



STRATEGIC SIMULATIONS INC

WINTER 1983 CATALOG

Introducing
our new
games and
other treats
to warm up
this holiday
season &
the winter
months
ahead.



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465 Fairchild Drive, Suite 108
Mountain View, CA 94043

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We open up this new year with some exciting presents for everyone.

Additions to our collection of fine computer simulations have brought SSI's extensive line to: **27 games for the APPLE[®], 7 for the ATARI[®] 400/800, 3 for the TRS-80[®] and 3 for the IBM[®] PC.**

Look for them at your local computer/game store today!

Now you won't be left out in the cold anymore.

At SSI, each game is designed by experienced, avid strategy gamers and programmed by computer experts. The combination of their talents results in strategy simulations that are truly sophisticated, realistic, challenging, at times educational, but always a lot of fun.

Our 14-day money back guarantee is an expression of our pride and confidence that we've done our job well.

STRATEGIC SIMULATIONS INC

465 Fairchild Drive,
Suite 108
Mountain View,
CA 94043
(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

If there are no convenient stores near you, VISA and M/C holders can order direct 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, 465 Fairchild Drive, Suite 108, Mountain View, CA 94043. California residents, add 6½% sales tax.

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

New RAPIDFIRE Games



\$34.95

APPLE[®] & IBM[®] PC

NEWS FLASH! Meteorites carrying deadly, alien microbes have struck Earth, causing the largest, most virulent epidemic known to man!

As director of the Global Disease Control Center, your job is to contain the infection to as small of an area as possible, minimize fatalities, and ultimately to eradicate the contagion completely.

At your disposal are numerous weapons with which to combat the disease. For example, you can start off with a quarantine of an infected region and provide clean suits for the inhabitants of all untouched areas. You might then proceed to attack the microbes with interferon, vaccine, x-rays, and gene splicing techniques — just to name a few.

Each method differs in effectiveness through time. You have total power to use any "solution" you think will work — even nuking a hopelessly lost area to check the rampant spread of the epidemic. Just remember you can only use two remedies per turn.

The graphics in this game is simply outstanding. A world map display using different vibrant colors and patterns summarizes the international status of the epidemic. You can also call up a more detailed regional update and see how well (or poorly) your strategy has worked for a particular zone.

With billions of lives at stake, only you can save the world from this killer epidemic!



\$59.95

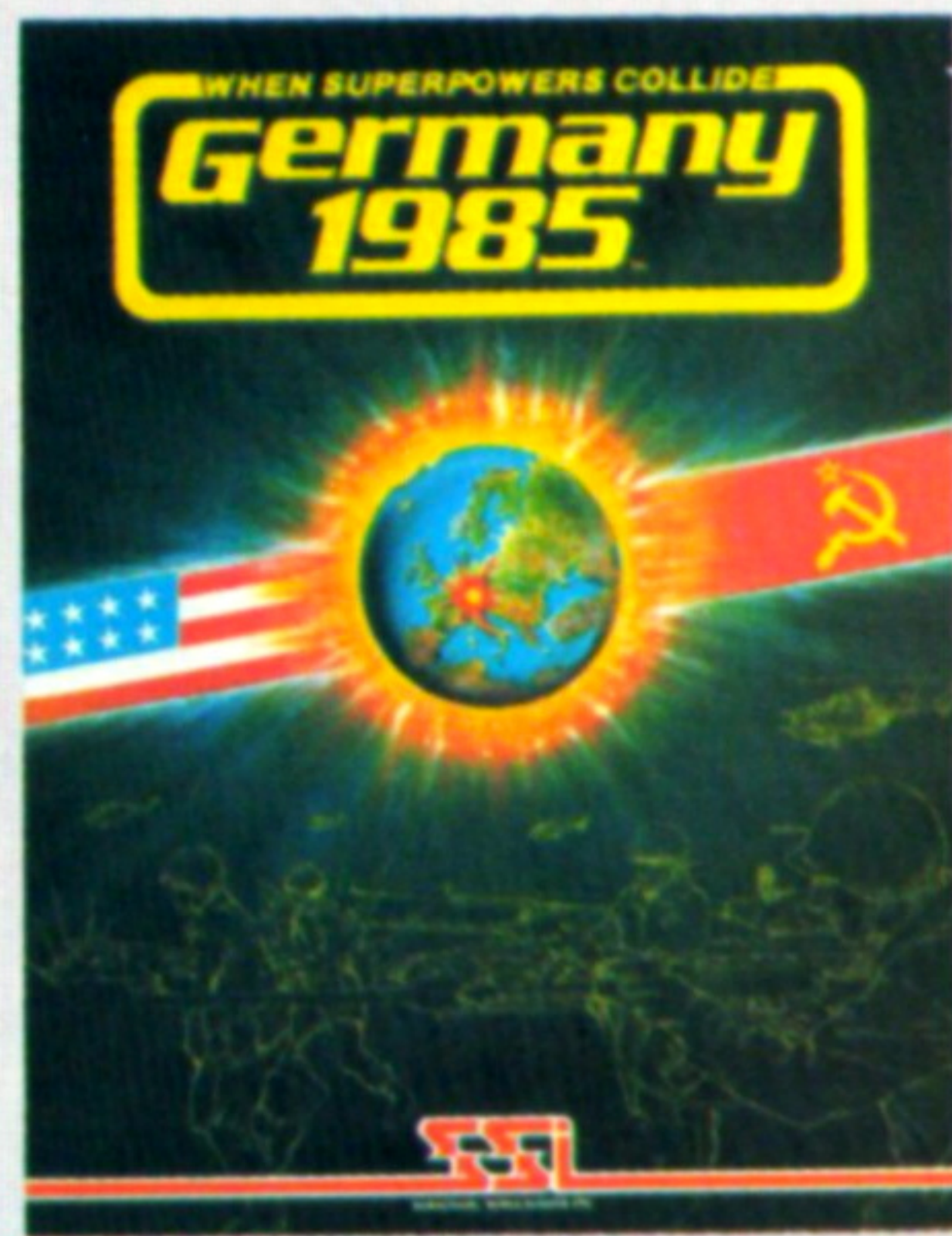
APPLE[®]

GALACTIC ADVENTURES[™] our science-fiction, role-playing game, whisks you off to the space port of a strange planet. Starting as a novice, you must go into the Streets to get combat experience, acquire various Advanced Skills, earn some dough, and recruit fellow adventurers to join your team. Only then can you hope to survive off-worldly forays and eventually become an Independent Adventurer.

To embark on an adventure, you must apply to one of four guilds, each of which stresses different Advanced Skills. The Adventure Guild sends you off to bizarre worlds to find the powerful, enigmatic "K" Devices (such as the Space Gate Stabilizer, K-Gravity Null, Re-Animator, K-Neuro Tabs). Of course, you'll encounter some monstrous creatures that simply love to fold, spindle, and mutilate your party. The Space Patrol Guild is self-explanatory, while the Secret Agent Guild assigns you to investigative missions. Finally, the Sensitive Guild puts you face-to-face against some mighty nasty creatures that are very adept with the aforementioned "K" Devices.

Now for the best feature of all: You can create your very own adventures that are as long and intricate as you like. You can even save all your wild and fancy campaigns on disc for future use.

New Wargames



\$59.95 APPLE®

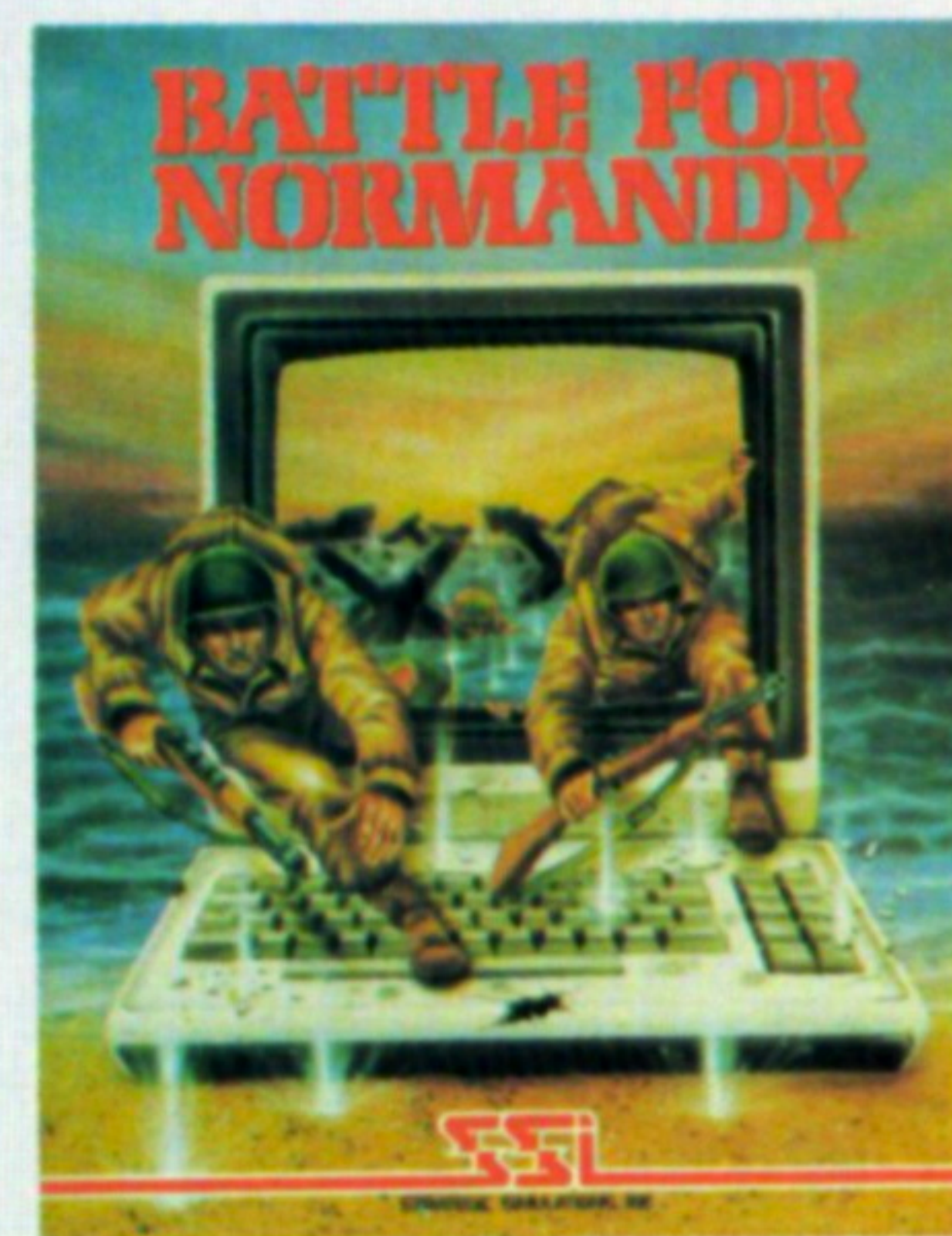
Using beautiful color graphics and a game system similar to that of our highly-acclaimed Southern Command,[™] GERMANY 1985 is the first game in SSI's new series of modern wargames — "WHEN SUPERPOWERS COLLIDE."

Battalions of Soviet infantry, tanks, artillery units, and paratroopers have breached the southern center of West Germany. NATO forces must repel the Red invasion.

This operational-level computer strategy game gives you two battle scenarios: The first involves forces of equal strength from both sides who rush to establish a front line. The second starts with an initial Soviet drop of airborne divisions behind NATO lines. Its purpose: to block key roads and capture towns to help prepare for the main advancing force.

We've introduced several innovative rules to make the simulation even more realistic: movement speed of a given unit is inversely proportional to the number of enemy units that can see it. Smoke screens can be called upon to cover an attack or retreat. Air superiority and tactical air strikes are taken into account. We've also incorporated the real military concepts of headquarter units and divisional integrity.

The computer has been programmed for improved playability. Besides administering and refereeing a game (not to mention saving one in progress for later play), it can actually move and direct artillery fire for you. In the solitaire mode, the computer can play either the Soviet or U.S. side.



\$39.95 APPLE®, TRS-80® & ATARI®

BATTLE FOR NORMANDY,[™] starting on June 6, 1944, is the faithful recreation of D-Day and the 24 days that followed it. As the Supreme Allied Commander, your task is to establish your five beachheads, consolidate them, then move out your forces to capture such strategic towns as St. Lô and Caen.

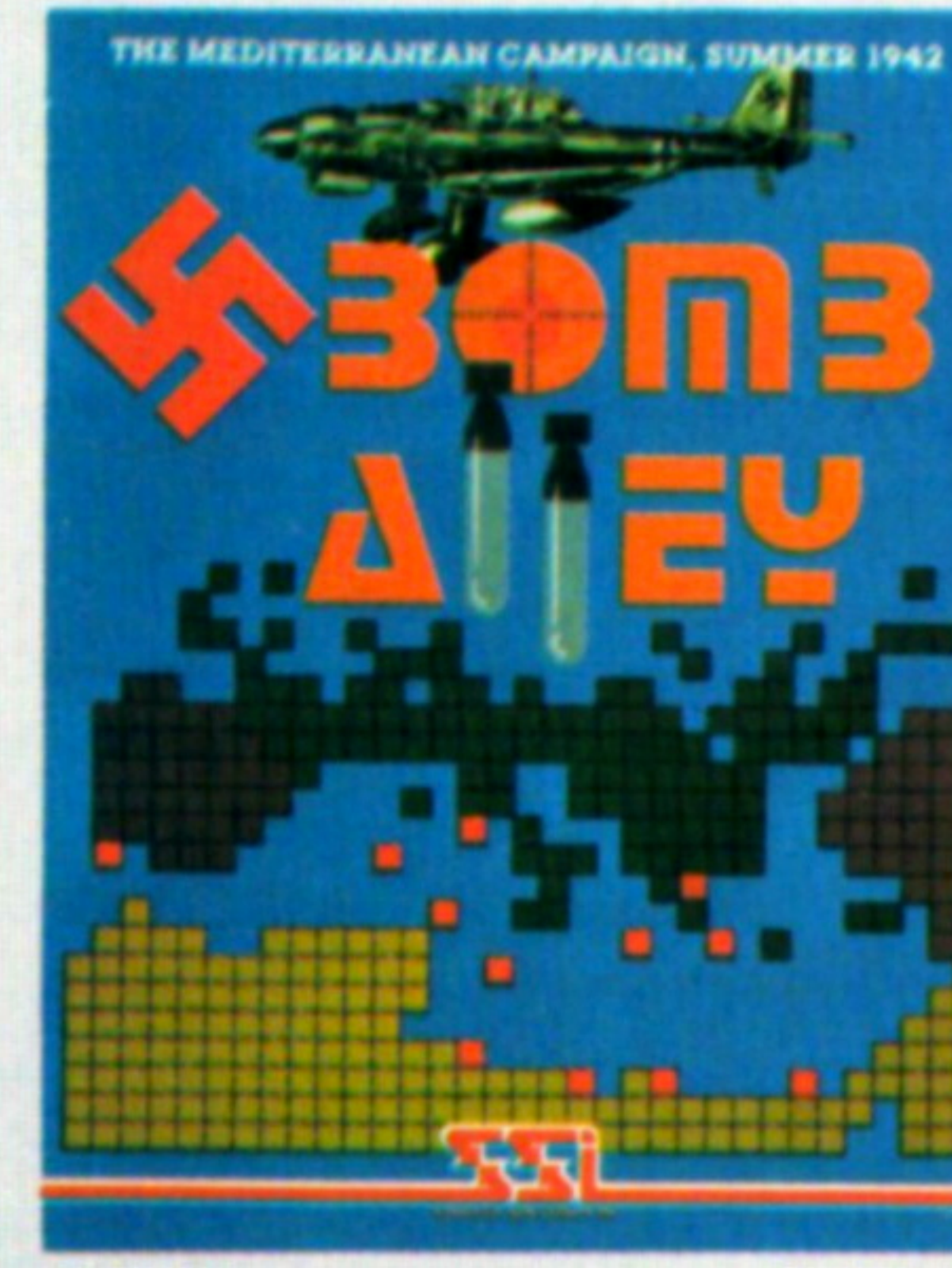
Besides dealing with the fierce German coastal and land defenses, you are also challenged by the logistics of battle. Specifically, you must juggle your limited shipping to provide either more troops, fuel, general or combat supplies. Finding the optimum balance is difficult enough — until you realize you must also take into account the vagaries of weather. Inclement weather can turn your best-laid plans to shambles.

As commander of the German defenses, you have your own problems to worry about. The relentless Allied naval bombardment makes it next to impossible to keep the amphibious assault pinned to the beaches. Enemy airborne drops behind your line and Allied aerial interdiction only compound your difficulties.

For maximum flexibility and balance of play, most battle parameters can be varied. For example, strength of combat units, amount of Allied supplies and severity of aerial and naval bombardment can all be changed as you see fit.

This game provides for solitaire play; the computer ably directs the German defenses.

New Wargames



\$59.95 APPLE®

BOMB ALLEY[™] is quite simply the most realistic and complete simulation of the Summer 1942 Mediterranean Campaign ever made! Using the same successful movement and game system first seen in Guadalcanal Campaign,[™] BOMB ALLEY is a 164-turn game that goes from June 11 to August 31, 1942. Awesome and complex in detail, it is paradoxically one of SSI's most playable games.

The computer keeps track of all the mind-boggling statistics and details so you won't have to. There are over 300 ships total, each rated for the number of main guns, secondary anti-aircraft guns, and torpedo tubes, maximum speed and cargo/plane-carrying capacity. During tactical battle, every combat is resolved down to the last ship and plane!

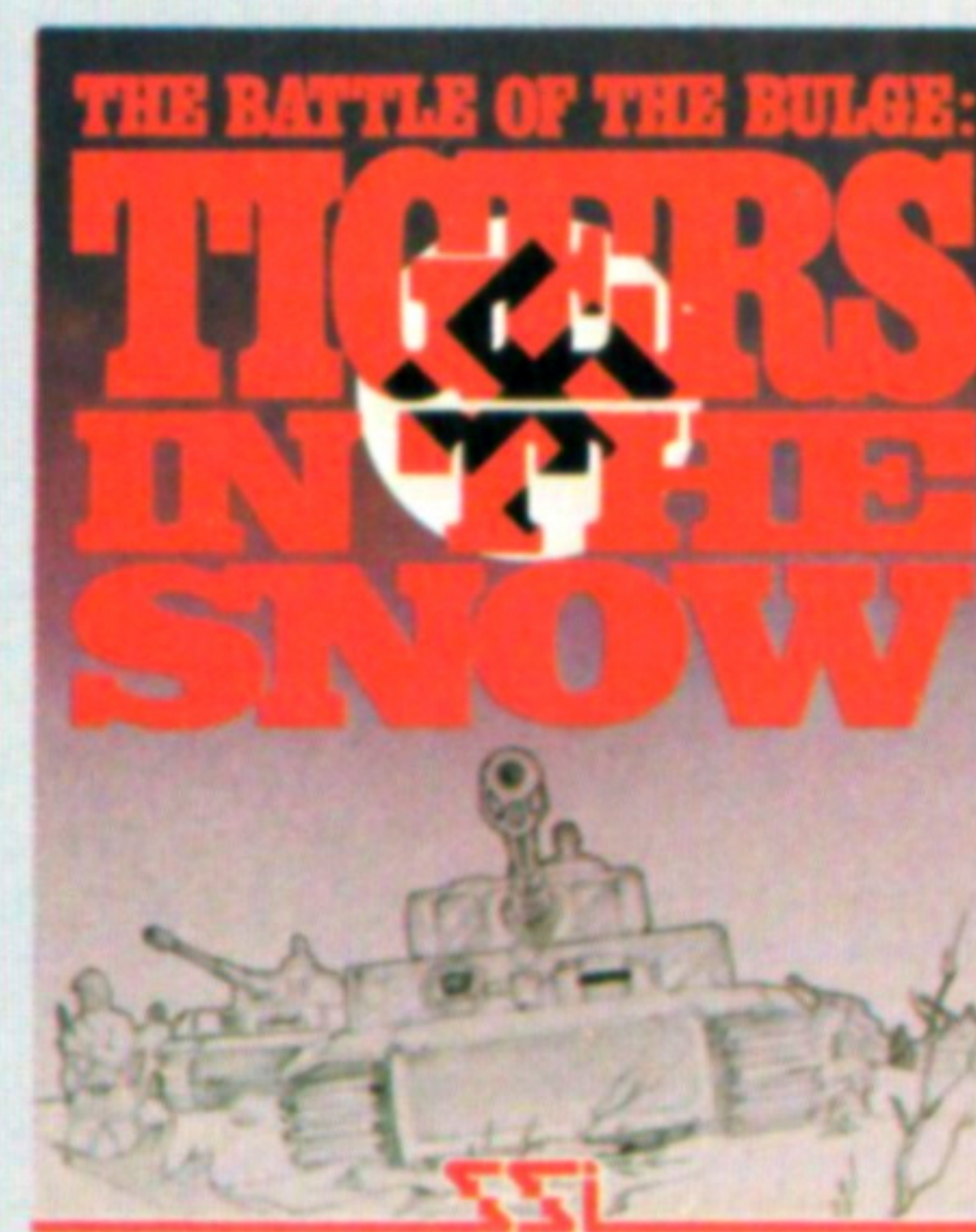
As the Axis commander, you must decide whether to continue Rommel's push to Alexandria or suspend it to concentrate on destroying Malta. Its British bombers have already sunken many of your transports laden with precious and limited supplies for your Afrika Korps.

As the British commander, your job is basically defensive, responding quickly and correctly to what you believe is the Axis player's strategy. This game has hidden movement, limited intelligence, and inaccurate ship sightings, so there's a lot of misinformation, guessing, and bluffing going on.

The solitaire mode lets you play anytime against the computer. It directs the British forces. This monster of a wargame can be saved for later play.

There are two shorter scenarios. "Operation Pedestal" entails British transport ships moving through the Gibraltar Straits to resupply Malta. The Crete scenario involves the German attack on the island of Crete in 1941.

New IBM PC Conversion



\$39.95 Apple, Atari, TRS-80, IBM

On December 16, 1944, Hitler launched a desperate surprise offensive against the thin Allied lines in the snow-covered Ardennes forest of Belgium and Luxemborg. He failed.

What a mad genius could not do, you may yet accomplish — in this historical simulation of the Battle of the Bulge. Already a bestseller in its Apple, TRS-80, and Atari formats, this game is now available for the IBM PC.

As the German commander, you must take your infantry and Tiger tanks and storm through the Allied forces to reach the other side of the Meuse River. You must carefully regulate the expenditure of your precious fuel and supply.

As the Allied leader, you have to hold out against the blitzing Germans until reinforcements arrive. Using different attack/defense strategies, you must keep the enemy from taking towns and reaching the Meuse. Your air cover can help — if the weather is clear.

The game uses a step-reduction combat system. In solitaire, the computer can play either or both sides.

New ATARI Conversions

Three of our popular RAPIDFIRE games have been converted to the Atari 400/800. They will be available by late 1982/early 1983.

CYTRON MASTERS™ In the far-flung future, small armies of Cytrons — Cybernetic Electronic Devices — have replaced large-scale warfare by sentient beings as the instrument for settling planetary disputes. Each army consists of laser-blasting shooter units, kamikaze-like mine cytrons, and guided missiles. For defense, there are mobile bunker cytrons and anti-missiles.

To command these deadly but mindless machines is a military genius who has earned the revered title of...CYTRON MASTER. With diligent practice, you can become one of them!
On 48K disk for \$39.95; on 32K cassette for \$34.95.

GALACTIC GLADIATORS™ In a remote corner of our vast universe, fourteen bizarre species do nothing but shoot it out — in cosmic style, of course. 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!

Lucky you are caught right in the middle of it! On 48K disc for \$39.95.

THE COSMIC BALANCE™ This is a unique space game. Not only do you get to fight magnificent space battles, you get to design and build your ships from the ground up! For a ship of a given size, the variable parameters and tradeoffs include: engine, drives, weapons (such as phasors, disruptor bolts, plasma torpedoes, seeker missiles and unmanned fighter swarms), defense belts, shields, transporters and space marines.

One word of advice: there's no such thing as a "best" ship, only one designed with optimum compromises to suit your style of warfare.

So go forth, build and conquer to tip the Cosmic Balance in your favor.
On 48K disc for \$39.95.

Data Disks

NEW!

Computer Quarterback 1981 NFL TEAMS DATA DISK. This contains player statistics for all 1981 NFL teams. (This disk can only be used with the second edition of Computer Quarterback.) \$15 (to SSI).

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™.) \$15 (to SSI).

Computer Baseball 1980 TEAMS DATA DISK. Update your major-league matchups with stats for all the 1980 AL and NL teams. \$15 (to SSI).

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. \$15 (to SSI).

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). \$15 (to SSI).

Second Editions & Updates

Disk labels with "Version 1.1" identify the updated disks of the first 3 games listed below.

CARTELS & CUTTHROATS™ The efficiency of our proprietary RDOS allows for slightly faster play. \$15 (send to SSI with your old disk).

COMPUTER AIR COMBAT™ This version plays slightly faster than the old one and lets you use the new warplane data disk. \$15 (send to SSI with your old disk).

OPERATION APOCALYPSE™ RDOS' faster chaining in this update speeds up this game by 20 to 30 minutes. \$15 (send to SSI with your old disk).

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 \$5.00 to SSI with your old disk 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 \$5.00 to SSI with your old disk, and we'll send 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. In fact, a more realistic simulation would probably require shoulder pads. \$15 (send to SSI with your old disk).

In the Works at SSI

Four military simulations are scheduled for release in early 1983: A Battle of Britain (WWII) game. A North Africa campaign (WWII) game. RDF (Rapid Deployment Force), the second game in our new wargame series — "WHEN SUPERPOWERS COLLIDE." It centers on a perennial hotspot, the Persian Gulf. The long-awaited improved edition of COMPUTER AMBUSH™! Take heart, all ye faithful.

Also available by early 1983 will be: A role-playing, fantasy game. THE COSMIC BALANCE II™, a strategic-level adjunct to THE COSMIC BALANCE (which is a tactical game).

NOW AVAILABLE!

305 Computer Baseball™ Teams on 5 Disks!

Every pennant and division winner from 1900 to 1979. Dozens of notorious and notable teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers....

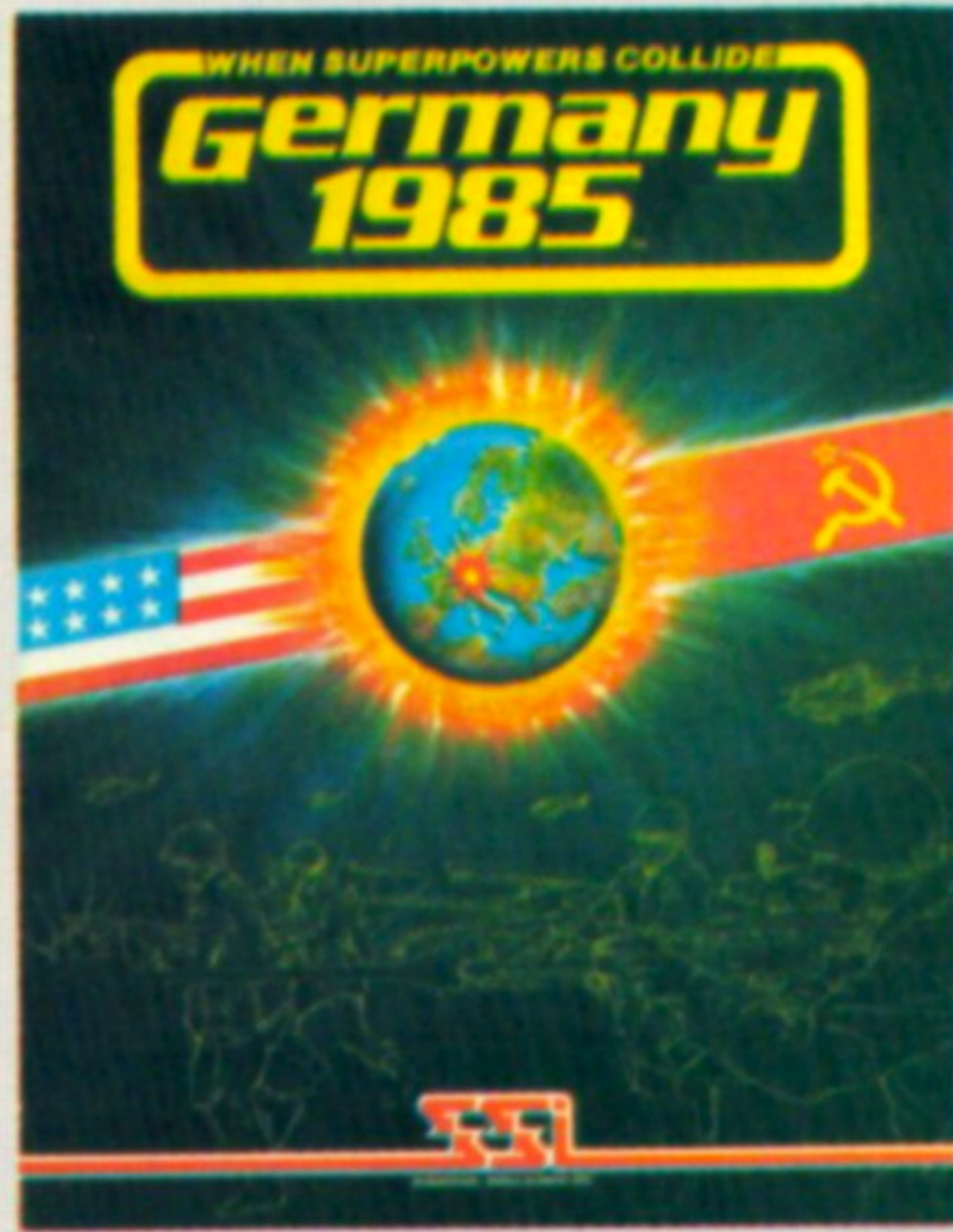
Entire set only \$60.00 postage paid, or send for a FREE team list and order just the ones you want. Send orders and requests to: CB Enterprises, 58A St. Lo Rd., Fort Lee, VA 23801

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.

THE COMPLETE LINE OF STRATEGY SIMULATIONS FROM SSI

ADVANCED WARGAMES



NATO forces must repel the Soviet invasion of West Germany ...when superpowers collide!

For the APPLE.



Re-enact World War II aerial warfare with 36 different planes from four nations.

For the APPLE.



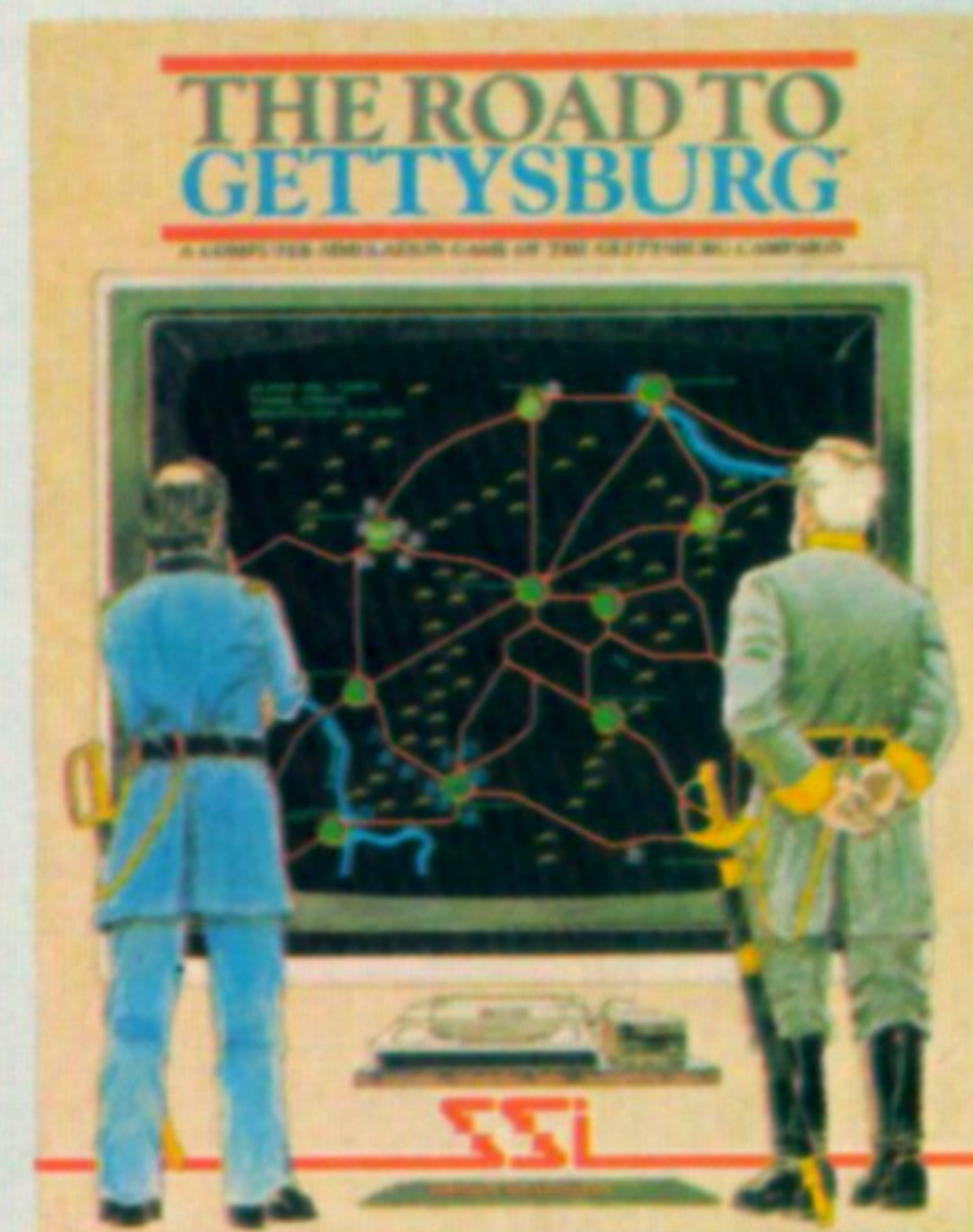
An exciting simulation of World War II anti-submarine warfare.

For the APPLE.



Napoleon's notorious campaigns at Leipzig and Waterloo.

For the APPLE.



Replace Generals Lee and Meade to direct this decisive Civil War campaign.

For the APPLE.



Israelis counter-attack to cross the Suez Canal in 1973.

For the APPLE.

INTERMEDIATE WARGAMES



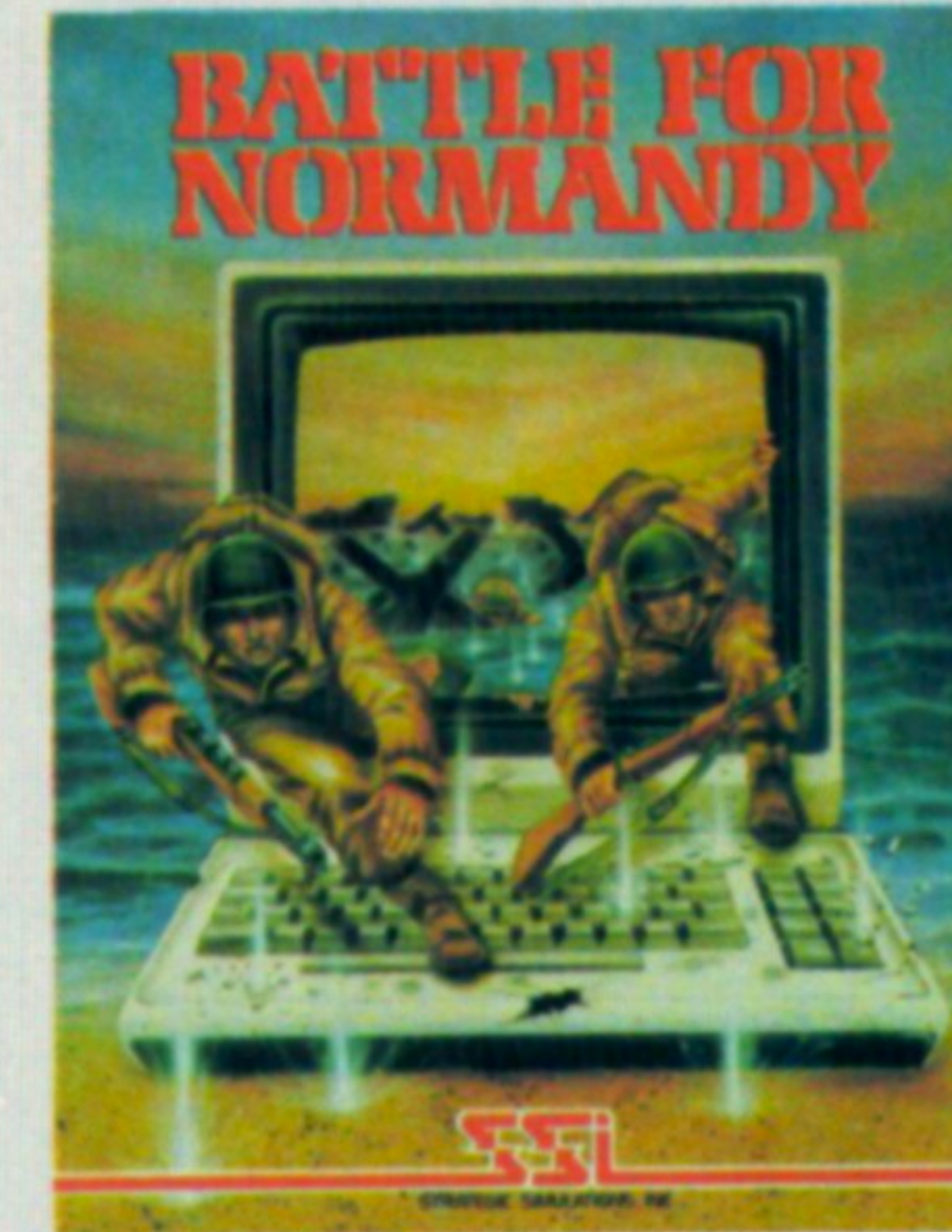
British ships and aircraft attempt to rid the North Atlantic of the deadly German battleship.

For the APPLE.



A tactical game with four scenarios re-creating battles on the Western Front in 1944-5.

For the APPLE.



D-Day is here & now in this WWII simulation of the massive Allied invasion of Northern France.

For the APPLE, ATARI & TRS-80.



Interstellar battles with starships from five Galactic Empires.

For the APPLE & IBM PC



The definitive re-creation of the Summer '42 Mediterranean Campaign.

For the APPLE.



A monster computer wargame of the great Pacific land-naval-air campaign of World War II.

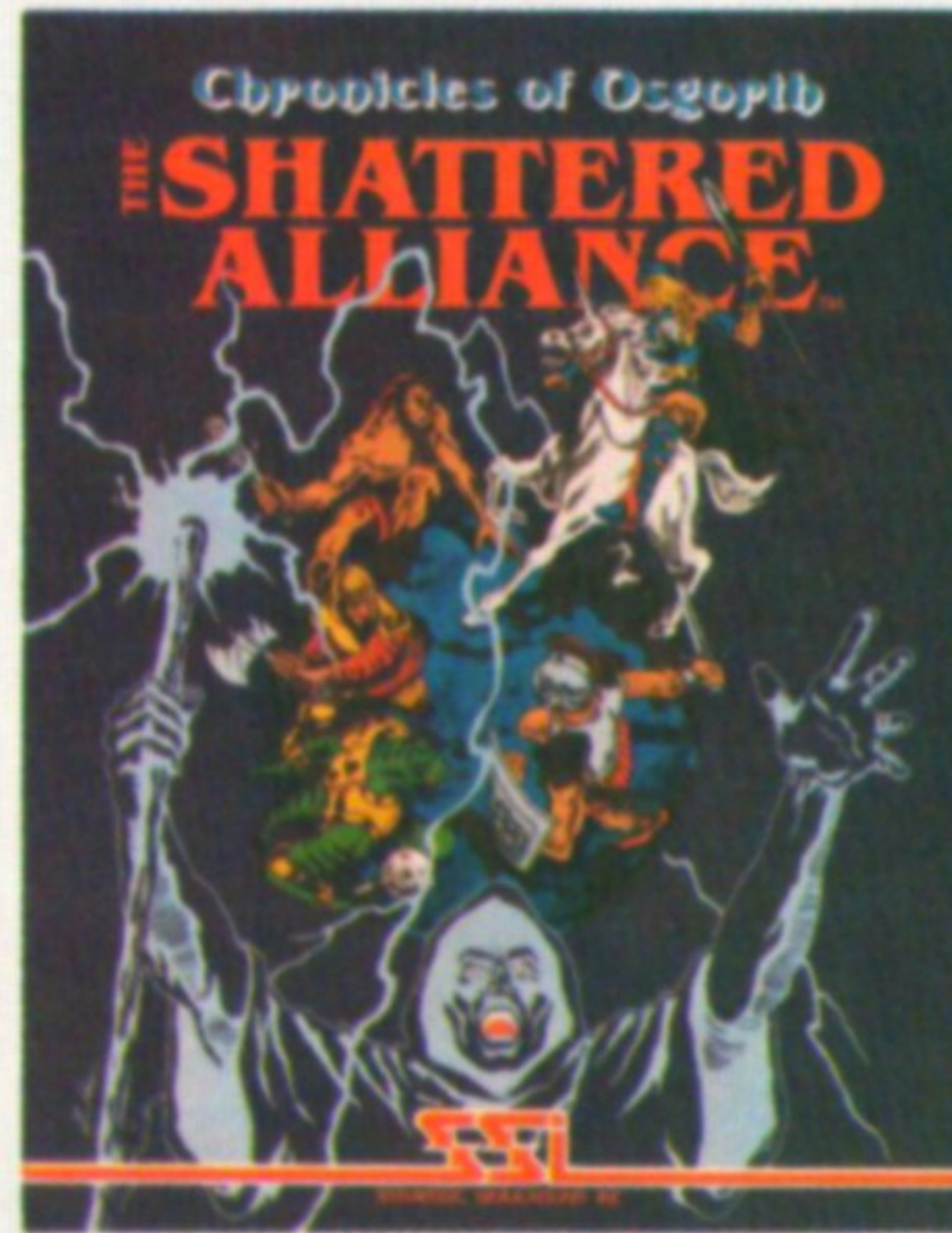
For the APPLE.

INTRODUCTORY WARGAMES



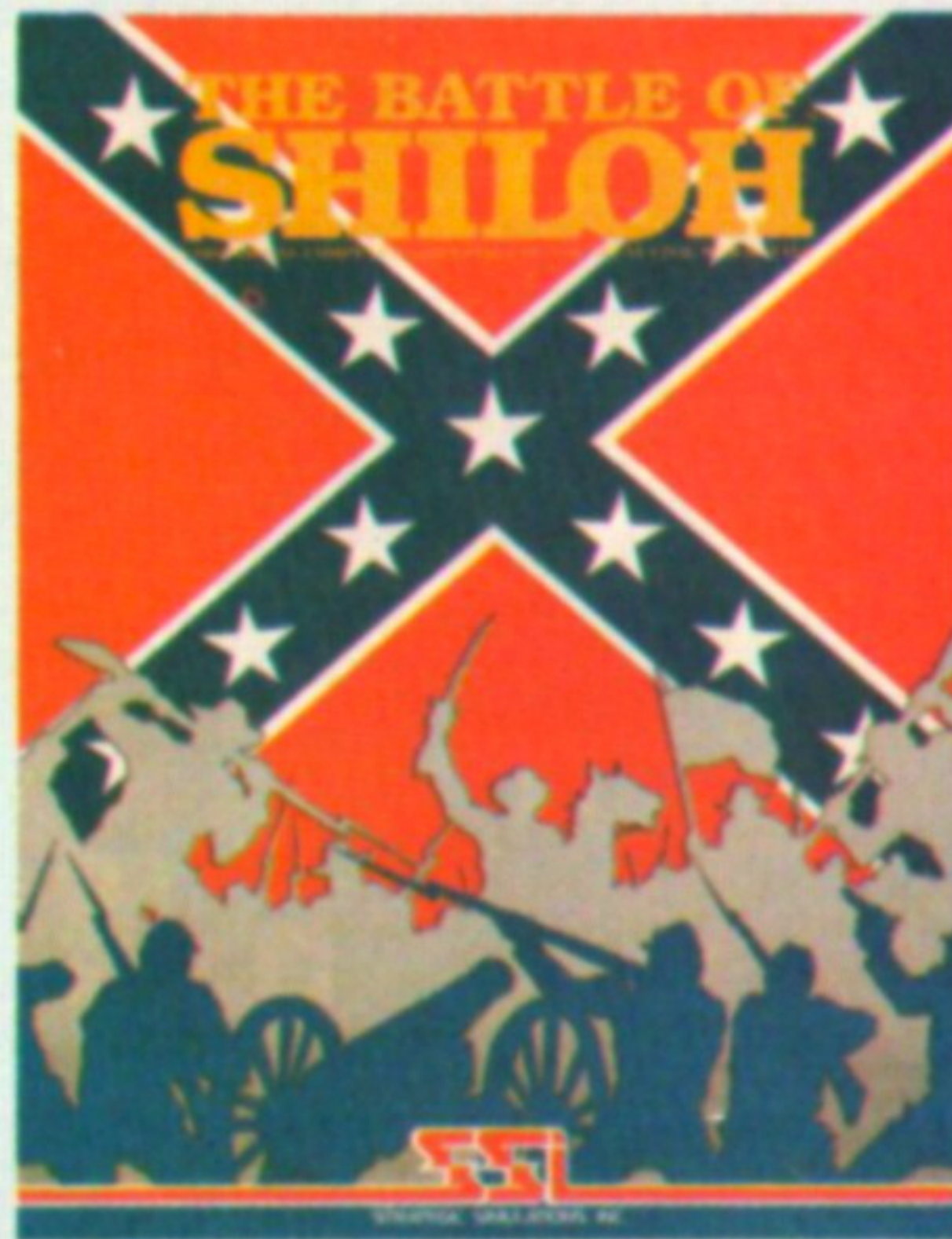
Two tactical games on modern warfare: Red Attack and Rebel Force.

For the APPLE.



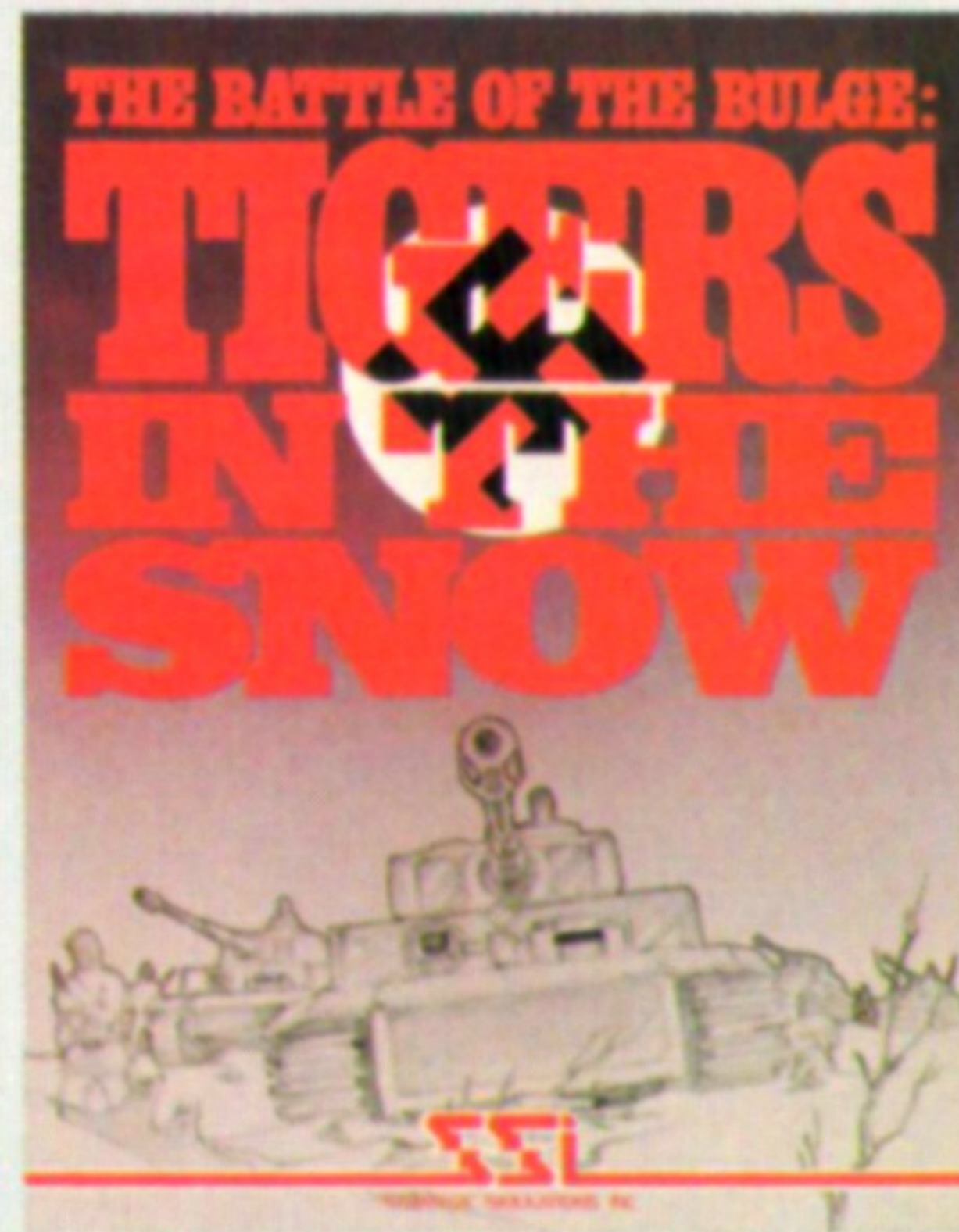
Magical creatures battle on the fantasy world of Osgorth. Or use historical Ancient armies.

For the APPLE & ATARI.



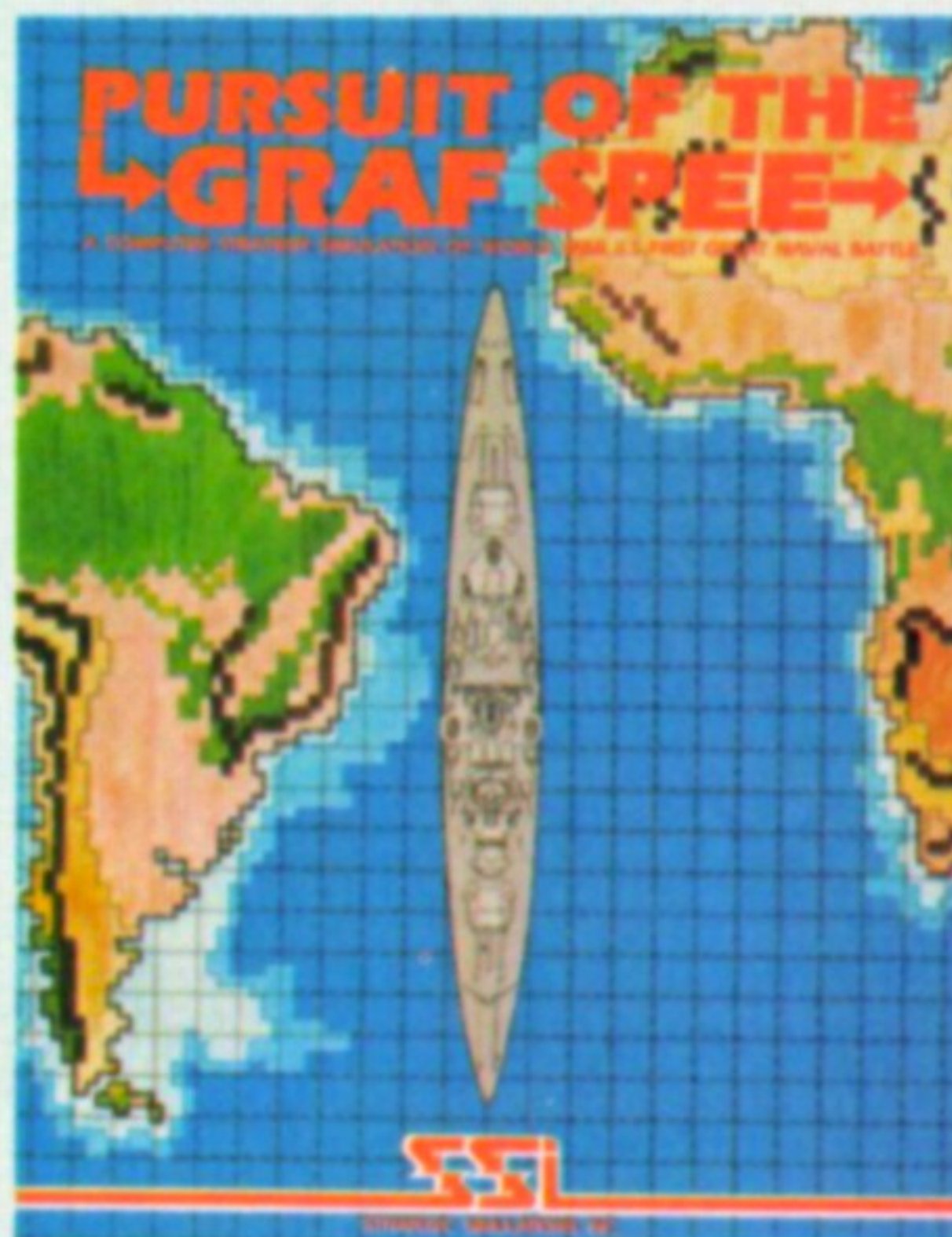
The great Civil War battle for Tennessee revisited.

For the APPLE ATARI & TRS-80.



An operational-level game of Hitler's last desperate assault — the Battle of the Bulge!

For the APPLE, ATARI, TRS-80 & IBM PC.



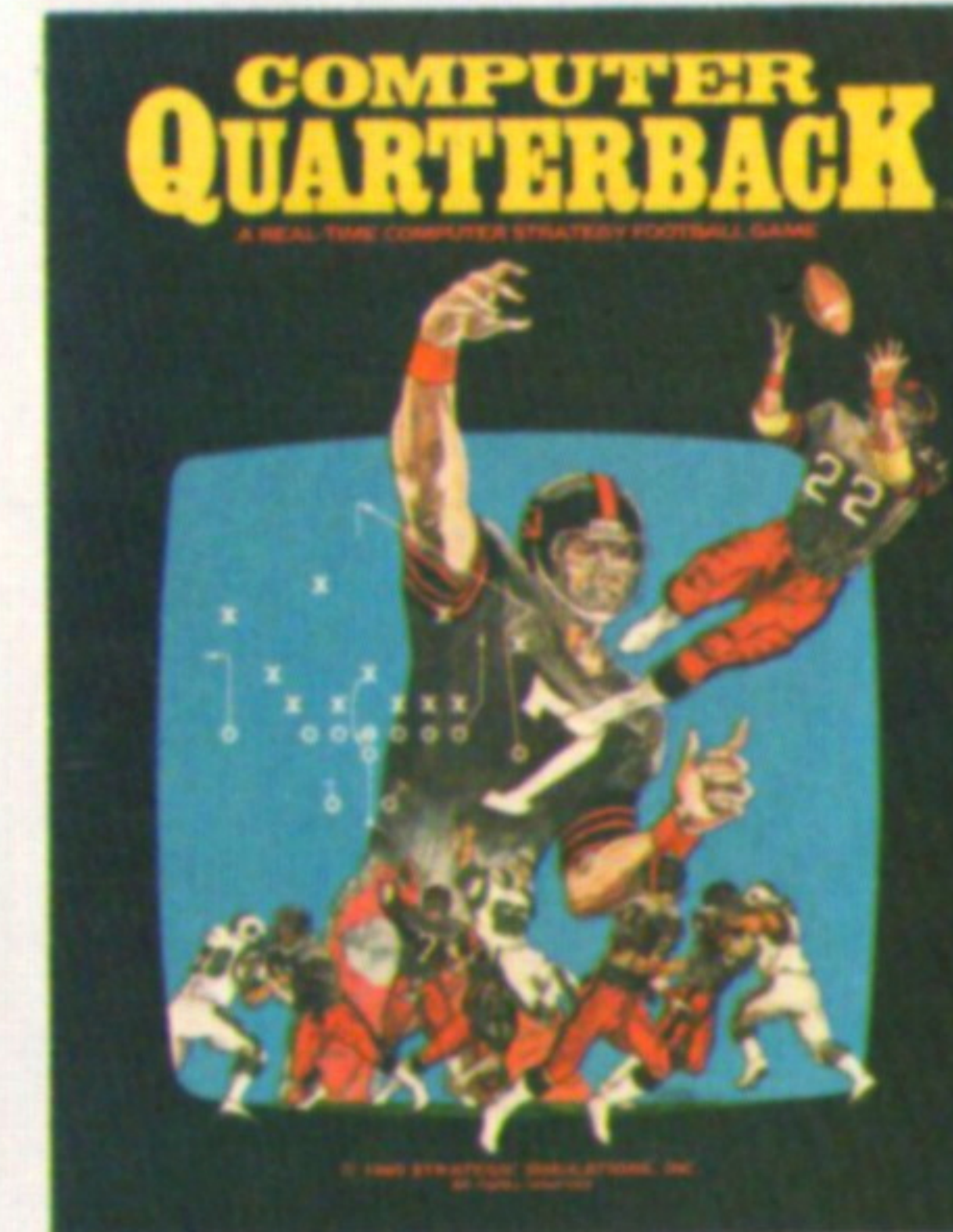
The South Atlantic is your hunting ground in World War II's first great naval battle.

For the APPLE.

So that you can derive the most fun from our wargames, we've separated them into Advanced, Intermediate, and Introductory categories.

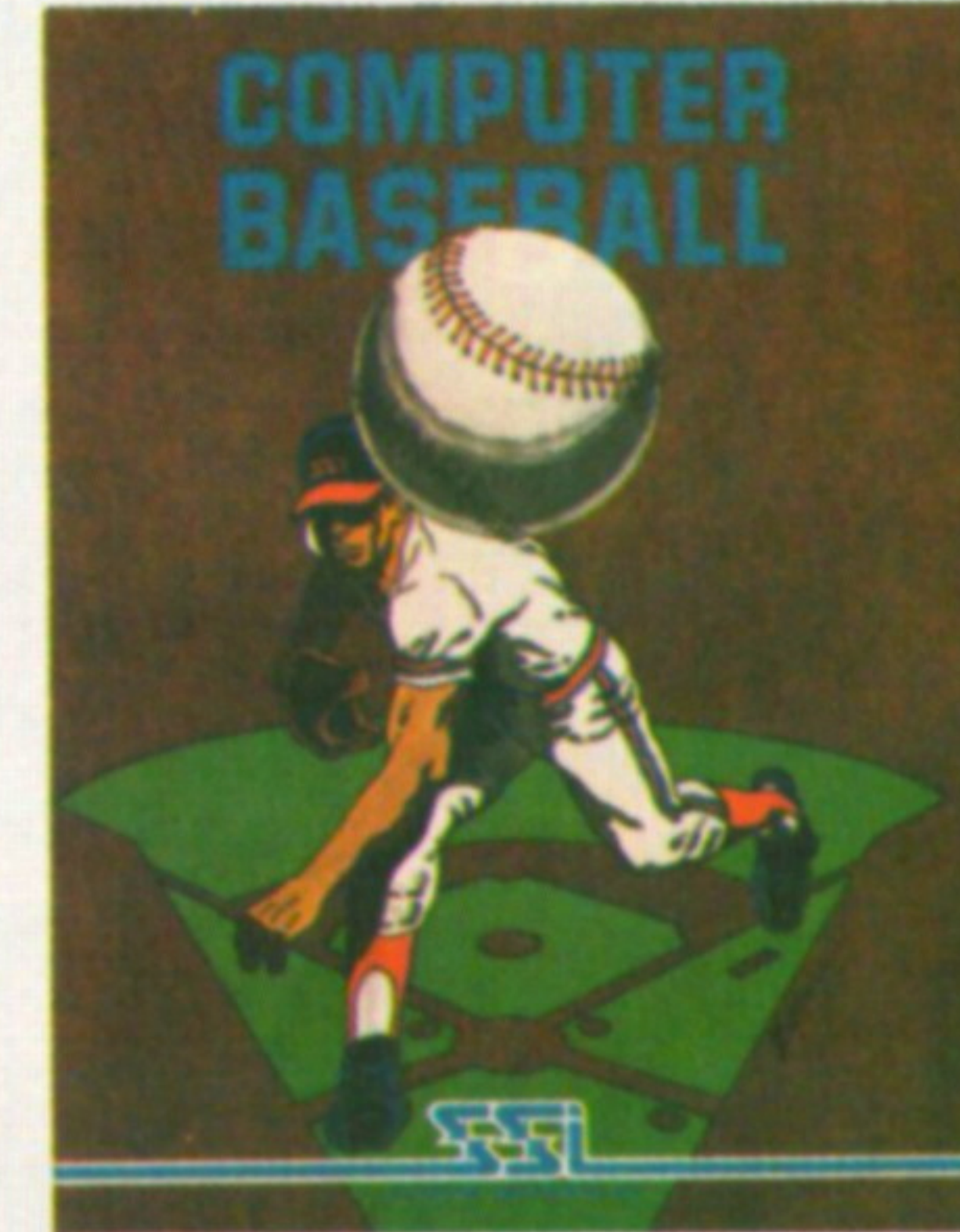
If you are a newcomer to strategy gaming, we suggest that you begin with one of our Introductory wargames, going on to the Intermediate and Advanced games as you become more familiar with the concepts of strategy simulation.

SPORTS SIMULATIONS



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

For the APPLE.



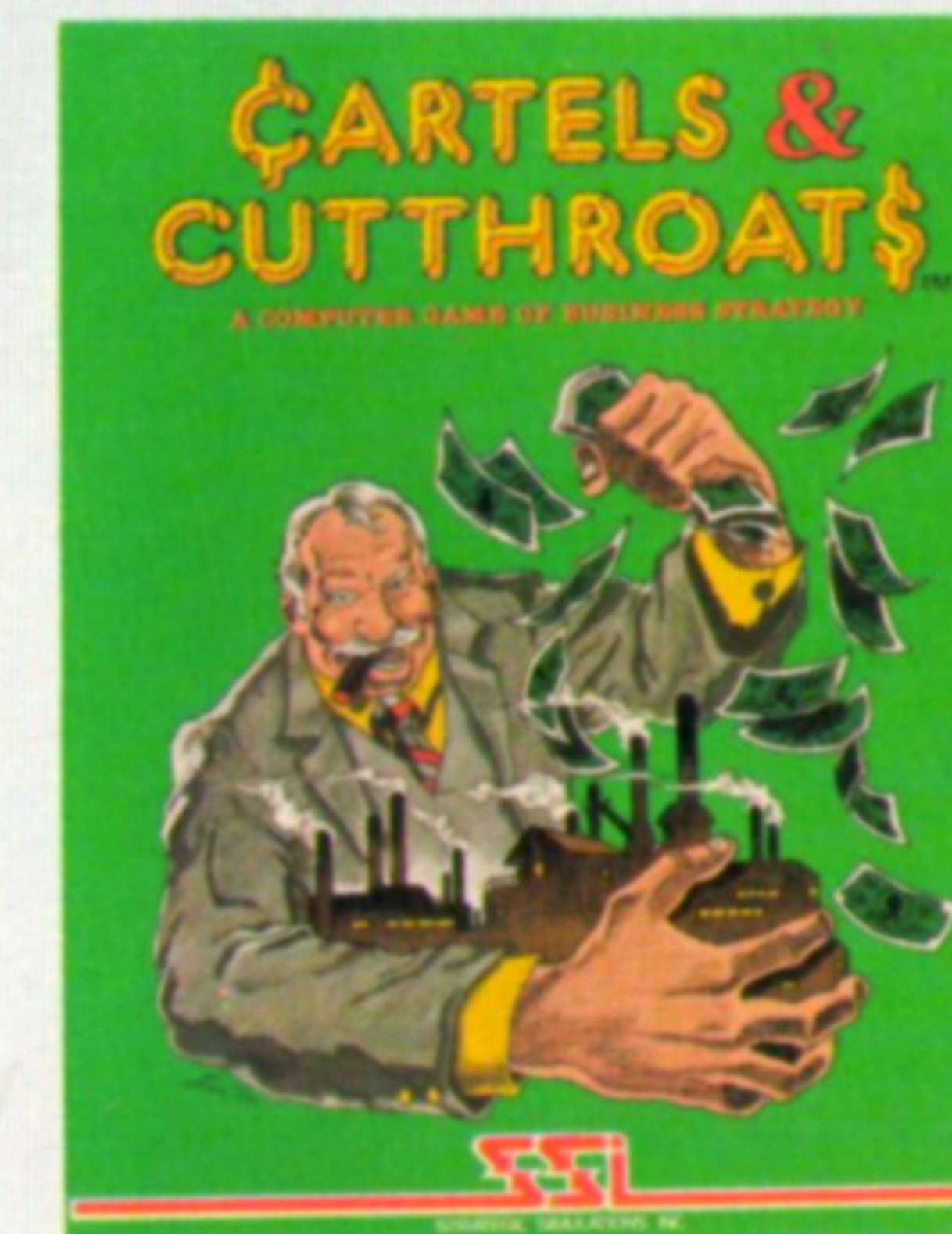
Use over 25 strategy options to manage real major-league players. Or make up your own team.

For the APPLE.



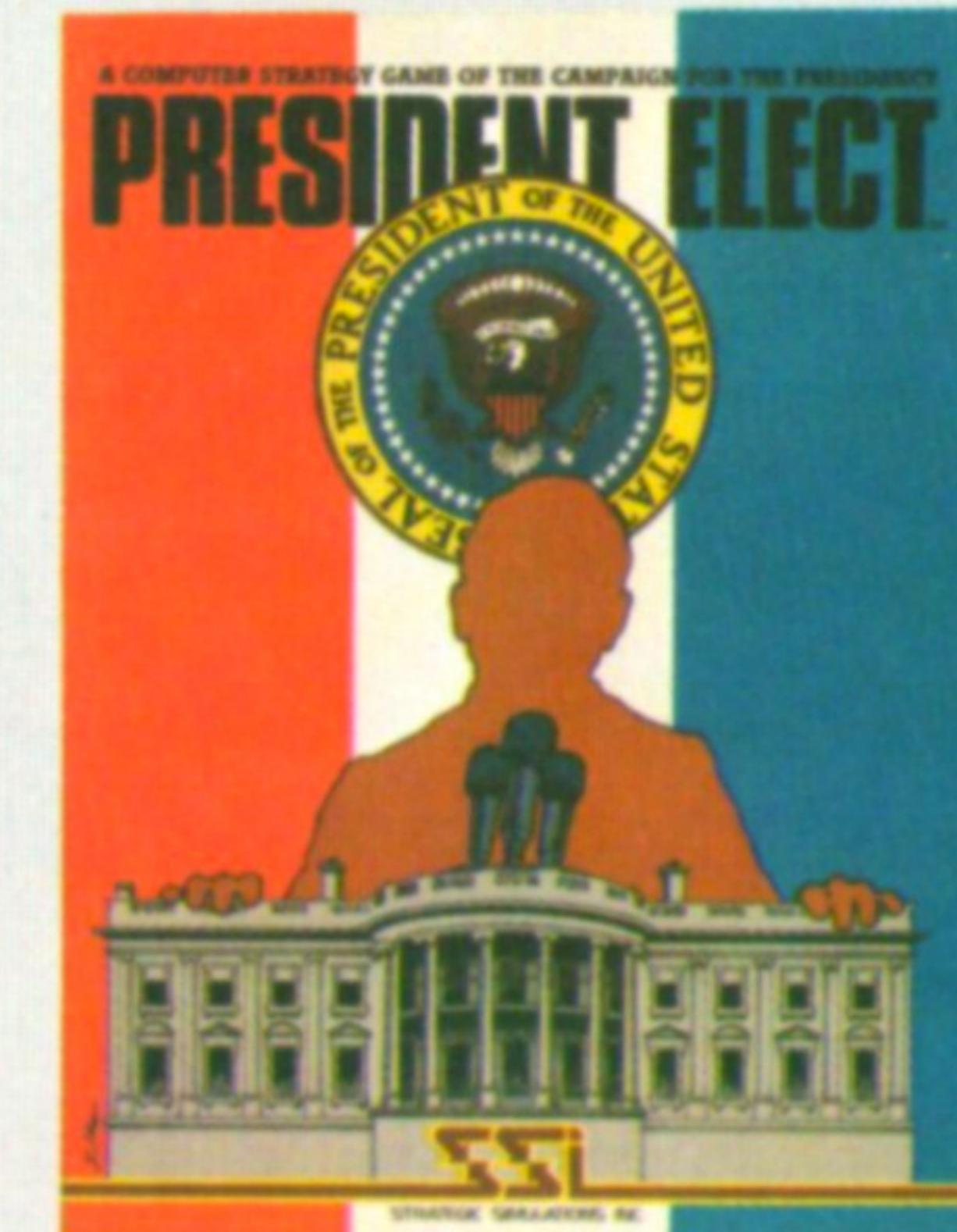
"1982 BEST COMPUTER SPORTS GAME" awarded to **COMPUTER BASEBALL™** by **Electronic Games** magazine (a subsidiary of **Video** magazine).

GENERAL SIMULATIONS



Run your own mega-bucks corporation in the economic jungle of Big Business. For up to 6 players.

For the APPLE.

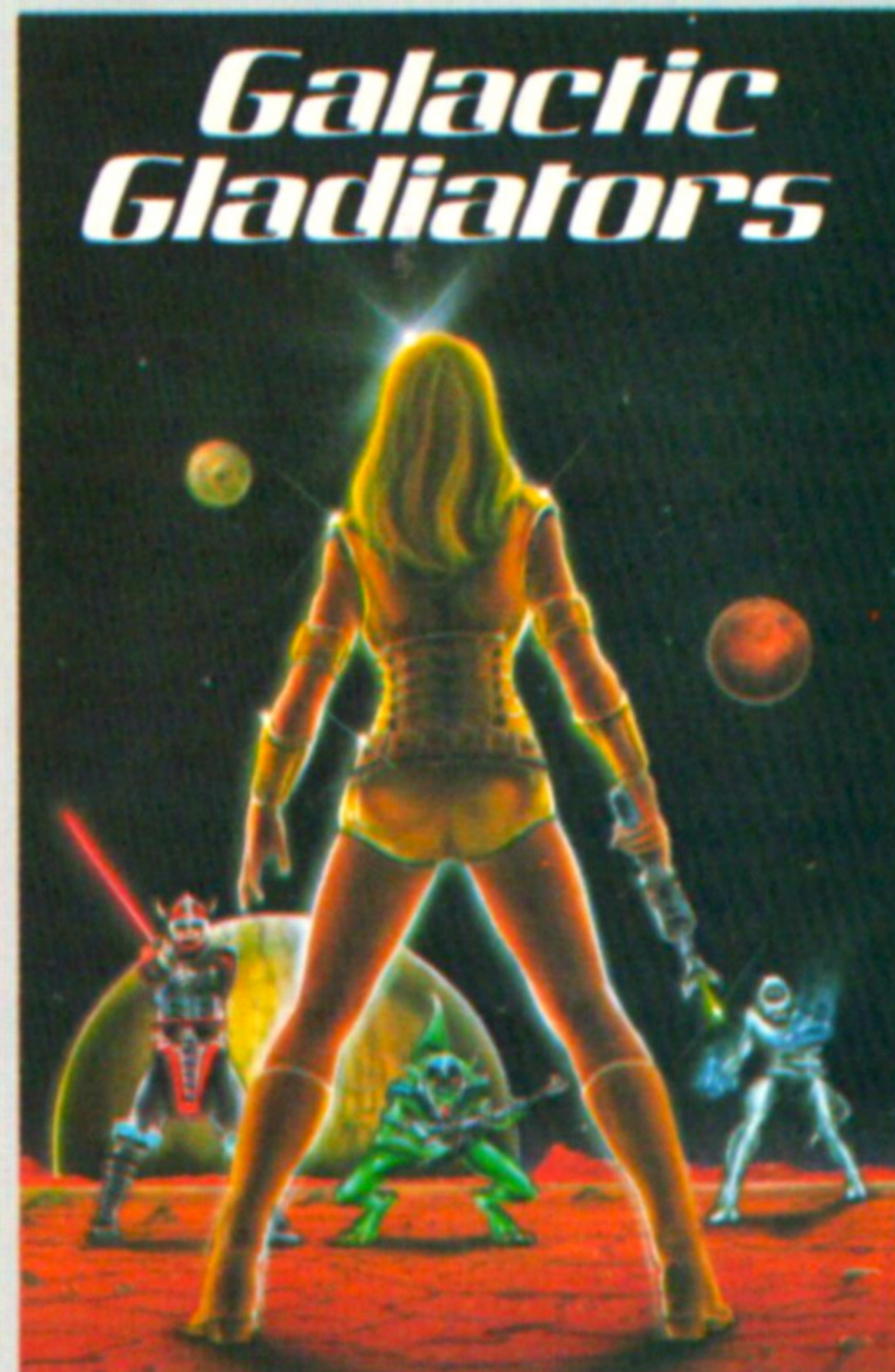


Campaign for the Presidency in the gruelling race using historical or imaginary candidates.

For the APPLE.



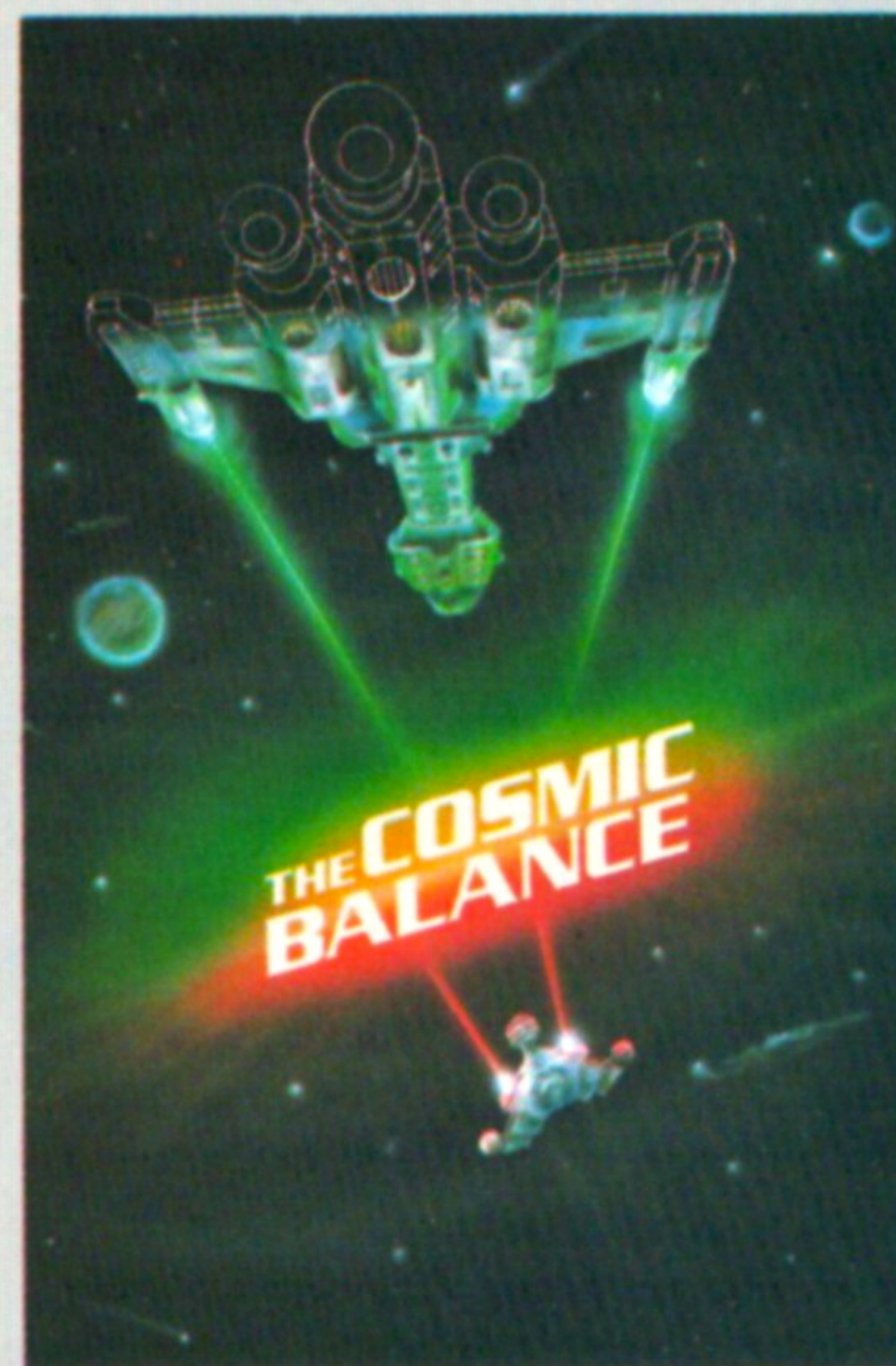
For the APPLE & ATARI.



For the APPLE & ATARI.



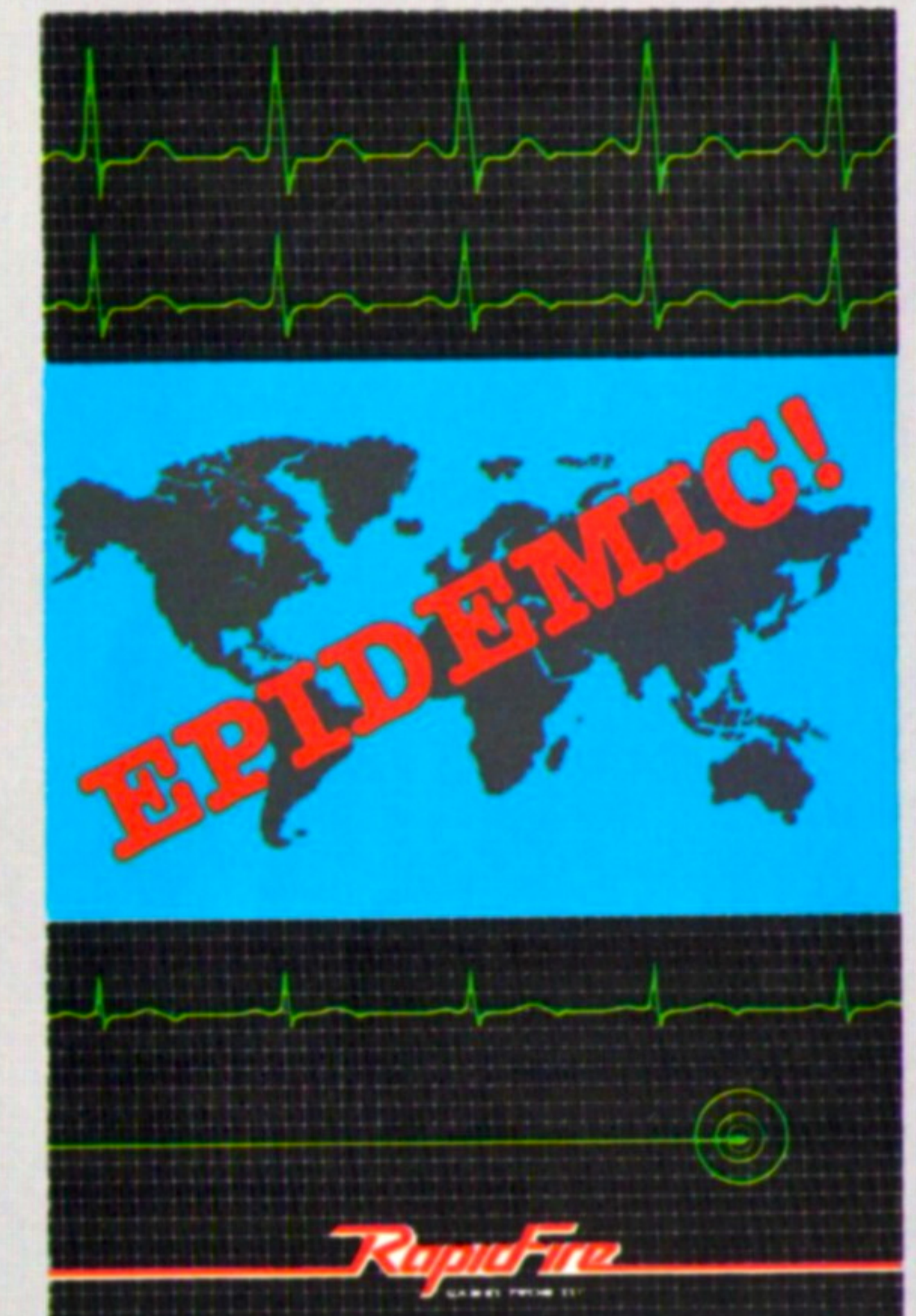
For the APPLE.



For the APPLE & ATARI.



For the APPLE.



For the APPLE & IBM PC.

RAPIDFIRE. The name says it 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'!

- **CYTRON MASTERS™** Train hard to command your armies of mindless but deadly Cybernetic Electronic Devices. You may yet earn the revered title of...Cytron Master!
- **GALACTIC GLADIATORS™** In a remote corner of our vast universe, 14 bizarre, alien species are shooting it out — in cosmic style, of course. And lucky you are caught smack in the middle of it!
- **THE COSMIC BALANCE™** This is one space game where you not only get to fight magnificent space battles, you get to design and build your starships from the ground up!
- **S.E.U.I.S.™** It stands for "Shoot'Em Up In Space." First, there is the grand strategic game of fleet against fleet. But when actual ship-to-ship combat occurs, we give you true arcade action to really — you guessed it — shoot'em up in space!
- **GALACTIC ADVENTURES™** See page 1 for full description of this role-playing, sci-fi game.
- **EPIDEMIC!™** See page 1 for full description of this graphically beautiful strategy game.

THE COMPLETE LIST

For the APPLE®

All APPLE games are on 48K diskette for the Apple II Plus, Apple III, or Apple II with Applesoft ROM Card.

TITLE	Playability*	Realism*	Excitement*	PRICE
COMPUTER BISMARCK™	7.0	7.3	6.7	\$59.95
COMPUTER AIR COMBAT™	6.7	7.1	6.6	\$59.95
OPERATION APOCALYPSE™	7.4	6.6	7.0	\$59.95
TORPEDO FIRE™	6.4	7.3	6.6	\$59.95
THE SHATTERED ALLIANCE™	7.5	6.7	6.8	\$59.95
SOUTHERN COMMAND™	6.8	7.1	6.7	\$59.95
NAPOLEON'S CAMPAIGNS™	6.6	7.5	6.8	\$59.95
THE ROAD TO GETTYSBURG™	6.3	7.5	6.4	\$59.95
PURSUIT OF THE GRAF SPEE™	7.1	6.6	6.4	\$59.95
GUADALCANAL CAMPAIGN™	7.8	7.6	7.8	\$59.95
BOMB ALLEY™	NA	NA	NA	\$59.95
GERMANY 1985™	NA	NA	NA	\$59.95
COMPUTER CONFLICT™	7.3	5.3	5.9	\$39.95
THE BATTLE OF SHILOH™	7.5	6.5	6.5	\$39.95
TIGERS IN THE SNOW™	7.2	6.6	6.4	\$39.95
BATTLE FOR NORMANDY™	NA	NA	NA	\$39.95
COMPUTER QUARTERBACK™	7.8	6.9	7.2	\$39.95
COMPUTER BASEBALL™	7.9	7.6	7.3	\$39.95
CARTELS & CUTTHROATS™	7.7	7.4	6.9	\$39.95
PRESIDENT ELECT™	7.3	7.3	6.9	\$39.95
GALACTIC ADVENTURES™	NA	NA	NA	\$59.95
GALACTIC GLADIATORS™	7.7	6.4	7.7	\$39.95
S.E.U.I.S.™	NA	NA	NA	\$39.95
CYTRON MASTERS™	7.8	6.7	7.7	\$39.95
THE COSMIC BALANCE™	7.7	7.2	7.4	\$39.95
THE WARP FACTOR™	6.8	6.7	6.5	\$39.95
EPIDEMICI™	NA	NA	NA	\$34.95

* Our customer response cards, included in all 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.

OF GAMES FROM SSI

For the ATARI® 400/800

TITLE	FORMAT	Playability*	Realism*	Excitement*	PRICE
THE SHATTERED ALLIANCE™	40K Disc	7.3	6.5	6.7	\$39.95
THE BATTLE OF SHILOH™	40K Disc, 32K Cassette	7.5	7.0	6.6	\$39.95
TIGERS IN THE SNOW™	40K Disc, 40K Cassette	6.7	6.3	6.3	\$39.95
BATTLE FOR NORMANDY™	40K Disc, 32K Cassette	NA	NA	NA	\$39.95
GALACTIC GLADIATORS™	48K Disc	NA	NA	NA	\$39.95
COSMIC BALANCE™	48K Disc	NA	NA	NA	\$39.95
CYTRON MASTERS™	48K Disc, 32K Cassette	NA	NA	NA	\$39.95 \$34.95

For the TRS-80®

Level II, Models I & III

THE BATTLE OF SHILOH™	16K Cassette	7.6	6.8	7.2	\$39.95
TIGERS IN THE SNOW™	16K Cassette	7.3	7.4	7.3	\$39.95
BATTLE FOR NORMANDY™	16K Cassette	NA	NA	NA	\$39.95

For the IBM® PC

THE WARP FACTOR™	64K Disk, Color/B&W	NA	NA	NA	\$39.95
TIGERS IN THE SNOW™	64K Disk, Color	NA	NA	NA	\$39.95
EPIDEMICI™	64K Disk, Color	NA	NA	NA	\$34.95

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