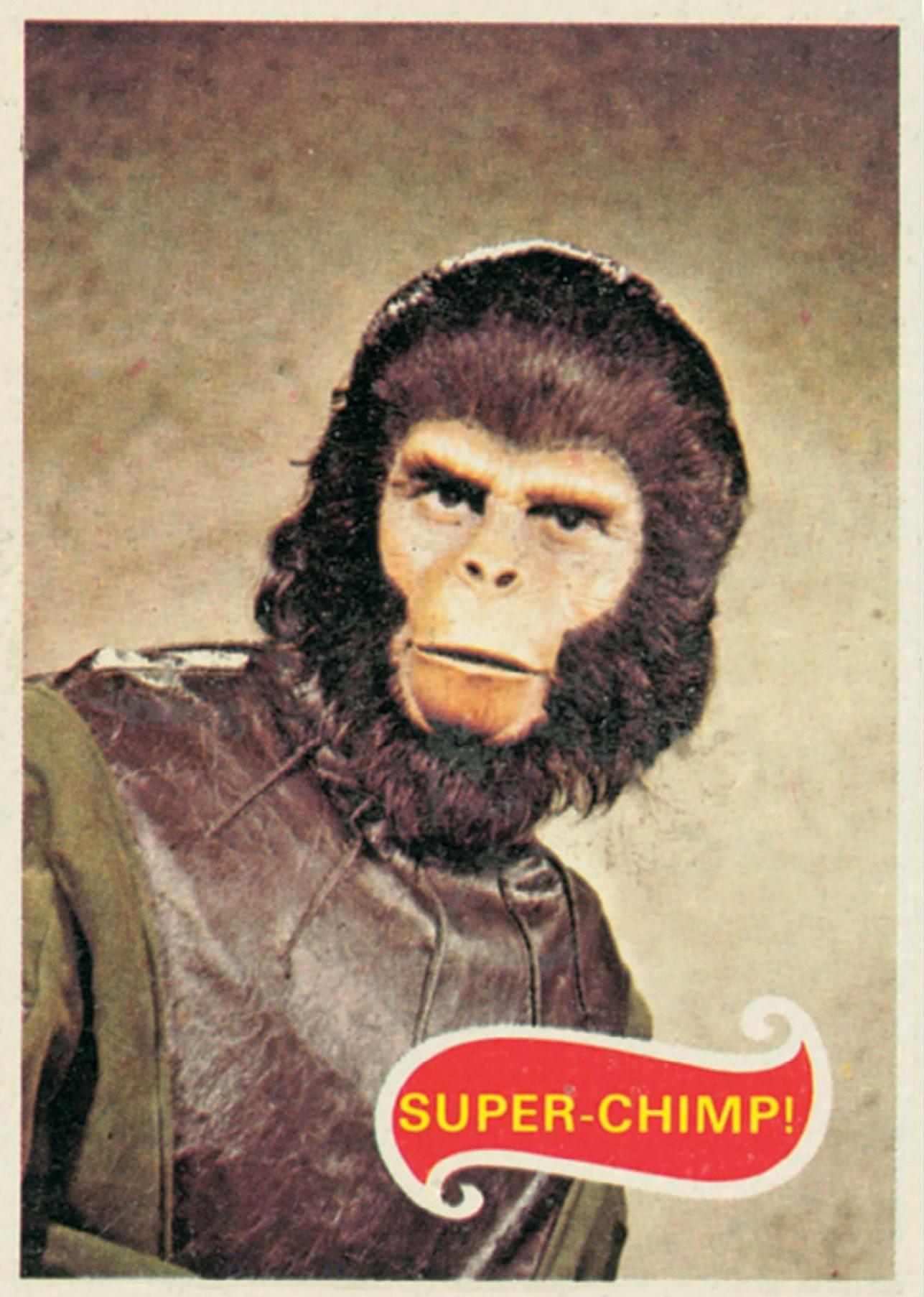
Marvelous Make-Ups—One of the real stars behind 20th's new "Planet of the Apes" TV series is make-up supervisor Dan Striepeke. Carrying on where original make-up artist John Chambers left off, and Mr. Striepeke's creations lend a definite ovisual look to the new program.

© 1967 Apjac Productions and 20th Century Fox Film Corp.
NO. 5 OF PUZZLE H. COLLECT ALL 66 CARDS.





FRIGHTFUL VISAGE -- Will our world eventually fall in the hands of gorillas, orangutans and chimpanzees? Will today's imaginative science fiction become tomorrow's ? frightful science fact? Only time will





Super pose between takes on "Planet of the Apes", 20th Century Fox's new science fiction TV series. McDowall is featured in the role of Galen, a renegade chimp who befriends two human astronauts.

© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 5 OF PUZZLE C. COLLECT ALL 66 CARDS.

they intend to before long. are once again on the road to answers. Although they cannot return to their information-filled computer right now, adventure and NEXT STOP: HUMANITY!escapades! excitement await them Our terrific trio right now, Meantime, to their \*\*0 T.C.G. PRTD. IN U.S.A. enemy, he might one day reclaim ONE FOR OUR SIDE! - Thanks to the brave example set by Virdon, Burke and Galen, planet .. together again to defeat his a small segment of mankind has reason to be proud. Perhaps, if man can work

if man can work

common

\*WO T.C.G. PRTD. IN U.S.A

on the computer, Galen he

ears the terrible

n only mean one

Force! Comm.

it before the trio

IN U.S.A

"SOMEONE'S COMING!"

hoofbeats of horses that ca

hing...the Gorilla

Virdon orders his

team Police

to split-up for

\*D T.C.G. PRTD

futile his task is, the ape orders a couple of sentries to remove the uncooperative

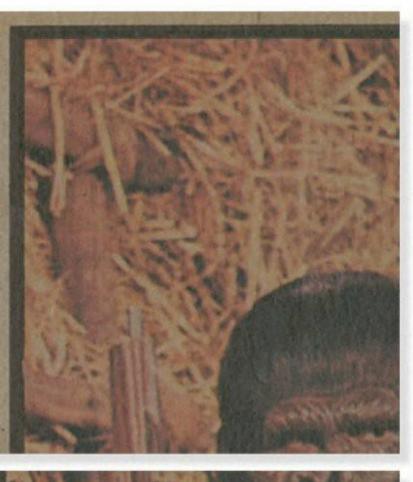
NO 2 OF PUZZLE A COLLECT ALL 66 CARDS

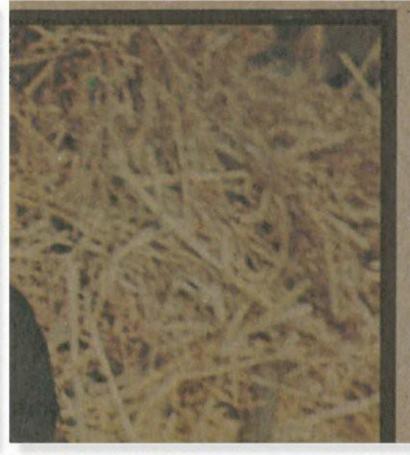
though he were a rag doll, gorilla General Urko vainly attempts to force the truth from the time traveler. Realizing how

THIRD DEGREE! - Grabbing Virdon as

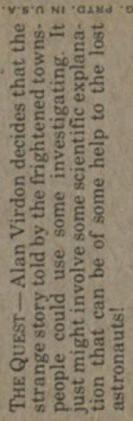
CT ALL 66 CARDS

NO. 4 OF PUZZLE A COLLECT ALL 66 CARDS









A.D. T. G.G. PRTO. IN U.S.A.

and Galen finally arrive at the mysteri-ous, crumbling old building the terror-stricken townspeople claimed was haun-ted. And indeed it is. All around are the restless ghosts of mankind's former glory

C 1967 Apjac Productions and 20th Century fox Film Corp.

NO

C 1967 Agist Productions and 20th Century Fox Film Corp. NO. 9 OF FUZZLE A COLLECT ALL 66 CARDS

and eventual defeat.

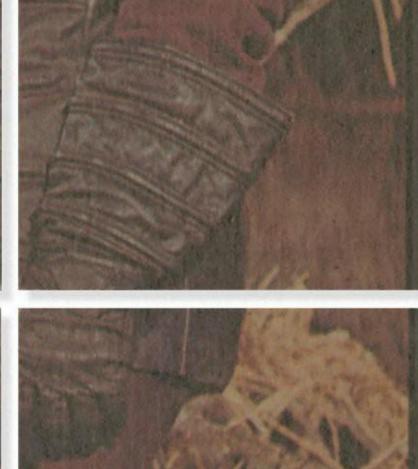
To A GRAVEYARD-Virdon, Burke



uck in the lower regions climbs and 20th Century Fox Film Corp COLLECT ALL 68 CARDS warrior bravely C 1967 Apjac Product NO. 8 OF PUZZLE

4





The ape has so far finding the Earth down into the basement and resumes the runaway chimp finding the DESCENT TO DANG been unsuccessfu Expecting better astronaut and of the hut,



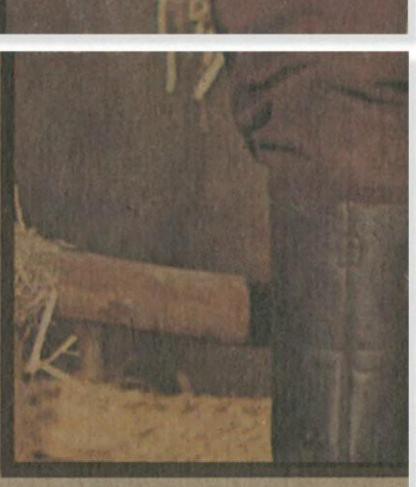


finds his defense tricks coming in very handy! The gorilla, while possessing great physical strength, is properly dazzled and confused by his "prisoner's" lightning-fast e 1967 Apjac Productions and 20th Century Fox Frim Corp. NO. 7 OF PUZZLE A COLLECT ALL 66 CARDS. abilities. 48

A.E.U NI .GTRR .D.D.T.S.A. KEY-But before the Voice can divulge the secret hiding place of his valuable information, his words suddenly fade. computer, and it will take more energy to Virdon and Burke soon discover that the Voice was generated by the newly-found

\* 1967 Apjar Productions and 20th Century Fox Film Corp NO. 6 OF PUZZLE A. COLLECT ALL 66 CARDS start it up again!

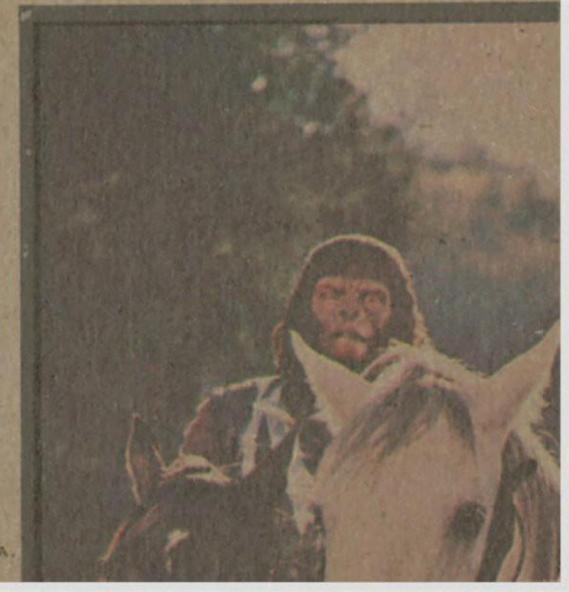




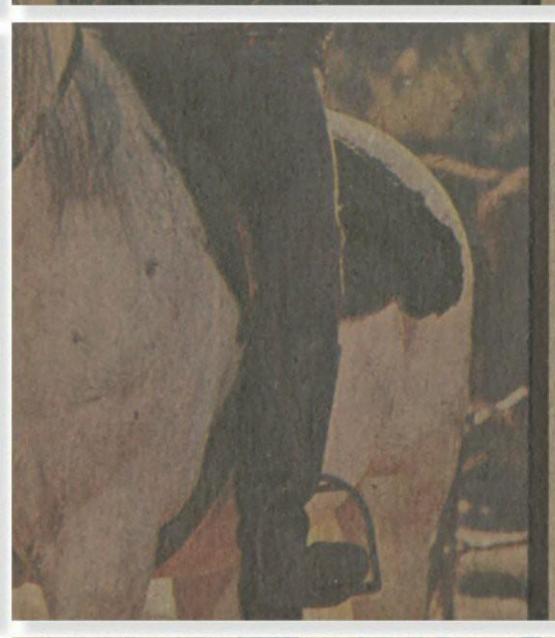
finally make their way to the rusty, dust-filled vault which they believe might con-tain the secret of the strange Voice the can learn the source of the mystery, it might provide some answers. DESTINY'S DOOR - The weary travelers 0 1967 Apise Productions and 20th Century Fox Film Corp. source of the mystery, ##D T.C.Q. PRTD. IN U.S.A

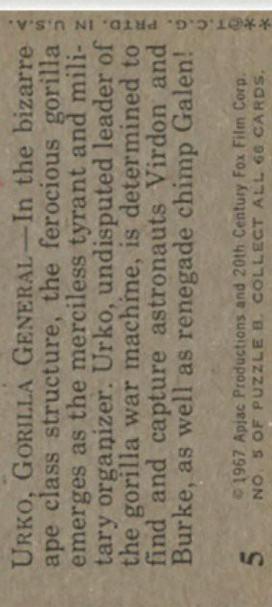
#8 T.C.G. PRTD. IN U.S.A

BOOTH COLMAN AS ZAIUS—Booth Colman takes over the role essayed by Maurice Evans in the feature films. But the two fine actors are more closely connected in another way. Shakespearean performer Colman played in the longest run of co"Hamlet" along with Mr. Evans. 58 NO. 3 OF PUZZLE B. COLLECT ALL 66 CARDS \*\* T.C.G. PRTD. IN U.S.A









being bossed about by an ape was the ultimate in degradation? The lean astronaut lashes out at his understandably surprised oppressor!

NO. 6 OF PUZZLE B. COLLECT ALL 66 CARDS

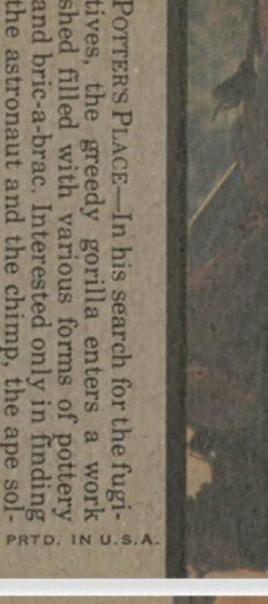
© 1967 Apjac Productions and 20th Century Fox Film Corp. NO. 5 OF PUZZLE B. COLLECT ALL 68 CARDS

m

20th century. But

liked being pushed around, humans back in the 20th of

not even



tives, the greedy gorilla enters a work shed filled with various forms of pottery and bric-a-brac. Interested only in finding

horde of monstrous storm-troopers. Along with General Urko is Dr. Zaius, who has

the crumbling building like a

underlings to search the building.

NO. 1 OF PUZZLE B. COLLECT ALL 66 CARDS

astronauts.

Urko

callousl

orders

human

special reasons

for finding the

SEARCH

THE

PREMISES!

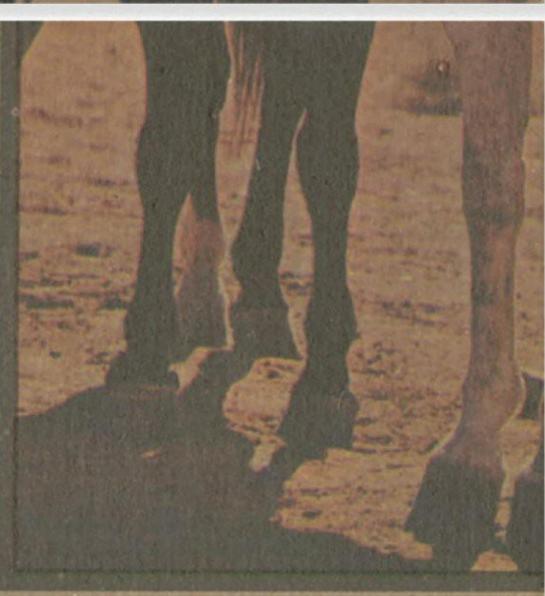
The gorillas

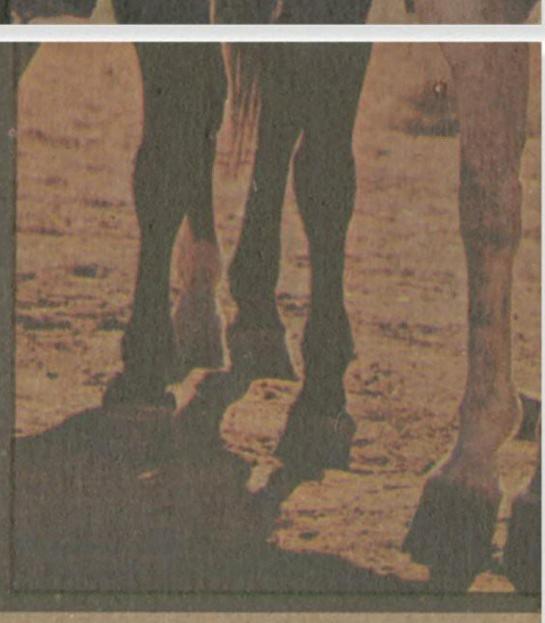
invade

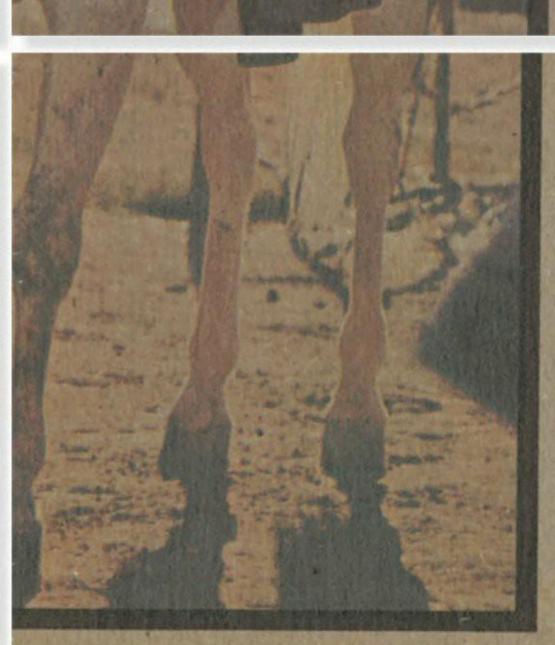
dier fervently tosses the furniture out his way, hoping to uncover his prey!

NO. 2 OF PUZZLE R. COLLECT ALL 66 CARDS

the astronaut and the chimp, the ape sol-







A.R.U.NI .0189 . D.D.T.B\*\* turesome trio, and this is all the proof the set up a full-scale search. Dr. Zaius is also convinced that the capture of the humans is essential, but for ROOF -One of Urko's a picture of the advenaltogether different reasons! needs to UNDENIABLE PROOF guards snapped gorilla leader

\*\* 1967 Apjac Productions and 20th Century Fox Film Corp NO. 4 OF PUZZLE B. COLLECT ALL 66 CARDS

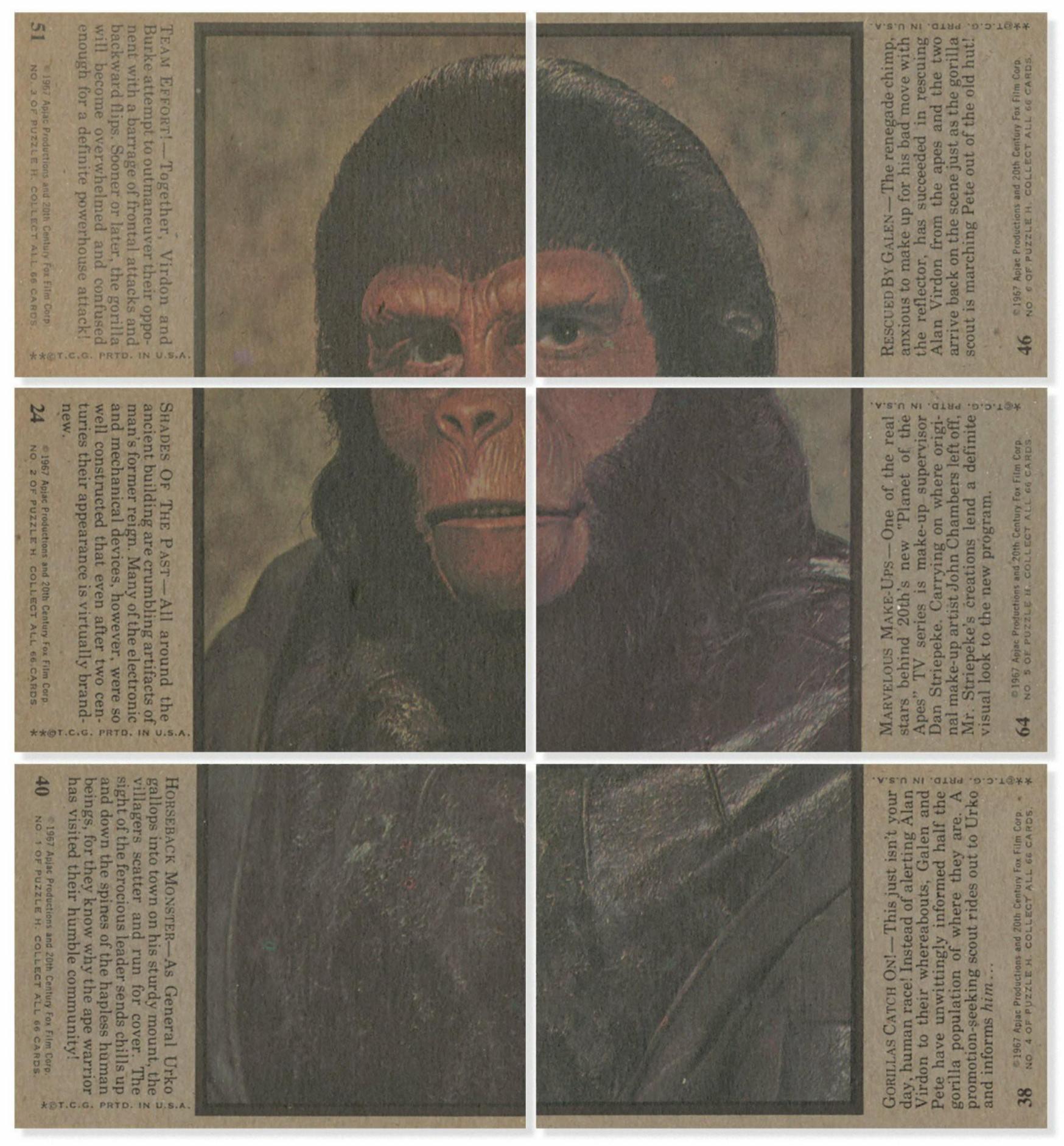








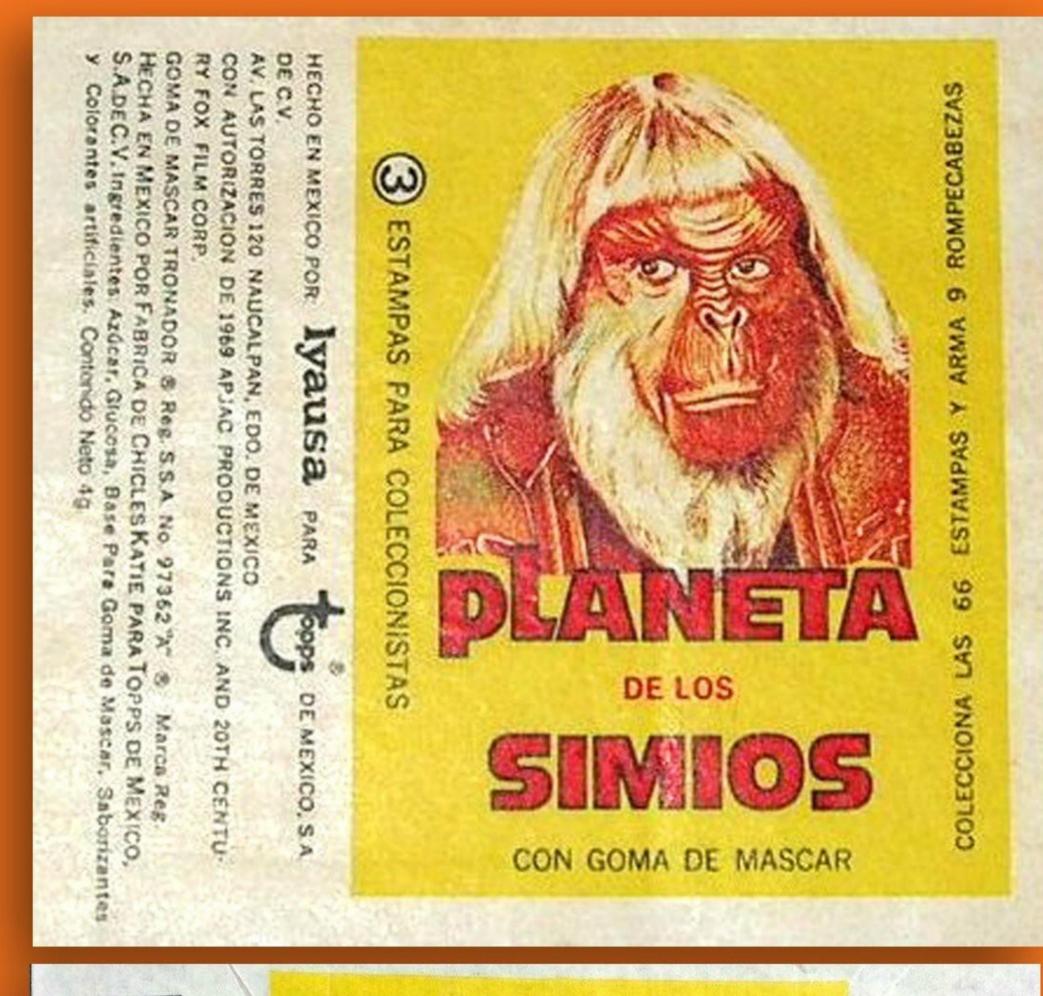
Puzzle G



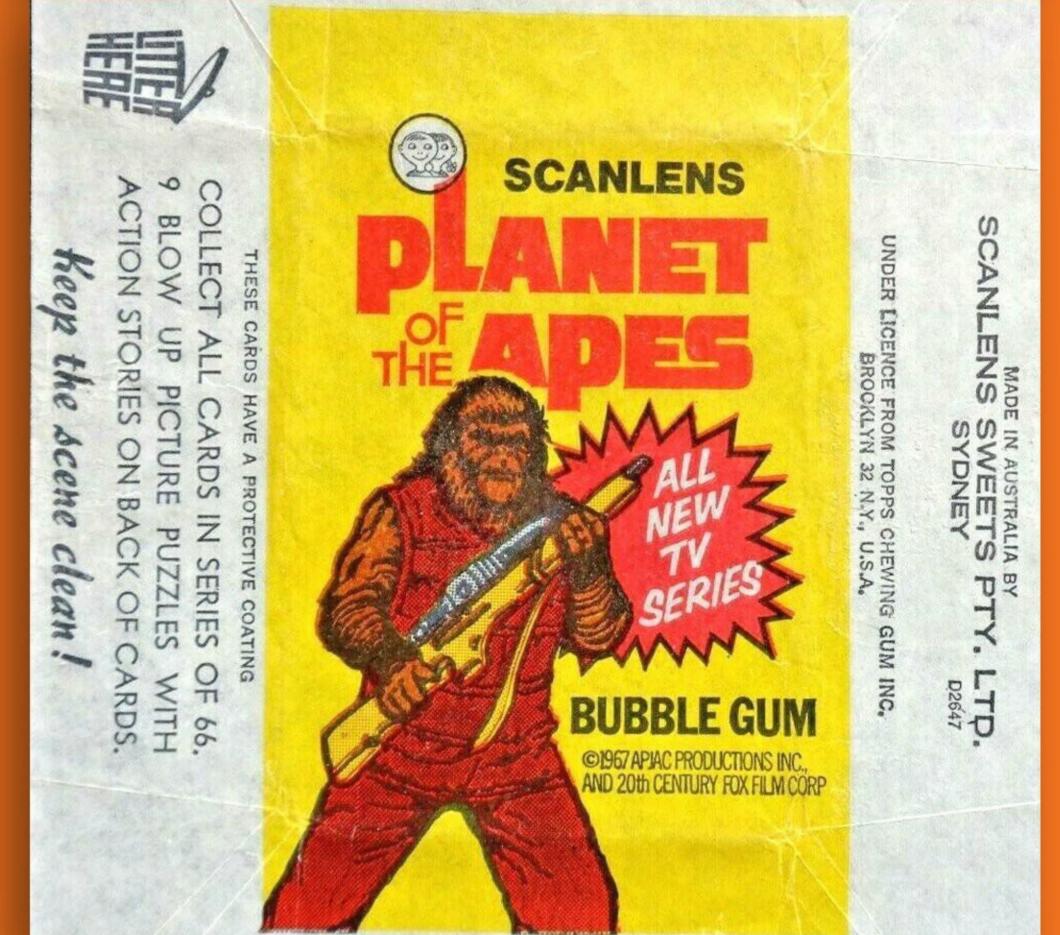


Puzzle I









LYAUSA in Mexico and Scanlens in Australia licensed the 66 card set in 1975 from Topps and produced complimentary sets. These wrappers are from those sets. All of the Mexican cards and captions are in Spanish while the Scanlens cards do not have the "Printed in USA" on the reverse and both are printed on lighter colored cardstock.



The reverse sides of card #66 are all shown here from all three different set issues to show the differences.

