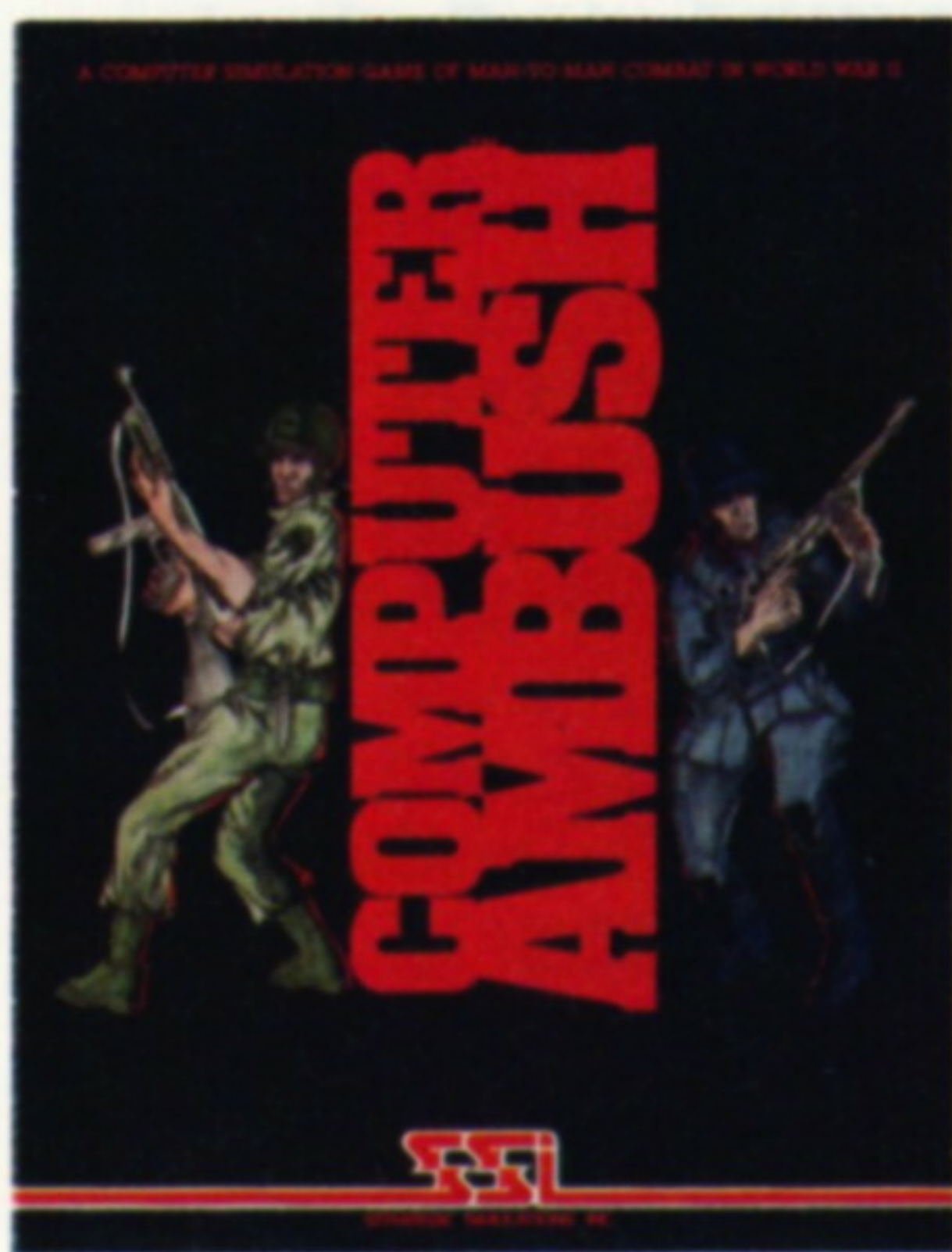
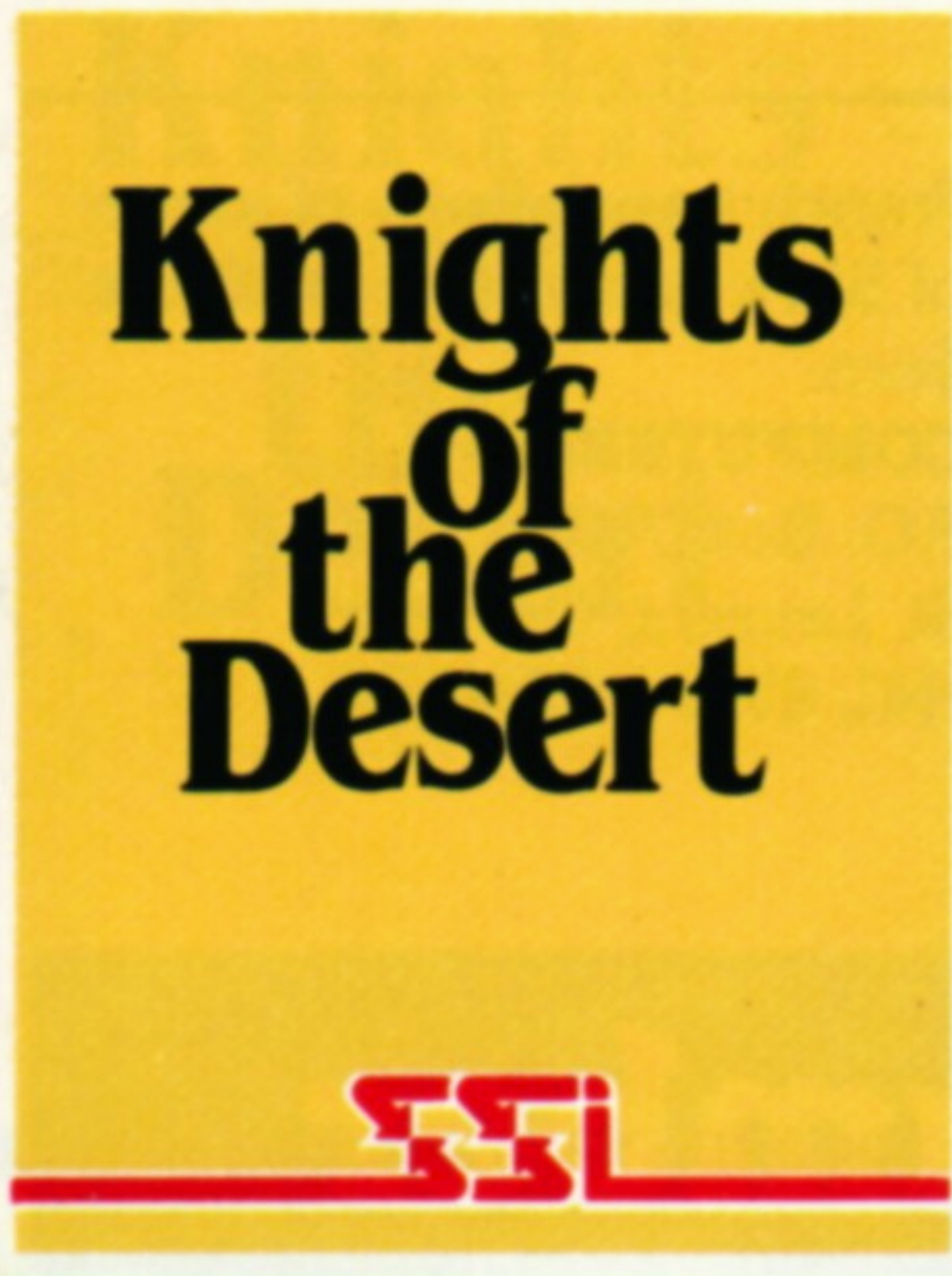




STRATEGIC SIMULATIONS INC



SPRING
1 9 8 3
CATALOG



SPRING....

It seems only fitting that spring should be the season that we awaken our slumbering giant of a game — the long-awaited, oft-delayed improved edition of **COMPUTER AMBUSH™**. We know that once you get hold of it, you'll realize your patience has been well-rewarded. See page 4 for all the details.

Spring also seems to be the perfect time to release new wargames that provide a fresh look at some time-honored battles: **FIGHTER COMMAND™** (the Battle of Britain) and **KNIGHTS OF THE DESERT™** (the North African campaign of 1941-43).

Then there are two new titles that simulate possible future wars — **RDF 1985™** and **NORTH ATLANTIC '86™**. As much as we pride ourselves in making realistic wargames, we pray that the conflicts they project will exist only as games of the mind.

Finally, we let our imagination roam in two science-fiction releases — **COSMIC BALANCE II™**: The Strategic Game and the IBM® version of **GALACTIC GLADIATORS™**. To paraphrase a popular quote, let us boldly take you to where no man has gone before.

These and all other SSI games are available at your local computer/game store.

Enjoy.

Our 14-day money-back guarantee is an expression of our pride and confidence that you will.

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:
Strategic Simulations Inc, 883 Stierlin Road, Bldg. A-200, Mountain View, CA 94043-1983. California residents, please add 6½% sales tax.

STRATEGIC SIMULATIONS INC

883 Stierlin Road,
Building A-200
Mountain View,
CA 94043-1983
(415) 964-1353

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

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

New HOTLINE Number

If you have any technical questions or problems regarding any of our games in the course of play, you can call our **HOTLINE NUMBER: (415) 964-1200**

on Monday, Tuesday, Thursday, or Friday, 1 to 5pm (PST).

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

New Wargames



\$59.95

APPLE®

FIGHTER COMMAND™ gives you the thrilling opportunity to rewrite or relive the strategies of one of the greatest aerial battles ever fought: The Battle of Britain.

As the German commander you'll try to lure up R.A.F. fighters by bombing British airfields, radar stations, planes, and major cities. It'll be up to your own fighters such as the ME-109s to engage the formidable Spitfires and Hurricanes. Every squadron, or grappe, is rated for experience and morale, and the computer will immediately calculate the increases (or decreases) in each after a mission is flown.

As British Commander your goal is to knock the attacking German planes out of the sky. You will assign squadrons to patrols and to different levels of readiness, keeping in mind the trade-offs between quick mobilization of planes and loss of morale due to exhaustion. You'll also have to define tactical orders for each type of aircraft.

Like the Germans, you'll have intelligence and readiness reports to give you results of each day's fighting. Colorful Hi-Res graphic displays let you view the entire southern half of England in one map or three different close-up maps.

You can play the entire 34-turn campaign game or choose any of three shorter games (including the explosive, one-turn "Eagle Day" scenario). Furthermore, you'll never lack an opponent with this game because the computer is always ready to take over the German Command.

In March 1941, Hitler sent Rommel to North Africa. His task: to push his Panzer divisions all the way to Alexandria, crushing British troops along the way and taking the Suez Canal and the precious oilfields that lay beyond.

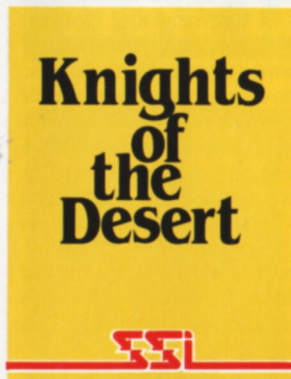
KNIGHTS OF THE DESERT™ is the faithful re-creation of this famous North African campaign of World War II. Containing division/regiment-sized units of infantry, motorized infantry and tanks, **KNIGHTS OF THE DESERT** introduces an innovative system of play: During the logistics phase, the players must first assign supply and re-supply priority for each unit — before moving it. The operations phase allows multiple movements per turn by one player while permitting the opponent to make reaction and limited reaction moves.

Both players' goals are the same: a sweeping movement of troops across the northern coast of Africa, pushing the enemy as far back as possible and capturing key towns such as Benghazi and Tobruk. The only difference is direction.

As the German commander, your ultimate target is eastward to Alexandria. Your campaign is hindered by shortages of supplies while the British have essentially unlimited supplies. However, you do have offsetting tactical advantages. Your Panzer units can move faster than the British and your crack German troops have higher morale ratings.

As the British commander, you struggle westward to sweep Rommel all the way back to El Aghelia and win the game.

This 12-turn game also provides for solitaire play in which the computer ably directs the British forces.



\$39.95 APPLE®, ATARI® & TRS-80®

New Wargames



\$34.95

APPLE®

In 1985, Soviet forces seized control of an oil-rich area in Saudi Arabia. The U.S. responds by sending its RDF. This sets the scenario for the second game of SSI's modern wargame series: "WHEN SUPERPOWERS COLLIDE."

The Rapid Deployment Force rushes to this Persian Gulf "hot spot" with paratroopers, marines, mechanized infantry and air support. Their primary targets are the airfields which allow them to build up air superiority and bring in troops and equipment. After the airfields, the RDF must wrest control of towns, cities and oilfields.

RDF 1985™ has the same innovative movement and combat systems that are used in GERMANY 1985,™ the first game in this series. Its map is on a 28 × 39 hex grid that includes such colorful terrain features as open desert, oasis, sabkha (salt flats) and the Persian Gulf.

The rules that accompany this game are only a supplement to the GERMANY 1985 rule book (which serves as the master set for the SUPERPOWERS series). In order to fully understand RDF 1985, you'll need this master rule book (not included in this game).

Whether you storm the desert with the RDF or defend the oil-rich area with Soviet forces, you'll have a great time playing against another player or the computer.

NORTH ATLANTIC '86

SSI

\$59.95

APPLE®

The year is 1986. The great war in Europe is over, and Russia won. It now controls all of Germany and Norway. From its newly-acquired bases in Hamburg and Bergen, Russia threatens to project its airpower into the North Atlantic.

NORTH ATLANTIC '86 is a massively-scaled land-sea-air simulation of a hypothetical Soviet-NATO confrontation in the very near future. As the Soviet aggressor, you can launch a paratrooper assault to take Iceland and the Faeroe Islands while attacking NATO ships and bombing Britain's main naval base at Scapa Flow. A successful campaign will leave Britain isolated, her spirit devastated.

As commander of NATO forces, you must attempt to hold Iceland against the Soviet onslaught. At the same time, Britain's morale must be bolstered by keeping her supplied. This means NATO convoys must get through!

NORTH ATLANTIC '86 lets you get your hands on all state-of-the-art weaponry systems. Their names are as deadly as they are colorful: surface-to-air missiles such as the Sea Dart; the Exocet, Tomahawk, and Harpoon surface-to-surface missiles; NATO fighters and bombers such as the Tomcat, Eagle, and Falcon; their Soviet counterparts such as the Flogger, Badger, and Backfire bomber. Every ship is also rated for electronic warfare (i.e., ECM & ECCM) and sonar.

Using the highly successful game system seen in GUADALCANAL CAMPAIGN™, this strategy simulation is at once highly complex and detailed yet easily playable. Combat is resolved down to the last destroyer, fighter plane, and submarine!

In solitaire play, the computer commands Soviet forces.

New RAPIDFIRE Game



\$39.95

APPLE® & ATARI®

When you hold this game in your hands, you also hold the means of ruling an entire Galaxy! You see, COSMIC BALANCE II: The Strategic Game™ is the ideal game for all you aspiring Galactic emperors out there.

As its name suggests, it is the strategic-level sequel to our bestselling tactical starship battles game, The Cosmic Balance™. COSMIC BALANCE II traces the expansion of the human race throughout the Galaxy — from Terra out to the stars.

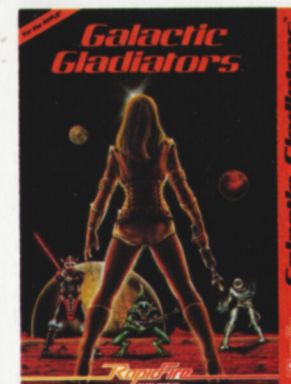
With fifteen classes of ships, you'll discover and colonize planets; establish commerce nets; organize production of supplies, starships and research; and, of course, you'll also send starships out on missions of conquest.

There are five scenarios which expand in scale, taking you from commander of one world to supreme ruler of the Galaxy! You can also create your own scenarios.

As an added bonus, when actual starship battles occur (and there will be lots of them!), the players have a choice: You can have the computer resolve combat...or you can switch to THE COSMIC BALANCE and use this great tactical game to slug it out ship-to-ship. After you're done, simply incorporate the battle results into the Strategic Game.

Both two-player and solitaire modes are provided. The computer can be set at any one of four experience levels.

New IBM PC Conversion



\$39.95

APPLE® & IBM® PC

In a remote corner of our vast universe are fourteen bizarre species shooting it out — cosmic style of course. And lucky you are caught right in the middle of it!

We're talking about four-armed Frogloidytes with phasor rifles, Viking-like Wodanites wielding laser swords, and ugly Mutants whose only socially redeeming feature is their Death Touch. And these are the nice folks!

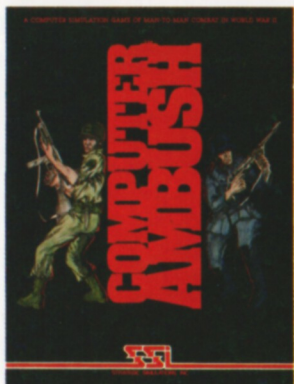
As dangerous as all this sounds, you — the IBM® PC owner — are going to thank us because we've converted this great game to your favorite computer! Now you won't be left out in the space dust anymore.

GALACTIC GLADIATORS™ is a fast and furious game of alien combat. The creatures are rated for strength, endurance, speed, dexterity, experience, weapons skill, and armor. They can be armed with any two of fourteen weapons, provided they have the strength to lug the weapons around.

The permutations of scenarios are as infinite as the Universe. With the "Create-a-Game" scenario, you can choose from an endless combination of teams, battlefields and games. There are also Quest scenarios where your team is dragged through a series of shootouts.

Whether you choose the two-player game or the computer-opponent mode, you're guaranteed one heck of a fight!

Second Editions & Updates



\$20/\$59.95

APPLE®

The second, improved edition of **COMPUTER AMBUSH™** is finally here! The first edition put you in a small, half-ruined French village during World War II. You commanded a squad of ten infantrymen (either German or American) in vicious man-to-man combat. The fighting was so real, the stress of actual battle command so intense, we subtitled it "the Sweat and Death of War."

The new edition of **COMPUTER AMBUSH™** gives you all that — and more. Much more. You used to be assigned a squad where each man came already rated for such critical combat skills as footspeed, strength, intelligence, endurance, and marksmanship. Now you can create your own soldiers, rearranging their characteristics to your own specifications. Your team used to be armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, and even garottes. Well, you still have them, but now you can distribute the weapons among your men as you like, even transfer weapons from one soldier to another as play progresses.

Best of all, thanks to the all-new assembly language program, the execution phase handles total simultaneity in execution orders **forty** times faster than before.

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

Disk labels with "Version 1.1" identify the updated disks of the first 5 games listed below. Update disks below are **\$10.00** each, except for **Computer QB** (**\$15.00**). Order directly from SSI.

COMPUTER BISMARCK™ Our proprietary RDOS allows for slightly faster play.

GUADALCANAL CAMPAIGN™ RDOS' efficiency makes for faster play. We've also made many subtle improvements to the game (e.g., 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.

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.

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

Data Disks

All data disks are available directly from SSI for **\$15.00** each.

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 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 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 1980 AL and NL teams. A stat compiler is featured; it records all performance statistics of games played using this disk.

Computer Air Combat PLANES DATA DISK. Over 50 planes from World War II and the Korean War to add to your personal air force. For updated edition of **Computer Air Combat™** only (i.e., Version 1.1).

In the Works at SSI

A game of global, political, economic, and military warfare in the '80s. A boxing strategy game that gives you the best ringside seat for all the great pugilistic bouts of history and of your imagination. A tactical tank game on the Atari. A humongous Eastern Front game and a Pacific carrier game, both by the inimitable Gary Grigsby, author of SSI's widely-acclaimed Guadalcanal Campaign and Bomb Alley. **NORWAY 1985**, the third game in our "When Superpowers Collide" series by Roger Keating. The Atari® conversion of **EPIDEMIC!**™

We also hope to get some of our games converted to the Commodore 64®.

DEMISE OF A GAME....

In our last catalog, we announced the Atari® version of **GALACTIC GLADIATORS™**. We regret to say that unseen difficulties in the conversion process have forced us to cancel this Atari® game for the time being. But who knows, it may very well be resurrected in the future.

NOW AVAILABLE!

305 COMPUTER BASEBALL™ TEAMS ON 5 DISKS!

- Every pennant and division winner from 1900 to 1979.
- 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, 58A St. Lo Rd., Fort Lee, VA 23801**

Checks or money orders only, please. Virginia residents add 4% sales tax.

CB Enterprises is not affiliated with SSI. We just like all you Computer Baseball fans out there to know there are more goodies to spark up your favorite game.

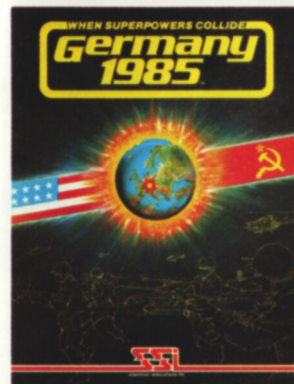
APPLE, ATARI, TRS-80, IBM, and COMMODORE 64 are the registered trademarks of Apple Computer Inc, Atari Inc, the Tandy Corporation, International Business Machines Corp, and Commodore Business Machines Inc, respectively.

THE COMPLETE LINE OF COMPUTER GAMES FROM STRATEGIC SIMULATIONS INC

So that you can 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 pages 12 and 13 for complete information on prices, game ratings (derived from our customer response cards) and computer hardware needed to play the games.



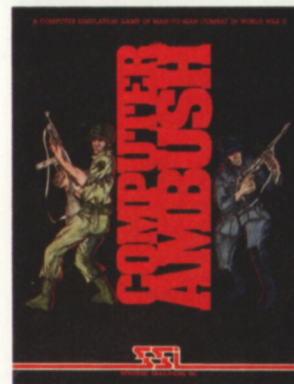
NATO forces must repel the Soviet invasion of West Germany ...when superpowers collide!
ADVANCED, For APPLE.



The U.S. Rapid Deployment Force must take Soviet-captured oil fields in Saudi Arabia.
ADVANCED, For APPLE.



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



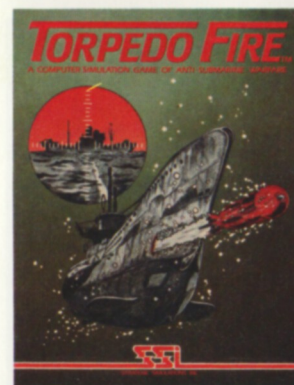
New, improved edition lets you wage World War II man-to-man combat 40x faster than before!
ADVANCED, For APPLE.



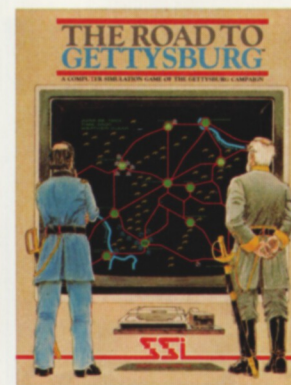
Re-enact World War II aerial warfare with 36 different planes from U.S., Germany, Britain & Japan.
ADVANCED, For APPLE.



A superb strategic-level simulation of the RAF against the Luftwaffe during the Battle of Britain.
ADVANCED, For APPLE.



Beautiful graphics enhance this exciting simulation of World War II anti-submarine warfare.
ADVANCED, For APPLE.



You replace Generals Lee and Meade to direct this decisive Civil War campaign.
ADVANCED, For APPLE.

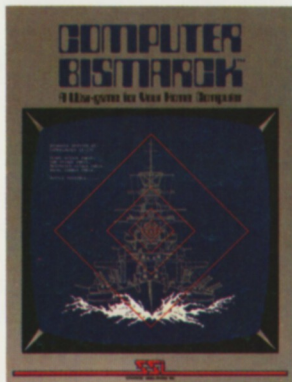


You become Napoleon as you re-enact his notorious campaigns at Leipzig and Waterloo.
ADVANCED; For APPLE.

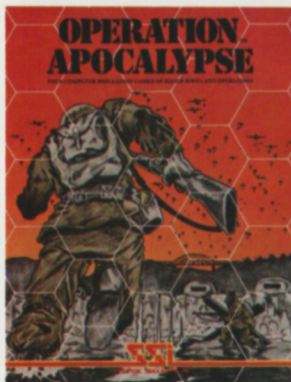
WARGAMES

WARGAMES

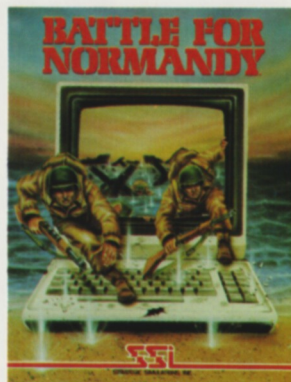
WARGAMES



British ships and aircraft attempt to rid the North Atlantic of the deadly German battleship. **INTERMEDIATE; For APPLE.**



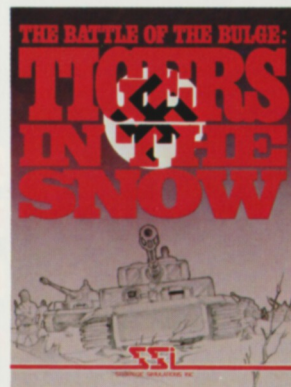
A tactical game with four scenarios simulating battles on the Western Front in 1944-5. **INTERMEDIATE; For APPLE.**



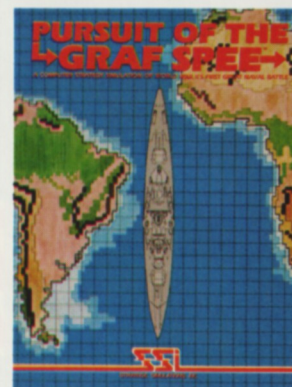
D-day! Re-create the massive Allied invasion of Northern France in June 1944. **INTERMEDIATE; For APPLE, ATARI & TRS-80.**



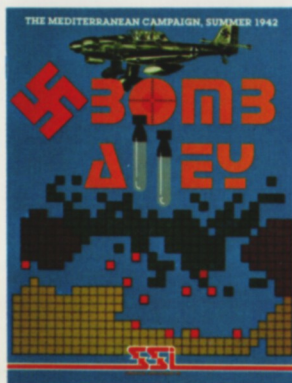
A realistic and enjoyable look at the great Civil War battle for Tennessee. **INTRODUCTORY; For APPLE, ATARI, & TRS-80.**



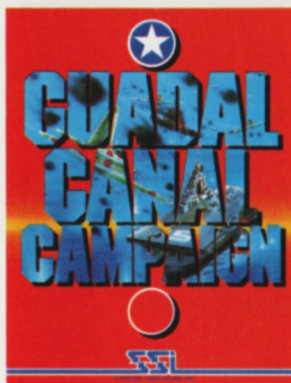
An operational-level game of Hitler's final assault — the Battle of the Bulge! **INTRODUCTORY; APPLE, ATARI, TRS-80 & IBM PC.**



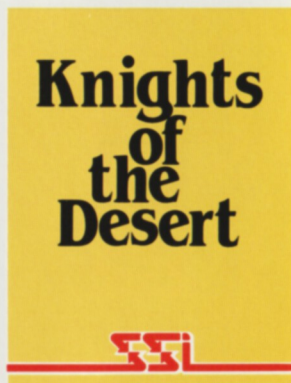
The South Atlantic is your hunting ground in World War II's first great naval battle. **INTRODUCTORY; For APPLE.**



The definitive simulation of the Summer 1942 Mediterranean Campaign. **INTERMEDIATE; For APPLE.**

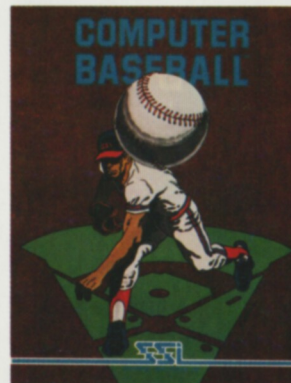


A monster-scale computer war-game of this great Pacific land-sea-air campaign of World War II. **INTERMEDIATE; For APPLE.**

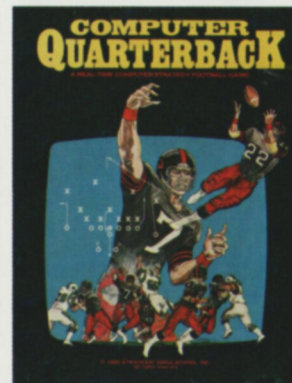


Joust with armored tanks during the North African Campaign of 1941-43. **INTERMEDIATE; For APPLE, ATARI, & TRS-80.**

COMPUTER BASEBALL™ was named "1982 BEST COMPUTER SPORTS GAME" by Electronic Games magazine.



Use over 25 strategy options to manage real major-league players. Or make up your own team. **For APPLE.**



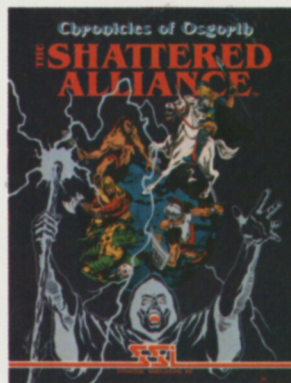
Our popular real-time simulation of semi-pro and NFL football. Game paddles required. **For APPLE.**



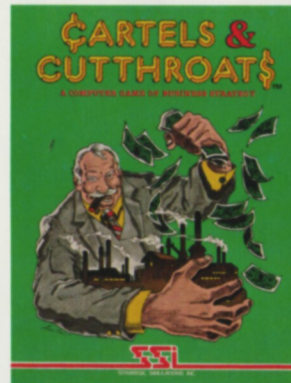
SSI's projection of giant-scale air-naval-land battles in future Soviet-NATO confrontations. **INTERMEDIATE; For APPLE.**



Experience interstellar battles with starships from five Galactic Empires. **INTERMEDIATE; For the APPLE & IBM PC.**



Magical creatures & historical Ancient armies battle on a fantasy world. **INTRODUCTORY; For APPLE & ATARI.**



Run your own megabucks corporation in the economic jungle of Big Business. For up to 6 players. **For APPLE.**



Campaign for the Presidency in a grueling race using historical or imaginary candidates. **For APPLE.**

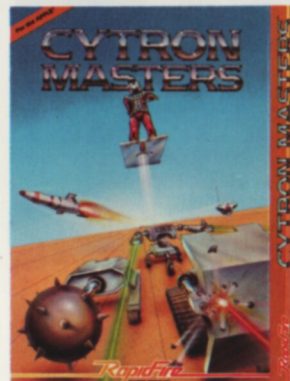
RapidFire

GAMES FROM SSI

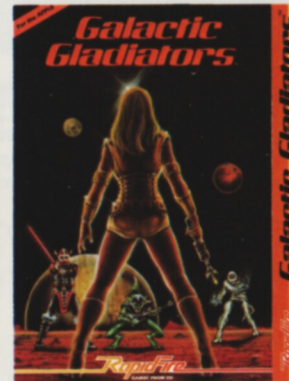
RAPIDFIRE. The name says its all: Speed. Power. Excitement.

The new RAPIDFIRE line from SSI contains all the ingredients needed to make the perfect games for your personal computer. First, we start off with a base stock of only the most popular themes such as science-fiction and fantasy. We then heap into it a generous portion of fast-paced action and pure, unadulterated fun. Finally, we add our special touch of sophistication and challenge to give it that distinctive SSI flavor.

At SSI, we're really cookin'!



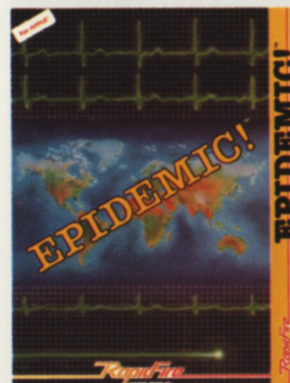
An army of mindless but deadly Cybernetic Electronic Devices is yours to command. Game paddles required. For APPLE & ATARI.



You are caught smack in the middle of a cosmic shootout among 14 bizarre, alien species. For APPLE & IBM PC.



S.E.U.I.S. stands for "Shoot'Em Up In Space" & features true arcade action. Need we say more? Game paddles required. APPLE.



In this graphically beautiful game, only you can save the world from deadly, alien microbes! For APPLE & IBM PC.



Sequel to *Galactic Gladiators*, this sci-fi, role-playing game takes you way out of this world. For APPLE.



Be both the supreme starfleet tactician and the best starship architect there is! For APPLE & ATARI.



The strategic sequel to *The Cosmic Balance* is the ultimate training course for Galactic emperors-to-be. For APPLE & ATARI.

THE COMPLETE LIST

For the APPLE®

All APPLE games are on 48K mini floppy disk for the Apple II+ or Apple II with Applesoft ROM Card. All will also work on Apple III except those games marked with "†."

TITLE	Playability*	Realism*	Excitement*	PRICE
COMPUTER BISMARCK™	7.0	7.3	6.7	\$59.95
COMPUTER AIR COMBAT™	6.7	7.0	6.5	\$59.95
OPERATION APOCALYPSE™	7.4	6.6	6.9	\$59.95
TORPEDO FIRE™	6.3	7.3	6.5	\$59.95
THE SHATTERED ALLIANCE™	7.3	6.5	6.7	\$59.95
SOUTHERN COMMAND™	6.7	7.1	6.7	\$59.95
NAPOLEON'S CAMPAIGNS™	6.5	7.3	6.7	\$59.95
THE ROAD TO GETTYSBURG™	6.1	7.1	6.1	\$59.95
PURSUIT OF THE GRAF SPEE™	6.9	6.3	6.1	\$59.95
GUADALCANAL CAMPAIGN™	7.8	7.5	7.8	\$59.95
BOMB ALLEY™	8.1	7.9	8.5	\$59.95
GERMANY 1985™	7.1	7.6	7.2	\$59.95
THE BATTLE OF SHILOH™	7.4	6.4	6.4	\$39.95
TIGERS IN THE SNOW™	7.0	6.5	6.3	\$39.95
BATTLE FOR NORMANDY™	6.7	7.1	6.7	\$39.95
COMPUTER AMBUSH™ (2nd Ed.)	NA	NA	NA	\$59.95
FIGHTER COMMAND™	NA	NA	NA	\$59.95
NORTH ATLANTIC 1986™	NA	NA	NA	\$59.95
KNIGHTS OF THE DESERT™	NA	NA	NA	\$39.95
RDF 1985™	NA	NA	NA	\$34.95
†COMPUTER QUARTERBACK™	7.8	7.0	7.2	\$39.95
COMPUTER BASEBALL™	7.9	7.6	7.3	\$39.95
CARTELS & CUTTHROATS™	7.8	7.4	6.9	\$39.95
PRESIDENT ELECT™	7.4	7.3	6.9	\$39.95
GALACTIC ADVENTURES™	NA	NA	NA	\$59.95
GALACTIC GLADIATORS™	7.7	6.4	7.3	\$39.95
†S.E.U.I.S.™	7.3	6.2	6.6	\$39.95
†CYTRON MASTERS™	7.8	6.7	7.8	\$39.95
THE COSMIC BALANCE™	7.6	7.2	7.3	\$39.95
THE WARP FACTOR™	6.7	6.7	6.4	\$39.95
EPIDEMICI™	NA	NA	NA	\$34.95
COSMIC BALANCE II™	NA	NA	NA	\$39.95

*Our customer response cards, included in all SSI game boxes, asked you — the player — to rate each game for Playability, Realism and Excitement. 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.

†These games require game paddles or joysticks. They cannot be played on the Apple III.

OF GAMES FROM SSI

For the ATARI® 400/800

TITLE	FORMAT	Playability*	Realism*	Excitement*	PRICE
THE SHATTERED ALLIANCE™	40K Disk	7.3	6.4	6.6	\$39.95
THE BATTLE OF SHILOH™	40K Disk, 32K Cassette	7.4	6.7	6.6	\$39.95
TIGERS IN THE SNOW™	40K Disk, 40K Cassette	6.8	6.5	6.4	\$39.95
BATTLE FOR NORMANDY™	40K Disk, 32K Cassette	6.6	7.0	6.9	\$39.95
KNIGHTS OF THE DESERT™	48K Disk, 32K Cassette	NA	NA	NA	\$39.95
COSMIC BALANCE™	48K Disk	NA	NA	NA	\$39.95
COSMIC BALANCE II™	48K Disk	NA	NA	NA	\$39.95
†CYTRON MASTERS™	48K Disk, 32K Cassette	7.6	6.2	7.5	\$39.95 \$34.95

For the TRS-80®

Level II, Models I & III

THE BATTLE OF SHILOH™	16K Cassette	7.6	6.9	7.1	\$39.95
TIGERS IN THE SNOW™	16K Cassette	7.3	7.3	7.2	\$39.95
BATTLE FOR NORMANDY™	16K Cassette	8.0	6.9	6.4	\$39.95
KNIGHTS OF THE DESERT™	16K Cassette	NA	NA	NA	\$39.95

For the IBM® PC

THE WARP FACTOR™	64K Disk, Color/B&W	6.0	6.3	5.8	\$39.95
TIGERS IN THE SNOW™	64K Disk, Color	7.0	6.4	6.7	\$39.95
EPIDEMICI™	64K Disk, Color	NA	NA	NA	\$34.95
GALACTIC GLADIATORS™	64K Disk, Color	NA	NA	NA	\$39.95

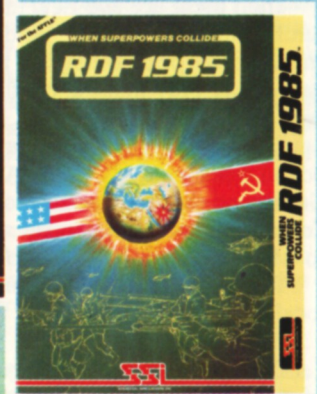
APPLE, TRS-80, ATARI, and IBM are registered trademarks of Apple Computer Inc., the Tandy Corporation, Atari Inc., and International Business Machines respectively.



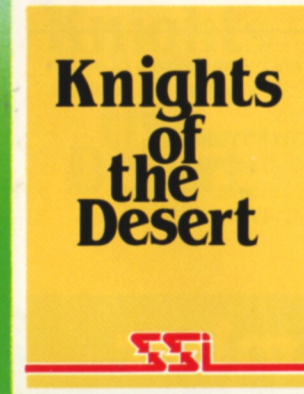
STRATEGIC SIMULATIONS INC



STRATEGIC SIMULATIONS INC



SPRING
1 9 8 3
CATALOG



STRATEGIC SIMULATIONS INC
883 Stierlin Road, Building A-200
Mountain View, CA 94043-1983

BULK RATE
U.S. POSTAGE
PAID
Permit No. 596
Los Altos, CA