

STRATEGIC SIMULATIONS, INC.
SPRING CATALOG
1985

SSI: A CUT ABOVE

At SSI, our state-of-the-art computer games are designed with one purpose: To provide you with strategy simulations that are sophisticated, thought-provoking, exciting, and playable.

In short, just plain fun.

Our games cover a broad range of subject matter and are designed for all of the most popular home computers: Apple®, Commodore 64™, Atari®, and IBM®PC (and PCjr®). This means at least one of them will be right for you. But as varied as our programs may be, they all share common features which meet our demanding standards of excellence.

To approximate the "you-are-there" feeling so vital in game playing, all our simulations are created with loving attention to accuracy, realism and meticulous detail.

We are a company proud of its quality products, proud enough to say: "SSI. A Cut Above."

Our 14-day "satisfaction-or-your-money-back" guarantee is the expression of our utmost confidence that you'll agree.

TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any technical questions or problems regarding any of our games, you can call our HOTLINE NUMBER: (415) 964-1200 every weekday, 9 to 5 (PST).

General questions (about prices, availability, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

A SPECIAL NOTE TO CASSETTE OWNERS

Owners of cassette version games who wish to convert to disk format may now purchase backup disks directly from SSI for only \$10.00.

CLOSE-OUT TRS-80® VERSIONS

Level II, Models I & II

- BATTLE FOR NORMANDY: \$19.98
- THE BATTLE OF SHILOH: \$19.98
- KNIGHTS OF THE DESERT: \$19.98

ACCELERATORS FOR FASTER PLAY

Recently, it has come to our attention that accelerators for the Apple® are available from several manufacturers. They claim that accelerators can increase play speed by up to 3½ times. We are aware of two manufacturers in particular:

- 1) MCT, 1745 21st Street, Santa Monica, CA 90404. List price: \$295.
- 2) TITAN TECHNOLOGIES, INC., 3990 Varisty Drive, Ann Arbor, MI 48104. List price: \$595.

SSI makes no claims about these products. We can point out that we've tried both accelerators on some of our games, and they do speed up play tremendously.

For more information, please contact the manufacturers directly.

Look for our games at your local computer/software or game store today.

If there are no convenient stores near you, VISA and M/C holders can order directly by calling toll free: 800-227-1617, ext. 335. In California, call 800-772-3545, ext. 335.

To order by mail, send your check to: SSI, 883 Sterlin Road, Bldg. A-200, Mountain View, CA 94043-1983. California residents, add 7% sales tax. Be sure to specify the computer format of the game.

Please add \$2.00 to your order for shipping and handling. Allow 4-6 weeks for delivery.

SPECIAL CLOSE-OUT BARGAINS

CLOSE-OUTS AT 50% OFF:

- BATTLE FOR NORMANDY AT & C-64 cass: \$19.98 each
- THE BATTLE OF SHILOH AT cass: \$19.98
- COMBAT LEADER AT & C-64 cass: \$19.98 each
- CYTRON MASTERS AP/AT disk: \$19.98 AT cass: \$17.48
- GALACTIC GLADIATORS AP & IBM disks: \$19.98 each
- KNIGHTS OF THE DESERT AT & C-64 cass: \$19.98 each
- QUEEN OF HEARTS AP & AT disks: \$17.48 each
- S.E.U.I.S. AP disk: \$19.98
- THE SHATTERED ALLIANCE AP disk: \$29.98; AT disk: \$19.98
- TIGERS IN THE SNOW AT & C-64 cass: \$19.98

½ PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling the following games in ziplock bags at half price:

Apple disk

- COMPUTER CONFLICT: \$19.98
- BATTLE OF SHILOH: \$19.98
- OPERATION APOCALYPSE: \$29.98
- ROAD TO GETTYSBURG: \$29.98

Atari disk

- BATTLE OF SHILOH: \$19.98

French translations of some of our games are available from:

COMPUTERRE

959 Northwest 53rd Street
R. Lauderdale, FL 33309

In the land Down Under, our distributor is:

THE JEDKO GAMES CO. PTY. LTD.
134 Cochranes Road
Moorabbin, Victoria 3189
AUSTRALIA

And our distributor in Japan is:

STARCRAFT INC.

Tomizawa Bldg., 4th Floor
2-23-4 Minamitikebukuro
Toshima-ku, Tokyo JAPAN

NEW WARGAMES

\$39.95
Available July 1

ATARI® & C-64™



The late 1800's and early 1900's marked the Age of Imperialism, with the U.S., Great Britain, Germany, France, Russia and Japan as the most active participants.

Now, SSI brings back the yesteryears in a fun and simple game of world domination: **COLONIAL CONQUEST™**

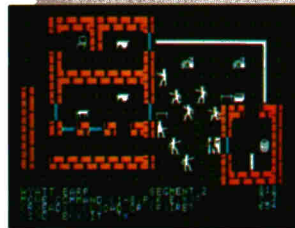
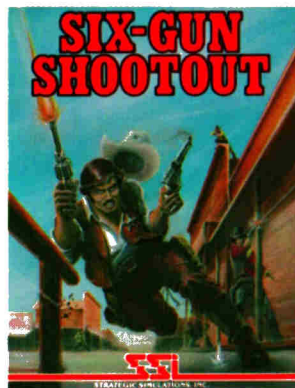
For up to six human players or a minimum of one human and five computer opponents, this easy strategy simulation puts you in charge of one of the six imperialistic nations. You collect money through taxation of your lands and use it for espionage, subversion, fortification, or buying armies and fleets. Your goal: to conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth.

The 1880 and 1914 Scenarios are semi-realistic: The army/navy size of each major power is set according to historical records. A Standard Scenario lets you set your own.

Using joystick control and beautiful scrolling color graphics, this game is a joy to play. After all, it quenches the thirst in all of us, the thirst for...power!

\$39.95
Available June 1

APPLE®, ATARI® & C-64™



Imagine all the best westerns you've ever read about or seen: the Earp brothers and Doc Holliday against the McLaury and Clanton Brothers at the O.K. Corral; Indians circling bandwagons; the escapades of Billy the Kid, the Dalton Gang and Bat Masterson; mythical superheroes whose sharpshooting skills are almost as legendary as their steely squints and impassive faces. Now imagine a computer game that has them all — **SIX-GUN SHOOTOUT™**

This simple, fast-action strategy game contains nine scenarios. The weapons are rated for effectiveness and type (single- or double-action pistols, repeat rifles, or shotguns). In each scenario, the computer assigns weapons to a given character, who is rated for weapon skill (speed of draw and accuracy), quickness of movement, and hand-to-hand combat ability.

Unlike most western movies, you cannot fire ten shots from a six-gun. You must remember to reload. Like a real western, you win when your side is still standing at the end of the shootout.

Solitaire or two-player.

\$59.95
Available June 1

APPLE® & C-64™



Armored warfare of the 1990's. What will it be like when modern war machines — sleek, turbine-propelled, missile-armed, laser-guided — clash on the battlefield?

The answer can be found when you play the definitive simulation of modern land battles: **MECH BRIGADE™**

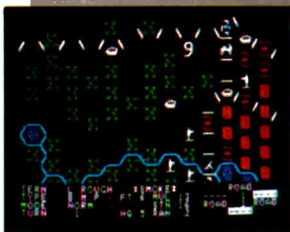
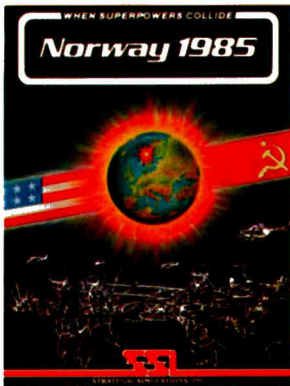
We've compiled the combat ratings for practically every weapon type found in the arsenals of the U.S., West Germany, England, and Russia: 10 tanks, 6 self-propelled anti-tank guided missiles (ATGM), 4 helicopters, 6 recon/command vehicles, 7 armored personnel carriers, not to mention a huge roster of mortars, artillery, surface-to-air missiles, and infantry weapons.

Using a modified version of the popular "Kampfgruppe"™ combat system, hit probabilities for every weapon are calculated instantly. Combat is resolved down to individual tanks, guns and soldiers.

Four scenarios are provided, each in a different area of West Germany. You can also create your own with the Random Setup. During solitaire, the computer can direct either side.

\$34.95
Available July 1

APPLE® & C-64™



Each game in the "WHEN SUPERPOWERS COLLIDE" series presents a different scenario of possible NATO-USSR confrontations in various tinderboxes around the world.

"Germany 1985"™ led off with a Soviet invasion into West Germany through the Fulda Gap.

"RDF 1985"™ proposed a Russian seizure of the oil-rich Persian Gulf, which demanded an urgent U.S. response with its Rapid Deployment Force.

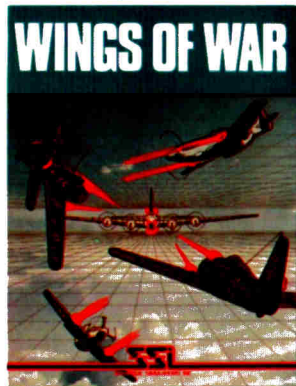
"Baltic 1985"™ hypothesized a NATO rescue of its besieged forces in Berlin.

Now, we are proud to announce the fourth installment in our popular series: **NORWAY 1985™**. This time, the Soviets choose Norway as their window of attack. In addition to the normal complement of fighting units, this game features ski troops.

Like its predecessors, **NORWAY 1985** boasts all the ingredients of a great wargame: Beautiful scrolling color graphic displays, a simple yet sophisticated movement system, and realistic combat rules. In solitaire play, the computer can direct either side.

\$39.95
Available July 1

C-64™



For the C-64 owner who's been dreaming of taking to the skies in World War II combat planes, **WINGS OF WAR™** was made for you.

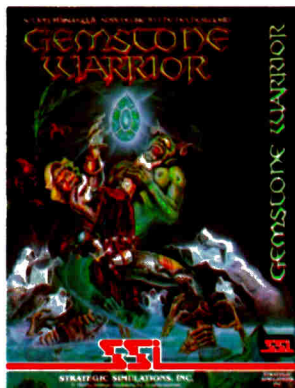
This exciting tactical simulation lets you choose from 36 different American, British, German, and Japanese warplanes — each historically rated for speed, maneuverability, climbing and diving ability. Just imagine yourself piloting such legendary fighters and bombers as the Hurricane, P-51 Mustang, the B-17 Flying Fortress and the Stuka dive bomber.

You can call up either global or tactical plots on the screen while directing up to 16 planes. Each plane's pilot can be rated "inexperienced," "normal," or "ace."

Four scenarios cover practically all aspects of the aerial war during World War II. For solitaire play, we offer Nightfighter and V-1 Interceptor. For solitaire and two players, Dogfight and Bomber Formation.

For those who just want to fly, an Air Race scenario is provided.

NEW CONVERSIONS



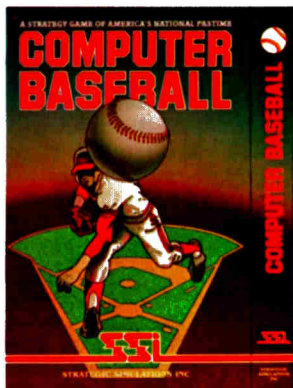
\$34.95
Available June 1

ATARI®



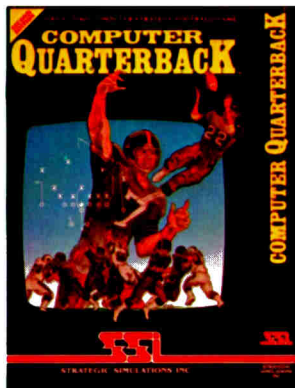
\$59.95
Available July 1

COMMODORE 64™



\$39.95
Available June 1

IBM™ PC & PCjr



\$39.95
Available July 1

ATARI®



\$39.95
Availability date unknown

COMMODORE 64™

Giving birth to the C-64 version of **FIELD OF FIRE™** has met with unexpected complications. We regret the delay and are laboring hard to have it ready for you in a few months. Progress of the delivery will be made in the next catalog.

Thank you for your patience.

IN THE WORKS

□ A game on the War in the Pacific, 1941-45. □ A semi real-time game on modern battalion-size armored operations.

An Atari® conversion is planned for **GERMANY 1985™**.

A Commodore 64™ conversion is planned for **REFORGER '88™**.

An Apple® conversion is planned for **FIELD OF FIRE™**; and **GEMSTONE WARRIOR™** will also be available on the Macintosh®.

SECOND EDITIONS

FOR APPLE ONLY

COMPUTER QUARTERBACK™: The Second Edition.

We've made a great strategy football game even better. Now, whether you play a two-player game or against the computer, you can draft a team to your very own specifications. And with our NFL Teams Data Disk (available separately), you can use actual pro teams! Sound effects such as whistles and sirens (after a touch-down) have been added to give the game a real flair. Improved graphics provide a cleaner and clearer look. An improved base model of NFL football makes this game unequalled in realism and excitement. **\$15.00** to SSI gets you the new disk and rulebook.

COMPUTER AMBUSH™: Improved Edition.

Thanks to its all-new assembly language program, the new edition of **COMPUTER AMBUSH** plays **40 times faster** than before!

Now, you can create your own soldiers, rearranging their combat characteristics to your own specifications. You can also distribute weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

For those of you who loved the old **COMPUTER AMBUSH** but hated its limitations, your hopes and dreams have been answered! For those of you new to the game, all we can say is: Check your blood pressure and pulse and jump in!

If you already have the old **COMPUTER AMBUSH**, send **\$20.00** to SSI and we'll mail you the update. The complete game goes for **\$59.95**.

GERMANY 1985™: The Second Edition.

A new rulebook, improved documentation, and new, easier-to-use air strike rules make this game a real "superpower" in our ongoing series. **\$15.00**.

BROADSIDES™: The Second Edition.

A few minor improvements including the option to avoid guessing ranges in the tactical game. **\$15.00**.

NOTE: Backup disks for all our games are now available directly from SSI for \$10.00.

T-SHIRTS & POSTERS

Color posters of **KNIGHTS OF THE DESERT™** and **QUESTRON™** are now available directly from SSI. Printed on the finest heavyweight stock with the best lithographic process, they are truly superb pieces of art. Price: **\$2.50 each**.

We're also offering T-shirts depicting one of our most popular games — **BROADSIDES™**. Printed in two colors on all-cotton heavy shirts, they come in Small, Medium, Large and X-large (adult men sizes). Price: **\$7.50 each** (please specify size).

NOTE: Please add \$2.00 to your order for shipping & handling.



Get More out of Your Computer Games!

The staff at SSI highly recommends **COMPUTER GAMING WORLD**, a bi-monthly magazine dealing with the personal computer game hobby. In addition to

reviews, **CGW** has strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. Subscriptions are

available for **\$13.50** per year; **\$2.95** for a sample issue.

Write to: **COMPUTER GAMING WORLD**, P.O. Box 4566, Anaheim, CA 92803-4566.

DATA DISKS

All data disks are for the APPLE unless otherwise specified, and all are available directly from SSI for \$15.00 each.

Computer Quarterback™ 1984 NFL TEAMS DATA DISK.*

This contains player statistics for all 1984 and several historical NFL teams.

C-64™ version also available.

Computer Quarterback™ 1983 NFL TEAMS DATA DISK.*

Same as 1984 data disk, but with 1983 teams. C-64™ version also available.

Computer Quarterback™ 1982 NFL TEAMS DATA DISK.*

Same as 1984 data disk, but with 1982 teams.

Computer Quarterback™ 1981 NFL TEAMS DATA DISK.*

Same as 1984 data disk, but with 1981 teams.

Computer Quarterback™ 1980 NFL TEAMS DATA DISK.*

Same as 1984 data disk, but with 1980 teams.

Computer Baseball™ 1984 TEAMS DATA DISK & STATISTICS COMPILER.

Update your major-league matchups with stats for all the 1984 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

Atari® and C-64™ versions also available. IBM®PC version available July 1, 1985.

Computer Baseball™ 1983 TEAMS DATA DISK & STATISTICS COMPILER.

Same as 1984 data disk, but with 1983 teams. Atari® and C-64™ versions also available.

Computer Baseball™ 1982 TEAMS DATA DISK & STATISTICS COMPILER.

Same as 1984 data disk, but with 1982 teams.

C-64™ version also available.

Computer Baseball™ 1981 TEAMS DATA DISK & STATISTICS COMPILER.

Same as 1984 data disk, but with 1981 teams.

Computer Baseball™ 1980 TEAMS DATA DISK.

Same as 1984 data disk, but with 1980 teams. (No stat compiler.)

Professional Tour Golf™ COURSE MODULE #1.

This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location.

C-64™ version also available.

The Shattered Alliance™ TOOL KIT.

This allows you to construct armies and maps to your own specifications.

Computer Air Combat™ PLANES DATA DISK.

Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only.

* Can only be used with second edition of Computer Quarterback

MORE DATA DISKS

305 Computer Baseball™ TEAMS.

This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set only \$60.00 postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: **CB Enterprises,**

129 Redondo Court, Marina, CA 93933. Check or money order only, please. California residents, add 7% sales tax.

Apple®, Atari® and C-64™ versions available.

The Cosmic Balance™ SHIPYARD DATA DISK.

Contains over 20 ships that competed in COMPUTER GAMING WORLD's Cosmic Balance™ Ship Design contest (including the win-

ner's and judge's ships). Please specify APPLE or ATARI when ordering.

Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566 for \$15.**

CB Enterprises and Computer Gaming World are not affiliated with SSI. We are not responsible for their products and announce them here for your information only.

SSI's COMPLETE LINE OF GAMES

For the next eight pages, you'll be getting a complete, but quick, overview of all of our games. They fall into five major categories:

- Wargames
- Sports & General Topic
- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

Each game is further categorized as either Advanced, Intermediate, or Introductory.

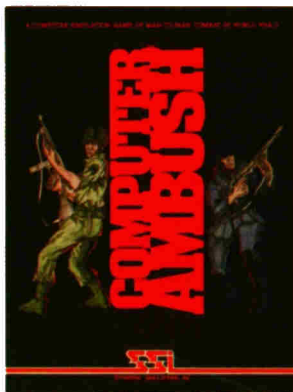
ADVANCED means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this is for you.

INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

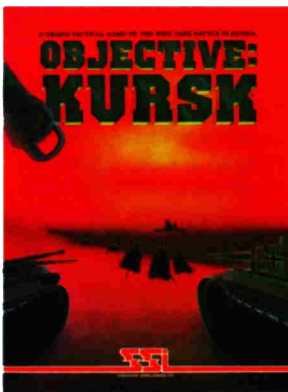
INTRODUCTORY games are ones that everyone can enjoy. It doesn't mean the game is simplistic, just simple to understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

WARGAMES



New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
By Ed Williger & Larry Strawser.
ADVANCED. APPLE, ATARI & C-64.

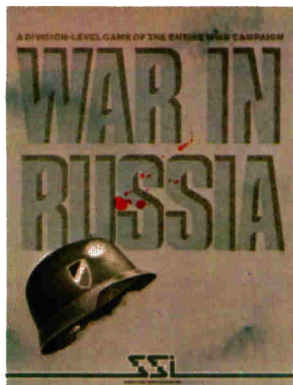


A very detailed grand-tactical simulation of the Battle of Kursk, Russia in 1943 involving more than 4000 tanks.
By Gary Grigsby
ADVANCED. APPLE & ATARI.



A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Merrow & Jack Avery.
ADVANCED. APPLE & C-64.

WARGAMES



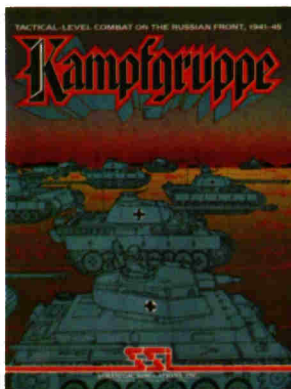
If you call yourself a bona-fide wargamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby.
ADVANCED. APPLE & ATARI.



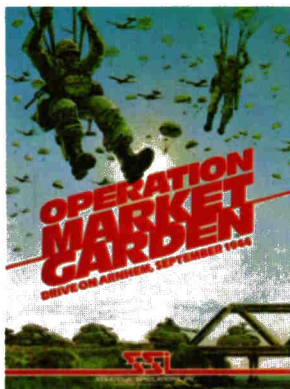
Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge.
By Dave Landrey & Chuck Kroegel.
ADVANCED. APPLE, ATARI & C-64.



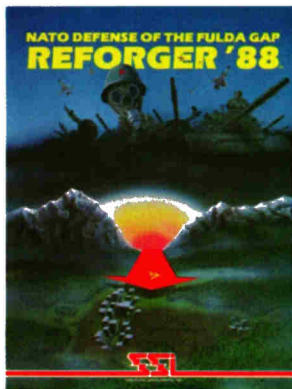
You become Napoleon as you reenact his notorious campaigns at Leipzig and Waterloo.
By Paul Murray.
ADVANCED. APPLE.



A tactical game of armored warfare that encompasses almost all ground weapons used on the Russian Front from 1941-45. By Gary Grigsby. **ADVANCED. APPLE, ATARI & C-64.**

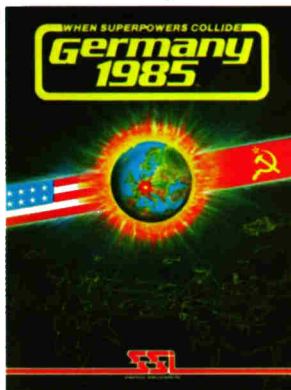


The massive Allied airborne assault to capture the bridges of Holland in 1944. By Dave Landrey & Chuck Kroegel. **Contains ADVANCED and INTERMEDIATE games. APPLE, ATARI & C-64.**



NATO forces must defend Frankfurt and its vital airbase when Warsaw Pact troops invade through the Fulda Gap. By Gary Grigsby. **ADVANCED. APPLE & ATARI.**

WARGAMES



NATO forces must repel the Soviet invasion of West Germany...when superpowers collide! By Roger Keating. **ADVANCED. APPLE & C-64.**



The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating. **ADVANCED. APPLE & C-64.**



West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating. **ADVANCED. APPLE & C-64.**

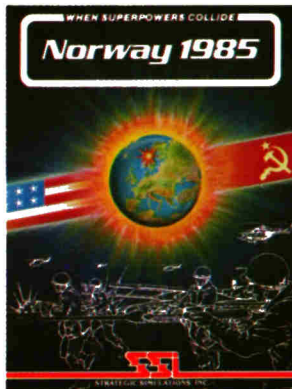
WARGAMES



Four classic carrier battles in the Pacific during World War II: Midway, Santa Cruz, Eastern Solomons and Coral Sea. By Gary Grigsby. **ADVANCED. APPLE, ATARI & C-64.**

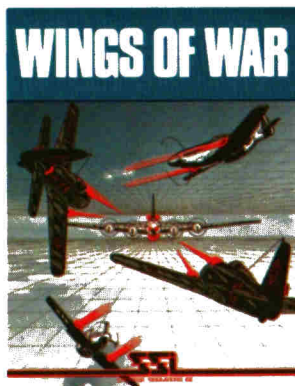


A grand-tactical simulation of modern armored warfare that features over 70 different weapon types. By Gary Grigsby. **ADVANCED. APPLE & C-64.**

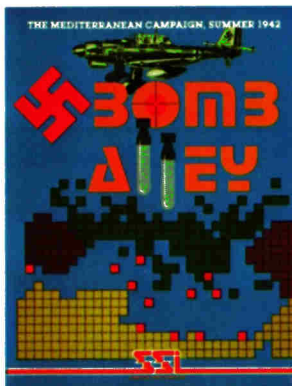


The fourth installment of the popular "When Superpowers Collide" series proposes Norway as the target of a Soviet attack. By Roger Keating. **ADVANCED. APPLE & C-64.**

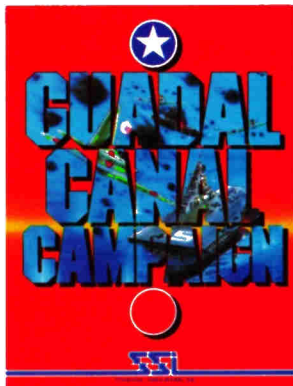
WARGAMES



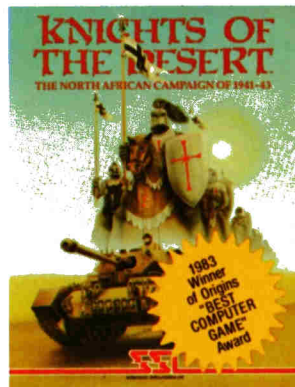
Take to the skies to engage in exciting air battles with 36 of World War II's greatest fighters and bombers. By Charles Merrow and Jack Avery. **ADVANCED. C-64.**



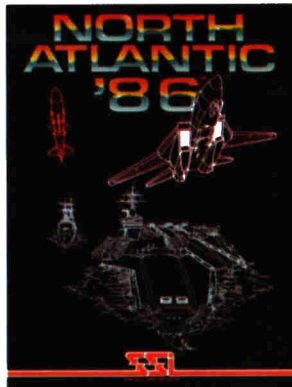
The definitive simulation of the Summer 1942 Mediterranean Campaign, includes the Battle of Crete. By Gary Grigsby. **INTERMEDIATE. APPLE.**



A monster-sized computer war-game of this great Pacific land-sea-air campaign of World War II. By Gary Grigsby. **INTERMEDIATE. APPLE.**



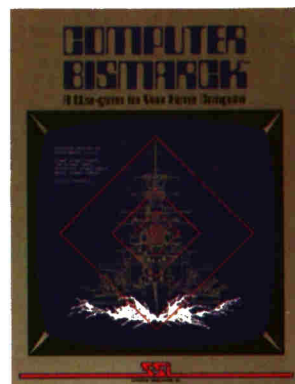
Joust with armored tanks during the North African Campaign of 1941-43. by Tactical Design Group. **INTERMEDIATE. APPLE, ATARI, C-64 & IBM.**



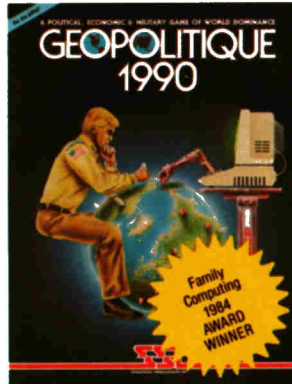
SSI's projection of giant-scale air-land-naval battles in future Soviet-NATO confrontations. By Gary Grigsby. **INTERMEDIATE. APPLE.**



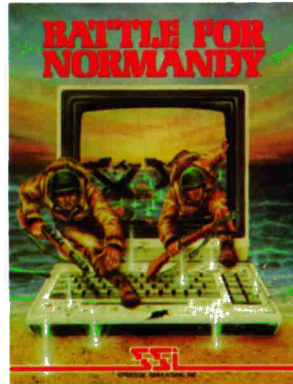
Lead Easy Company of the First Infantry Division through eight historical battles in North Africa and Europe. By Roger Damon. **INTERMEDIATE. ATARI & C-64.**



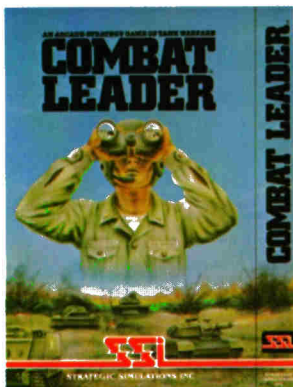
British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship. By John Lyon. **INTERMEDIATE. APPLE.**



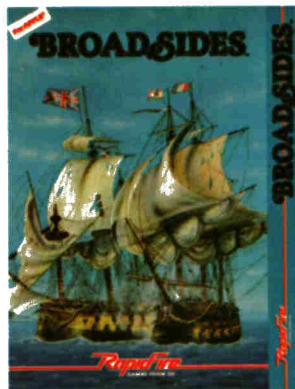
You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance. By Bruce Ketchledge. **INTERMEDIATE. APPLE & C-64.**



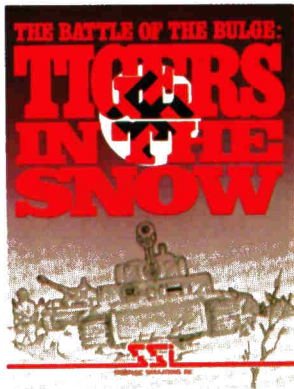
D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group. **INTERMEDIATE. APPLE, ATARI, IBM & C-64.**



Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille. **INTRODUCTORY. ATARI & C-64.**

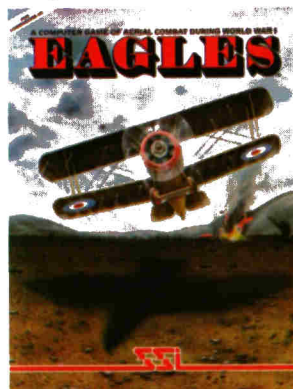


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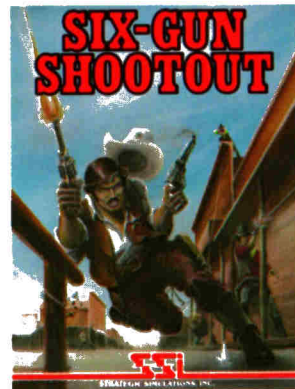


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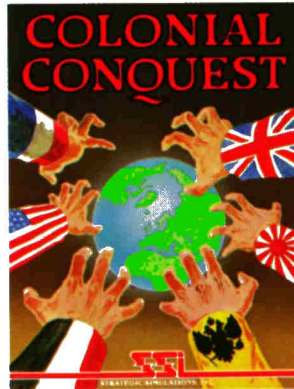
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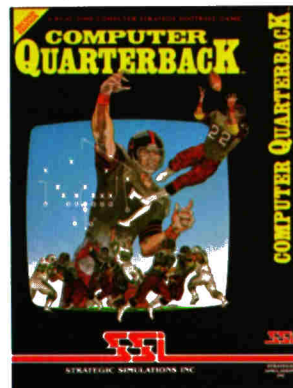


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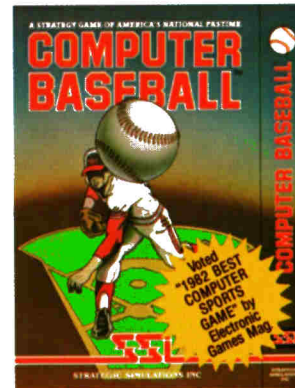


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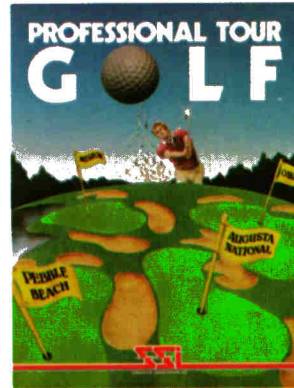
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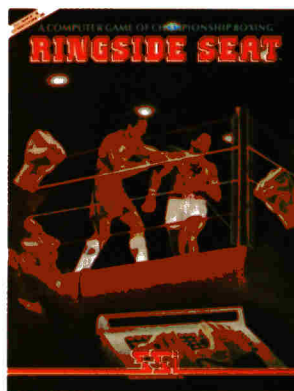


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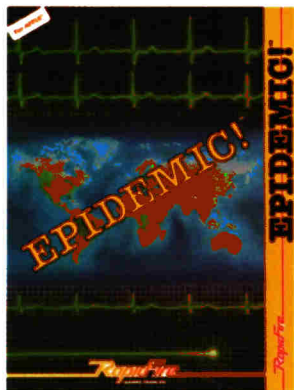
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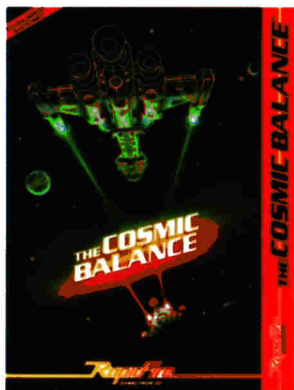
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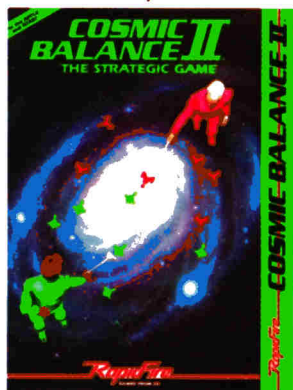
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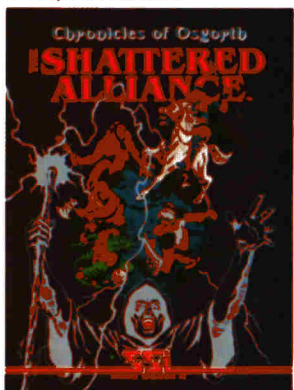
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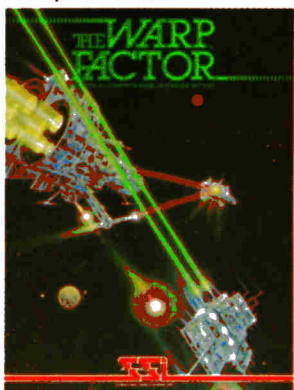
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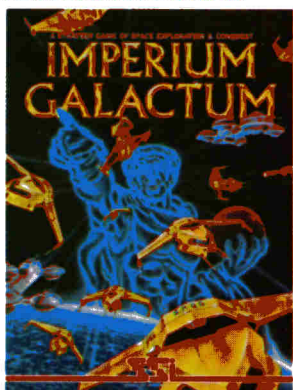
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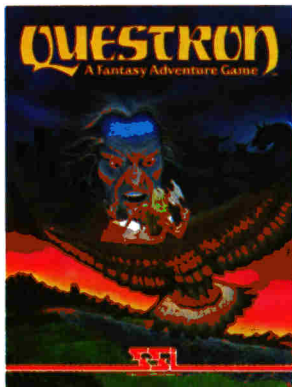


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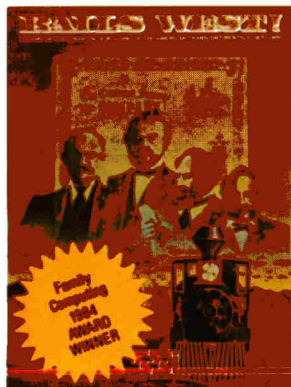
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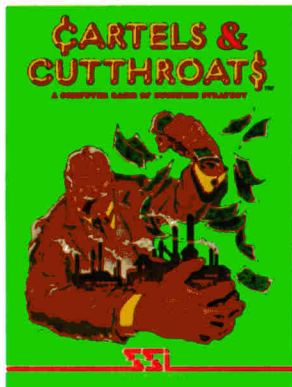
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