

SUMMER 1993 UPDATE

Dungeons & Dragons  
COMPUTER GAME

NEW  
FROM  
SSI

# STRONGHOLD

THE POWER  
TO BUILD AND  
COMMAND  
YOUR OWN  
KINGDOM!

adversaries to become Emperor by building and expanding a kingdom while dispatching all opposing forces.

You'll deal with all the details of running your own domain: Construction, farmland, population, housing, taxes, troops, morale, changing seasonal conditions – as well as a multitude of D&D® game monsters.

Stronghold's striking visual presentation includes a ground-view camera angle that zooms in and out using 3-D scaling technology. Music and digitized sound effects enhance the fantasy mood. And, the intuitive mouse interface makes this unique game fast and easy to play!



By  
Stormfront  
Studios.



IBM (386 or greater)  
\$59.95 (July)



▲ IBM 256-COLOR VGA DISPLAYS.





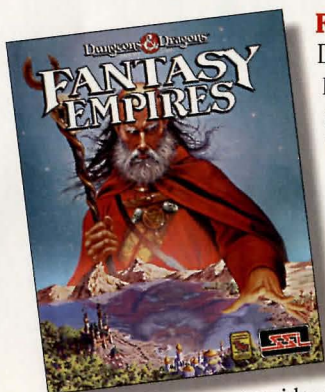
### DARK SUN™ SHATTERED LANDS.

Take a quantum leap in computer AD&D® role-playing — on the most successful new fantasy world ever launched: *the DARK SUN™ game world!* SHATTERED LANDS, first in this next generation of adventuring, delivers state-of-the-art technology, unrivaled game design and an intricate storyline. Choose from all-new races with higher levels and multiple classes. Spectacular full-screen graphics and cinematics mean you never leave the screen to go into another mode for combat, inventory or conversation.

Superb music and sound effects expand the fantasy experience. The full-blown 16-bit engine delivers smooth animation and game play, and the point-and-click interface makes playing SHATTERED LANDS quick and easy! **By SSI Special Projects Group. IBM \$79.95 (Aug.)**



256-COLOR VGA DISPLAY



### FANTASY EMPIRES is the first

D&D® game to feature a computer DUNGEON MASTER™, who mediates all elements of game play. Thanks to superior animation, 256-color VGA display and sound effects, the DM literally comes to life on the screen. Face one to four adversaries (chosen from among 20 different computer-controlled opponents) and interact with fantastic races, command dozens of troop types, deploy special forces and construct a variety of buildings. Extensive character interaction, including treaties,

provides for diplomacy tactics. When combat occurs, the game switches from a strategic map to a tactical screen that shows real-time action in one of the most spectacular overhead perspectives yet. **By Silicon Knights. IBM \$59.95 (Sept.)**



256-COLOR VGA DISPLAY



### ARCHON ULTRA™ is a complete

renovation of Archon — one of the all-time best-selling action/strategy games. Archon Ultra features state-of-the-art graphics, sound, game play and feature enhancements. As either the black side or the white side, you take turns moving pieces in an attempt to conquer the Archon board. The pieces include Unicorns, Banshees, Dragons, Basilisks, and Golems — each rated for different abilities. The crisp 3-D view is smoothly animated in 256-color VGA graphics. When conflict occurs,

the strategic view switches to a fast-paced, arcade-style combat sequence. Choose to control all elements of the game or just play certain segments. Either way, you'll have a blast playing Archon Ultra! **By Freefall Associates. IBM \$49.95 (Sept.)**



256-COLOR VGA DISPLAY

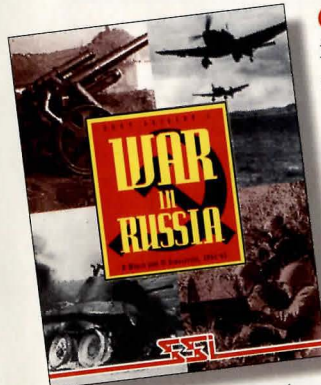


**CLASH OF STEEL™** starts in 1939 and spans the European Theater of World War II with one complete campaign and six scenarios, including the Fall of France, Operation Barbarossa, Blau, Citadel and D-Day. For one or two players, Clash of Steel boasts outstanding VGA graphics. All unit types are represented in army/corps sizes, including tanks, para-

troopers, engineers, air forces and naval forces. Act several times per turn by executing your orders in multiple-impulse turns. Use diplomatic tactics to sway neutral nations to join your side. You'll also have to deal with the vagaries of weather and juggle a full-fledged production system to build military forces and conduct research. **By Martin Scholz. IBM \$69.95 (June)**



VGA DISPLAY



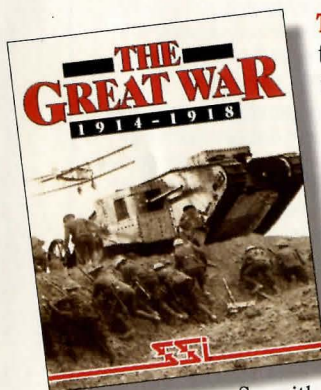
### Gary Grigsby's WAR IN RUSSIA™

is the most comprehensive simulation of the World War II campaign that pitted Hitler against Stalin. For one or two players, War in Russia covers the epic struggle from 1941 to 1945 with four campaigns, eight historical scenarios and one hypothetical scenario. An all-new Scenario Editor allows you to revise the existing maps, units and equipment. This monster of a game offers unmatched complexity in scale and detail; however, the mouse driven interface makes it

easy to play. War in Russia is an advanced game, but novices and veterans alike can enjoy it — three difficulty settings make it even more accessible to players of all skill levels. **By Gary Grigsby. IBM \$79.95 (Aug.)**



256-COLOR VGA DISPLAY



### THE GREAT WAR™: 1914-1918

takes a new approach to traditional strategy war games. Fight World War I through an escalating series of battles that introduce new units, terrain, and tactics — re-creating the flavor and scope of that terrible conflict. For one or two players, The Great War presents over 30 scenarios that allow strategy enthusiasts to command all the major weaponry used in that era — infantry, artillery, cavalry, warships (including U-Boats), tanks such as the Renault and planes like the legendary

Sopwith Camel. Interspersed between these combat scenarios are wonderful cinematics, still photos and text that make this unique game an exciting history lesson of World War I. **By Blue Byte Software, GmbH. IBM \$69.95 (Sept.)**



256-COLOR VGA DISPLAY



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\*Color disk available for Macintosh — see offer inside game box. \*\*Supports color on Macintosh II with color monitor and 2Mb of RAM.

**U.S. & Canadian orders only.** Customers outside the U.S. & Canada should contact their local distributor or call SSI at 408-737-6800 for further information. All prices are in U.S. dollars.

**IBM USERS:** IBM PC products are available with 5 1/4" or 3 1/2" disks (specify when ordering) and some require a hard drive.

■ = Hard drive required. ● = 5 1/4" disks only. ◆ = 5 1/4" disks are High Density.

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