



STRATEGIC SIMULATIONS INC

**SUMMER 1982
CATALOG**

**INTRODUCING
THE SIZZLING NEW**

RapidFire

**LINE OF GAMES
AND OTHER HOT STUFF
TO KEEP YOUR SUMMER
BURNING WITH FUN
AND EXCITEMENT!**

RapidFire

GAMES FROM SSI

The name says it all:

Speed. Power. Excitement.

Like some skillful fighter, the RAPIDFIRE line knocks out the competition with the good ol' one-two-three combination:

One, the most popular themes such as science-fiction and fantasy.

Two, the fast-paced action and pure fun of arcade games.

Three, the sophistication and challenge of strategy simulations.

These are the first five of many RapidFire winners to come:

● **CYTRON MASTERS™**

On mini floppy disc for the 48K APPLE® II Plus, APPLE III, or APPLE II with Applesoft ROM Card. Game paddles required.

● **GALACTIC GLADIATORS™**

On mini floppy disc for the 48K APPLE® II Plus, APPLE III, or APPLE II with Applesoft ROM Card.

● **THE COSMIC BALANCE™**

On mini floppy disc for the 48K APPLE® II Plus, APPLE III, or APPLE II with Applesoft ROM Card. Also for 48K ATARI® 400/800 computer.

● **THE WARP FACTOR™**

On mini floppy disc for the 64K IBM® PC for both monochrome and color video modes.

● **S.E.U.I.S.*™ (*Shoot'Em Up In Space)**

On mini floppy disc for the 48K APPLE® II Plus, APPLE III, or APPLE II with Applesoft ROM Card. Game paddles required.

Also Presenting a New SSI Wargame:

● **GUADALCANAL CAMPAIGN™**

On mini floppy disc for the 48K APPLE® II Plus, APPLE III, or APPLE II with Applesoft ROM Card.

Ask for these and our other great games at your local computer/game store today!

If there are no convenient stores near you, VISA and M/C holders can order 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.

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RapidFire

GAMES FROM SSI

\$39.95

APPLE®



Both two-player and solitaire (against-the-computer) scenarios are included.

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!

When you insert the enclosed disc, you begin your difficult but exciting apprenticeship to join the ranks of these rare men.

At your disposal are energy centers with which to build the different types of cytrons. You must effectively deploy your units to destroy your opponent's forces, to capture his energy centers and augment your power. Your ultimate goal is to destroy the enemy's command center.

This game is packed with fast-paced action, animation, and sound effects. In fact, it is so fast that three speed levels had to be incorporated to give you a chance to learn the game!

\$39.95

APPLE®



In a remote corner of our vast universe, fourteen bizarre species do nothing but engage in shootouts — cosmic style, of course.

And lucky you are caught right in the middle of it! We're talking about four-armed Froglodytes 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!

GALACTIC GLADIATORS™ is a fast and furious computer game of alien — and therefore imaginative — 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 carry the weapon.

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 teams are dragged through a series of shootouts.

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

RapidFire

GAMES FROM SSI

\$39.95

APPLE®/ATARI®



THE COSMIC BALANCE™ takes off where *The Warp Factor*™ left off. 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 (for power), drives (for speed and maneuverability), weapons (such as phasers, disruptor bolts, plasma torpedoes, seeker missiles and unmanned fighter swarms), defense belts, shields, transporters and space marines. There's even a hull-space factor that's directly related to crew efficiency.

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.

Even with all its detail, this tactical space game is extremely fast-playing. In fact, a typical game can be played in as little as ten minutes!

Speaking of fast, wait till you get to the actual ship-to-ship fighting. Whether you're playing the two-player or solitary scenario, the semi-animated graphics and incredibly rapid execution phase make the action truly RapidFire!

So go forth, build and conquer to tip the Cosmic Balance in your favor.

\$39.95

IBM® PC



If you own an IBM® PC and love space-war games, THE WARP FACTOR™ is made for you!

This high-powered tactical simulation gives you an entire star fleet to command as you battle alien ships. It places you squarely in the Admiral's role, dealing with the critical parameters of interstellar battle such as sensor and scanner readings; energy allocation for weapons (phasors, disruptor bolts, photon torpedoes), shields and warp engines; and battle damage.

With a multitude of different starship designs — ranging from dreadnoughts and fighters to star bases and base stations — representing various Galactic Empires, you can set up an astronomical variety of confrontations against another player or the computer.

In the solitary mode against the computer, you can play the following scenarios: The Reman Chase (which includes the Cloaking Device, plasma torpedoes and the Neutral Zone), Attack on Star Base, Attack on Base Station, and Dogfight.

The two-player version is essentially free-form. With each player choosing starships from a different

Empire, you can create scenarios ranging from space skirmishes to an all-out star war!

RapidFire

GAMES FROM SSI

\$39.95

APPLE®



"S.E.U.I.S.?"

Yes, "soos," as in "Shoot'Em Up In Space."

Before our clever title gets you all excited to start a space slugfest, we'd like to tell you that this isn't just your ordinary shoot'em-up-in-space game.

First, you have to build your ships from a choice of six prototypes to form squadrons, and then make enough squadrons to form a fleet.

Second, we've put lots of planets around; some are yours and others you have to conquer. Planets that you conquer along the way can be used to build up your reserves for reinforcements.

Finally, S.E.U.I.S.* is a game within a game. There is the grand strategic game of fleet against fleet, with all its challenges of planning and deployment. But when actual ship-to-ship combat occurs, we give you true arcade action that demands quick reflexes and a sharp eye to really — you guessed it — shoot'em up in space!

S.E.U.I.S.* offers a variety of scenarios complete with two-player or computer-as-opponent modes.

A NEW SSI WARGAME

\$59.95

APPLE®



Relax, avid wargamers! We haven't forgotten you. In fact, GUADALCANAL CAMPAIGN™ will make sure you don't forget us. Because it is truly one of the finest wargames we've ever made. It is also our longest.

Our playtesters have gladly forsaken sleep, food — even lustful pleasures! — to play this 50-to-80-hour-long simulation of the Guadalcanal Campaign. All have proclaimed it superb. Some consider it SSI's best to date!

The 294-turn campaign game takes into account every Japanese and American warship that historically participated in the campaign. Each is rated for speed, cargo/plane-carrying capacity, damage points, number of main guns, secondary anti-aircraft guns and torpedo tubes.

Despite its seeming immensity and complexity, this game is extremely easy to play. The computer makes everything very simple by prompting you at every move and decision. It provides a colorful search map and allows for realistic battle conditions such as hidden movement, limited intelligence, and inaccurate ship sightings. During tactical battle, it resolves every combat down to the last ship and plane! Needless to say, it can also save a game in progress for resumption later.

We've also provided for shorter scenarios such as the "abridged" campaign (a mere 184 turns). Then there are 4 mini-games; you can polish off any one of these in 2 to 4 hours.

This game includes two-player and solitary modes.

IMPROVED EDITIONS

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.)

UPDATED DISKS

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 ship you the new disk.

COMPUTER AMBUSH™ — A Progress Report.

We regret to say the second edition of Computer Ambush is not yet completed. The work is currently contracted to an outside designer. If the program is not completed by September, our in-house designers will take over the job. In that event, the improved game will probably be available late '82 or early '83.

For those of you who have already sent in your old disk and would like to have it returned, please contact us. Otherwise, we will keep you on backorder.

We apologize for the delay, but trust that the final product will be well worth the wait.

DATA DISKS

Extra disks to enhance three of our best games.

Computer Quarterback 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).

NEW!

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 which will record 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).

IN THE WORKS AT SSI

Now that we've temporarily satisfied the cries for faster and more popular games with our RapidFire line, we're going back to the drawing board to create some new wargames.

Slated for release sometime in the fall are three military simulations:

- A Battle of Britain game.
- A D-Day, invasion of Normandy game.
- A North Africa campaign game.

Planned for fall/winter release is a strategic adjunct to THE COSMIC BALANCE,™ the tactical space game introduced here. We hope the combination of these two games will make for the ultimate space-war simulation.

ATTENTION GAME PROGRAMMERS:

At SSI, our in-house designers cannot begin to meet the demand for new games. Over half of our current games come from outside programmers who work on a royalty basis. We welcome any games you'd like to submit for our review.

We are particularly interested in programmers who have the time and ability to convert our Apple® games into Atari® and IBM® versions.

Please write to: SSI, 465 Fairchild Drive, Suite 108, Mountain View, CA 9403.

Or call (415) 964-1353.

THE COMPLETE LINE OF STRATEGY SIMULATIONS FROM SSI

ADVANCED WARGAMES (APPLE®)

On mini floppy disc for the 48K APPLE®II Plus, APPLE III, or APPLE II with Applesoft ROM Card.

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.



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

\$59.95

Playability: 6.7
Realism: 7.0
Excitement: 6.6

INTERMEDIATE WARGAMES (APPLE®)

On mini floppy disc for the 48K APPLE®II Plus, APPLE III, or APPLE II with Applesoft ROM Card.

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

\$59.95

Playability: 7.0
Realism: 7.3
Excitement: 6.8



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

\$59.95

Playability: 7.3
Realism: 6.7
Excitement: 7.0



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

\$59.95

Playability: 6.5
Realism: 7.3
Excitement: 6.6



Napoleon's notorious campaigns at Leipzig and Waterloo.

\$59.95

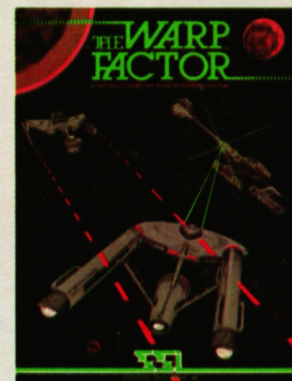
Playability: 6.7
Realism: 7.6
Excitement: 7.0



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

\$59.95

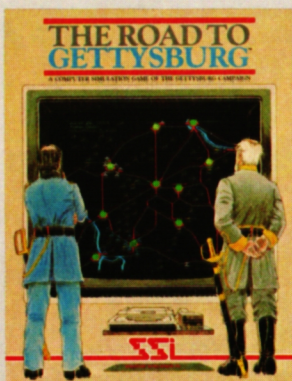
Playability: 6.8
Realism: 7.2
Excitement: 6.8



Interstellar battles with starships from five Galactic Empires.

\$39.95

Playability: 6.9
Realism: 6.7
Excitement: 6.5



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

\$59.95

Playability: 5.9
Realism: 7.5
Excitement: 6.4

Our customer response cards, included in all game boxes, asked you to rate each game for playability, realism, and excitement — where 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.)



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

\$59.95

Playability: 7.8
Realism: 6.8
Excitement: 6.9



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

\$59.95

Playability: NA
Realism: NA
Excitement: NA

INTRODUCTORY WARGAMES (APPLE®)

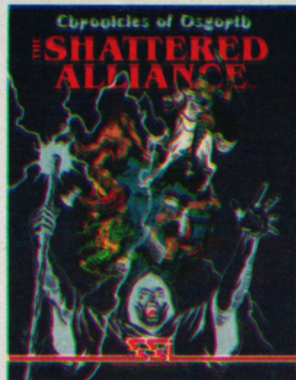
On mini floppy disc for the 48K APPLE®II Plus, APPLE III, or APPLE II with Applesoft ROM Card.



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

\$39.95

Playability: 7.3
Realism: 5.4
Excitement: 6.0



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

\$59.95

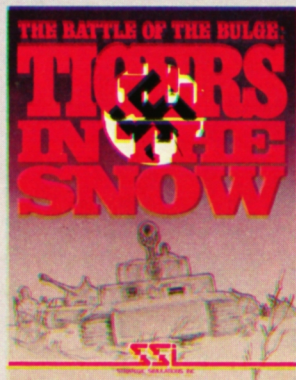
Playability: 7.5
Realism: 6.7
Excitement: 6.9



The great Civil War battle for Tennessee revisited.

\$39.95

Playability: 7.5
Realism: 6.4
Excitement: 6.5



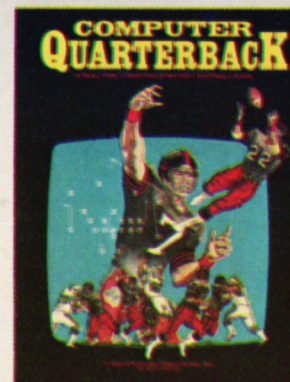
An operational-level game of Hitler's last desperate assault — the Battle of the Bulge!

\$39.95

Playability: 7.3
Realism: 6.8
Excitement: 6.7

SPORTS SIMULATIONS (APPLE®)

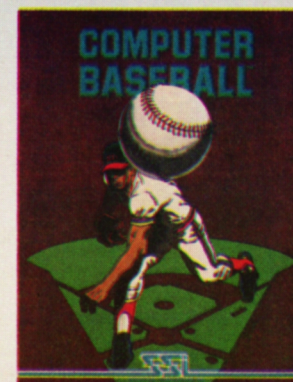
On mini floppy disc for the 48K APPLE®II Plus, APPLE III, or APPLE II with Applesoft ROM Card.



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

\$39.95

Playability: 7.8
Realism: 6.9
Excitement: 7.1



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

\$39.95

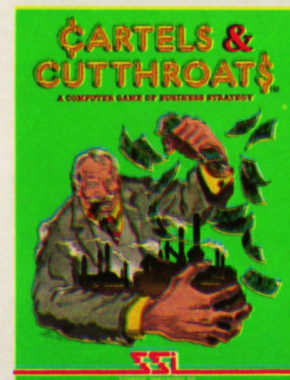
Playability: 7.9
Realism: 7.5
Excitement: 7.3



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

GENERAL SIMULATIONS (APPLE®)

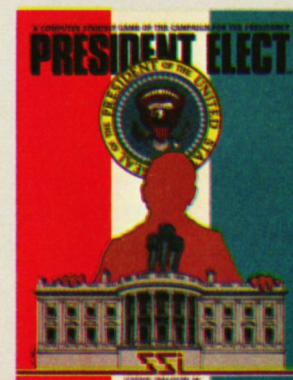
On mini floppy disc for the 48K APPLE®II Plus, APPLE III, or APPLE II with Applesoft ROM Card.



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

\$39.95

Playability: 7.8
Realism: 7.5
Excitement: 6.9



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

\$39.95

Playability: 7.3
Realism: 7.2
Excitement: 6.9

TRS-80® VERSIONS

On cassette for 16K TRS-80® Level II, Models I & III.



The great Civil War battle for Tennessee revisited.

\$39.95

Playability: 7.8
Realism: 6.9
Excitement: 7.3



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

\$39.95

Playability: 7.4
Realism: 7.4
Excitement: 7.3

ATARI® VERSIONS

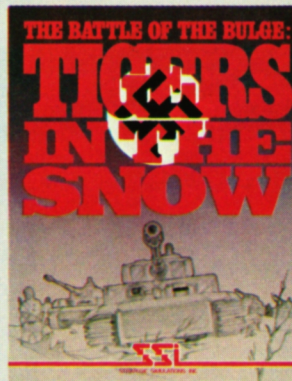
On disc or cassette for Atari® 400/800.



The great Civil War battle for Tennessee revisited.

32K cassette or
40K disc:
\$39.95

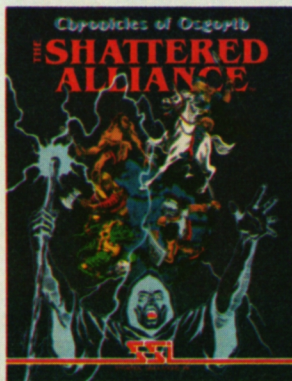
Playability: NA
Realism: NA
Excitement: NA



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

40K cassette or
40K disc:
\$39.95

Playability: NA
Realism: NA
Excitement: NA



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

48K disc
\$39.95

Playability: 7.3
Realism: 6.6
Excitement: 6.8

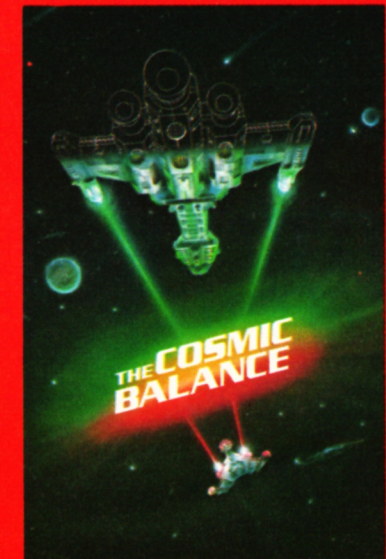
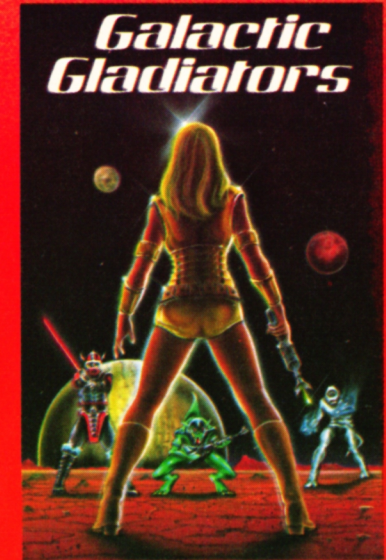
We would like to expand the offerings in this category. If you have the programming ability and want to work on a royalty basis, you may be able to help us convert our Apple® games into Atari® versions.

If interested, please contact us at:

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Mountain View, CA 94043
(415) 964-1353

RapidFire

GAMES FROM SSI



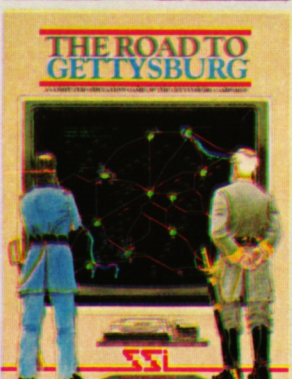
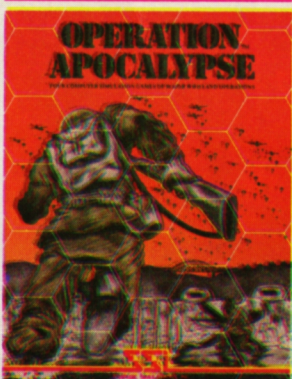
At SSI, our designers and programmers know and love strategy gaming. It is our challenge to create computer simulations that are ever more sophisticated and realistic, yet at the same time, more playable. So they can excite, entertain, and even educate.

Most of all, we hope to unleash your mind and lift your imagination to new heights.

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
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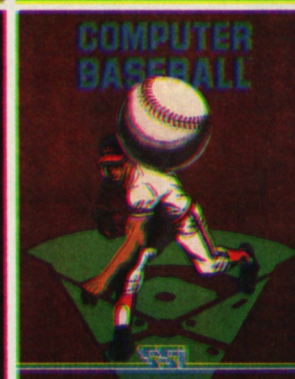
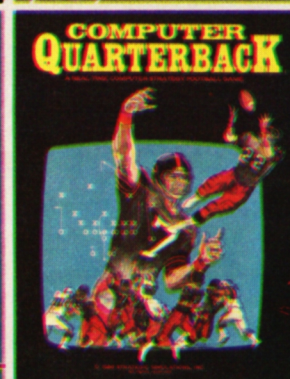
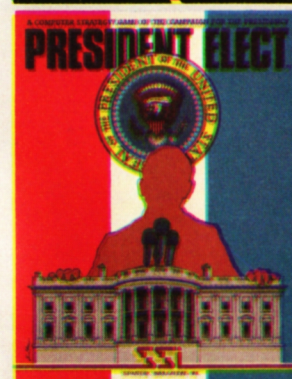
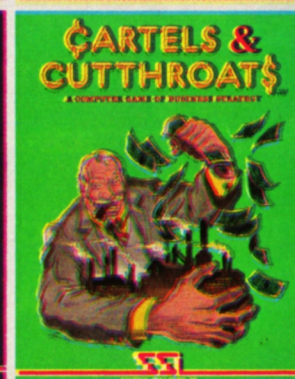
COMPUTERRE

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

(COMPUTERRE translates some of our games into French.)

STAR CRAFT INC.

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2-2-15 Ginza Chuo-ku
Tokyo 104
JAPAN





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