SSI

STRATEGIC SIMULATIONS INC

FOR THE BEST IN
STIMULATING SIMULATIONS

$1,000 C-64 FORTRESS™ TOURNAMENT

We are pleased to announce the Commodore 64™ conversion of FORTRESS™, a fun and simple strategy game that ranks right up there with the classics such as chess and *go*.

FORTRESS, like most of our games, lets you play against another human or against the computer — but with a twist: Every time you play against the computer, it *learns* from you. As you get better and tougher the more you play, it improves commensurately. In essence, the computer becomes an extension of yourself! That being the case, SSI proudly presents a very different kind of strategy game tournament: *Competition by computer proxy!*

Send us a disk of your best-trained computer player and we'll match it against other entries. *The trainer of the winning disk in this battle of electronic wits will win $1,000!*

Entries must be postmarked no later than July 31, 1984. Please note that this tournament is only for the Commodore 64™ FORTRESS. (The Apple® and Atari® tournament closed on February 29, 1984.)

You'll find Details and tournament rules inside every game of FORTRESS.

½-PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling our remaining stock of the following games in ziplock bags at half price:
- ☐ OPERATION APOCALYPSE™, now only $29.98.
- ☐ TORPEDO FIRE™, now only $29.98.
- ☐ COMPUTER CONFLICT™, now only $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:

MCT, 1745 21st Street, Santa Monica, CA 90404. List price: $295.

TITAN TECHNOLOGIES, INC., 3990 Varsity Drive, Ann Arbor, MI 48104. List price: $595.

SSI makes no claims about these products. We can only 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.

If there are no convenient stores near you, VISA and M/C holders can order directly by calling **800-227-1617, x335 (toll free)**. In California, call **800-772-3545, x335.**

To order by mail, send your check to: SSI, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. (California residents, please add 6½% sales tax.)

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

All our games are covered by a 14-day "satisfaction or your money back" guarantee.

French translations of some of SSI's games are available from:

COMPUTERRE
P.O. Box 782
St. Laurent, Quebec
H4L 4W2   CANADA

HOTLINE Number

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, details of games, etc.) should be directed to: (415) 964-1353 during regular office hours (PST).

New Role-Playing Games
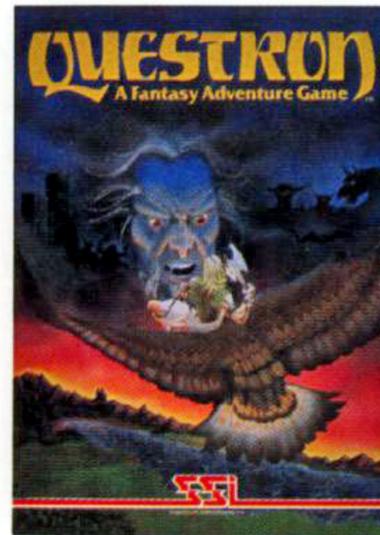
$49.95   APPLE® available now
ATARI® available in Spring 1984

QUESTRON™, a fantasy adventure role-playing game, marks our proud addition to the never-ending saga of the battle between good and evil. It is a tale of the Questron Empire, which has come under murderous attack by Mantor, the renegade sorceror, and his legion of hell-spawned monsters.

Questron's once-mighty armies lie decimated, and you become her only hope. Where massed forces have failed, the stealth and cunning of one man may yet succeed. Your quest is to find Mantor and steal his source of power, the Book of Evil Magic.

You start off as a lowly serf, endowed with strength, stamina, dexterity, intelligence, and charisma. In your search for weapons, gold, food, knowledge and experience, you must cross treacherous lands fraught with creatures as innumerable as they are deadly. Yet, of all the dangers, none will be greater than the monsters you'll face when you enter Mantor's dreaded dungeons.

Beautiful Hi-Res color graphics add immeasurably to the magic of the storyline.
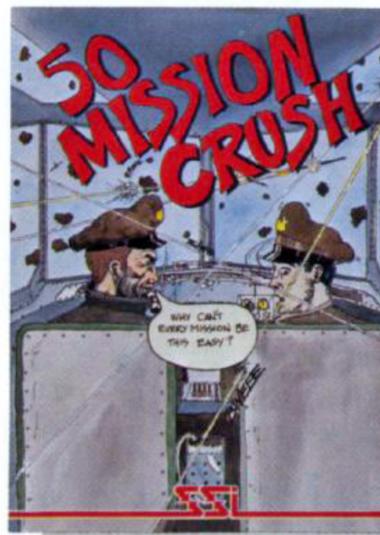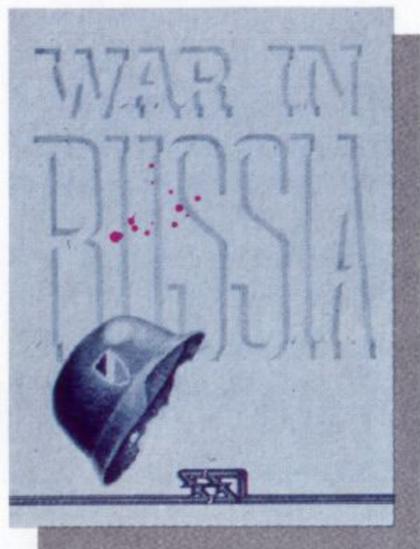

$39.95   ATARI® available April 15
COMMODORE 64™ available Mar. 30

50 MISSION CRUSH™ puts you in the cockpit as pilot of the most glamorous bomber of World War II — the B-17 Flying Fortress. Everything about this game is historically accurate, right down to the name of your bomber. Based in Thurleigh, England as part of the 8th Air Force 306 Bomber Group, you must try to survive 50 harrowing raids over France and Germany 1942. You'll have full control of your gunners; you'll determine the bomb/fuel ratio your plane will carry on each mission, and how you'll fly (high or low altitude).

After each mission, you'll be evaluated by the computer and awarded points based on such factors as: How difficult was the mission (maybe you flew against double flak coverage over the submarine pen at La Rochelle)? How accurate was your bombing? How many enemy fighters did you shoot down? (Don't forget enemy fighters get better at knocking off B-17's as time goes by!)

The more points you get, the closer you'll be to a promotion. You start the game as a Lieutenant, and with luck and skill, you may make it all the way to Brigadier General! And believe us, if you can make it through all 50 missions and win all those points, you'll deserve to be General! Heck, we'll even salute you.

Please see pages 12 and 13 for complete information on the computer format of each game.

New Wargame

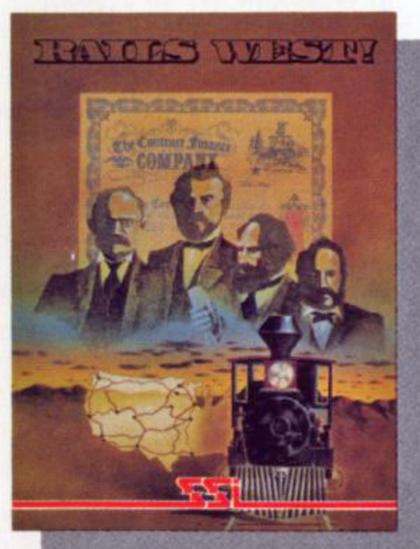$79.95 APPLE® & ATARI®
Available April 15

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 solitaire, the computer directs the Russians.

New Business Game

$39.95 APPLE® & ATARI®
Available March 1

The year is 1870. Just a year ago, the Union Pacific and the Central Pacific met in Utah to complete the first great Transcontinental. Now, RAILS WEST!™ gives you the chance to personally experience the exciting but risky nature of railroad development in the West.

By raising money from banks or by selling stocks, you can start your own railroad company. Or you can buy enough shares of an existing corporation to gain control. No matter how you choose to play the game, its name is money. Your goal is to maximize your financial holdings any way you can. Just make sure you don't overextend yourself or run yourself into bankruptcy. Remember, there ain't no such thing as Chapter 11 back then!

The Hi-Res color map of the West lets you watch the building of the railroad lines. The computer generates accounts and railroad operations statistics as needed. Up to eight companies (players) can be accommodated, with as many as four computer-controlled if desired.

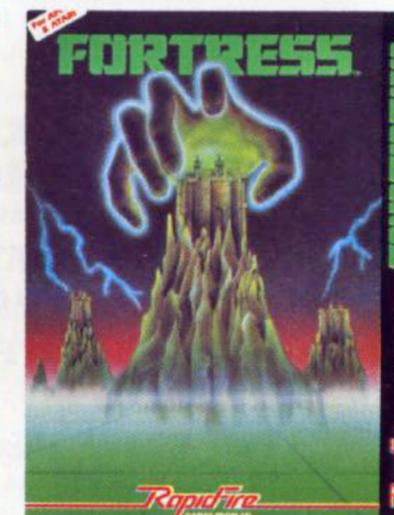Designed by historian Martin Campion, RAILS WEST! is not just fun, its's also educational!
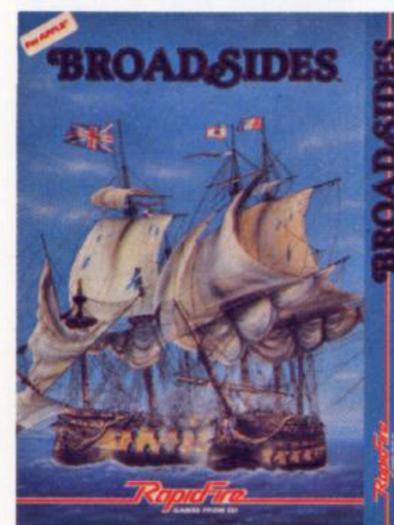
New Conversions
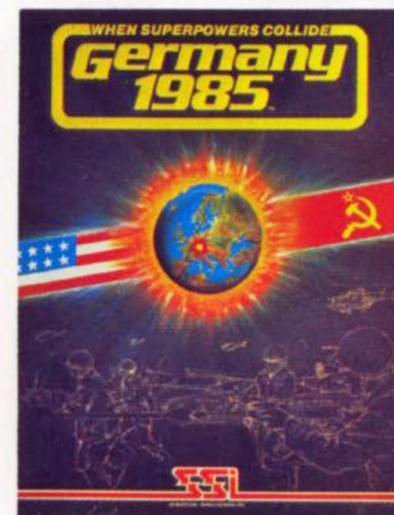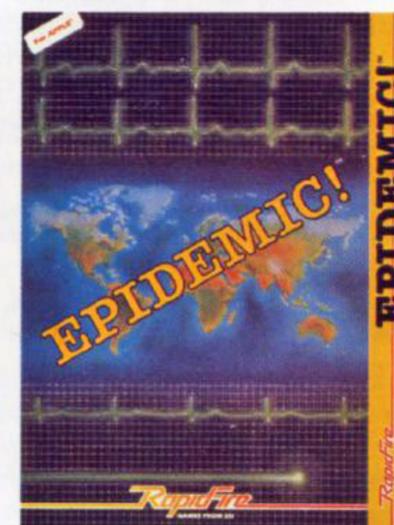

$59.95 COMMODORE 64™
Available February 1
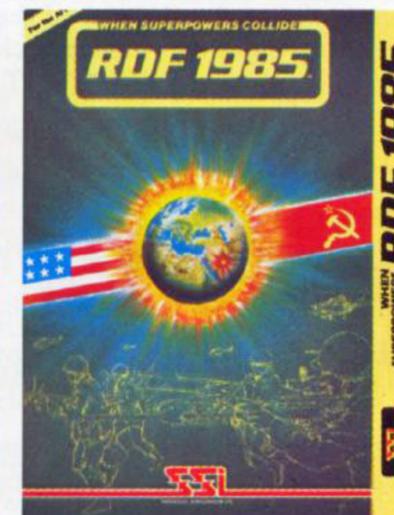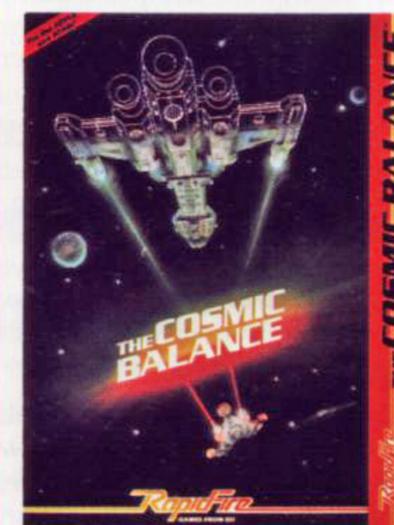

$34.95 COMMODORE 64™
Available March 1

$34.95 COMMODORE 64™
Available March 1

$39.95 ATARI®
Available March 15

$34.95 ATARI®
Available now

$39.95 COMMODORE 64™
Available March 30

In the Works at SSI

Two World War II games: ☐ Battle of Kursk (Russia) and ☐ "Europe at War." ☐ NORWAY 1985, the third game in our "When Superpowers Collide" series. ☐ A gunfight game in the "old West" genre.

Atari conversions are planned for: Computer Ambush; Germany 1985; Galactic Adventures; Bomb Alley; Guadalcanal Campaign; Computer Baseball; and Computer Quarterback.

Commodore 64 conversions are planned for: Geopolitique 1990 and Broadsides.

Regretfully, the IBM® Computer Baseball conversion has been put on hold indefinitely. We'll be sure to keep you up-to-date on any developments.

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 ($15.00 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 & 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 BASEBALL.™ Among other improvements to the game, this update prints out the box score **and the line score** at the end of the game. If your current disk does not have this feature, send $10.00 to SSI, and we'll ship you this update.

NAPOLEON'S CAMPAIGNS: 1813 & 1815.™ Now you can resolve all battles with or without using the computer. Simply use any methods you like (such as Napoleonic miniatures) and enter the off-line combat results into the computer. It will incorporate them into the strategic game. If your current disk does not have this feature, send $10.00 to SSI, and we'll mail you the new disk.

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. Available March 1.

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

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 heavy-weight 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, 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 and handling.

Data Disks

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

The Shattered Alliance TOOL KIT. This will allow you to construct armies and maps to your own specifications. Available April 1.

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 Quarterback 1981 NFL TEAMS DATA DISK. This contains player statistics for all 1981 NFL teams. (It can only be used with the 2nd edition of Computer QB.)

Computer Baseball 1980 TEAMS DATA DISK. Update your major-league matchups with stats for all the 1980 AL and NL teams.

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 1982 TEAMS DATA DISK & STATISTICS COMPILER. Same as 1981 data disk, but with 1982 teams. Commodore 64 version available December 1, 1983.

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 winner's and judge's ships). **Please specify APPLE or ATARI version when ordering.** Available from: **Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566.** $15.00.

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.

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 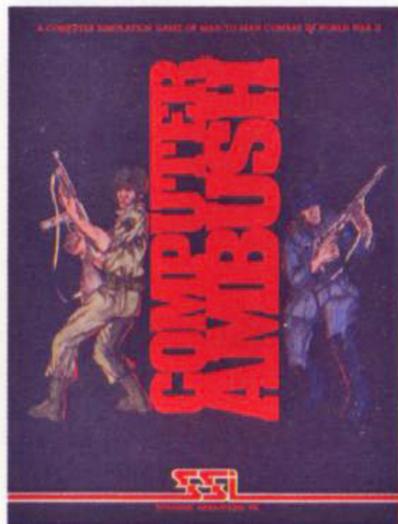are available for $12.50 per year; $2.75 for a sample issue. Write to: COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 92803-4566.

# THE COMPLETE LINE OF COMPUTER GAMES FROM STRATEGIC SIMULATIONS INC.

So that you may derive the most fun from our wargames, we've separated them into ADVANCED, INTERMEDIATE, and INTRODUCTORY categories. If you are a newcomer to strategy gaming, we suggest that you begin with one of our Introductory wargames, going on to the Intermediate and Advanced games as you become more familiar with the concepts of strategy simulation.

Please see pp. 12 - 13 for complete information on prices, game ratings (derived from our customer response cards) and the computer format available for each game.

Germany 1985

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

RDF 1985

The U.S. Rapid Deployment Force must take Soviet-captured oilfields in Saudi Arabia. By Roger Keating.
ADVANCED;   For APPLE & COMMODORE 64.

SOUTHERN COMMAND

The Israeli counterattack to cross the Suez Canal during the October War of '73 against Egypt.
By Roger Keating.
ADVANCED,   For APPLE.

COMPUTER AMBUSH

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

COMPUTER AIR COMBAT
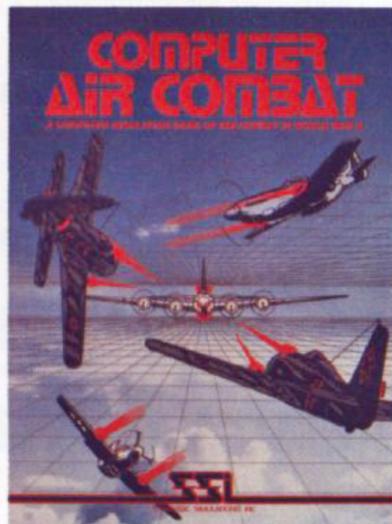
Re-enact World War II aerial warfare with 36 different planes from U.S., Germany, Britain & Japan.
By Charles Merrow & Jack Avery.
ADVANCED,   For APPLE.
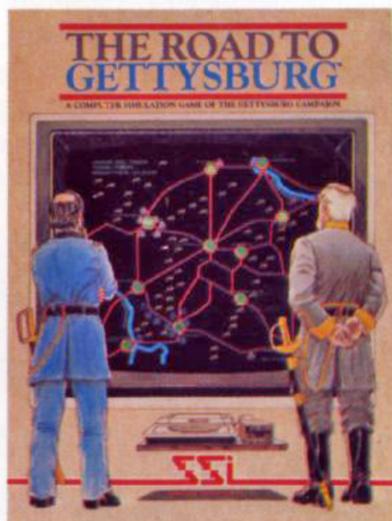
FIGHTER COMMAND
THE BATTLE OF BRITAIN

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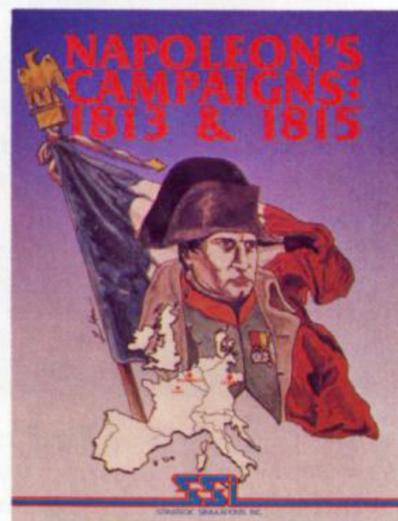By Charles Merrow & Jack Avery.
ADVANCED,   For APPLE.

CARRIER FORCE
SANTA CRUZ MIDWAY SOLOMONS CORAL SEA

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

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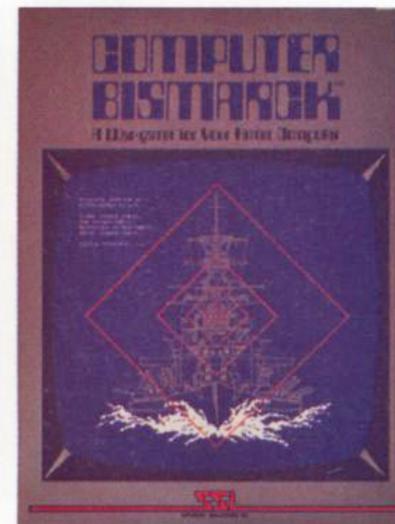
British ships and aircraft attempt to rid the North Atlantic of Nazi Germany's deadly battleship.
By John Lyon.
INTERMEDIATE;   For APPLE.

BATTLE FOR NORMANDY

D-day! Re-create the massive Allied invasion of Northern France in June 1944.   By Tactical Design Group.
INTERMEDIATE; For APPLE, ATARI, TRS-80, IBM PC & COMMODORE 64.
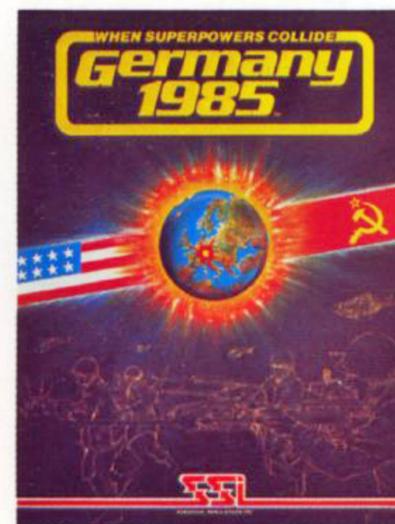
WAR IN RUSSIA

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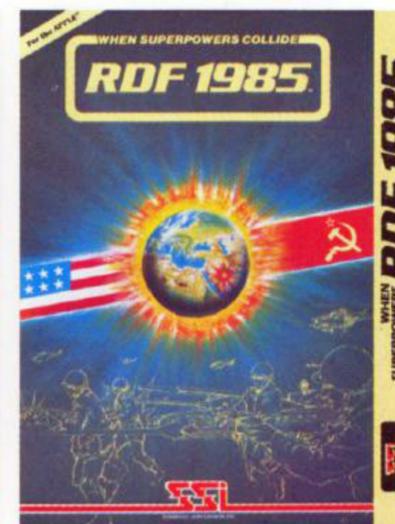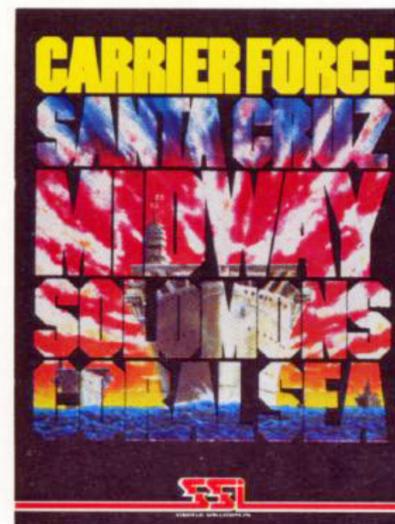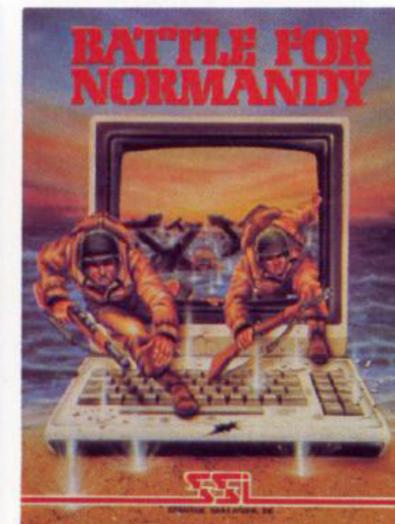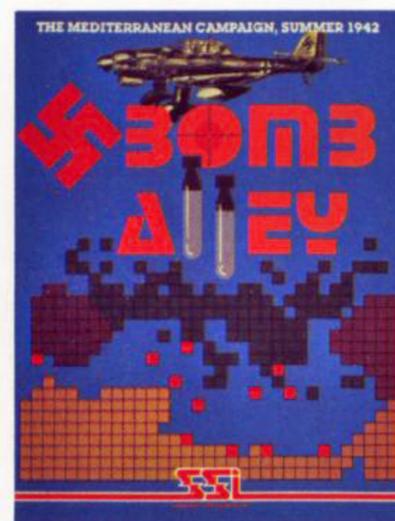By Gary Grigsby.
ADVANCED; For APPLE & ATARI.

THE ROAD TO GETTYSBURG
A COMPUTER SIMULATION GAME OF THE GETTYSBURG CAMPAIGN

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

NAPOLEON'S CAMPAIGNS: 1813 & 1815

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

BOMB ALLEY
THE MEDITERRANEAN CAMPAIGN, SUMMER 1942

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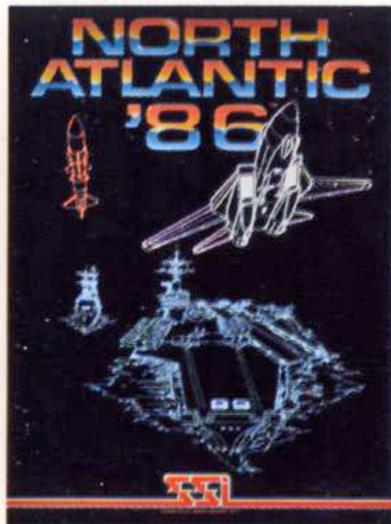By Gary Grigsby.
INTERMEDIATE;   For APPLE.

GUADAL CANAL CAMPAIGN

A monster-scale computer wargame of this great Pacific land-sea-air campaign of World War II.
By Gary Grigsby.
INTERMEDIATE;   For APPLE.

KNIGHTS OF THE DESERT
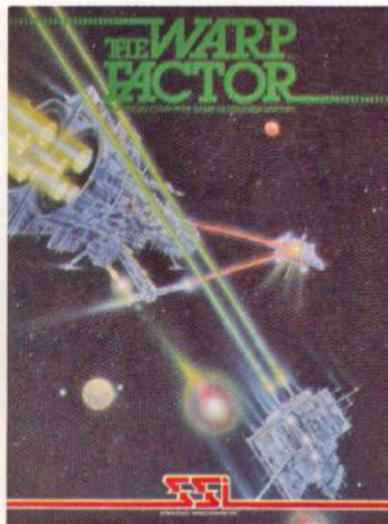THE NORTH AFRICAN CAMPAIGN OF 1941-43
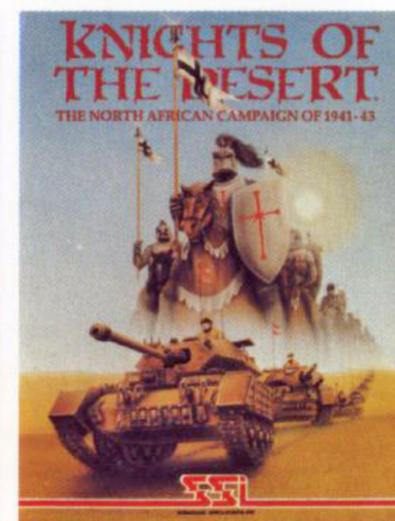
Joust with armored tanks during the North African Campaign of 1941-42.
By Tactical Design Group.
**INTERMEDIATE; For APPLE, ATARI, TRS-80 & COMMODORE 64.**

NORTH ATLANTIC '86

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

THE WARP FACTOR

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

GEOPOLITIQUE 1990
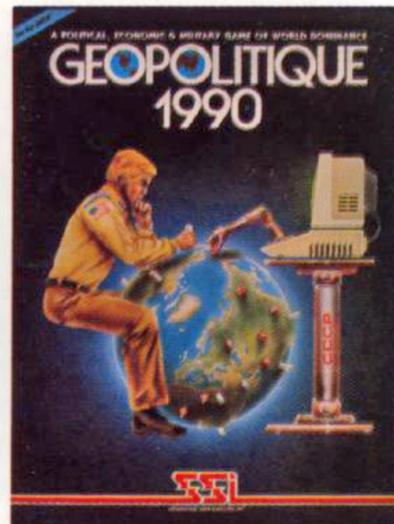
You play the U.S. while the computer plays Russia in this economic, political & military game of world dominance.
By Bruce Ketchledge.
INTERMEDIATE; For the APPLE.

THE BATTLE OF SHILOH
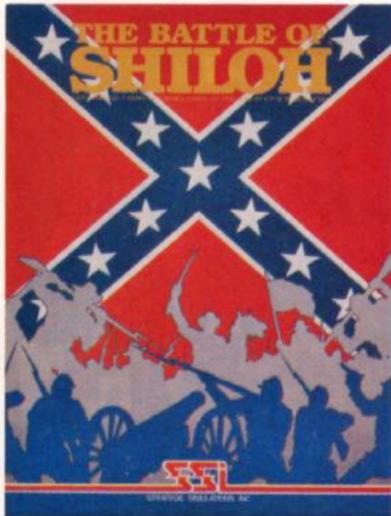
A realistic and enjoyable look at the great Civil War battle for Tennessee.
By Tactical Design Group.
INTRODUCTORY; For APPLE, ATARI, & TRS-80.

Chronicles of Osgorth THE SHATTERED ALLIANCE
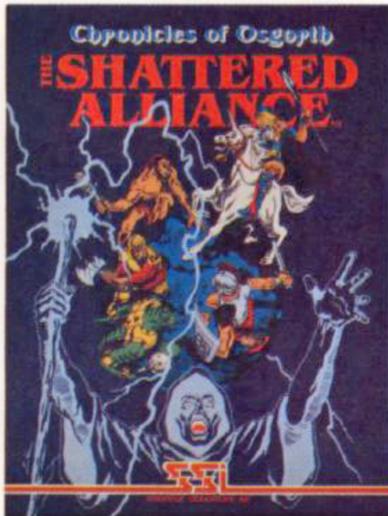
Magical creatures battle on the fantasy world of Osgorth. Historical Ancient armies also included.
By John Lyon. INTRODUCTORY; For APPLE & ATARI.

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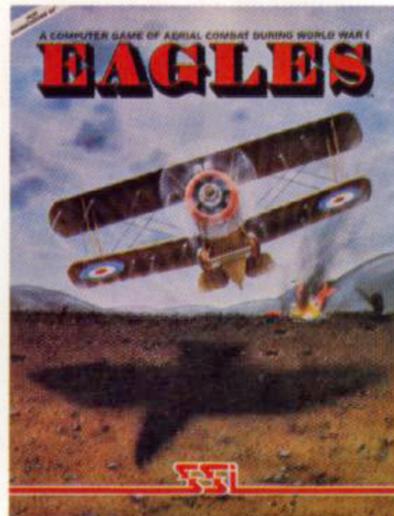
Fly biplanes such as the Sopwith Camel against such legends as the Red Baron during World War I.
By Robert Raymond. INTRODUCTORY; APPLE, ATARI & COMMODORE 64.

THE BATTLE OF THE BULGE: TIGERS IN THE SNOW
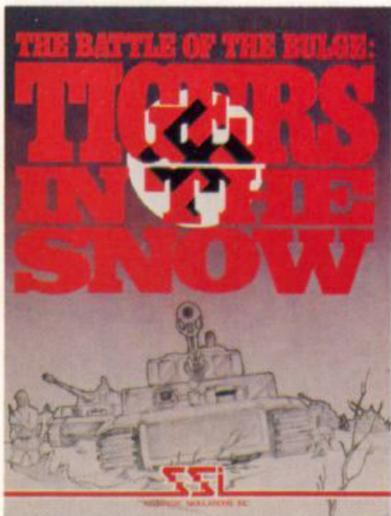
An operational-level game of Hitler's final desperate assault — the Battle of the Bulge! By Tactical Design Group.
INTRODUCTORY; For APPLE, ATARI, TRS-80, IBM PC & COMMODORE 64.

PURSUIT OF THE GRAF SPEE
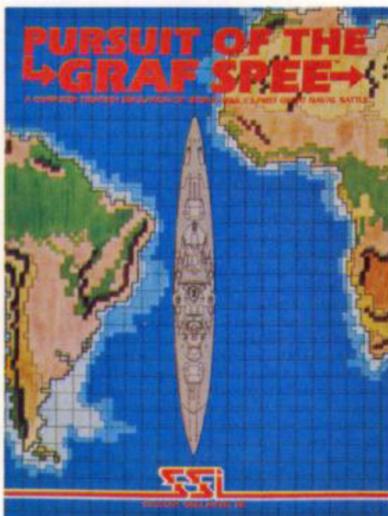
The South Atlantic is your hunting ground in World War II's first great naval battle.
By Joel Billings.
INTRODUCTORY; For APPLE.

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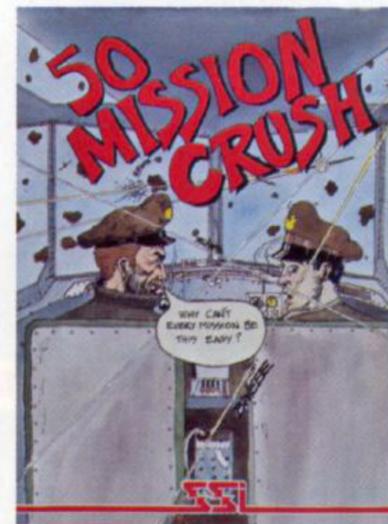
As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France & Germany?
By John Gray. INTRODUCTORY; For ATARI & COMMODORE 64.

## QUESTRON A Fantasy Adventure Game
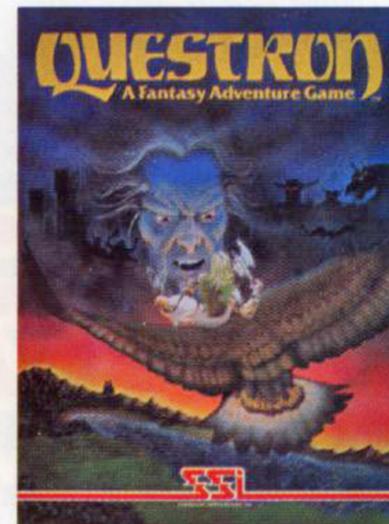
As the hero in this fantasy adventure game, you must battle hordes of monsters as you seek out and destroy the evil wizard, Mantor. By Charles Dougherty.
For APPLE & ATARI.

PROFESSIONAL TOUR GOLF
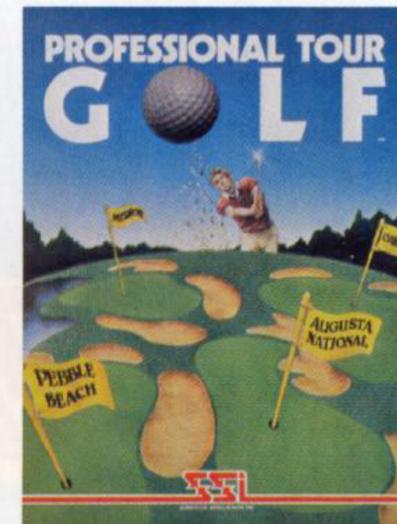
Tee off against the Masters on some of the most challenging and famous golf courses in the world.
By Henry Richbourg. INTRODUCTORY; For APPLE & COMMODORE 64.

RINGSIDE SEAT
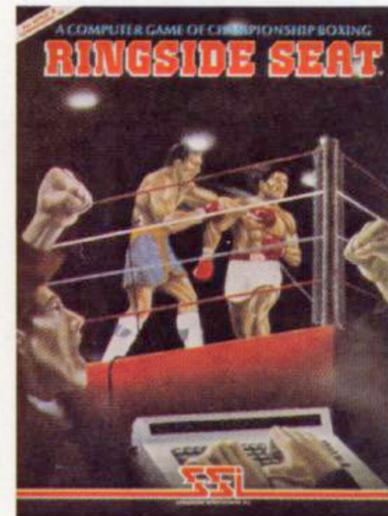
Now, you can manage all the famous boxers of the past and present to find out who really is the greatest of all.
By Carl Saracini. INTRODUCTORY; For APPLE & COMMODORE 64.

COMPUTER BASEBALL
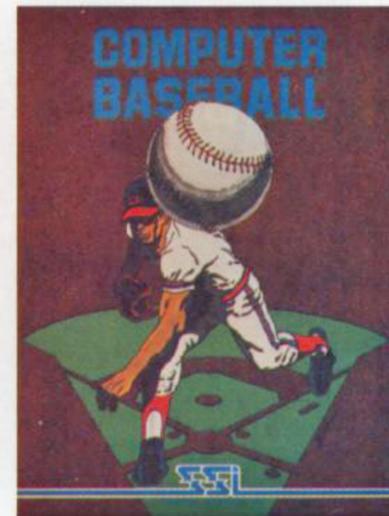
Voted "1982 BEST COMPUTER SPORTS GAME" by Electronic Games magazine.
By Charles Merrow & Jack Avery.
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COMPUTER QUARTERBACK
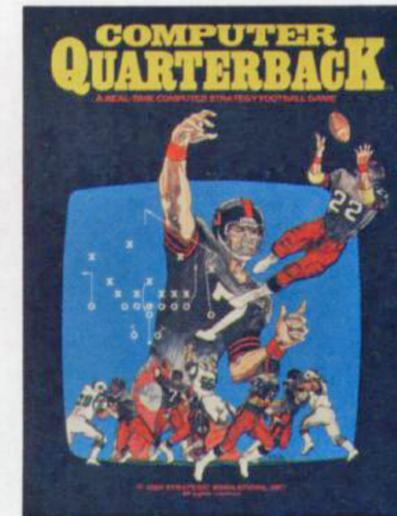
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BARON
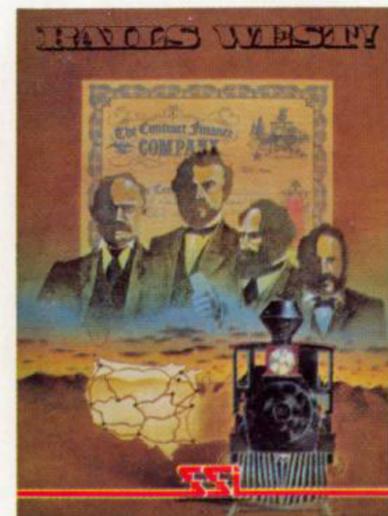
This sophisticated business game takes you back to 1870. You'll wheel & deal as you try to build the richest Transcontinental railroad. By Martin Campion.
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CARTELS & CUTTHROATS
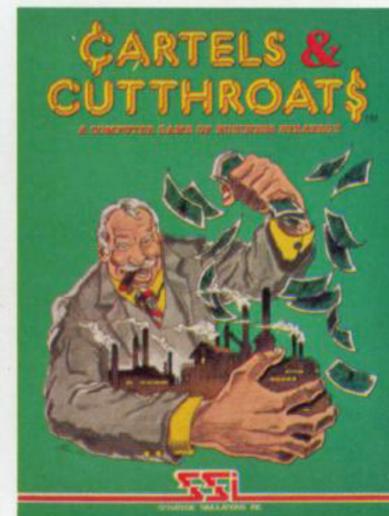
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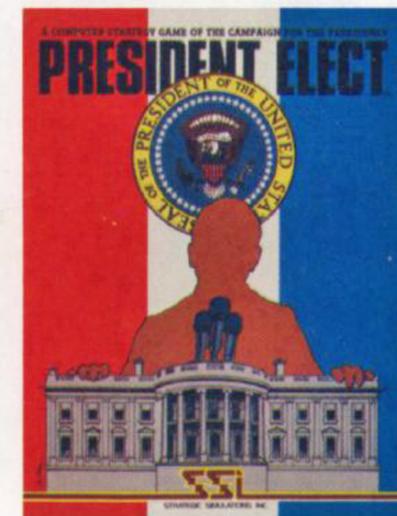
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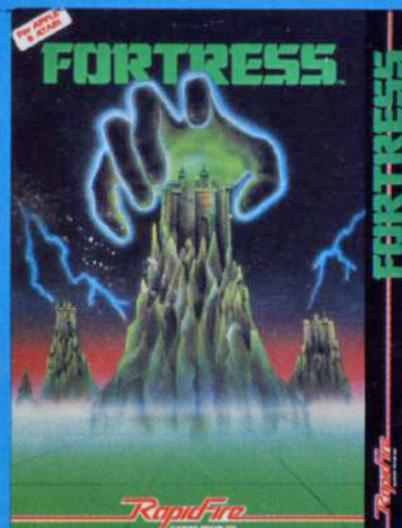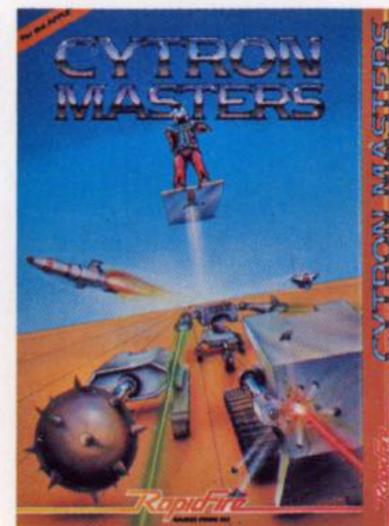**FORTRESS**

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

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Galactic Gladiators
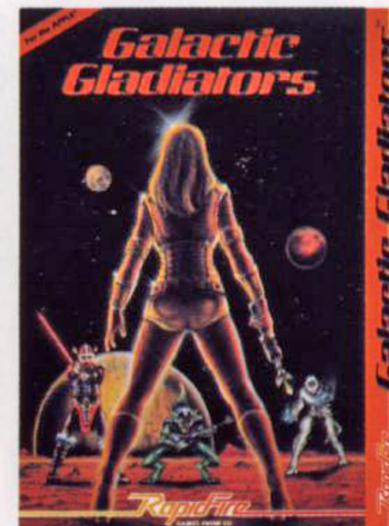
You are caught smack in the middle of a cosmic shootout among 14 bizarre alien species. By Tom Reamy. **For APPLE & IBM PC.**
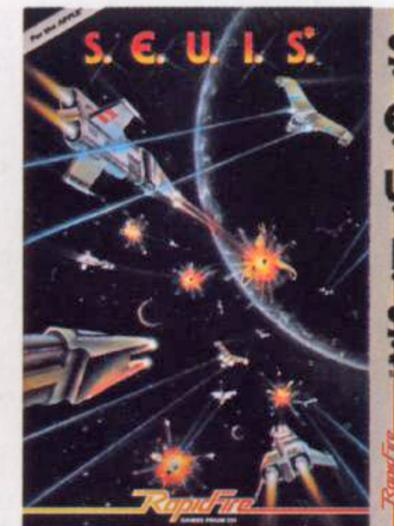
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S.E.U.I.S. stands for "Shoot'Em Up In Space"; it features true arcade action. Need we say more? Game paddles required. By John Lyon. **For APPLE.**

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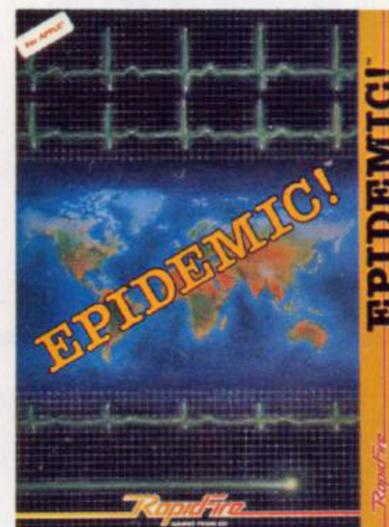
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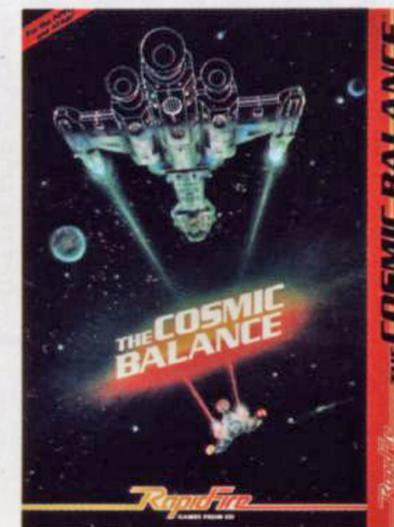
This game not only lets you command a starfleet, it lets you build and design your starships! By Paul Murray. **For APPLE & ATARI.**

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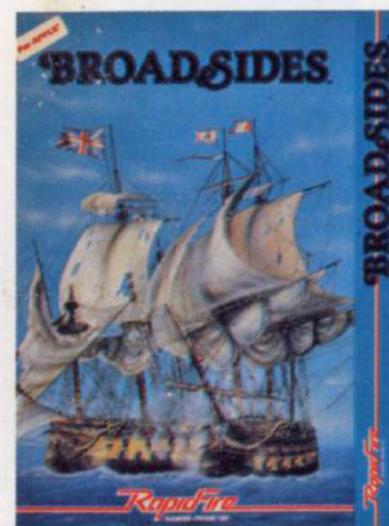
The romantic and adventurous age of fighting sail is here again as you captain an 18-century warship. By Wayne Garris. **For APPLE & ATARI.**

COSMIC BALANCE II — THE STRATEGIC GAME
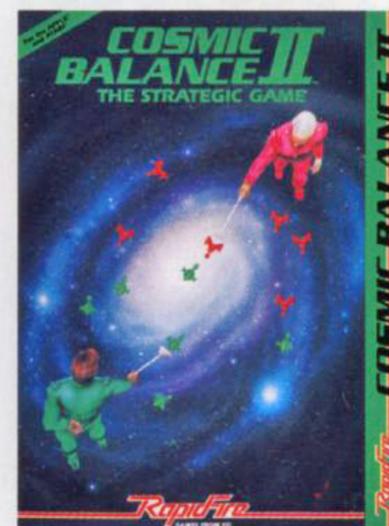
The strategic sequel to **The Cosmic Balance™** is the ultimate training course for Galactic emperors-to-be. By Paul Murray. **For APPLE & ATARI.**

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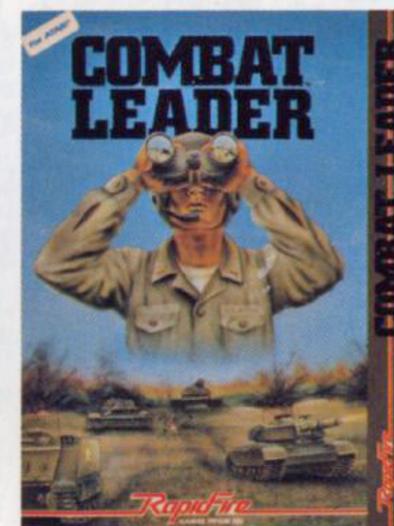
Arcade-like graphics and action plus strategy-gaming sophistication and realism make this a sure winner. Joystick required. By David Hille. **For ATARI & COMMODORE 64.**

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COMPUTER BASEBALL™	7.9	7.6	7.3	$39.95
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† These games require game paddles or joysticks. Not playable on the Apple III.

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GERMANY 1985™	64K Disk, 64K Cassette	NA	NA	NA	$59.95
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BATTLE FOR NORMANDY™	40K Disk, 32K Cassette	7.0	7.1	7.0	$39.95
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EAGLES™	40K Disk	6.8	6.1	6.0	$39.95
CARRIER FORCE™	40K Disk	7.8	8.2	7.7	$59.95
WAR IN RUSSIA™	48K Disk	NA	NA	NA	$79.95
RAILS WEST!™	40K Disk	NA	NA	NA	$39.95
THE COSMIC BALANCE™	48K Disk	7.3	7.2	7.2	$39.95
COSMIC BALANCE II™	48K Disk	7.2	7.0	6.5	$39.95
‡ CYTRON MASTERS™	48K Disk, 32K Cassette	7.8	6.7	7.5	$39.95 $34.95
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QUEEN OF HEARTS™	48K Disk	8.5	7.5	7.5	$34.95
EPIDEMIC!™	48K Disk	NA	NA	NA	$34.95
BROADSIDES™	48K Disk	NA	NA	NA	$39.95
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