

**SUMMER 1986 CATALOG  
STRATEGIC SIMULATIONS, INC.**

**Announcing something new for every gamer.**



With the introduction of three brand new titles and the conversion of existing games to the Amiga™ and Atari®ST, SSI can truly stake its claim as the complete computer gaming publisher. No matter what subject matter you like, we've got something wonderful for you.

ROADWAR 2000™ will please the science-fiction crowd no end. Fantasy devotees can eagerly look forward to SHARD OF SPRING™, a strong entry in our already impressive line of fantasy adventure games. GETTYSBURG: The Turning Point™ will be hailed as another milestone that pushes forward the state-of-the-art in computer wargaming.

And if your tastes run more toward sports or educational entertainment, we offer critically acclaimed software in each of these categories as well.

We've tagged every one of our games as Advanced, Intermediate, or Introductory.

■ **ADVANCED** means the game is for those familiar with the concepts of strategy simulation. If you're interested in a tough or complex game, this category is for you.

■ **INTERMEDIATE** applies to the games that are easier to absorb, quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

■ **INTRODUCTORY** games are ones that everyone can enjoy. They aren't simplistic, just easy to learn and understand. Usually, a quick glance at the rulebook will be all that's needed to start play.

For a complete list of our games broken down by computer format, please see pages 12 and 13. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

Look for our games at your local computer/software or game store today.

If there are no stores near you, VISA and MasterCard holders can order by calling toll-free 800-443-0100, x335. To order by mail, send your check to: SSI, 1046 N. Rengstorff Ave., Mountain View, CA 94043. California residents, please add 7% sales tax.

Be sure to specify the computer format of the game.

Add \$2.00 to your order for shipping and handling. Allow 4-6 weeks for delivery. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for \$4.00.

Every SSI game carries a 14-day "satisfaction or your money back" guarantee. To exercise this guarantee, you must return the complete game(s) within 14 days of receipt with your dated sales slip.

## TECHNICAL HOTLINE NUMBER: (415) 964-1200

If you have any technical questions or problems regarding any of our games, you can call our HOTLINE NUMBER: (415) 964-1200 every weekday, 9 to 5 (PST).

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

### INTERNATIONAL DISTRIBUTORS

THE JEDKO GAMES CO. PTY. LTD.  
134 Cochranes Road  
Moorabbin, Victoria 3189  
AUSTRALIA

STARCRAFT INC.  
3-22-3 Zoshigaya  
Toshima-ku 171  
Tokyo JAPAN

## SPECIAL CLOSE-OUT BARGAINS

Order the following directly from SSI:

### CLOSE-OUTS AT 50% OFF:

- **COMPUTER BISMARCK**  
AP disk: \$29.98
- **CYTRON MASTERS**  
AP/AT disk: \$19.98
- **EPIDEMIC!**  
AP, AT, IBM disks: \$17.48 each
- **FORTRESS**  
AP, AT, C-64 disks: \$17.48 each
- **GALACTIC GLADIATORS**  
AP & IBM disks: \$19.98 each
- **NAPOLEON'S CAMPAIGNS**  
AP disk: \$29.98
- **THE SHATTERED ALLIANCE**  
AP disk: \$29.98  
AT disk: \$19.98
- **THE WARP FACTOR**  
IBM disk: \$19.98

### ½ PRICE ZIPLOCK-BAGGED GAMES

While supplies last, we are selling the following games in ziplock bags at half price:

#### Apple disk

- **BATTLE OF SHILOH:** \$19.98
- **OPERATION APOCALYPSE:** \$29.98
- **ROAD TO GETTYSBURG:** \$29.98
- **PURSUIT...GRAF SPEE:** \$29.98

#### Atari disk

- **BATTLE OF SHILOH:** \$19.98

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ATARI and ATARI ST are trademarks of Atari, Inc.  
IBM is a registered trademark of International Business Machines Corporation.  
COMMODORE 64 and COMMODORE AMIGA are trademarks of Commodore Electronics, Ltd.

## NEW GAMES • NEW CONVERSIONS



The Battle of Gettysburg began, not with a bang, but with a whimper. It started on July 1, 1863 as a minor skirmish between a few Confederate and Federal brigades. By July 3, it had grown to monumental proportions, hurling 160,000 brothers against each other. GETTYSBURG: The Turning Point™ uses a refined version of the critically

acclaimed system first seen in SSI's Battle of Antietam™ to recreate this decisive battle in consummate detail and accuracy. Some of the refinements are: A precise command control system that more accurately reflects the effects of leaders on the battlefield; ammunition points; more realistic fatigue rules; combat that is resolved down to each individual soldier, including every artillery man. Beginner, Intermediate and Advanced games are provided. By David Landrey and Chuck Kroegel.  
**Note: APPLE disk is 64K.**

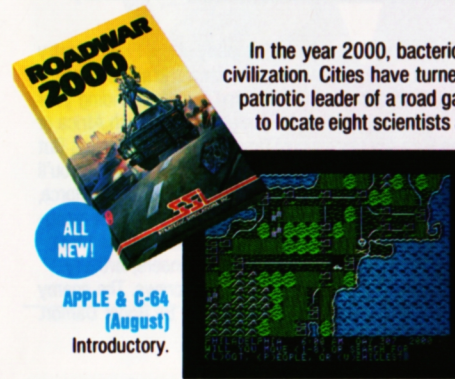
ALL NEW!  
APPLE & C-64 (July)  
ATARI (August)  
IBM (September)  
Intro/Inter/Adv.

For centuries, while the rest of the land lay parched under the relentless sun or frozen by winter storms, the small island of Ymros enjoyed eternal springtime.

The source of this miracle was the wondrous SHARD OF SPRING™, a fragment of the enchanted LifeStone. The peace of this blessed isle was shattered when the avaricious sorceress Siriadne stole the Shard. By threatening its destruction, Siriadne exacted a terrible ransom that plunged the people into abject poverty and hunger. Now, they beg you to gather five adventurers brave and resourceful enough to regain the Shard. Endow your characters with different combinations of speed, strength, intellect, endurance, and warrior/wizardry skills. Then guide them wisely through monster-filled dungeons and treacherous lands. By Craig Roth and David Stark. **Note: APPLE disk is 64K.**



ALL NEW!  
APPLE (July)  
C-64 (September)  
Introductory.



In the year 2000, bacteriological warfare has ripped apart the very fabric of American civilization. Cities have turned into gangland prizes; the highways, into battlefields. As a patriotic leader of a road gang, you are asked by what is left of the Federal Government to locate eight scientists and return them to a secret underground lab to develop a cure for the dreaded disease. ROADWAR 2000™ is an exciting solitary game of survival in a brutal land. As you crisscross the nation's highways on your desperate mission, you must constantly battle mutants, cannibals, and rival road gangs for new recruits, vehicles, supplies, food, gas, guns, ammunition and medicine. In the race to save the U.S., these are more precious than gold. By Jeff Johnson.

ALL NEW!  
APPLE & C-64  
(August)  
Introductory.

A multiple-character role-playing game, PHANTASIE™ transports you to the medieval isle of Gelnor for the adventure of your dreams. You command a group of one to six characters with such roles as monk, priest, wizard, ranger, thief, or fighter. Your companions need not be human; they may be gnomes, elves, orcs, or lizard men — just to name a few exotic races. With this motley crew, you search the lands for the Nine Rings to help you wipe out the scourge of Gelnor — the Dark Lord and his evil minions. You'll map out new terrain, explore maze-like dungeons, solve puzzles, learn spells, gain experience, and battle countless monsters. Beautiful Hi-Res color graphics and a spell-binding storyline suspend reality and launch you into our magical world. By Doug Wood.

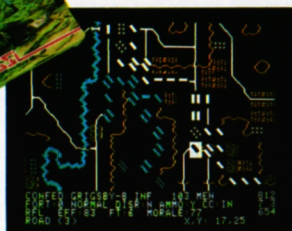


3 NEW VERSIONS!  
ATARI ST (July)  
MAC (August)  
ATARI 800 (Sept)  
Also APPLE, C-64.  
Introductory.

## NEW GAMES • NEW CONVERSIONS

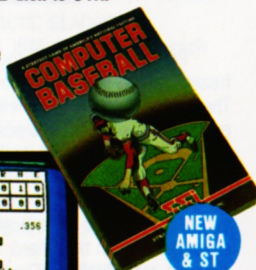
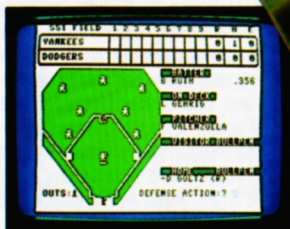


**AWARD WINNER**  
NEW IBM  
Avail. August  
Also APPLE, ATARI & C-64.  
Intro/Inter/Adv.



Winner of 1986 CES Software Showcase Award. **BATTLE OF ANTIETAM™** is a grand-tactical simulation of the bloodiest day of the Civil War — September 17, 1862. By sheer luck, Union General McClellan trapped the Confederate troops at Antietam Creek with their backs to the Potomac. Although heavily outnumbered, the Rebels still managed to hold off the Yankees and slip away under the cover of darkness. Now you can seize the opportunity which escaped the inept McClellan — to smash Lee's army and win the war. The day unfolds in detail so real you'll feel like you're playing a miniatures game. Each demi-brigade unit is rated for number of men, morale and fatigue. Combat is resolved down into 200-yard squares with four levels of elevation. Contains Beginner, Intermediate and Advanced games. By David Landrey and Chuck Kroegel. **Note: APPLE disk is 64K.**

**COMPUTER BASEBALL™** is a dream come true for any fan of America's favorite sport. It lets you create and manage any team you like, pro or amateur, real or imaginary. The data for over 20 great past and present major league teams are already provided. You can also create any player you like — from Babe Ruth to Dwight Gooden. Or you can use data disks of player stats (available separately; see page 10). All the options of a big-time manager are at your disposal. Using animated, color HI-Res graphics, the computer presents an amazingly realistic simulation of baseball, with its explosive action and complex strategies. If you play solitaire, the computer will serve as the manager of the opposing team. If you love baseball, you owe it to yourself to try **COMPUTER BASEBALL™!** By Charles Mellow and Jack Avery.



**NEW AMIGA & ST**  
Avail. August  
Also APPLE, IBM, ATARI, C-64, MAC. Introductory.



**NEW APPLE**  
Avail. now  
Also ATARI, C-64. Intermediate.



One of the finest fighting forces during World War II was Easy Company of the First Infantry Division. Now, **FIELD OF FIRE™** takes you back in time to assume command of these heroic men, retracing eight of their historical battles in North Africa and Europe. Dividing your company into fireteam units of six men each, you'll direct a night raid in North Africa or even lead the storming of Omaha Beach on D-Day! But remember — planning and execution are crucial. You'll need to apply such concepts as concentration of force, cover fire, and selective maneuver. And you must recognize the strengths/weaknesses of your various units: Tanks, rifle and bazooka teams, engineers, artillery forward observers and machine gun crews. The enemy is directed by your cunning computer. By Roger Damon.

Winner of 1986 CES Software Showcase Award. Guide a valiant band of adventurers on a perilous quest to recover the precious **WIZARD'S CROWN™**. Usurped by the traitor Tarmon, it lies imprisoned behind spell-woven walls in the shattered ruins of Arghan. Eight pre-made characters await your orders, or you can create your own. Arm them with different weapons and skills as they search for clues among the maze of streets, buildings and dungeons. When your heroes clash against the vile denizens of Arghan, this exciting role-playing game boasts a unique feature: You can let the computer resolve each battle quickly, or you can personally direct the action with a multitude of combat options. By Paul Murray and Keith Brors.



**AWARD WINNER**  
**NEW ATARI**  
Avail. now  
Also APPLE, C-64. Intermediate.

## IN THE WORKS

Here are some new products that you can look forward to:

- A Civil War game on Shiloh using the Antietam/Gettysburg system
- A tactical simulation of World War II surface naval combat in the Pacific
- A sequel to Gemstone Warrior™
- A monster of a game on the World War II campaign in the South Pacific, from May '42 to March '43

### Amiga™ conversions:

- PHANTASIE™
- WIZARD'S CROWN™

### Atari®800 conversions:

- BATTLEGROUP™
- FIGHTER COMMAND™

### Atari®ST conversions:

- RINGS OF ZILFIN™
- WIZARD'S CROWN™
- PHANTASIE II™
- COLONIAL CONQUEST™

### IBM® conversion:

- RINGS OF ZILFIN™

### Macintosh conversions:

- NORTH ATLANTIC '86™
- COMPUTER AMBUSH™
- COLONIAL CONQUEST™
- QUESTRON™

## POSTERS



Color posters of **KNIGHTS OF THE DESERT™** and **QUESTRON™** are now available directly from SSI. Printed on the finest heavyweight stock with the best lithographic process, they are truly superb pieces of art. **\$2.50 each.**

Add \$2.00 for shipping & handling. California residents, add 7% sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for \$4.00.

## "COMPUTER GAMING WORLD"

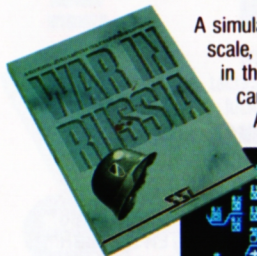
### A magazine to help you get more out of your games

The staff at SSI highly recommends **COMPUTER GAMING WORLD**, a magazine that deals with the personal computer game hobby. In addition to reviews, CGW has

strategy/tactics, game design notes, contests, game ratings, and many other features that make it invaluable for the serious gamer. A subscription for 9 issues/year is \$21.50; a sample issue is \$2.95.

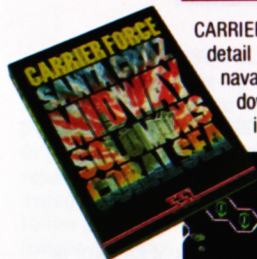
Write to:

**COMPUTER GAMING WORLD**  
P.O. Box 4566  
Anaheim, CA 92803-4566



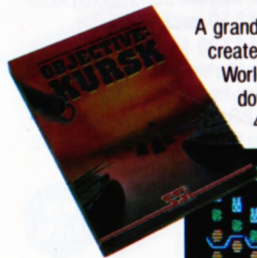
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for!  
A wargaming milestone!

**APPLE, ATARI**  
Advanced.  
By Gary Grigsby.



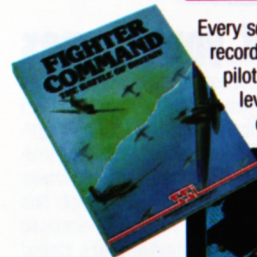
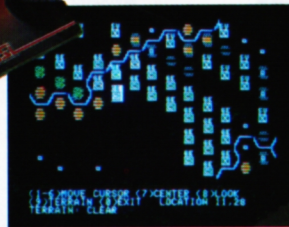
**CARRIER FORCE™** simulates every detail of four major U.S.-Japan naval battles in the Pacific, down to each warship and individual plane!

**APPLE, ATARI, C-64**  
Advanced.  
By Gary Grigsby.



A grand-tactical game that recreates the largest tank battle of World War II in Kursk, Russia down to every tank (over 4000!), gun and soldier!

**APPLE, ATARI**  
Advanced.  
By Gary Grigsby.

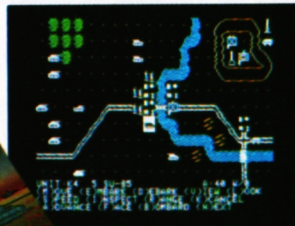


**APPLE, C-64**  
Advanced.  
By Charles Merrow & Jack Avery.

Every squadron is rated and losses recorded in individual planes and pilots in this superb strategic-level simulation of the Battle of Britain.



**APPLE, ATARI, C-64**  
Advanced.  
By Gary Grigsby.



**"Computer Gaming World" 1985 Best Game:** All weapons used on the Russian Front (1941-45) are rated in this best-selling tactical game.

**AWARD WINNER**



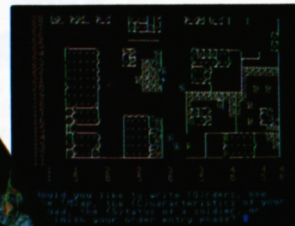
**APPLE, ATARI**  
Advanced.  
By Gary Grigsby.



**Reforger:** NATO's annual exercise assumes a Soviet strike into W. Germany. Take charge in this game during the Fulda Gap invasion.



**APPLE, ATARI, C-64**  
Advanced.  
By Ed Williger & Larry Strawser.

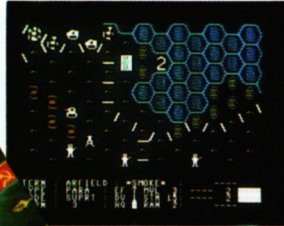


**Command** ten Germans or ten GI's in super-realistic man-to-man combat. New, improved edition is 40x faster than before!

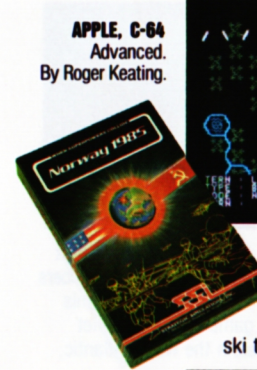
# W A R G A M E S



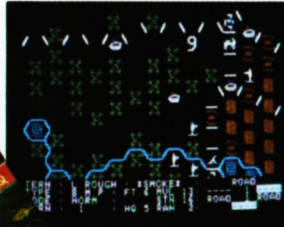
**APPLE, C-64**  
Advanced.  
By Roger Keating.



Second in the "Superpowers" series: The U.S. Rapid Deployment Force attempts to take Soviet-captured oilfields in Saudi Arabia.



**APPLE, C-64**  
Advanced.  
By Roger Keating.



Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.



**APPLE, ATARI, C-64**  
Advanced.  
By Dave Landrey & Chuck Kroegel.

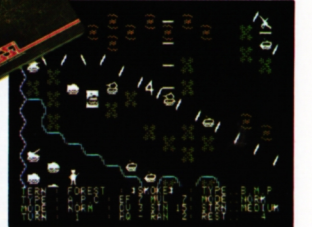


**BREAKTHROUGH IN THE ARDENNES™** is so detailed a simulation of the Battle of the Bulge that it includes the Ardennes road network.



**APPLE, C-64**  
Advanced.  
By Roger Keating.

First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions.



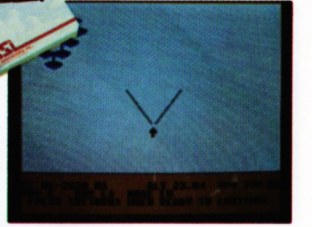
**APPLE, C-64**  
Advanced.  
By Roger Keating.

Third in the "Superpowers" series: NATO forces must literally carve open a corridor across East Germany to rescue its trapped troops in Berlin.



**C-64**  
Advanced.  
By Charles Merrow & Jack Avery.

Pilot 36 of World War II's greatest fighters and bombers in four scenarios: V-1 Intercept, Night Fighter, Bomber Intercept, and Dogfight.



**APPLE, ATARI, C-64**  
Advanced.  
By Gary Grigsby.

**U.S.A.A.F.™** simulates the daylight bombing of industrial targets and weapons factories in Nazi-occupied Europe by the U.S. Army Air Force.





**Origins 1983 Best Computer Game:**  
Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.

**AWARD WINNER**

**APPLE, IBM, ATARI, C-64**  
Intermediate.  
By Tactical Design Group.



**Winner of 1986 CES Software Showcase Award. BATTLEGROUP™** is the ultimate simulation of armored warfare on the Western Front.

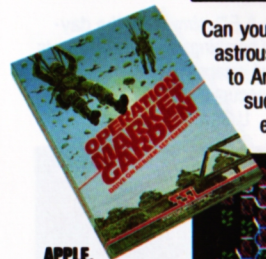
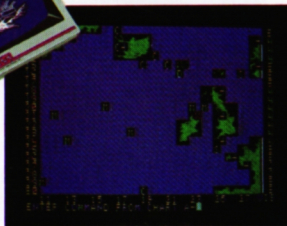
**AWARD WINNER**

**APPLE, C-64**  
Advanced.  
By Gary Grigsby.



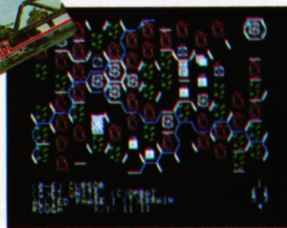
Command Germany's deadly battleship and clear the Atlantic of British shipping. Or direct the British navy to hunt and destroy the Bismarck.

**APPLE**  
Intermediate.  
By John Lyon.



Can you turn Montgomery's disastrous failure during the drive to Arnhem into a resounding success? This game is real enough for you to find out.

**APPLE, ATARI, C-64, IBM**  
Contains Adv. & Intermed. games.  
By David Landrey & Chuck Kroegel.



**APPLE, ATARI, C-64**  
Advanced.  
By Gary Grigsby.



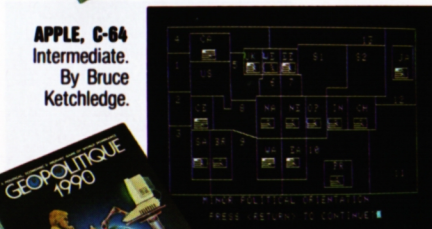
The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., W. Germany, England and Russia are included.



**APPLE**  
Intermediate.  
By Gary Grigsby.



Unleash state-of-the-art missiles, fighters, bombers and warships in this game of NATO-Soviet battles in the North Atlantic.



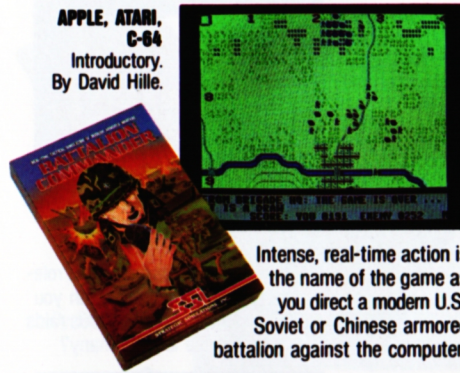
**APPLE, C-64**  
Intermediate.  
By Bruce Ketchledge.



**"Family Computing" 1984 Best Political Game:** Outwit the computer in a political, economic, and military struggle for world dominance.

**AWARD WINNER**

# W A R G A M E S



**APPLE, ATARI, C-64**  
Introductory.  
By David Hille.



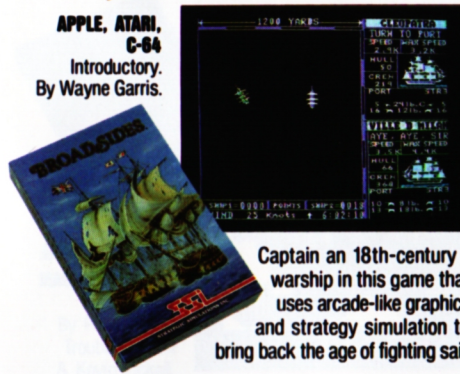
Intense, real-time action is the name of the game as you direct a modern U.S., Soviet or Chinese armored battalion against the computer.



**APPLE, IBM, ATARI, C-64**  
Intermediate.  
By Tactical Design Group.



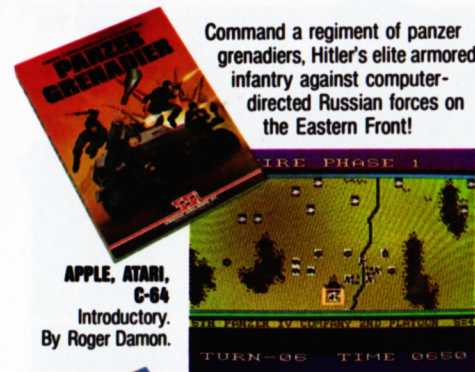
D-Day is here again! Relive the massive Allied invasion of Normandy in June 1944 that marked the beginning of the end for Hitler.



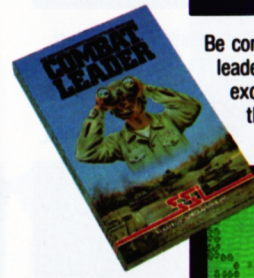
**APPLE, ATARI, C-64**  
Introductory.  
By Wayne Garris.



Captain an 18th-century warship in this game that uses arcade-like graphics and strategy simulation to bring back the age of fighting sail.



**APPLE, ATARI, C-64**  
Introductory.  
By Roger Damon.



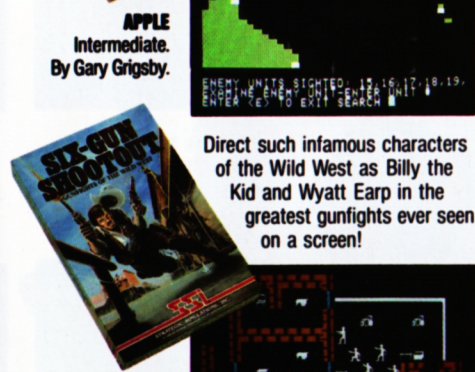
Command a regiment of panzer grenadiers, Hitler's elite armored infantry against computer-directed Russian forces on the Eastern Front!



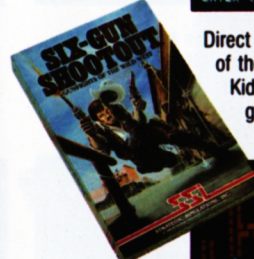
**ATARI, C-64**  
Introductory.  
By David Hille.



The brutal U.S.-Japan land-sea-air battles around Guadalcanal is resolved down to the last ship and plane by this monster of a wargame.




**APPLE, ATARI, C-64**  
Introductory.  
By Jeff Johnson.




Direct such infamous characters of the Wild West as Billy the Kid and Wyatt Earp in the greatest gunfights ever seen on a screen!

# WARGAMES



Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."



**APPLE, ATARI, C-64**  
Introductory.  
By Roger Damon & Jeff Johnson.



"Family Computing" 1985 Best Game of the Year. Fight for world domination during the Age of Imperialism.  
Note: APPLE disk is 64K.



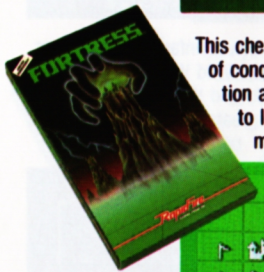
**APPLE, ATARI, C-64**  
Introductory.  
By Dan Cermak.




Fly such legendary biplanes as the Sopwith Camel or the Red Baron's Fokker Triplane in this glorious recreation of World War I aerial combat.



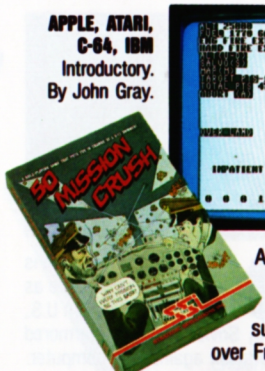
**APPLE, ATARI, C-64**  
Introductory.



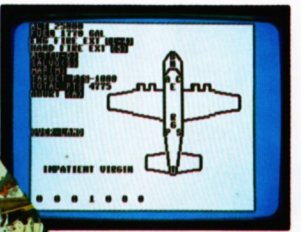
This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master.



**APPLE, ATARI, C-64**  
Introductory.  
By Jim Templeman & Patty Denbrook.



As the pilot of a WWII B-17 bomber in this role-playing game, can you survive 50 dangerous raids over France and Germany?



**APPLE, ATARI, C-64, IBM**  
Introductory.  
By John Gray.




Hitler's final desperate assault that was the Battle of the Bulge is re-created in this easy-to-play, operational-level simulation.

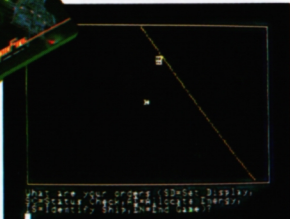


**APPLE, IBM, ATARI, C-64**  
Introductory.  
By Tactical Design Group.


# FANTASY ROLE-PLAYING AND SCIENCE FICTION




Fly through hyperspace as you engage in interstellar battles with starships from five Galactic Empires.



**IBM**  
Intermediate.  
By Paul Murray.



Your ability to not only command a starfleet in battle, but also to design and build starships, will determine THE COSMIC BALANCE™.



**APPLE, ATARI, C-64**  
Introductory.  
By Paul Murray.



Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy.  
Note: APPLE disk is 64K.



**APPLE, MAC, C-64, ATARI**  
Introductory.  
By Peter Lount, Trouba Gossen & Kevin Pickell.

**APPLE, ATARI, C-64**  
Introductory.  
By Charles Dougherty.



Battle Mantor's legion of hideous monsters as you try to steal the Evil Book of Magic, thereby rendering the evil wizard powerless.



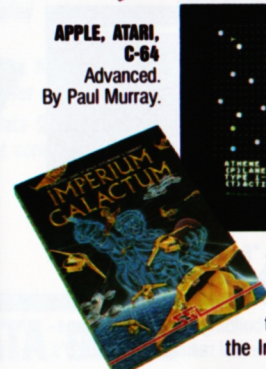
**APPLE, C-64**  
Introductory.  
By Doug Wood.




Locate and destroy the Dark Lord's evil orb in this new adventure that is the exciting sequel to SSI's best-selling fantasy game.



**APPLE, ATARI, C-64**  
Advanced.  
By Paul Murray.



Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.



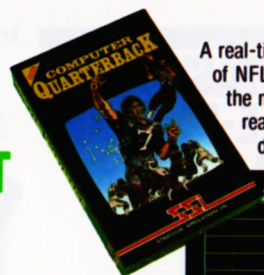
**APPLE, C-64**  
Introductory.  
By Ali N. Atabek.



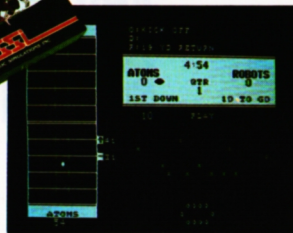
Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from Penguin Software™'s Graphic Magician™.



## SPORTS AND EDUCATIONAL ENTERTAINMENT

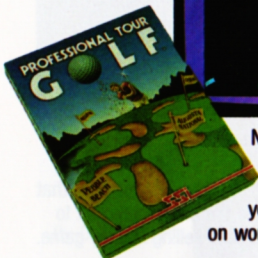


A real-time strategy simulation of NFL football that is probably the most sophisticated and realistic around. Game paddles required.



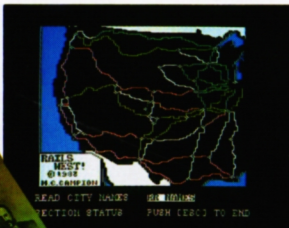
APPLE, ATARI, C-64  
Introductory.  
By Dan Bunten.

APPLE, C-64  
Introductory.  
By Henry Richbourg.



Never has golf been so realistically simulated as in this game that lets you tee off against Masters on world-famous courses.

APPLE, ATARI, C-64  
Intermediate.  
By Martin Campion.



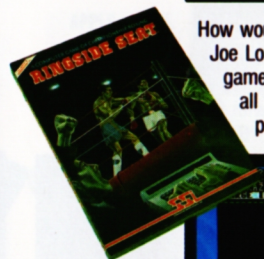
"Family Computing" 1984 Best Financial Game: Wheel and deal your way into building the richest Transcontinental railroad of the 1870's.

AWARD WINNER

APPLE, C-64  
Introductory.  
By Nelson Hernandez, Sr.



An educational game that lets you manage the 9-week campaign for the Presidency using historical or imaginary candidates.



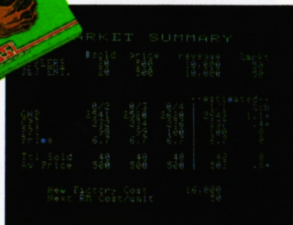
How would Ali have done against Joe Louis? Find out with this game that lets you manage all the famous boxers of the past and present.



APPLE, C-64  
Introductory.  
By Carl Saracini.



Experience the rewards and headaches of running a megabucks corporation in the jungle of Big Business. For up to six players.



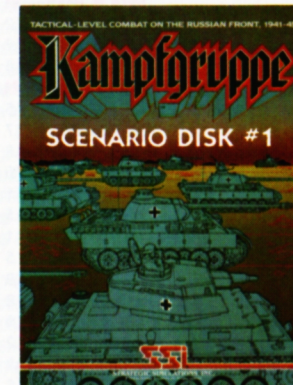
APPLE, IBM, C-64  
Introductory.  
By Dan Bunten.

## DATA DISKS

The following data disks are available directly from SSI for \$15.00 each except for KAMPFGRUPPE™ Scenario Disk #1 (\$19.95). Please add \$2.00 to your order for shipping and handling. California residents, add 7% sales tax. In the Continental U.S., U.P.S. Blue service (faster shipping time) is available for \$4.00.

### Kampfgruppe™ SCENARIO DISK #1.

Five scenarios designed to be especially challenging for the avid Kampfgruppe player. Available for the Apple®, Atari® and C-64™. \$19.95.



The following Computer Baseball™ data disks are also available:

The following Computer Quarterback™ data disks are also available:

- 1984 NFL Teams Data Disk (Apple, Atari, C-64)
- 1983 NFL Teams Data Disk (Apple, C-64)
- 1982 NFL Teams Data Disk
- 1981 NFL Teams Data Disk
- 1980 NFL Teams Data Disk (1980-82.data disks are Apple only)

### Professional Tour Golf™ COURSE MODULE #1.

This contains configurations and statistics for the "real" Oakmont and Merion courses, detailed down to the last bunker and pin location. (Apple, C-64)

### The Shattered Alliance™ TOOL KIT.

This allows you to construct armies and maps to your own specifications. (Apple)

- 1984 Teams Data Disk & Statistics Compiler (Apple, Atari, C-64, IBM PC; IBM®PC version does not have stat compiler)
- 1983 Teams Data Disk & Statistics Compiler (Apple, Atari, C-64)
- 1982 Teams Data Disk & Statistics Compiler (Apple, C-64)
- 1981 Teams Data Disk & Statistics Compiler (Apple)
- 1980 Teams Data Disk (Apple; no stat compiler)

### Computer Air Combat™ PLANES DATA DISK.

Contains over 50 planes from World War II and the Korean War. For version 1.1 of Computer Air Combat™ only. (Apple)

## MORE DATA DISKS

The following data disks are offered by independent agents. Please do not order them through SSI!

### 305 Computer Baseball™ TEAMS.

This unique 5-disk set from CB Enterprises features every pennant and division winner from 1900 to 1979. It also contains dozens of notable and notorious teams, including the 1962 Mets, 1952 Pirates, 1930 Phillies, 1941 Red Sox, 1915 Tigers. Entire set for 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, 1104 Susan Way, Novato, CA 94947.

Check or money order only, please. California residents, add 6.5% sales tax.

Apple®, Atari® and C-64™ versions available.

### The Cosmic Balance™ SHIPYARD DATA DISK.

Contains over 20 ships that competed in COMPUTER GAMING WORLD's Cosmic Balance™ Ship Design Contest (including the

winner's and judge's ships). Please specify APPLE, ATARI or C-64 when ordering.

Available from: Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4566 for \$15.00. California residents, add 6.5% sales tax.

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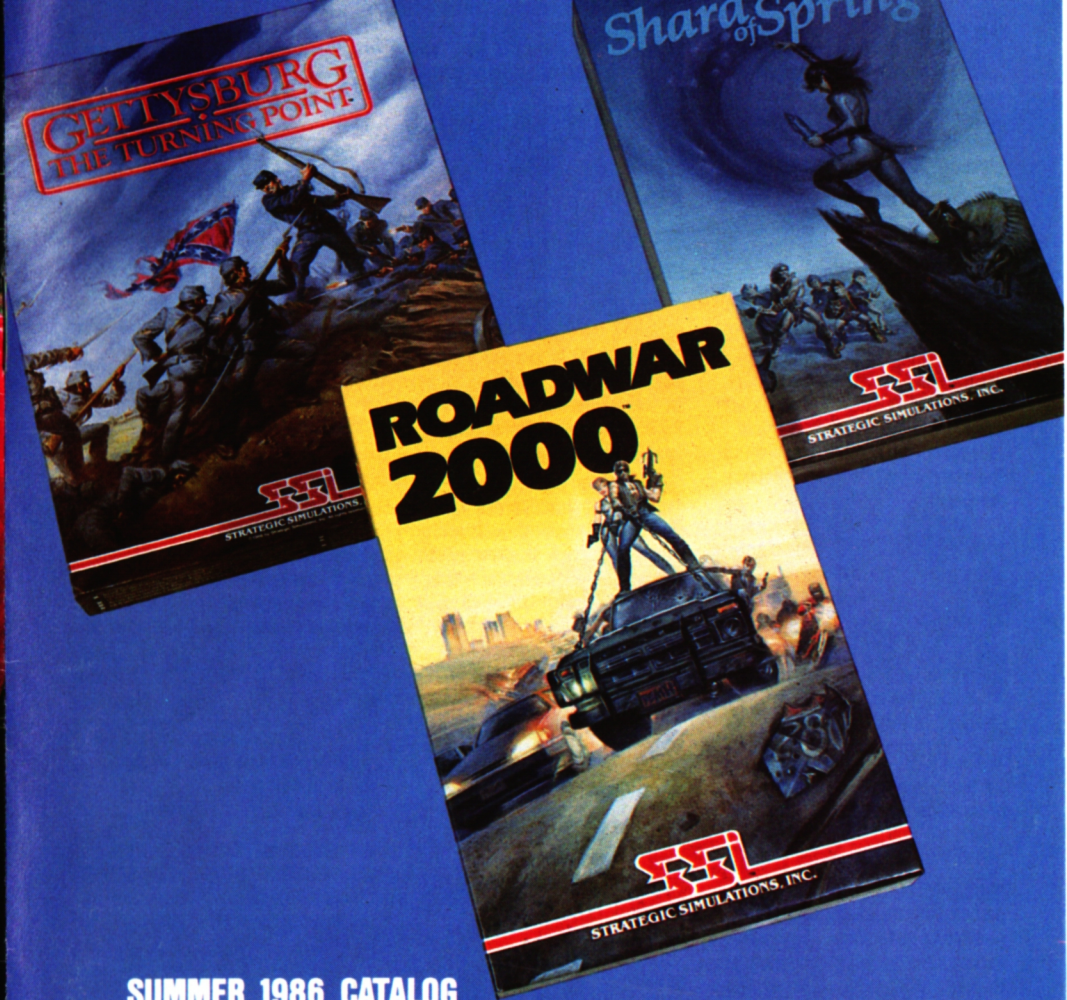
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