



COMPUTER GAMES

**STRATEGIC SIMULATIONS INC.**  
**A CUT ABOVE.**

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SUMMER 1984 CATALOG

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Welcome to SSI's Summer 1984 Catalog.

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<sup>®</sup>, Commodore 64<sup>™</sup>, Atari<sup>®</sup>, IBM<sup>®</sup>PC (and PCjr<sup>®</sup>), and TRS-80<sup>®</sup>. 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 also recognize the frustration of not having a ready and able opponent when the urge to play strikes. Therefore, we've made sure the computer can serve as your ever-ready adversary in solitaire play. And if you're expecting a pushover, you're in for quite a surprise.

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.

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## 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).

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## FORTRESS™ TOURNAMENT WINNERS

We'd like to announce and congratulate the Apple<sup>®</sup> and Atari<sup>®</sup> winners of SSI's FORTRESS Tournament, each of whom received \$1,000 for his victory.

The winner of the Apple division is Brent Bordic, with his computer player: "Brent's Clone."

The winner of the Atari division is Dion Dosser, with his computer player: "Captain Destry."

The winner of the Commodore 64<sup>™</sup> division will be announced in our next catalog.

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## SPECIAL CLOSE-OUT BARGAINS

CLOSE-OUTS AT 50% OFF:

### CYTRON MASTERS

Apple/Atari disk: \$19.98

Atari cassette: \$17.48

### QUEEN OF HEARTS

Apple & Atari disks: \$17.48 each

### S.E.U.I.S.

Apple disk: \$19.98

### THE SHATTERED ALLIANCE

Apple disk: \$29.98

Atari disk: \$19.98

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### ½ PRICE ZIPLOCK-BAGGED GAMES

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

COMPUTER CONFLICT: \$19.98

OPERATION APOCALYPSE: \$29.98

SOUTHERN COMMAND: \$29.98

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## ACCELERATORS FOR FASTER PLAY

Recently, it has come to our attention that accelerators for the Apple<sup>®</sup> 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 Titan's accelerator on some of our games, and it does speed up play tremendously.

For more information, please contact the manufacturers directly.

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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: 800-927-1617, 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 6½% sales tax. Be sure to specify the computer format of the game.

Please add \$2.00 to your order for shipping & handling. Allow 2-4 weeks for delivery.

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



# NEW ADVANCED WORLD WAR II GAMES



In the summer of 1943, Hitler launched Operation Citadel, the massive north-south pincer assault against the Kursk salient. The Russians, alerted by their spies, were well prepared. The battle that followed was to be the largest tank battle of World War II.

The historical outcome? The resounding defeat of the Germans.

OBJECTIVE: KURSK™ is the grand-tactical simulation of the southern half of the battle.

Consider its scope: 12 German divisions and 9 Soviet corps — a sum total of more than 4000 tanks! It is the first computer game ever to resolve such a massive battle down to every tank, every gun, every infantry squad!

If you're playing the Germans, you have 11 days to take your objective: Kursk. Your advance will be impeded by endless minefields and rain that turns the Russian countryside into paralyzing gullies.

Despite these disadvantages, your skill and cunning may be enough to change history.

During solitary play, the computer directs the Soviet forces.

If there is one game every true-blue wargamer has been waiting for, WAR IN RUSSIA™ is it! We've spent 15 months in development time to make it the definitive simulation of the Russian War.

A division-level game, WAR IN RUSSIA uses weekly turns to cover the entire campaign from June 1941 through December 1944. Every division is historically rated for experience, strength and fatigue.

Despite the apparent overwhelming scope of the game, author Gary Grigsby has come up with a new game system that makes it eminently playable. In fact, as wargames go, it is one of the easiest to play!

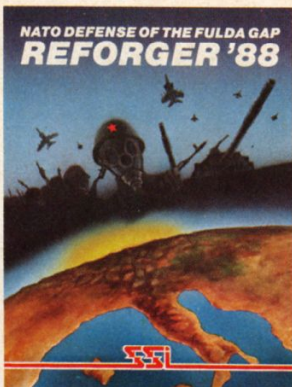
Naturally, we've provided shorter scenarios: Barbarossa, '41; Stalingrad, '42; and Kursk, '43. Of course, you can save a game in progress for later play. You can choose one- or two-player modes. In solitary, the computer directs the Russians.



\$59.95 APPLE® & ATARI®  
Available August 1

\$34.95 APPLE® & C-64™  
Available August 1

# NEW ADVANCED MODERN WAR- GAMES



Once every year, NATO forces embark on a military exercise that simulates defense of a Soviet strike into West Germany. Specifically, it test NATO's ability to transport American reinforcements from the U.S. to the Rhien-Main airbase in Frankfurt. The success of such an operation demands that NATO troops in W. Germany withstand the Russian onslaught long enough for the reinforcements to arrive.

The name of this exercise: Reforger.

Now, REFORGER '88™ makes the simulation available to every ardent wargamer. The Fulda Gap is chosen as the focal point of the Russian attack.

Reforger '88 is a grand-tactical game of incredible resolution: Every infantry squad, every tank, APC, aircraft, gun and missile system is accounted for. It is so detailed that every aircraft squadron is categorized by its planes, such as the F-15, F-111, Tornado, AH-64, MiG-23, SU-24, and MI-24. Chemical warfare is also included. Two scenarios are provided: Surprise Attack and Advance Warning.

During solitaire play, the computer directs the Russians.

BALTIC 1985: Corridor to Berlin™ is the third game of our popular series, "When Superpowers Collide."

The scenario: NATO is at war with the Warsaw Pact. A massive uprising in Poland has siphoned off some Soviet troops from East Germany. Taking full advantage of the situation, NATO decides to attempt a rescue of its forces under seige in the enclave of Berlin.

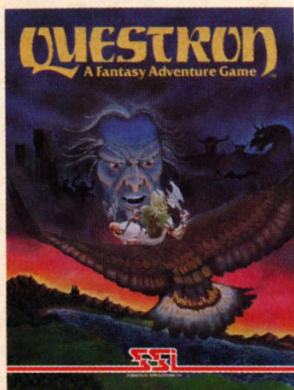
If you're commanding NATO forces, your task is to literally carve open a corridor across East Germany through which your trapped men can escape. Using battalions of paratroopers, tanks, and armored infantry supported by air-strikes, you must attack with utmost speed and ferocity. The corridor you open will surely collapse when the Russian troops return from Poland.

The realism of this simulation is underscored by the incorporation of the actual terrain of East Germany.

During solitaire, the computer is capable of directing either side.

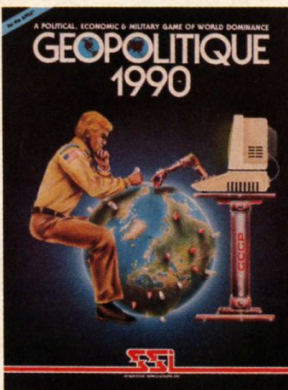


# NEW CONVERSIONS



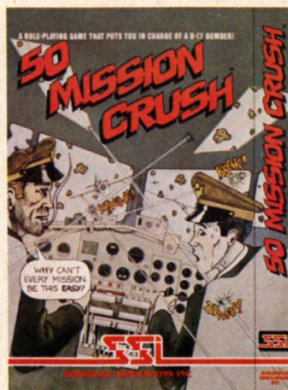
\$49.95  
Available now (C-64 avail. Aug. 1)

ATARI®



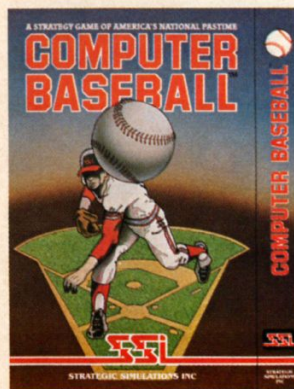
\$39.95  
Available now

COMMODORE 64™



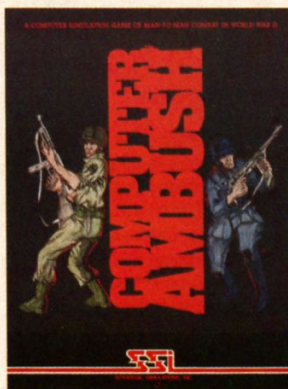
\$39.95  
Available now

APPLE®



\$39.95  
Available August 1

ATARI®



\$59.95  
Available August 1

ATARI®



\$59.95  
Available July 1

ATARI®

## IN THE WORKS

□ NORWAY 1985, the fourth game in our "When Superpowers Collide" series. □ A gunfight game in the "old West" genre.

Atari® conversions are planned for: Germany 1985; Bomb Alley; Guadalcanal Campaign; Computer Quarterback; and Fighter Command.

Commodore 64™ conversions are planned for: BroadSides; Questron; and Fighter Command.



# SECOND EDITIONS & UPDATES

## FOR APPLE ONLY

Disk labels with "Version 1.1" identify the updated disks of the first six games listed below. Update disks below are \$10 each, except for Computer Quarterback, Germany 1985, Broadsides (\$15 each), and Computer Ambush (\$20).

### COMPUTER BISMARCK™

Our proprietary RDOS allows for slightly faster play.

### GUADALCANAL CAMPAIGN™

We've made many subtle improvements to the game (for example, a better-playing computer during solitaire).

### CARTELS & CUTTHROATS™

RDOS allows for slightly faster play.

### COMPUTER AIR COMBAT™

Plays faster and lets you use the new warplane data disk.

### OPERATION APOCALYPSE™

RDOS speeds up play by 20 to 30 minutes.

### THE WARP FACTOR™

RDOS allows for slightly faster play.

### 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 touchdown) 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.

### BROADSIDES™: The Second Edition.

A few minor improvements including the option to avoid guessing ranges in the tactical game.

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

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## T-SHIRTS & POSTERS

SSI is proud to offer its first poster. Measuring 18 by 36 inches, it shows the full-color painting of KNIGHTS OF THE DESERT as well as thirty-two of our box covers. Printed on the finest heavyweight stock with the best lithographic

process, it is truly a superb piece of art. Price: \$2.50 each.

We're also offering T-shirts depicting one of our best games — FIGHTER COMMAND. Printed in three colors on all-cotton heavy shirts, they come in Small, Medi-

um, Large and X-large (adult men sizes). Price: \$7.50 each (please specify size).

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

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## 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 \$12.50 per year; \$2.75 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™ 1982 NFL TEAMS DATA DISK.**

Same as 1981 data disk, but with 1982 teams. (This disk can only be used with the second edition of Computer Quarterback™.)

## **Computer Quarterback™ 1981 NFL TEAMS DATA DISK.**

Same as 1980 data disk, but with 1981 teams. (This disk can only be used with the second edition of Computer Quarterback™.)

## **Computer Quarterback™ 1980 NFL TEAMS DATA DISK.**

This contains player statistics for all 1980 and several historical NFL teams. (This disk can only be used with the second edition of Computer Quarterback™.)

## **Computer Baseball™ 1983 TEAMS DATA DISK & STATISTICS COMPILER.**

Same as 1982 data disk, but with 1983 teams. Both Apple® and Commodore 64™ versions available July 1.

## **Computer Baseball™ 1982 TEAMS DATA DISK & STATISTICS COMPILER.**

Same as 1981 data disk, but with 1982 teams. Commodore 64™ version also available.

## **Computer Baseball™ 1981 TEAMS DATA DISK & STATISTICS COMPILER.**

Update your major-league matchups with stats for all the 1981 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

## **Computer Baseball™ 1980 TEAMS DATA DISK.**

Update your major-league matchups with stats for all the 1980 AL and NL teams.

## **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. Commodore 64™ version also available.

## **The Shattered Alliance™ TOOL KIT.**

This will allow 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.

# 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, 5678 Biscayne Dr., Lake Worth, FL 33463. Checks or money orders only, please. Florida residents add applicable sales tax.

## **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.

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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.

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# THE COMPLETE LINE C FROM STRATEGIC

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:

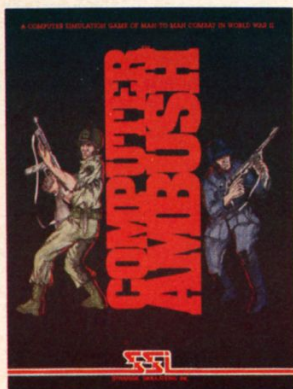
- Wargames
- Sports & General Topic

- Sci-Fi/Fantasy
- Role-Playing
- Educational Entertainment

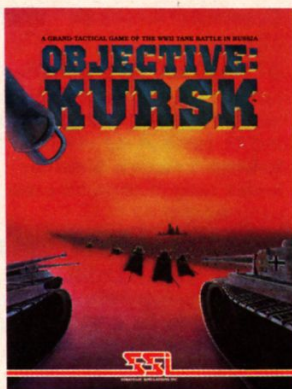
Each game is further categorized as either Advanced, Intermediate, or Introductory.

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.

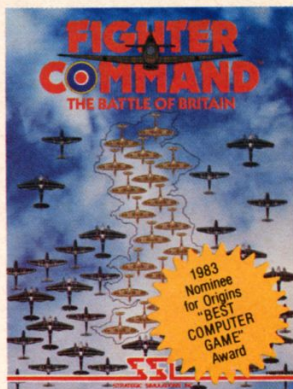
## WARGAMES



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



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.

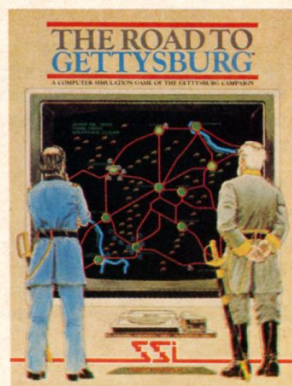


A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.  
By Charles Merrow & Jack Avery.  
ADVANCED. APPLE.

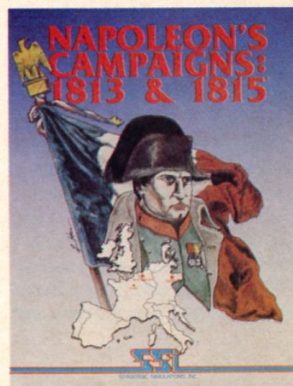
## WARGAMES



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.



You take the place of Generals Lee and Meade to direct this decisive Civil War campaign.  
By Paul Murray.  
ADVANCED. APPLE.



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

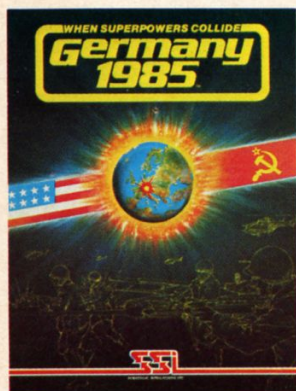


# OF COMPUTER GAMES SIMULATIONS INC

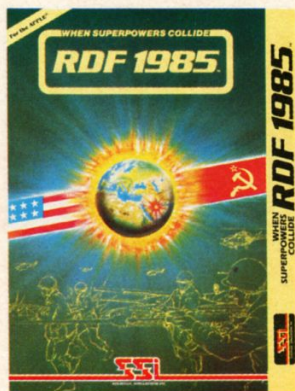
INTERMEDIATE applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games, but are challenging and intriguing in their own right.

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

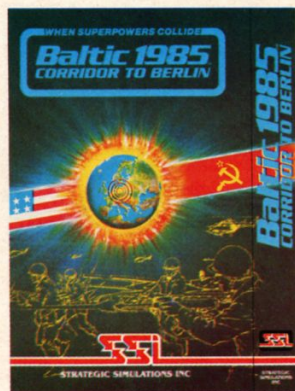
For a complete list of our games broken down by computer, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.



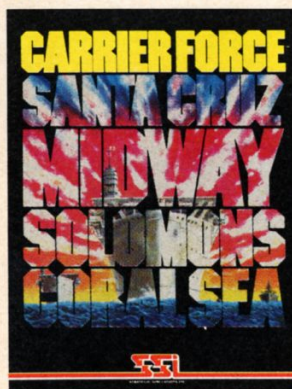
NATO forces must repel the Soviet invasion of West Germany...when superpowers collide!  
By Roger Keating.  
ADVANCED. APPLE & C-64.



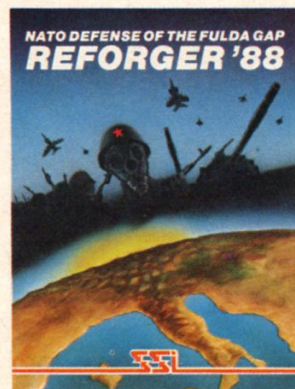
The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. Second in the "Superpowers" series. By Roger Keating.  
ADVANCED. APPLE & C-64.



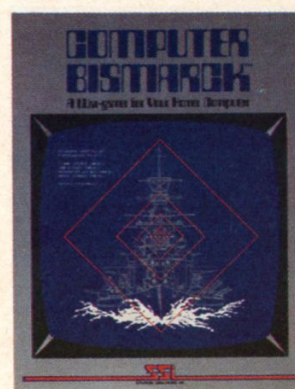
West Germans invade East Germany in an attempt to free West Berlin. Third in the series: "When Superpowers Collide." By Roger Keating.  
ADVANCED. APPLE & C-64.



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



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

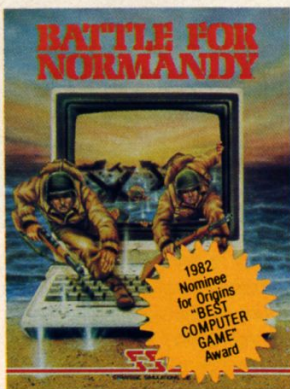


British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship. By John Lyon.  
INTERMEDIATE. APPLE.

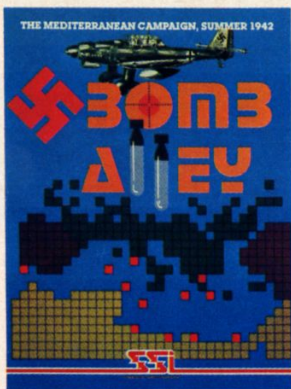
WARGAMES

WARGAMES

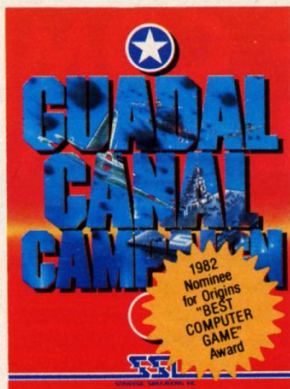




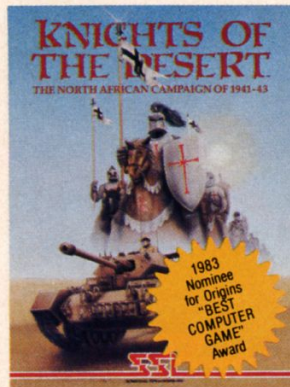
D-day! Re-create the massive Allied invasion of Northern France in June 1944. By Tactical Design Group. INTERMEDIATE. APPLE, ATARI, IBM & C-64.



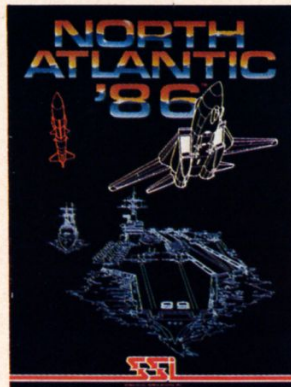
The definitive simulation of the Summer 1942 Mediterranean Campaign; includes the Battle of Crete. By Gary Grigsby. INTERMEDIATE. APPLE.



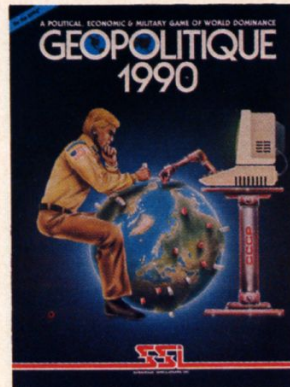
A monster-scaled computer war-game of this great Pacific land-sea-air campaign of World War II. By Gary Grigsby. INTERMEDIATE. APPLE.



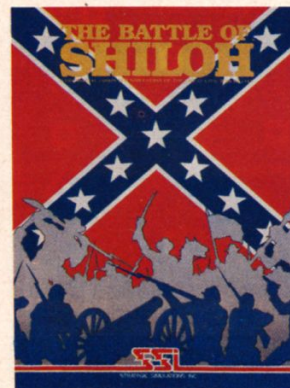
Joust with armored tanks during the North African Campaign of 1941-42. By Tactical Design Group. INTERMEDIATE. APPLE, ATARI, TRS-80 & C-64.



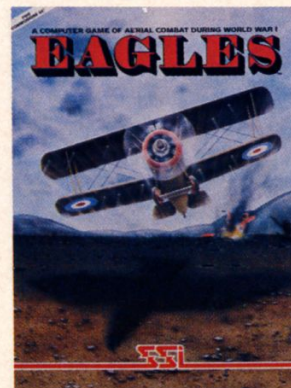
SSI's projection of giant-scale air-land-naval battles in future Soviet-NATO confrontations. By Gary Grigsby. INTERMEDIATE. APPLE.



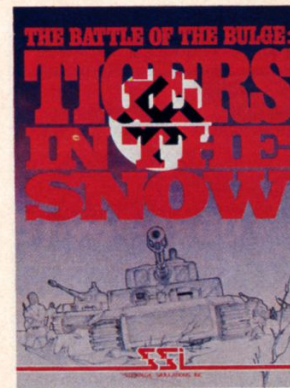
You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance. By Bruce Ketchledge. INTERMEDIATE. APPLE & C-64.



Command Union or Confederate forces in this realistic and enjoyable look at the great Civil War battle for Tennessee. By Tactical Design Group. INTRODUCTORY. APPLE & ATARI.

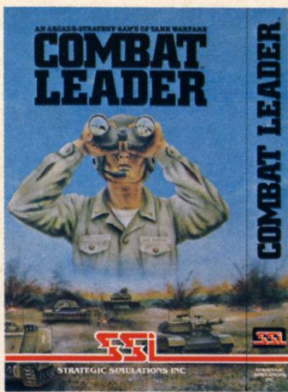


Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I. By Robert Raymond. INTRODUCTORY. APPLE, ATARI & C-64.

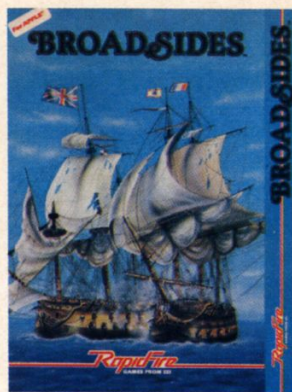


An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group. INTRODUCTORY. APPLE, ATARI, IBM & C-64.

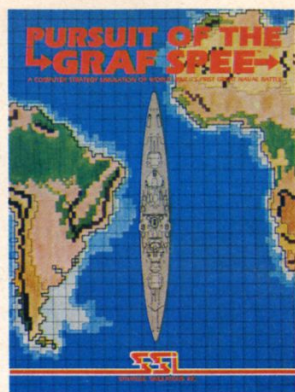




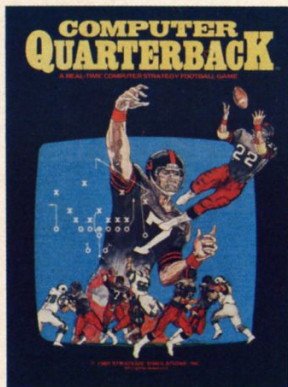
Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille. INTRODUCTORY. ATARI & C-64.



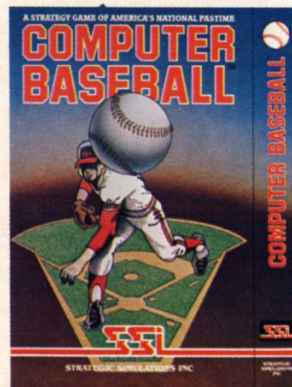
The romantic and adventurous age of fighting sail is here again as you captain an 18-century warship. By Wayne Garris. INTRODUCTORY. APPLE & ATARI.



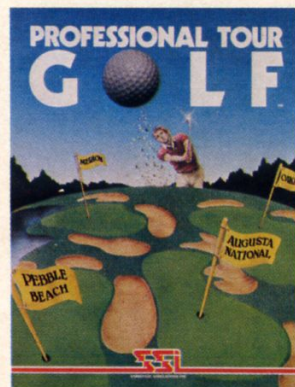
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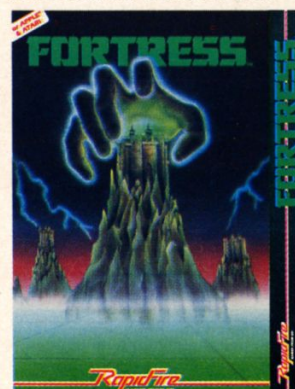
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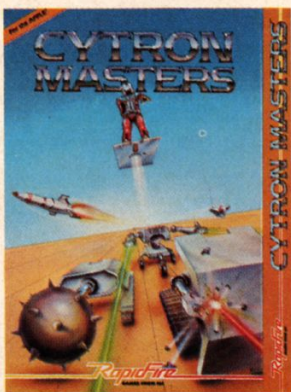


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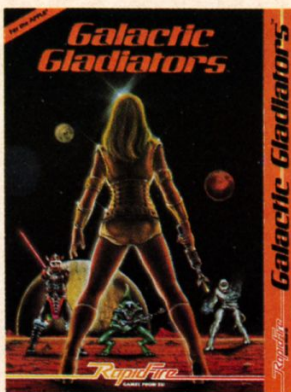
WARGAMES

SPORTS & GENERAL TOPIC

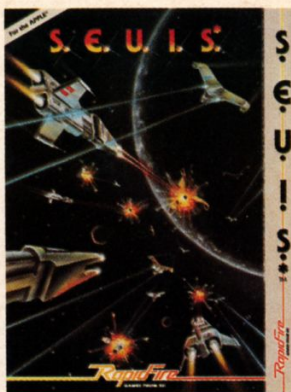




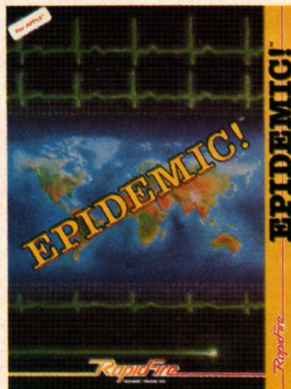
An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required. By Dan Bunten. **INTRODUCTORY. APPLE & ATARI.**



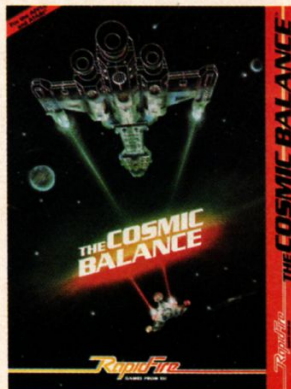
You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species. By Tom Reamy. **INTRODUCTORY. APPLE & IBM.**



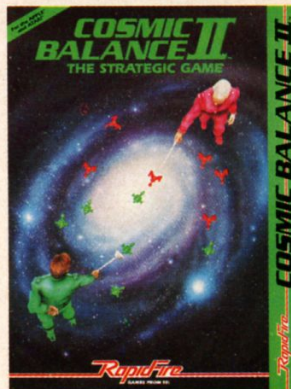
S.E.U.I.S. stands for "Shoot 'Em Up In Space"; it features true arcade action. Need we say more? Game paddles required. By John Lyon. **INTRODUCTORY. APPLE.**



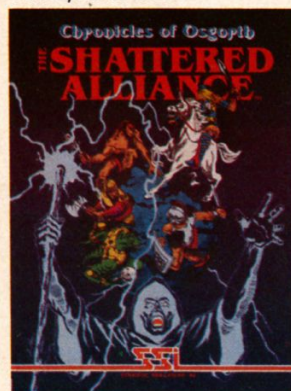
In this graphically beautiful game, billions of lives are at stake as Earth is infected by deadly, alien microbes. By Steve Faber. **INTRODUCTORY. APPLE, ATARI & IBM.**



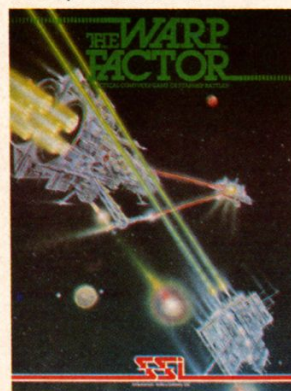
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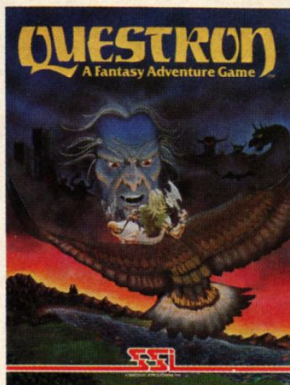


Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires. By Paul Murray. **INTERMEDIATE. APPLE & IBM.**





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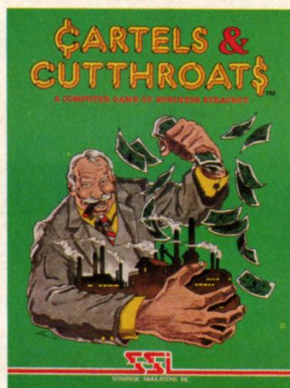
In this fantasy adventure game, you must battle hordes of monsters as you seek to destroy the evil wizard. By Charles Dougherty. **INTRODUCTORY.** APPLE, ATARI & C-64.



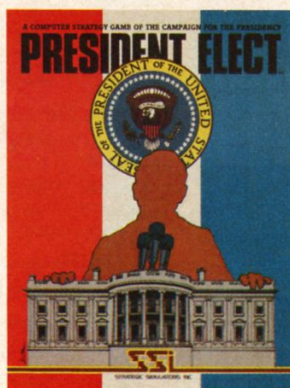
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THE COSMIC BALANCE™	64K Disk	NA	NA	NA	\$39.95
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### ROLE-PLAYING

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OBJECTIVE: KURSK™	48K Disk	NA	NA	NA	\$39.95
WAR IN RUSSIA™	48K Disk	NA	NA	NA	\$79.95
CARRIER FORCE™	40K Disk	7.0	8.1	7.5	\$59.95
REFORGER '88™	48K Disk	NA	NA	NA	\$59.95
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