

STRATEGIC SIMULATIONS INC

**SPRING 1982  
CATALOG**

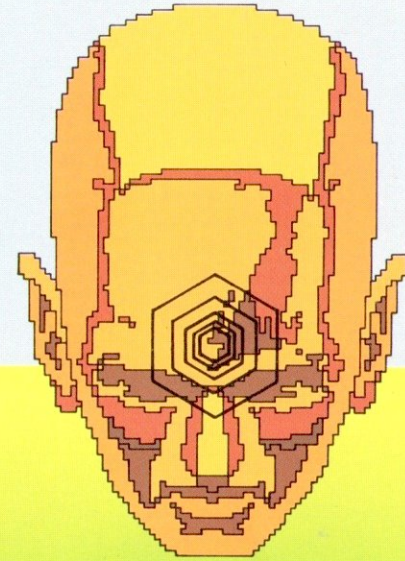
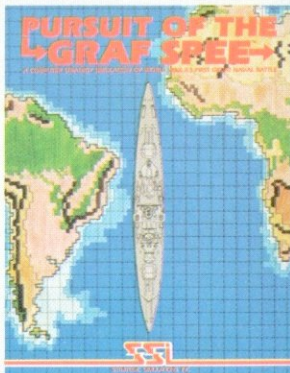
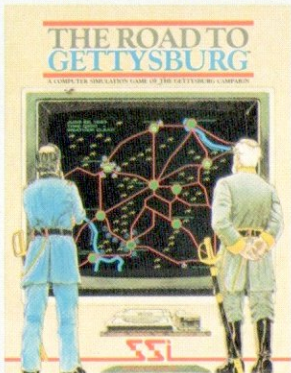
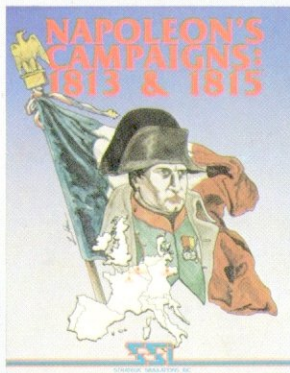
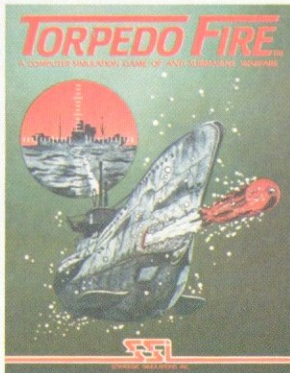
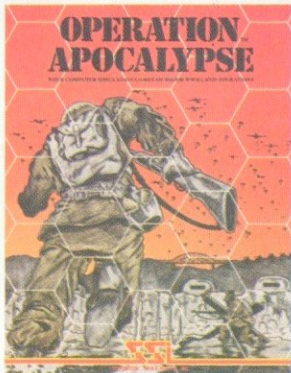
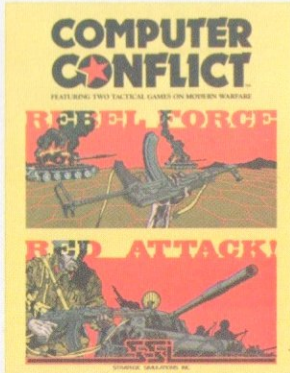
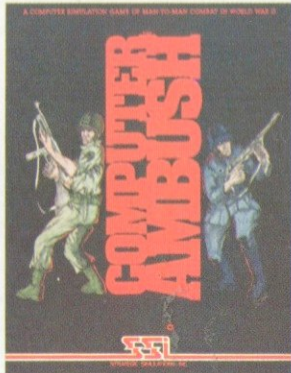
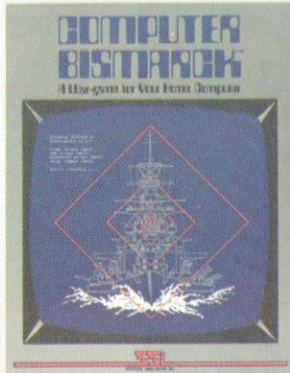
At SSI, our designers and programmers know and love strategy gaming. It is our challenge to create computer simulations that are ever more sophisticated and realistic, yet at the same time, more playable. So they can excite, entertain, and even educate.

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  
Mountain View,  
CA 94043  
(415) 964-1353



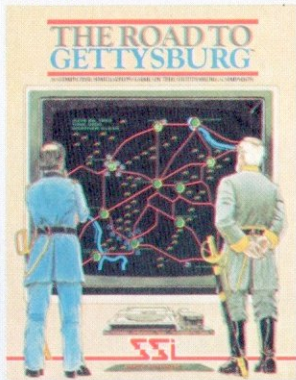
STRATEGIC SIMULATIONS INC

**WHAT'S NEW  
& UPCOMING**

## NEW GAMES

On disc for 48K Apple®II with Applesoft ROM and one mini floppy disc drive.

\$59.95



THE ROAD TO GETTYSBURG™ goes a long way in fulfilling the promise of a historical wargame: to take you back in time to personally direct the campaign and battle.

Thanks to its many exclusive features, this game truly lets you experience the actual feel of a Civil War command.

Like your historical counterparts, Generals Lee and Meade, you must deal with the slow and frustrating dispatch system, your only means of communication with your troops. Knowledge of troop positions and estimates of enemy strength are only as reliable as your reconnaissance patrols.

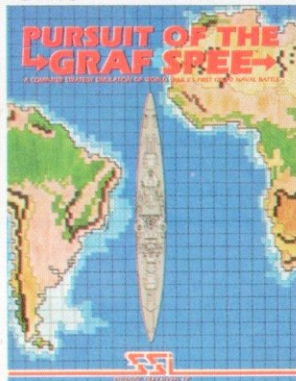
The computer plays the individual corps/division commanders who receive and implement your orders. Based on their historical leadership ratings, they may misinterpret or even disobey your directives. Only by moving yourself as close to a battle as possible can you take direct charge of the action.

Intricate rules reflect historical factors accurately. You must weigh carefully the effects of night, terrain, fatigue, corps morale and leadership — even straggling.

The game contains scenarios for both the campaign and the battle. There is also a solitaire scenario so you can play against a tough computer opponent anytime.

As if all this weren't enough, we even let you fight all battles with or without using the computer. For example, you can resolve battles by using your miniatures. Enter your off-line combat results into the computer, and it will assimilate them into the strategic game.

\$59.95



Our first game, Computer Bismarck,™ re-created the epic hunt for Hitler's most powerful warship. Our new game — PURSUIT OF THE GRAF SPEE™ — pays tribute to the first great naval battle of World War II.

It transports you back to the South Atlantic of 1939 so you can command the deadly German pocket battleship to sink enemy merchant vessels while eluding British and French warships. Or you can direct the Allied fleet to search for and destroy this scourge of your shipping lanes.

Like its famous older brother, PURSUIT OF THE GRAF SPEE has all the thrill and excitement of the chase, heightened by historical accuracy and richness of detail. It provides complete ship ratings for speed and strength, fuel restrictions, and refueling capabilities. Realistic rules such as varying weather conditions govern sighting and visibility.

However, we've added a remarkable tactical combat system. Like a real naval battle, firing is done from individual sets of guns, each with differing characteristics and accuracy.

You can also resolve battles off-line (for example, by using naval miniatures).

Two scenarios are played on a square-grid map of the South Atlantic displayed in color Hi-Res graphics. The first simulates the entire historic chase. Here, shadowing, pursuit and elusive maneuvers are your primary concerns. The second recounts the Battle of the River Plate, where the Graf Spee — already located — must deal with three British warships.

A solitaire scenario lets you match wits against the computer as it directs the Graf Spee.

## NEW 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.)

**COMPUTER AMBUSH.™** The first COMPUTER AMBUSH put you in a small French village during World War II with ten German soldiers in man-to-man combat against ten American GI's. The fighting was so real, the stress of actual battle command so intense, we subtitled it "the Sweat and Death of War".

The second version of COMPUTER AMBUSH lets you create your own soldiers, assigning skills and distributing weapons among them as you like. You can even transfer weapons from one soldier to the next as play progresses. Best of all, its new assembly-language program lets you execute orders 25 times faster than the first edition! \$20 (send to SSI with your old disk.)

Note: We had originally announced a release date of December '81. Because of delays in design and programming, we were forced to revise it to April '82. We apologize for this, but trust that the game will be well worth the wait.

## NEW 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 ship you the new disk.

# NEW 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).

**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

For the wargame strategists, we're planning a Battle of Britain game. We also have a starship-battles game coming up written by the designer of THE WARP FACTOR.

But the most exciting news is a brand new line of products that combine the sophistication of strategy gaming with the excitement and speed of arcade games. Two games, one on robot wars and the other on starfleet battles, will launch this endeavor.

Also planned are the Atari® versions of THE BATTLE OF SHILOH and TIGERS IN THE SNOW. All these games are slated for early 1982 summer release.

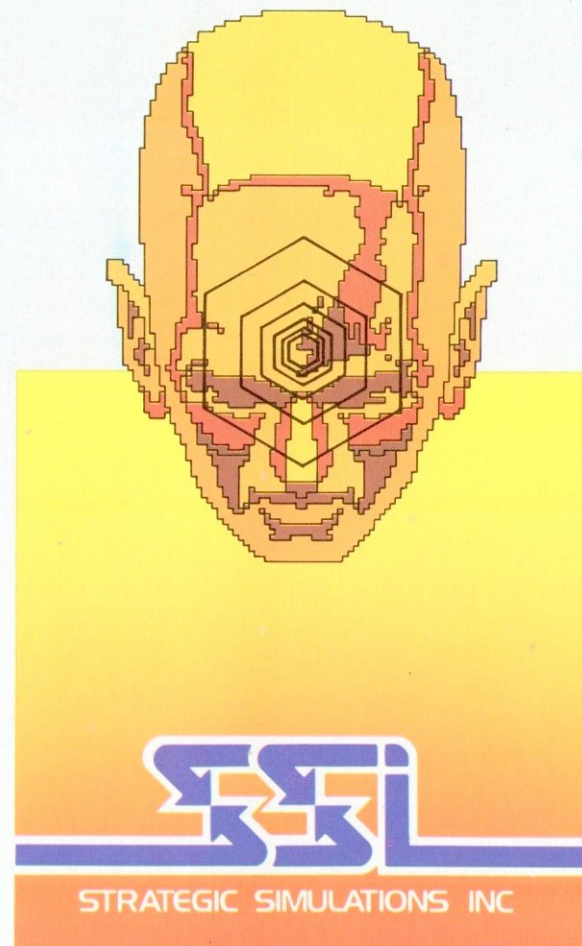
Available in May 1982 will be the 1981 TEAMS DATA DISK for COMPUTER BASEBALL.

## ATTENTION GAME PROGRAMMERS:

At SSI, our in-house game 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® versions.

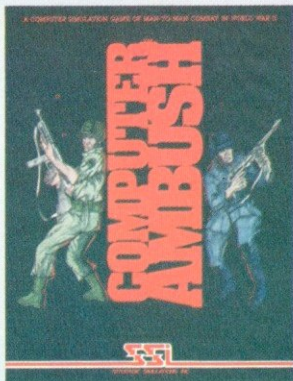
Please write to: SSI, 465 Fairchild Drive, Suite 108, Mountain View, CA 94043.  
Or call (415) 964-1353.



# STRATEGY WARGAMES FOR THE APPLE®

On disc for 48K Apple®II with Applesoft ROM and one mini floppy disc drive.

# ADVANCED MILITARY



Germans vs. Americans in man-to-man combat during World War II. Projected availability: April 1982.

**\$59.95**

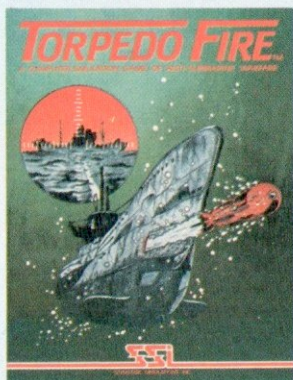
Playability: 6.4  
Realism: 7.6  
Excitement: 6.6



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

**\$59.95**

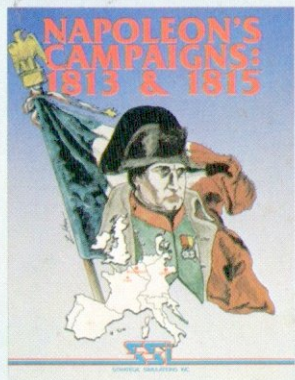
Playability: 6.7  
Realism: 7.1  
Excitement: 6.6



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

**\$59.95**

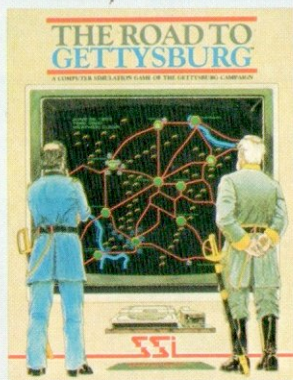
Playability: 6.5  
Realism: 7.3  
Excitement: 6.5



Napoleon's notorious campaigns at Leipzig and Waterloo.

**\$59.95**

Playability: 6.8  
Realism: 7.5  
Excitement: 6.5



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

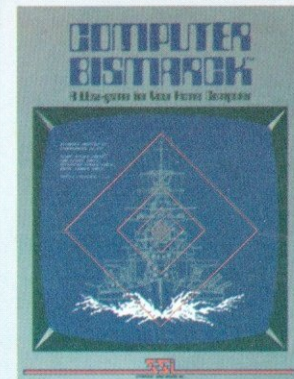
**\$59.95**

Playability: NA  
Realism: NA  
Excitement: NA

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.)

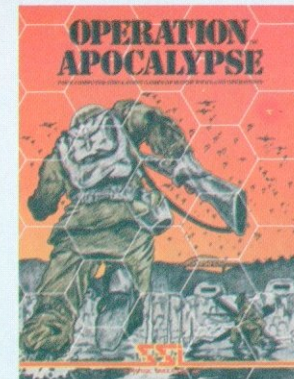
# INTERMEDIATE MILITARY



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**

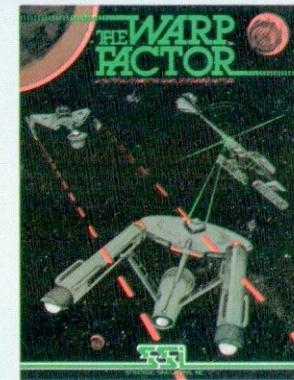
Playability: 7.3  
Realism: 6.8  
Excitement: 7.1



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

**\$59.95** as of April 1, 1982.

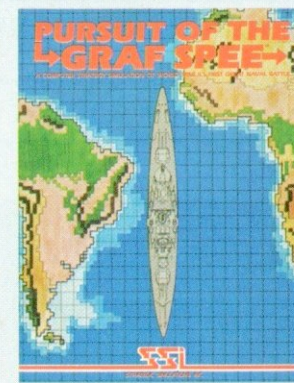
Playability: 7.0  
Realism: 7.7  
Excitement: 7.1



Interstellar battles with starships from five Galactic Empires.

**\$39.95**

Playability: 6.9  
Realism: 6.7  
Excitement: 6.5



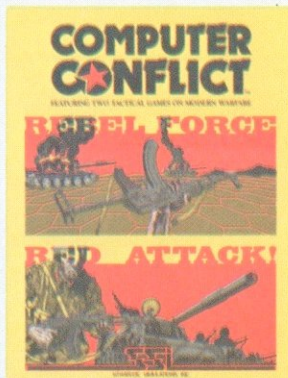
The South Atlantic is your hunting ground in World War II's first great naval battle.

**\$59.95**

Playability: NA  
Realism: NA  
Excitement: NA

So that you can derive the most fun from our wargames, we've put them into advanced, intermediate, and beginner categories. If you are a newcomer to strategy gaming, we suggest that you begin with one of our Beginner Military games, going on to the Intermediate and Advanced games as you become more familiar with the concepts of strategy simulation.

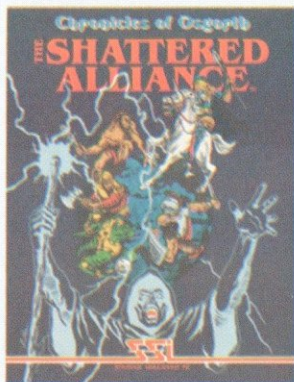
# BEGINNER MILITARY



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

\$39.95

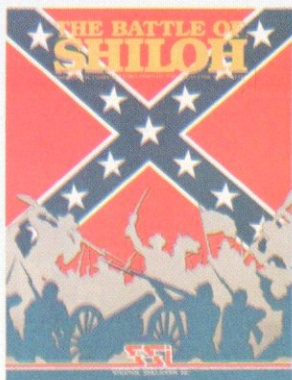
Playability: 7.4  
Realism: 5.5  
Excitement: 6.0



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

\$59.95

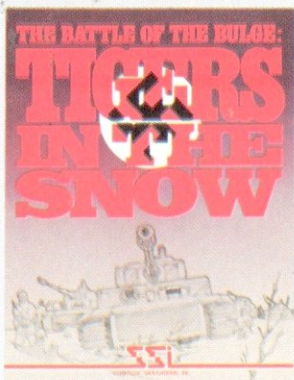
Playability: 7.4  
Realism: 6.8  
Excitement: 6.8



The great Civil War battle for Tennessee revisited.

\$39.95

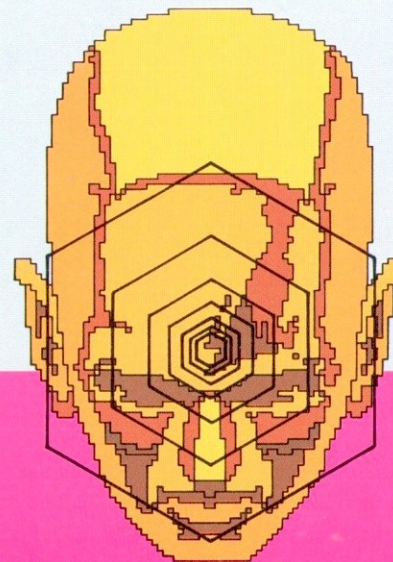
Playability: 7.4  
Realism: 6.6  
Excitement: 6.6



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

\$39.95

Playability: 7.5  
Realism: 6.8  
Excitement: 7.0

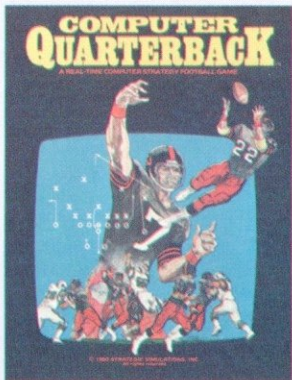


STRATEGIC SIMULATIONS INC

**SPORTS &  
GENERAL  
SIMULATIONS  
FOR THE  
APPLE®**

On disc for 48K Apple®II with Applesoft ROM and one mini floppy disc drive.

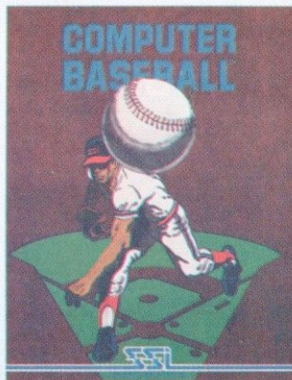
# SPORTS SIMULATIONS



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.

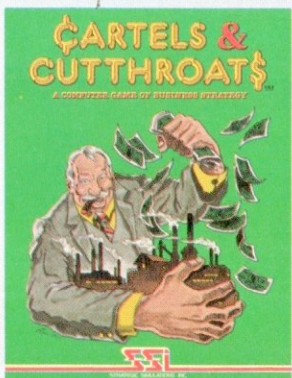
\$39.95

Playability: 7.8  
Realism: 7.5  
Excitement: 7.4

## LATE FLASH:

SSI's **COMPUTER BASEBALL** has just won the "BEST COMPUTER SPORTS GAME" award from Electronic Games magazine.

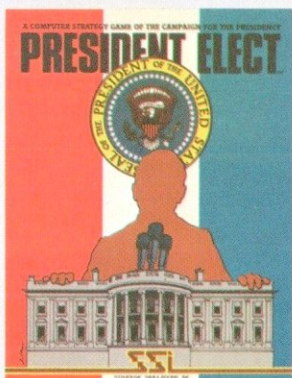
# GENERAL SIMULATIONS



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

\$39.95

Playability: 7.8  
Realism: 7.7  
Excitement: 7.1



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

\$39.95

Playability: 7.3  
Realism: 7.2  
Excitement: 6.8



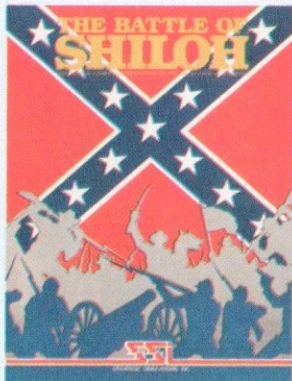
STRATEGIC SIMULATIONS INC

**TRS-80® &  
ATARI®  
VERSIONS**

On cassette for 16K TRS-80® Level II, Models I & III.  
On disc for Atari® 800/400 with one mini floppy disc drive.

TRS-80 is a registered trademark of the Tandy Corporation.  
Atari is a registered trademark of Atari Inc.

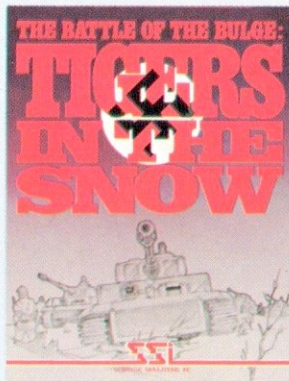
# TRS-80® VERSIONS



The great Civil War battle for Tennessee revisited.

\$24.95

Playability: 7.8  
Realism: 7.2  
Excitement: 7.3

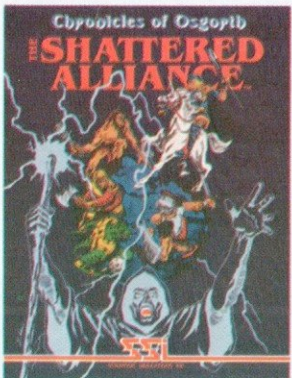


An operational-level game of Hitler's last desperate assault — the Battle of the Bulge!

\$24.95

Playability: 7.5  
Realism: 7.4  
Excitement: 7.4

# ATARI® VERSIONS



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

\$39.95

Playability: NA  
Realism: NA  
Excitement: NA

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:

Strategic Simulations Inc.  
465 Fairchild Drive, Suite 108  
Mountain View, CA 94043  
(415) 964-1353

# INTERNATIONAL DISTRIBUTORS

## JEDKO GAMES

18 Fonceca Street  
Mordialloc, VIC. 3195  
AUSTRALIA

## COMPUTERRE

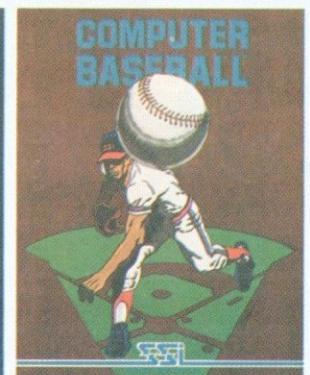
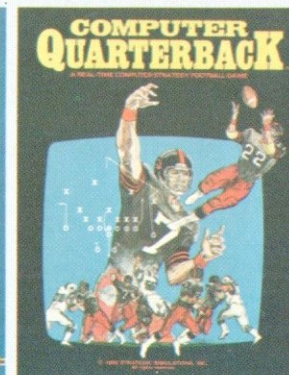
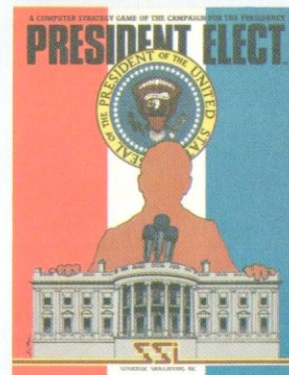
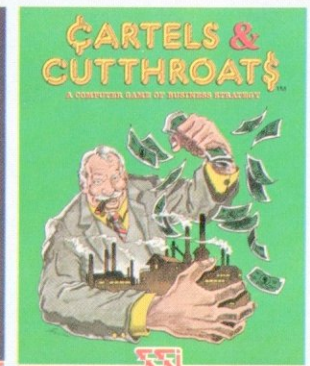
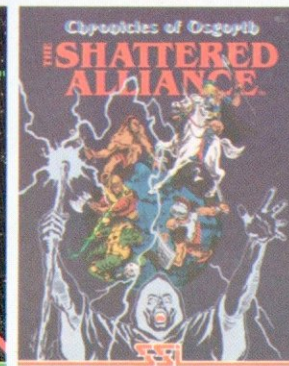
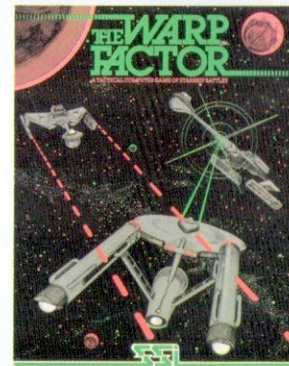
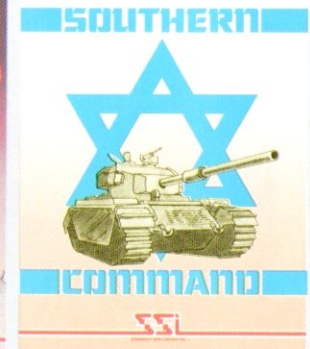
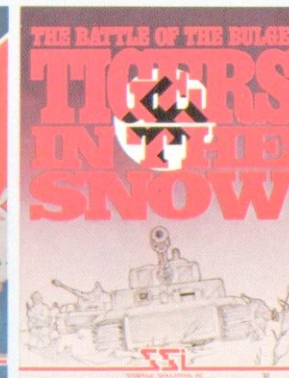
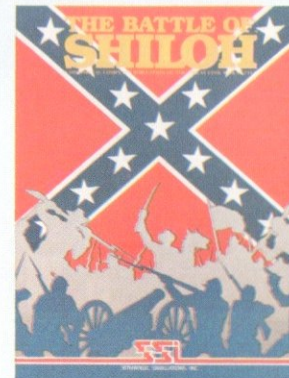
P.O.Box 782  
St. Laurent, Quebec  
H4L 4W2

## CANADA

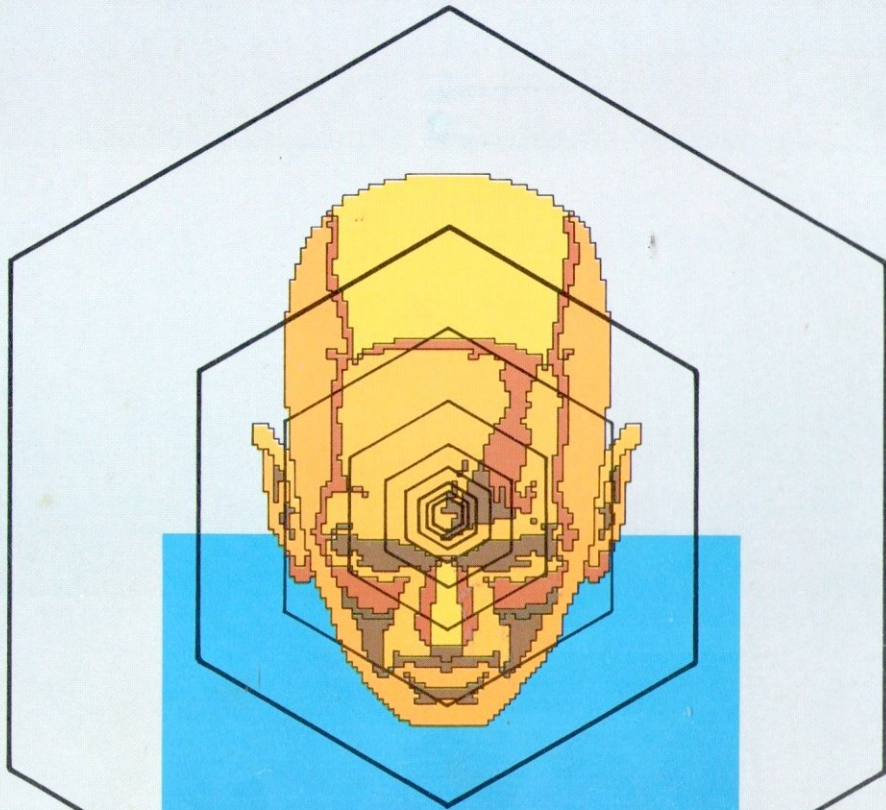
(COMPUTERRE translates some of our games into French.)

## STAR CRAFT INC.

Nihon Silk Bldg. 1F  
2-2-15 Ginza Chuo-ku  
Tokyo 104  
JAPAN







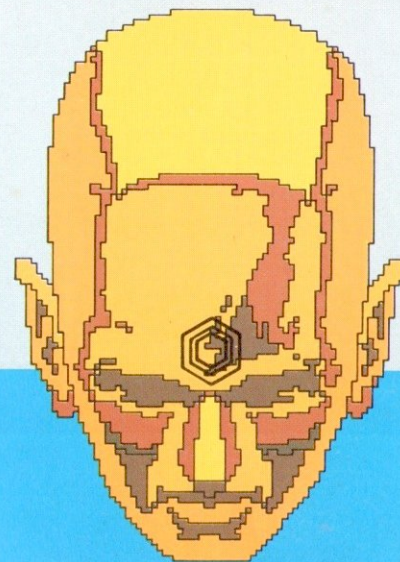
STRATEGIC SIMULATIONS INC

**WE UNLEASH  
YOUR MIND.**

**STRATEGIC  
SIMULATIONS  
INC**

465 Fairchild Drive,  
Suite 108  
Mountain View,  
CA 94043

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



STRATEGIC SIMULATIONS INC

**SPRING 1982  
CATALOG**