

Danger



X=Have  
V=Need upgrade to V6

Trading Card Database <sup>Books</sup>  
<https://www.tcdb.com>

1965 Somportex Ltd. Danger Man Non-Sport <sup>Count=26</sup>

- 1 Introducing John Dra
- 2 No Holiday for Drake
- 3 The Well-Dressed Man
- 4 A Change of Plans.
- 5 The Mystery Radio Si
- 6 The Portuguese Docto
- 7 John Drake on the Tr
- 8 The Mysterious Clini
- 9 A Surprise for John
- 10 Will Headquarters He
- X 11 An Interrogation.
- X 12 A Break for It.
- X 13 Trapped Again.
- X 14 The Guard Outwitted.
- 15 The Way Out.
- X 16 The Call of Duty.
- 17 Another Way In.
- X 18 Taking No Chances.
- 19 Caught Again.
- V X 20 Into the Surgery.
- 21 The Missing Doctor.
- X 22 A Quick Change.
- X 23 A Tricky Operation.
- X 24 The Hands of a Surge
- X 25 Recalled to Headquar
- X 26 Mind If I Smoke?
- 27 Please Go On Talking
- 28 Looks Like Rain.
- V 29 A Visit to Paris.
- 30 A Trail to Follow.
- 31 Cross Country Run.
- X 32 The Drake-Shooting S
- X 33 An Old Acquaintance.
- V X 34 John Drake for Expor
- V X 35 Jump For It.
- V X 36 Delay is Dangerous.
- 37 A Bad Choice of Comp
- V X 38 Drake in the Hot Sea
- 39 Out of the Net.
- 40 Never Too Late.
- 41 No Time to Call His
- X 42 Feeling a New Man.
- 43 On the Beach.
- X 44 No Close Shaves for
- 45 Someone Knows I'm He
- 46 Can't You Let Me Sle
- X 47 Morning After.
- 48 The Smallest Camera.
- 49 No Shooting.
- X 50 The Genuine Badorin
- 51 Sabotage Suspected.
- 52 The Last Straw.
- 53 A Time for Revenge.
- 54 Another Toy
- 55 Smoke Without Fire.
- 56 Sabotage Again.
- 57 Too Much of a Coinci
- O 58 Time for Action.
- 59 Drake Breaks Out Aga
- 60 Gone to Ground.
- 61 The Darkness Lighten
- X 62 The Road to the Isle
- 63 Nothing to Say.
- X 64 Into the Vault.
- 65 Turning the Tables.

- 66 A Secret Revealed.
- 67 The Last Stage.
- 68 A Little Nightwork.
- 69 What a Gas!
- 70 Try Try Again.
- 71 The Mirror's New!
- 72 It's Starting All Ov

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