



GAME
SOFTWARE
THAT IS
A CUT ABOVE.



STRATEGIC
SIMULATIONS,
INC.

FALL '85/WINTER '86
CATALOG

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.

IN THE WORKS

- ☐ A tactical game on the Vietnam War (AP/C64/AT).
- ☐ A tactical WWII naval game in the Pacific (AP/C64).
- ☐ A sequel to PHANTASIE™ (AP/C64).
- ☐ A tactically oriented fantasy role-playing adventure game (AP/C64).

An Apple® conversion is planned for FIELD OF FIRE™.

PHANTASIE™ is being converted to the Atari®ST, the Macintosh®, and the Commodore Amiga™.

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.

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 Stierlin 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:

- CYTRON MASTERS**
AP/AT disk: \$19.98
- GALACTIC GLADIATORS**
AP & IBM disks: \$19.98 each
- THE SHATTERED ALLIANCE**
AP disk: \$29.98
AT disk: \$19.98
- NAPOLEON'S CAMPAIGNS**
AP disk: \$29.98

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
 - ☐ **PURSUIT...GRAF SPEE:** \$29.98
- Atari disk**
 - ☐ **BATTLE OF SHILOH:** \$19.98

SECOND EDITIONS

Second editions are available for the following games (Apple only):

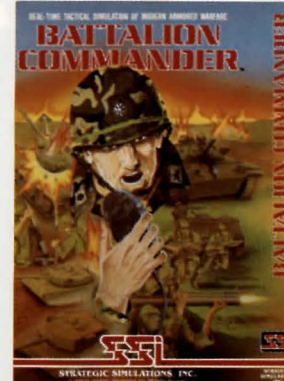
- ☐ **Computer Quarterback** (\$15.00)
- ☐ **Computer Ambush** (\$20.00)
- ☐ **Germany 1985** (\$15.00)
- ☐ **Broadsides** (\$15.00)

French translations of some of our games are available from: **COMPUTERRE**
959 Northwest 53rd Street
Ft. Lauderdale, FL 33309

In the land Down Under, our distributor is:
THE JEDKO GAMES CO. PTY. LTD.
134 Cochrane Road
Moorabbin, Victoria 3189
AUSTRALIA

And our distributor in Japan is:
STARCRAFT INC.
3-22-3 Zoshigaya
Toshima-ku 171
Tokyo JAPAN

NEW WARGAMES



As the fiery battle rages around you, the captain's voice crackles from the radio: "Your orders, sir?"

In **BATTALION COMMANDER**, you are a lieutenant colonel in charge of an entire armored battalion. You must issue swift and decisive commands because this is one fast-moving tactical wargame: The fighting occurs in real time!

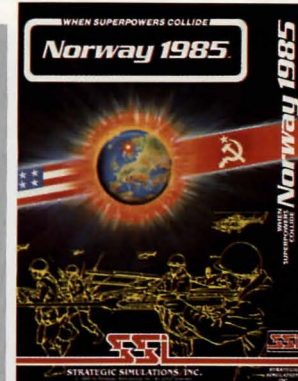
Your forces are equipped with a complete arsenal of modern vehicles and weapons such as tanks, APCs, howitzers, heavy mortars, and anti-tank missiles. You can select the nationality of ground forces — U.S., Soviet or Chinese — for either your side or the computer's. Relative strengths can also be adjusted to vary the difficulty of this solitaire game. And if you get bored with the scenery, just choose another battleground from the 40 terrain maps available.

Five scenarios are provided to pit your military prowess against the computer's. Do you have what it takes to meet this challenge?

If you do, go ahead and give the captain your orders. The outcome of battle rests on you...sir!

\$39.95
Available now

APPLE® & C-64™



In the hypothetical war that is **NORWAY 1985**, the summer of '85 saw the effortless occupation of Norway by armored Soviet forces. But with the onset of winter, their early success may prove to be quite temporary.

With frigid nights freezing the oil in armored vehicles and the harsh terrain impeding daytime movement, the Soviet superiority in armor is effectively negated. Now, NATO has the opening it needs to launch a counterattack.

As the NATO general, you command a new breed of fighting men: Infantry and mortar infantry on skis. Like darting ghosts, they can attack Soviet positions to regain control of towns and airbases.

If you're the Russian commander, you must fight fire with fire by deploying your own ski troops. Artillery, rocket fire and tactical air strikes are also at your disposal.

Like the other games in the "Superpowers" series, **NORWAY 1985** boasts beautiful color graphics, a sophisticated movement system, and realistic combat rules.

During solitaire play, the computer can direct either side.

\$59.95 APPLE, ATARI® & C-64™
Available November 1



U.S.A.A.F.™ simulates the daylight bombing of Nazi Germany by the United States Army Air Force. The Campaign Game lets you play the entire 2-year strategic air war on a day-by-day basis. (Shorter games are also provided.)

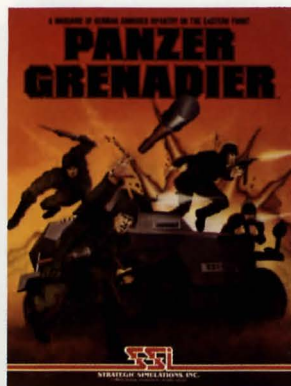
As the American General, you assign the 8th and 15th Air Forces to fly daily raids over 91 possible targets and bomb 12 types of Nazi industries. You determine the take-off time, altitude, and number and types of planes per mission. The computer assesses combat losses daily, down to individual bombers and escorts.

As the German player, you allocate flak guns among your cities and deploy the Luftwaffe's fighters from 96 airfields. The strategic limitation of aviation gas adds to your headaches.

Weapons become available at the same times they were actually developed in the war (although German jet production can be accelerated). Both sides can swap older planes for newer ones; the price is loss of time and pilot experience.

You can challenge a friend or direct the computer to play either or both sides.

\$39.95 APPLE, ATARI® & C-64™
Available now



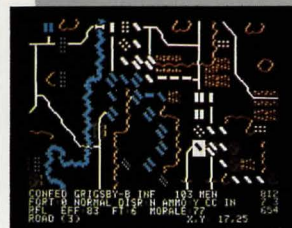
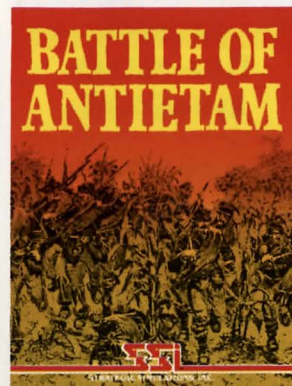
When Hitler sent his Panzers into Russia, his military purpose was to conquer territory. Yet tanks, for all their fury and firepower, were not enough to achieve this objective. Someone had to go into the woods, the towns to make sure that the territory **got** taken. That "someone" was infantry. But not just **any** infantry.

What the German Army needed was infantry that could keep up with the blazing offensive charge of its Panzer tanks. Meet the Panzer Grenadiers: Infantry on halftracks, trucks and armored vehicles with impressive speed and firepower.

PANZER GRENADIER™ puts you in charge of a regiment of this elite armored infantry. Attached to this special fighting force are mortar, artillery, Panzer IV, Panther, and Tiger units. The computer directs the Russian forces.

Be prepared for some heavy fighting in this exciting, solitaire wargame. Five historical scenarios will take you on an explosive tour of the Eastern Front, from the Lutchesa River ('42) and Kursk ('43) to Kirovograd ('44) and Wilkowschken ('45).

\$49.95 APPLE, ATARI® & C-64™
Available November 1



BATTLE OF ANTIETAM™ is a grand-tactical simulation of the bloodiest day of the Civil War — September 17, 1862. By sheer luck, Union General McClellan trapped the Confederate troops at Antietam Creek with their backs to the Potomac. Although outnumbered by more than 2 to 1, the Rebels still managed to hold off the Yankee forces and slip away under the cover of darkness.

Now you can seize the opportunity which escaped the inept McClellan — to smash Lee's army and win the war. From 6 am to 5 pm, the day unfolds in detail so real you'll feel like you're playing a miniatures game. Each demi-brigade unit is rated for number of men (armed with up to 15 weapon types), morale and fatigue. Combat is resolved down into 200-yard squares with four levels of elevation.

BATTLE OF ANTIETAM contains Beginner, Intermediate and Advanced games to accommodate wargamers of all levels.

During solitaire play, the computer can play either or both sides.

SpeedDemon. HIGH OCTANE APPLE JUICE.



With SpeedDemon®, you can turn your mild-mannered Apple® II, II+, or IIe into a supercharged machine, running at up to 3½ times normal speed.

Now imagine what this turbo boost means when you play SSI games:

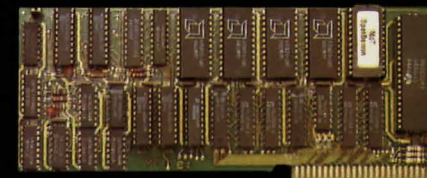
- Night turns in CARRIER FORCE move by in nothing flat.
 - KAMPFGRUPPE's combat phase resolved incredibly fast.
 - Almost no waiting for German bombers to reach London in FIGHTER COMMAND.
- And the list of accelerated pleasures goes on and on.

At SSI, we are excited about this speed-up card from M.C.T. In fact, our R&D people use the SpeedDemon for development work on Apple games. Some have become so addicted to this "Apple juice" that they refuse to play any games without it.

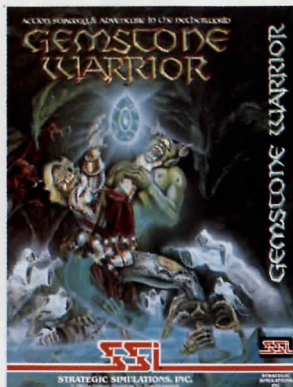
Because we believe the SpeedDemon will significantly increase your enjoyment of SSI games, we are making it available to you at a special price. Instead of the \$249 list price, you can order the SpeedDemon directly from SSI for **\$179.00**.

To order by credit card or by mail, please refer to the inside front cover for more information. The \$2.00 S&H charges and the 7% sales tax for California residents apply.

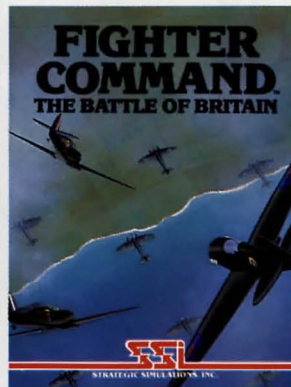
If you love SSI games now, wait till you stick the SpeedDemon in your Apple! You'll love them 3½ times more!



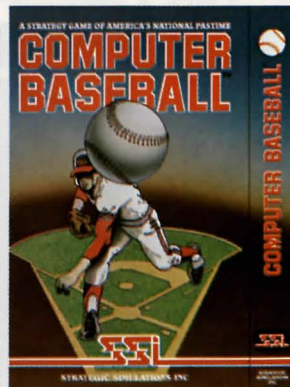
NEW CONVERSIONS



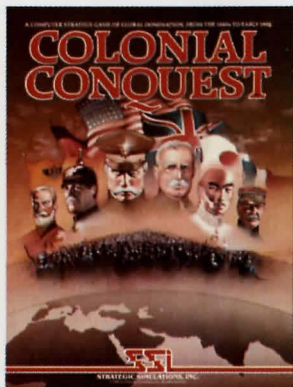
\$34.95 **MACINTOSH®**
Available October 1



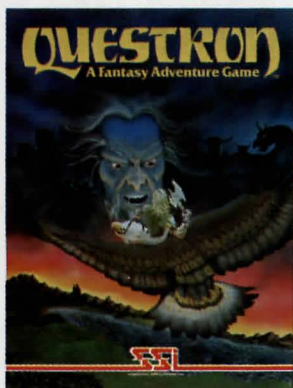
\$59.95 **COMMODORE 64™**
Available October 1



\$39.95 **IBM®PC & PCjr**
Available now



\$39.95 **APPLE®**
Available January 1



\$49.95 **MACINTOSH®**
Available January 1

T-SHIRTS & POSTERS

Color posters of **KNIGHTS OF THE DESERT™** and **QUESTRON™** are now available directly from SSI. Printed on the finest heavy-weight stock with the best lithographic process, they are truly superb pieces of art. **\$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). **\$7.50 each** (please specify size).

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



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DATA DISKS

All data disks are available directly from SSI for \$15.00 each unless otherwise specified.

Computer Quarterback™ 1984 NFL TEAMS DATA DISK.*

This contains player statistics for all 1984 and several historical NFL teams. Available for the Apple®, Atari® and C-64™.

The following Computer Quarterback™ data disks are also available. They are the same as the 1984 data disk, except they have teams for each respective year.

- ☐ 1983 NFL Teams Data Disk* (Apple, C-64)
- ☐ 1982 NFL Teams Data Disk* (Apple)
- ☐ 1981 NFL Teams Data Disk* (Apple)
- ☐ 1980 NFL Teams Data Disk* (Apple)

* Can only be used with second edition of Computer Quarterback.

Computer Baseball™ 1984 TEAMS DATA DISK & STATISTICS COMPILER.

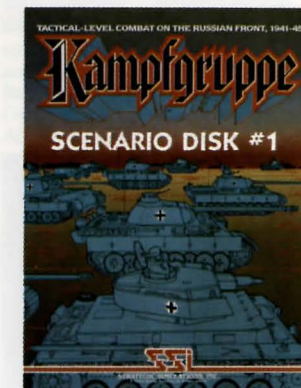
Update your major-league matchups with stats for all the 1984 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk. Available for the Apple®, Atari®, C-64™ and IBM®PC.

The following Computer Baseball™ data disks are also available. They are the same as the 1984 data disk, except they have teams for each respective year.

- ☐ 1983 Teams Data Disk & Statistics Compiler (Apple, Atari, C-64).
- ☐ 1982 Teams Data Disk & Statistics Compiler (Apple, C-64)
- ☐ 1981 Teams Data Disk & Statistics Compiler (Apple)
- ☐ 1980 Teams Data Disk (Apple; no stat compiler)

Kampfgruppe™ SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. **\$19.95.** Available for the Apple®, Atari® and C-64™.



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. (Apple, C-64)

The Shattered Alliance™ TOOL KIT.

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

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. (Apple)

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, ATARI or COMMODORE 64** 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

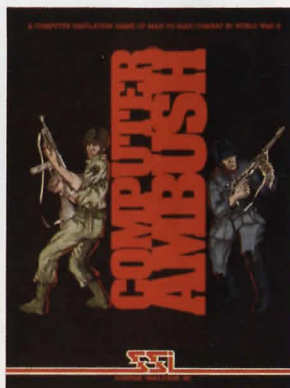
Each game is further categorized as either Advanced, Intermediate, or Introductory.

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.

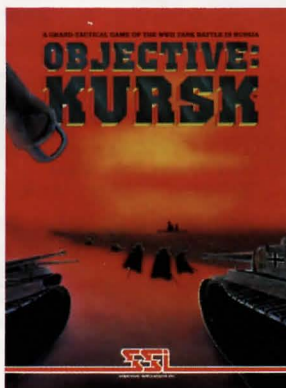
INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

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.

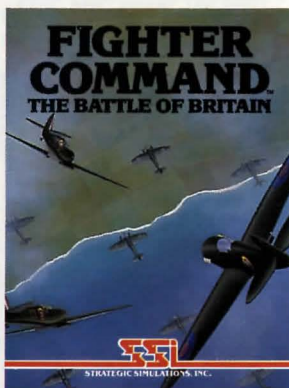
For a complete list of our games broken down by computer, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.



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.



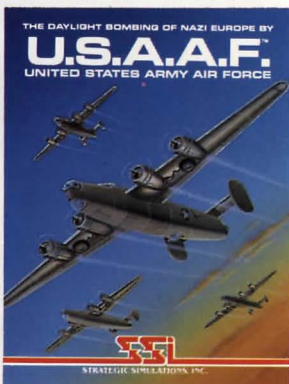
A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
By Charles Merrow & Jack Avery.
ADVANCED. APPLE & C-64.



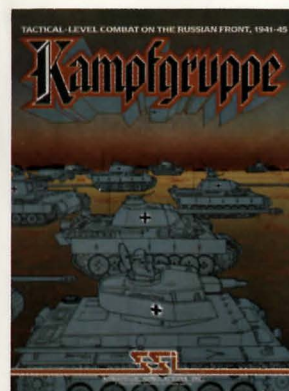
If you call yourself a bona-fide wargamer, you must play this division-level simulation of the Russian War, 1941-44! By Gary Grigsby.
ADVANCED. APPLE & ATARI.



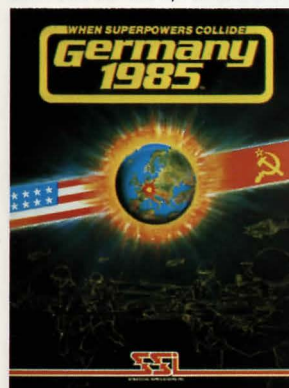
Take command in this detailed regimental/brigade-level simulation of the Battle of the Bulge.
By Dave Landrey & Chuck Kroegel.
ADVANCED. APPLE, ATARI & C-64.



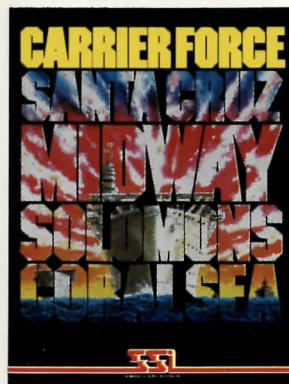
Direct or defend against the daylight bombing of Nazi Germany's industrial centers by the United States Army Air Force. By Gary Grigsby.
ADVANCED. APPLE, ATARI & C-64.



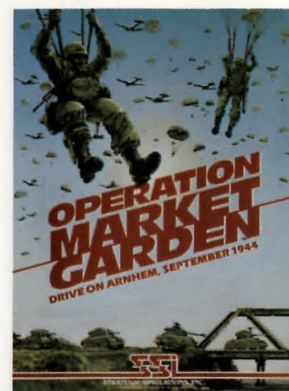
A tactical game of armored warfare that encompasses almost all ground weapons used on the Russian Front from 1941-45. By Gary Grigsby.
ADVANCED. APPLE, ATARI & C-64.



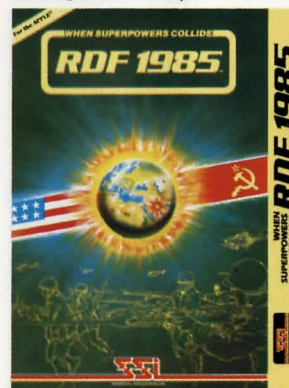
NATO forces must repel the Soviet invasion of West Germany...when superpowers collide!
By Roger Keating.
ADVANCED. APPLE & C-64.



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.



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.



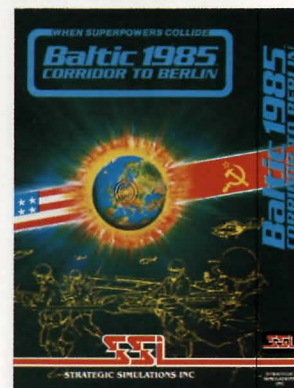
The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating.
ADVANCED. APPLE & C-64.



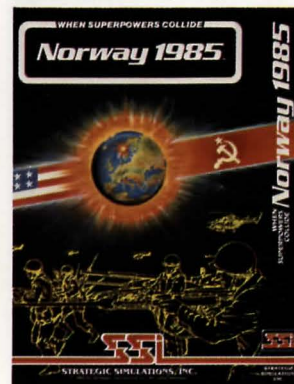
A tactical simulation of modern armored warfare that features over 70 different weapon types. By Gary Grigsby.
ADVANCED. APPLE & C-64.



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



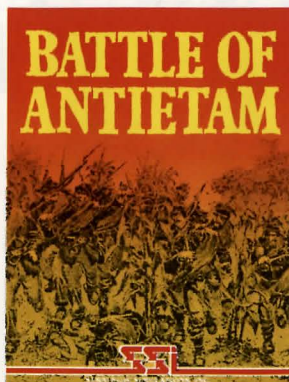
West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating.
ADVANCED. APPLE & C-64.



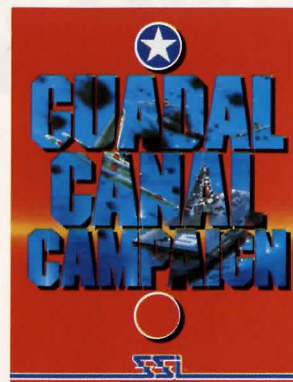
NATO's ski infantry try to regain Norway from Soviet control in this fourth game of the "Superpowers" series. By Roger Keating.
ADVANCED. APPLE & C-64.



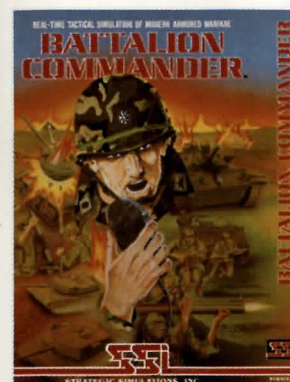
Take to the skies to engage in exciting air battles with 36 of World War II's greatest fighters and bombers. By Charles Merrow and Jack Avery. **ADVANCED.** C-64.



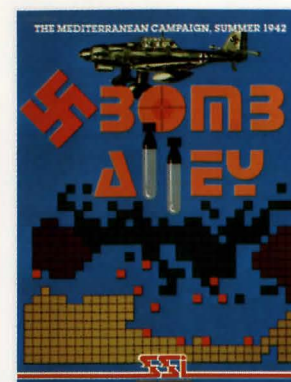
A grand-tactical Civil War simulation. By David Landrey & Chuck Kroegel. **CONTAINS INTRODUCTORY, INTERMEDIATE & ADVANCED games.** APPLE, ATARI & C-64.



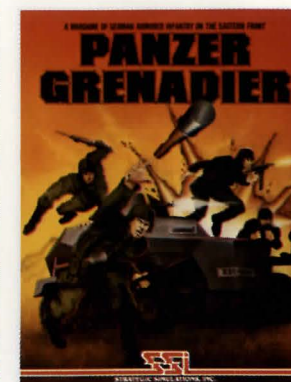
A monster-scaled computer war-game of this great Pacific land-sea-air campaign of World War II. By Gary Grigsby. **INTERMEDIATE.** APPLE.



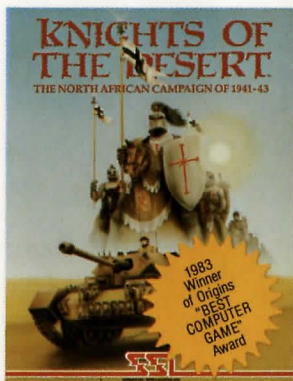
As commander of a modern armored battalion, pit your military prowess against the computer's in this real-time simulation. By David Hille. **INTRODUCTORY.** APPLE, ATARI & C-64.



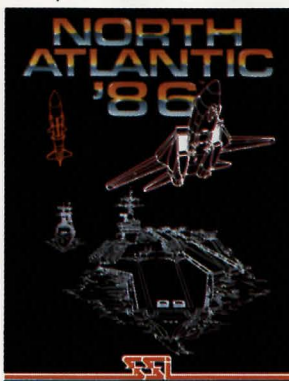
The definitive simulation of the Summer 1942 Mediterranean Campaign; includes the Battle of Crete. By Gary Grigsby. **INTERMEDIATE.** APPLE.



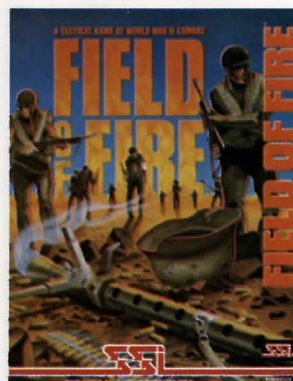
Lead a regiment of Hitler's armored infantry against the computer-directed Russian forces on the Eastern Front. By Roger Damon. **INTRODUCTORY.** APPLE, ATARI & C-64.



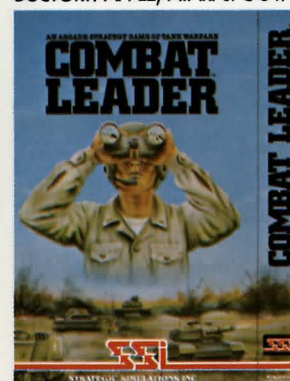
Joust with armored tanks during the North African Campaign of 1941-42. by Tactical Design Group. **INTERMEDIATE.** APPLE, ATARI, C-64 & IBM.



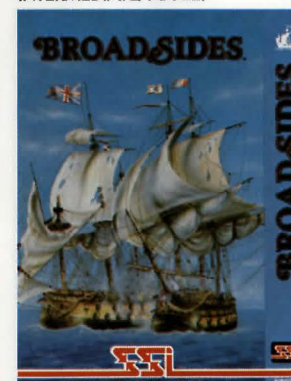
SSI's projection of giant-scale air-land-naval battles in future Soviet-NATO confrontations. By Gary Grigsby. **INTERMEDIATE.** APPLE.



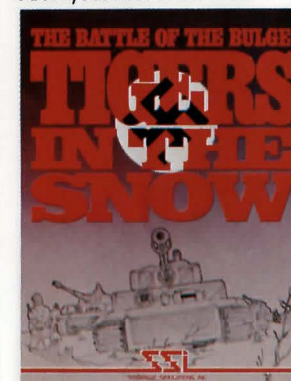
Lead Easy Company of the First Infantry Division through eight historical battles in North Africa and Europe. By Roger Damon. **INTERMEDIATE.** ATARI & C-64.



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.



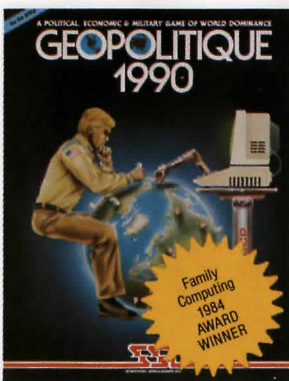
The romantic and adventurous age of fighting sail is here again as you captain an 18th-century warship. By Wayne Garris. **INTRODUCTORY.** APPLE, ATARI & C-64.



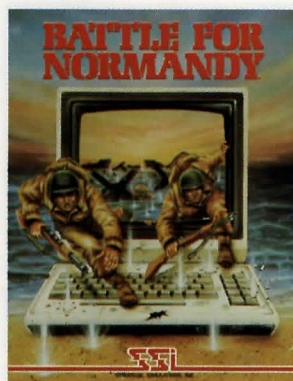
An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group. **INTRODUCTORY.** APPLE, ATARI, IBM & C-64.



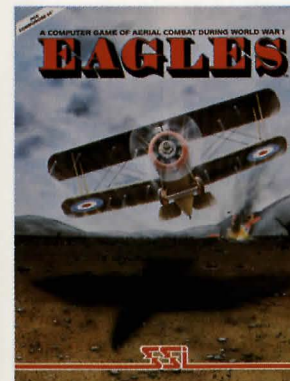
British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship. By John Lyon. **INTERMEDIATE.** APPLE.



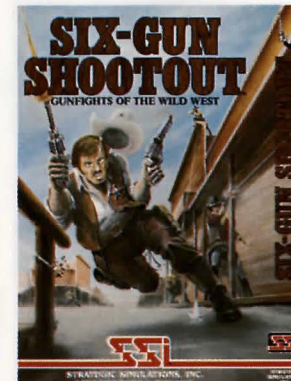
You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance. By Bruce Ketchledge. **INTERMEDIATE.** APPLE & C-64.



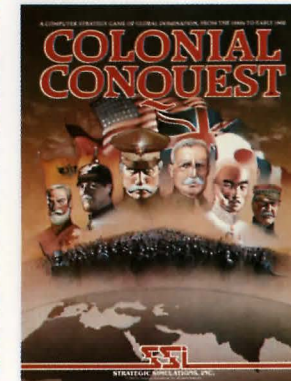
D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group. **INTERMEDIATE.** APPLE, ATARI, IBM & C-64.



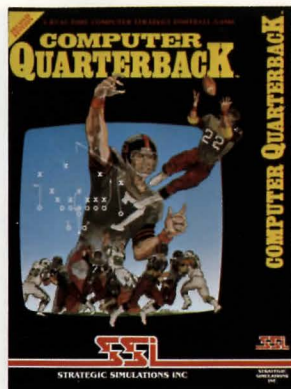
Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I. By Robert Raymond. **INTRODUCTORY.** APPLE, ATARI & C-64.



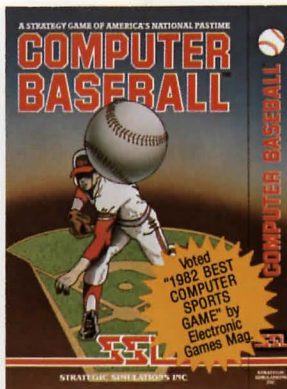
Direct such infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen! By Jeff Johnson. **INTRODUCTORY.** APPLE, ATARI & C-64.



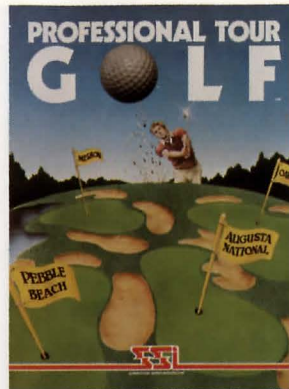
Strive for world control in this simulation of the Age of Imperialism (late 1800's and early 1900's). By Dan Cermak. **INTRODUCTORY.** ATARI & C-64.



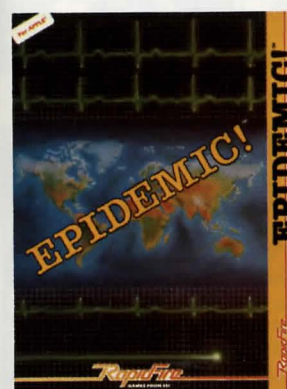
Our popular real-time simulation of semi-pro and NFL football. Game paddles required. By Dan Bunten. **INTRODUCTORY.** APPLE, ATARI & C-64.



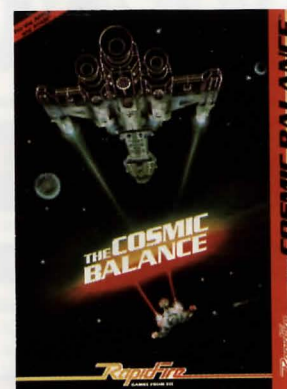
Create and manage any team you like in this superb strategy simulation of America's national sport! By Charles Merrow & Jack Avery. **INTRODUCTORY.** APPLE, ATARI, C-64 & IBM.



Tee off against the Masters on some of the most challenging and famous golf courses in the world. By Henry Richbourg. **INTRODUCTORY.** APPLE & C-64.



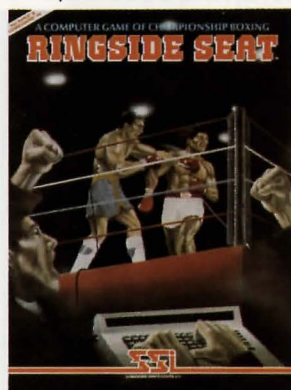
In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly, alien microbes. By Steve Faber. **INTRODUCTORY.** APPLE, ATARI & IBM.



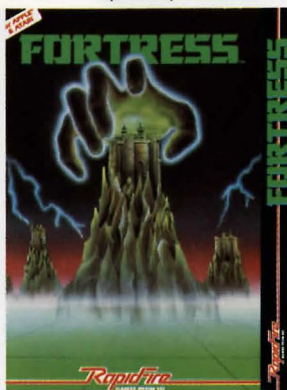
This game not only lets you command a starfleet, it lets you build and design your own starships! By Paul Murray. **INTRODUCTORY.** APPLE, ATARI & C-64.



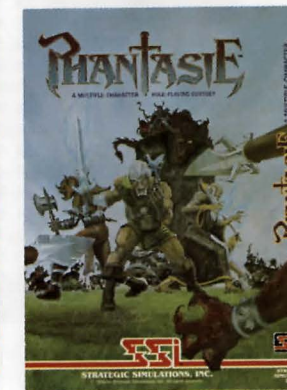
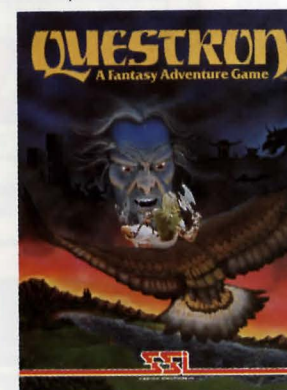
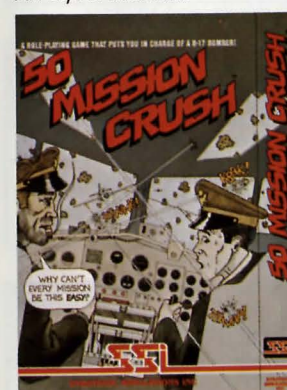
The strategic sequel to *The Cosmic Balance*™ is the ultimate training course for Galactic emperors-to-be. By Paul Murray. **ADVANCED.** APPLE & ATARI.



Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all. By Carl Saracini. **INTRODUCTORY.** APPLE & C-64.



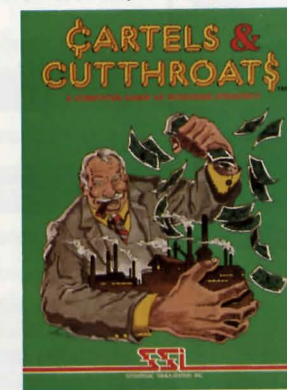
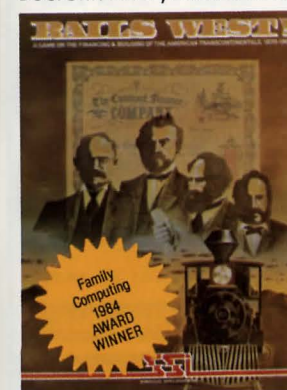
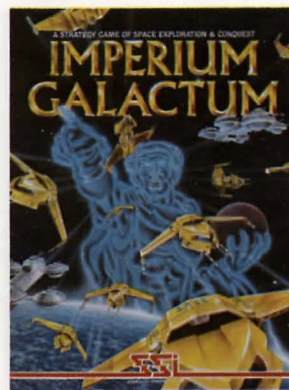
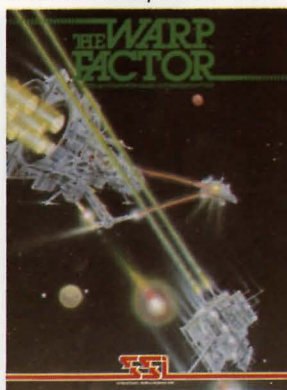
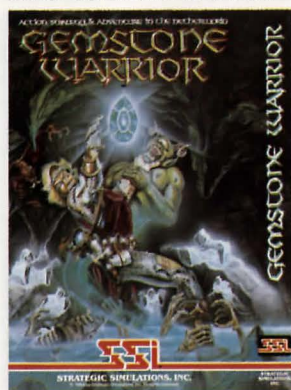
Domination by tactical conquest and fortification is the key to this simple yet challenging classic. By Jim Templeman & Patty Denbrook. **INTRODUCTORY.** APPLE, ATARI & C-64.



As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France & Germany? By John Gray. **INTRODUCTORY.** APPLE, ATARI & C-64.

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† These ATARI games require joysticks.

* Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability (P), Realism (R) and Excitement (E). 9 is excellent and 1, poor. Here, we present the average scores for each game. NA means not available due to a game's recent release.

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