



STRATEGIC SIMULATIONS INC



WINTER 1981 CATALOG



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STRATEGIC SIMULATIONS INC
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Open Up Your Mind....

....and we'll open doors to places and times you've never been before. You'll have a chance to alter history when you recreate Napoleon's last battle at Waterloo in 1815. World War II may never be the same when you're done chasing the Bismarck across the North Atlantic, attacking a French town with your combat squad, or dogfighting against the Luftwaffe. You'll make history in your own version of the Super Bowl or of hypothetical Soviet invasions.

All our strategy games are meticulously designed to maximally utilize your home computer to provide the most historically accurate, exciting, and playable gaming experience you've ever had.

Up till now, not having a ready and able opponent when the urge to play comes was the avid gamer's greatest frustration. SSI has completely eliminated this problem by providing a computer-as-opponent scenario in all our games. And if you think the computer is a pushover, you're in for quite a surprise.

Our 14-day money back guarantee is the expression of our utmost pride and confidence that our games will take your imagination to new heights.

To help you better appreciate our products, we've included data garnered from our customer response cards. Each game is rated for playability, realism, and excitement - where 9 is excellent and 1, poor. Customers were also asked if they considered the game fun to play and if they've played a board wargame before.

We've also tagged each game Introductory, Intermediate, or Advanced. If you are a newcomer to strategy games, we advise that you begin with one of our Introductory games, moving on to the Intermediate and Advanced games as you become more familiar with the concepts of strategy simulation.

Unless otherwise specified, our games are made for the Apple®II computer with Applesoft ROM card or Apple II Plus, 48K memory, and 1 mini-floppy disc drive.

You'll find SSI games in your neighborhood computer store. Or you can use the order form in this catalog to order directly from SSI. VISA and MASTERCARD holders can order through our toll-free number: **800-227-1617, ext. 335.** In California, call 800-772-3545, ext. 335.

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COMPUTER BISMARCK™

DESIGNED BY JOHN LYON, JOEL BILLINGS, & DAVE COOK

accurately simulates the epic battle between the awesome German battleship and the British Home Fleet. The computer program eliminates the drudgery of paper & pencil wargames - remembering all the rules and details while keeping track of the battle on a North Atlantic map on your video display.

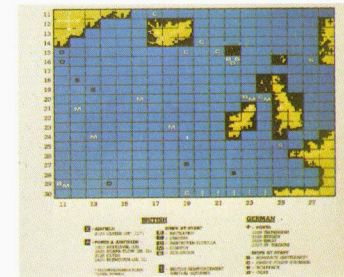
Play the Computer. It maneuvers the Bismarck and U-boat wolfpacks so well that you'll have to command the British ships and aircraft brilliantly to avoid losing your merchant convoys (and World War II along with them).

Play a Human. Each of you plots his strategies in grease pencil on an off-screen mapboard while the battle is fought on the video screen (monochrome or multicolor depending on your display capabilities). You deploy battleships, cruisers, carriers, destroyers, submarines, oilers, merchant ships, recon planes, and bombers - each with unique and realistic operating parameters. You must deal with all the variables which challenge an actual battle commander: aircraft endurance; naval fuel, firepower, and damage; shadowing and searching ability (better in radar-equipped vessels); and visibility - which depends on weather, which varies with geography and time.



More like Chess than Pong. Computer Bismarck is a test of intellect and courage rather than hand-eye coordination. If you can imagine playing chess with pieces like a knight who must return to the stables periodically for a fresh horse or a queen whose radius of action can be affected by battle damage...all on a 360-square chessboard partially obscured by thunderstorms and fog...that's Computer Bismarck!

Along with the game program disc, you get 2 mapboard charts (for plotting secret strategies in grease pencil between moves), 2 ship data charts, 2 system command cards, a loading instruction sheet, and a rule book.



Playability: 7.08
Realism: 7.24
Excitement: 6.67
Fun: 91%
Game Experience: 73%
Advanced

COMPUTER AMBUSH™

DESIGNED BY ED WILLIGER

is your tactical, gut-wrenching wargame with tough and dirty man-to-man street fighting in a half-ruined World War II French town.

You're a Sergeant. You command a squad of ten infantrymen (either American or German). Each man has a name, rank, and such individual combat skills as footspeed, strength, intelligence, endurance, and marksmanship. Your squad is armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, and even garottes for deadly hand-to-hand combat.

Using "Higher Text," a character generator, the computer displays a map showing buildings, walls, hedges, doors, windows (nasty sniper positions!), and each of your men by name. The enemy is usually hidden.

The Computer plays the German squad leader (Feldwebel Kurt Reich) to perfection. It defends the town with sniping, machine guns, grenades, and finally, with hand-to-hand combat.

You're Sergeant Buck Padooka. You maneuver your men and fire at revealed and probable German positions. If you kill all the Germans before they get you, the town is yours. But the computer's tough, so don't expect to win very often.

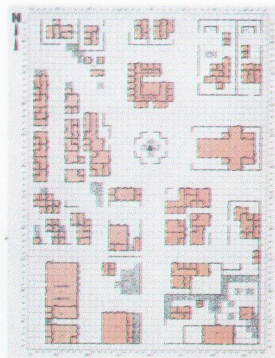
Play a Friend. You take turns examining the video map display, moving your men, and firing weapons. Your options are limited by casualties, wounds, physical exhaustion, ammo supplies, terrain, and the individual skills of each of your men. After



each turn, the computer displays the movements and weapons fire of both squads as tracks on the video map...just once, so watch carefully to figure out where the enemy is, or was.

The Sweat and Death of War. The time pressure and complexity of Computer Ambush create the stress of actual combat command. Your palms sweat as you watch PFC Chuck Lawson get blown away by the damned Kraut machine gun you forgot about. Computer Ambush rewards courage...and cruelly punishes foolhardiness!

Computer Ambush comes with the game program disc; 2 mapboard charts; 2 squad leader's data cards; a rule book, and a game selection card which tells you how to set



up any of seven scenarios: NCO Training, Ambush, or Raid against the computer; and Patrol, Ambush, Strongpoint, or Free Form against a human opponent.

Playability: 6.38
Realism: 7.65
Excitement: 6.6
Fun: 87%
Game Experience: 91%
Advanced

COMPUTER NAPOLEONICS™

DESIGNED BY JOHN LYON & JOEL BILLINGS

takes you to the battlefields of Waterloo on the fateful day of June 18, 1815. Here, the greatest battle ever fought is about to begin, awaiting only your commands to set the amassed armies in motion.

You and your friend choose your role – either as the military genius, Napoleon, or as the Duke of Wellington, the iron-willed leader of the Anglo-Allied forces. The video screen displays the map of the Belgian countryside with the artillery, infantry, and cavalry units under your respective commands.

As Napoleon, you must utilize your superior combat strength and numbers to deal Wellington a quick and decisive defeat before his Prussian ally can supply reinforcements. Speed is of the essence. But any tactical blunders in military deployment will result in a repeat of history – Napoleon's ignominious defeat.

As the Duke of Wellington, you must not only survive the onslaught of the French artillery, cuirassiers, and the dreaded Imperial Guard, you must also inflict sufficient damage to Napoleon's forces to prevent his relentless northward march of conquest.

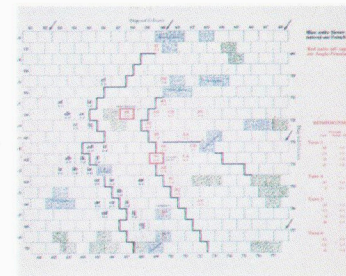
The Computer, in our solitary scenario, plays Wellington while you play Napoleon. Two levels of play are provided by making the entry of Prussian reinforcements variable. This makes the need for French military decisiveness and devasta-



ting execution even more critical.

For the Novice & the Advanced, Computer Napoleonics has all the advantages of your basic, traditional wargame – meticulous detail, realism, and playability. Plus one. Because the computer keeps track of all the rules, neither player can make an illegal move. This makes learning it a cinch (mastery is quite another matter), and it will convert the novice wargamer into a fanatic in no time.

The advanced wargamer will find the computer a worthy opponent indeed, and the two levels of play in the solitary version will challenge the most experienced of strategists.



Computer Napoleonics comes with the game program mini-disc, two mapboard cards, a rule book, and two player-aid charts.

Playability: 7.54
Realism: 5.81
Excitement: 6.04
Fun: 86%
Game Experience: 92%
Intermediate

COMPUTER QUARTERBACK™

DESIGNED BY DAN BUNTEN

propels you onto the playing field of the Super Bowl. From its multiple offensive and defensive plays and its real-time playing conditions to the animated video display of the gridiron and the halftime statistics, no strategy football game has ever been more complete in detail or as exciting in realism. Three versions are offered: Semi-Pro, Pro, and Computer-as-Opponent.

Semi-Pro presents you with a choice of 18 offenses and 14 defenses. Here, you will begin to learn the intricacies of football, the thrill of the perfectly executed two-minute drill, the agony of the fumble, interception, and penalty. On offense, you will learn to read the defense and call audibles as needed.

After you have mastered the Semi-Pro version, it's time to move on to the Big Time....the Pro version!

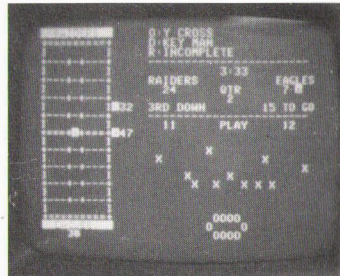
The Pro Version not only gives you every offense (36) and defense (24 plus double-teaming capabilities and special alignments) you could ever want, it also gives you the team you want! With 2.7 million computer dollars, you get to draft a team to your style and specifications. Spend more on your quarterback and receivers and your passing game may very well be unstoppable...but your running game may suffer for lack of funds to purchase topnotch running backs.

With some friends, you can start your own NFL!



The Computer eliminates all the organizational drudgery of conventional board games. It plays scorekeeper, referee, umpire, linesman, and even commentator. As timekeeper, it makes you play in real-time. Take longer than 30 seconds to hike the ball, and five yards will be marched off against the offense for delay-of-game.

"The Robots" is the team most ably coached by your friendly computer. It's ready to play any time you are. It even "learns" your tendencies and patterns through time, and it will make the necessary tactical adjustments to provide you a tough, and well-fought battle.



Computer Quarterback comes with the game disc, a rule book, and four play diagram charts.

Playability: 7.89
Realism: 7.13
Excitement: 7.35
Fun: 97%
Game Experience: 64%
Introductory

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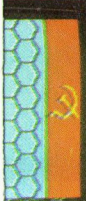
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TING
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COMPUTER CONFLICT™

REBEL FORCE DESIGNED BY ROGER KEATING
RED ATTACK! DESIGNED BY JIM YARBROUGH

will transform your staid and respectable computer into the fearsome war machine of the Soviet Red Army. Computer Conflict actually consists of two fast-paced, action-packed wargames played on full-color mapboards of Hi-Res graphics: **Rebel Force** and **Red Attack!**

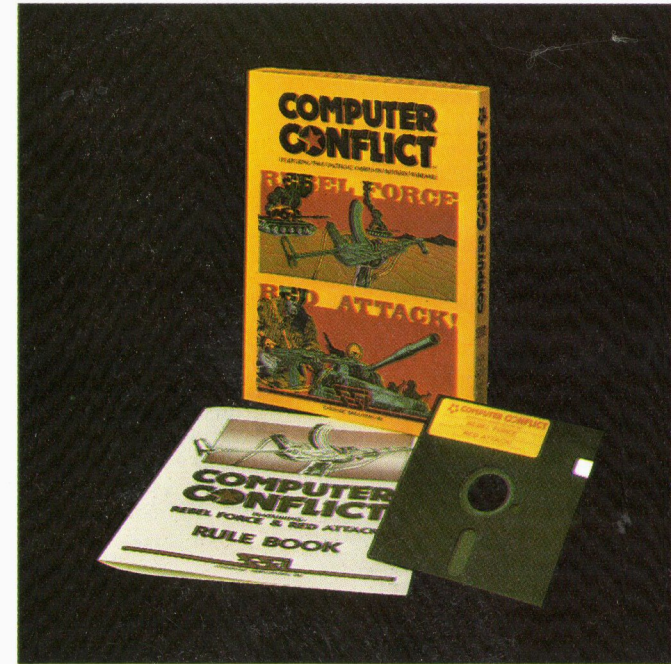
REBEL FORCE puts you in the role of a Soviet commander whose regiment must face a computer-directed guerilla uprising which has overrun a vital town. Armed with your tank, heavy-weapons, and infantry units, your mission is to regain the town through the annihilation of the Rebel Force.

Your advance will be brutally opposed by minefields, ambushes, militia, and anti-tank guns – all skillfully deployed by your computer. Survival and success of your units will depend on your ability to take advantage of the variable terrains – open, forest, and rough – each of which has different movement costs and shelter values.

In this finely-balanced solitaire wargame, every move is played under real-time conditions: Procrastinate and lose. At the same time, caution cannot be cast aside: severe unit losses will only result in a Pyrrhic victory at best.

With its five levels of difficulty (plus one where you make up your own), the computer can and will stress your tactical skills to their fullest.

RED ATTACK! simulates an invasion by a mixed Soviet tank and infantry force against a defending battalion. As the defender, your task is



to deploy your infantry units effectively to protect three crucial towns – towns that must not fall!

As the Russian aggressor, your objective is to crush the resistance by taking two of these three towns with your tanks and infantry. With control of these strongpoints, the enemy's capitulation is assured.

Red Attack! is a two-player computer simulation of modern warfare that adds a nice touch: At the start of each game, the computer displays a random setup of terrains and units, providing each game with a new, challenging twist.

(Estimated)
Playability: 8.0
Realism: 5.0
Excitement: 7.0
Introductory



REBEL FORCE



RED ATTACK!

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COMPUTER AIR COMBAT™

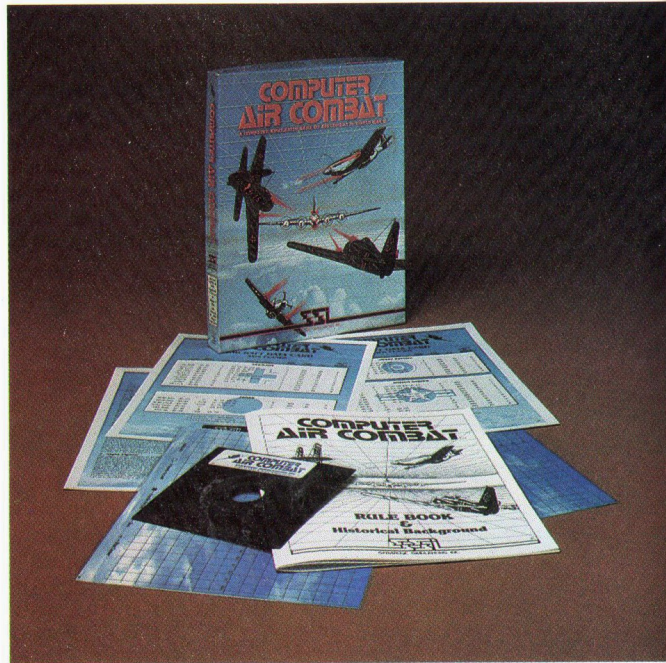
DESIGNED BY CHARLES MERROW & JACK AVERY

lights up your screen with an open sky generated by Hi-Res graphics offering global and tactical plots. Squint your eyes a bit, let loose your mind, and you'd swear your keyboard has melted into the throttle, rudder, altimeter, and other cockpit instrumentation of a World War II combat plane. In fact, any of 36 famous fighters or bombers, from a Spitfire and B-17 Flying Fortress to the Focke-Wulf 190 and A6M5 Zero. Each plane is rated – in strict historical accuracy and detail – for firepower, speed, maneuverability, damage-tolerance, and climbing and diving ability.

Practically every factor involved in flying these magnificent airplanes has been taken into account, even down (or up?) to the blinding sun. Climb, dive, twist, and turn. Anything a real plane can do, you can do. However, the computer prevents all "illegal" moves – such as making an outside loop (which in real life would disastrously stall a plane).

Play the Computer.

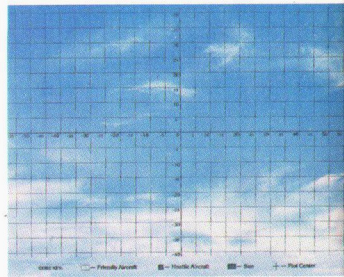
Aside from being the game's perfect administrator and referee, the computer also serves as a fierce opponent in the solitaire scenarios provided: Dogfight, Bomber Formation, radar-controlled Nightfighter, and V-1 Intercept. There's even an Introductory Familiarization Flight (with Air Race option) to help you get off the ground.



With the number and type of planes and pilot ability variable, you can make the computer as challenging as you want to give you the ultimate flying experience.

Play a Human. Two can play this game as well, in dogfights and bomber attacks. Given a handicap of more or better planes or an ace pilot (or all of the above), even a novice at Computer Air Combat has a chance to defeat a battle-hardened veteran.

Computer Air Combat gives you the game disc, a rule book, two mapboard charts (for plotting strategies between moves), and three player-aid charts.



(Estimated)

Playability: 7.0
Realism: 7.5
Excitement: 6.5
Advanced

TRS-80 COMPUTER BISMARCK™

DESIGNED BY JOHN LYON, JOEL BILLINGS, & DAVE COOK

– available in 32K cassette and 48K disc – represents one of the most sophisticated strategy wargames made for the TRS-80 computer. In simulating the battle between the most powerful warship of its time and the British Home Fleet, the computer remembers all the rules, conditions, and operating factors...freeing your mind for the strategy and tactics of battle.

Play a Human Opponent. With the computer as the perfect referee, neither player can make an illegal move...truly "blind" wargaming with no errors! Your mind is free to develop and test sophisticated search, combat, and logistics strategies.

Plotting your moves in grease pencil on an off-screen mapboard while the battle is fought on the video screen, you deploy battleships, cruisers, carriers – each with unique and realistic operating parameters. You must deal with all the variables which challenge an actual battle commander: firepower and damage; shadowing ability (better in radar-equipped vessels); and visibility – which depends on weather, which varies with geography and time.

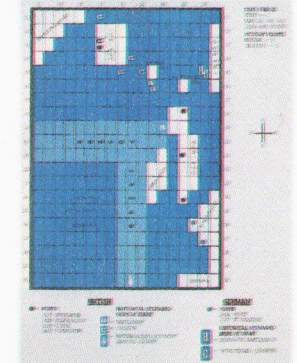
Play the Computer.

It plays the German commander so well that you must maneuver the British ships perfectly to avoid losing your vital convoys to Bismarck and the U-boat wolfpacks.



A Test of Intellect and Courage rather than hand-eye coordination, Computer Bismarck is akin to playing chess with pieces like a knight who must return to the stables periodically for a fresh horse or a queen whose radius of action can be affected by battle damage....all on a 360 square chessboard partially obscured by fog.

Computer Bismarck comes with either a 32K programmed cassette or a 48K disc, a 12-page rule book, 2 mapboard charts, 2 ship data charts, and a set-up instructions sheet.



Playability: 7.23
Realism: 7.23
Excitement: 6.94
Fun: 93%
Game Experience: 62%
Intermediate

TRS-80 is a registered trademark of Tandy Corporation.

In the Planning Stages

are four more games:

□ A space war game (with a target release date of February 1981) that will thrill trekkies and non-trekkies alike. Armed with phasers, photon torpedoes, disruptor bolts, and photon torpedoes on star bases, base stations, heavy cruisers, battle cruisers, and War Eagles (just to name a few), this forthcoming game is your ultimate dogfight in space.

Slated for release in March-April are the following:

□ A business strategy game so realistic that the economic climate—such as the inflation rate—is taken into account. It can be played by 1 to 6 human players. The computer can simulate 1 to 5 players.

□ A World War II submarine wargame filled with convoys of freighters and tankers, escorts of destroyers and patrol craft against stealthy sub attacks. The game is highlighted by Hi-Res computer-simulated sonar screens and periscope sightings.

□ An expanded version of **Rebel Force** (in Computer Conflict) that includes paratroopers, commandos, engineers, bridging, rivers, and pre-plotted artillery for on-board and off-board bombardment. There are four scenarios provided (for both two-player and solitaire): Meeting Engagement; Prepared Defense; Arnhem-type Paratrooper Drops; and Commando Raid.

If you enjoyed Computer Conflict, you're going to love this one!

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