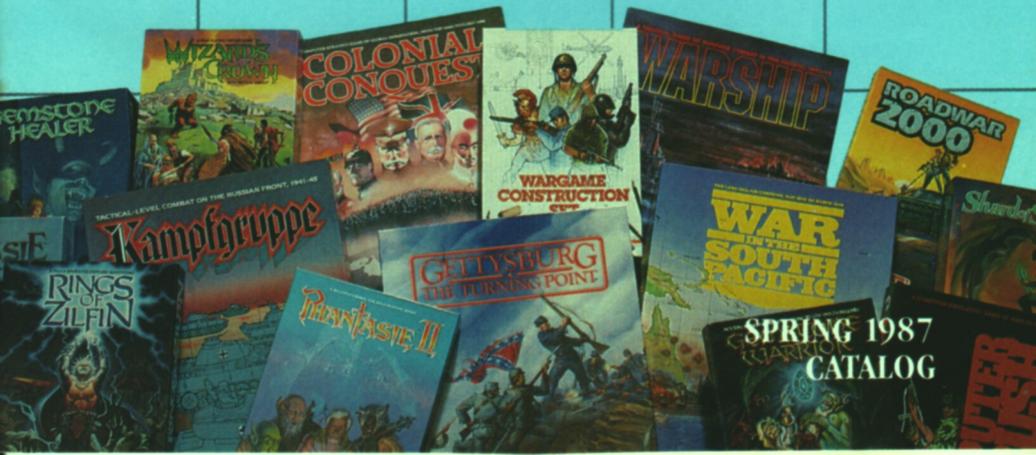
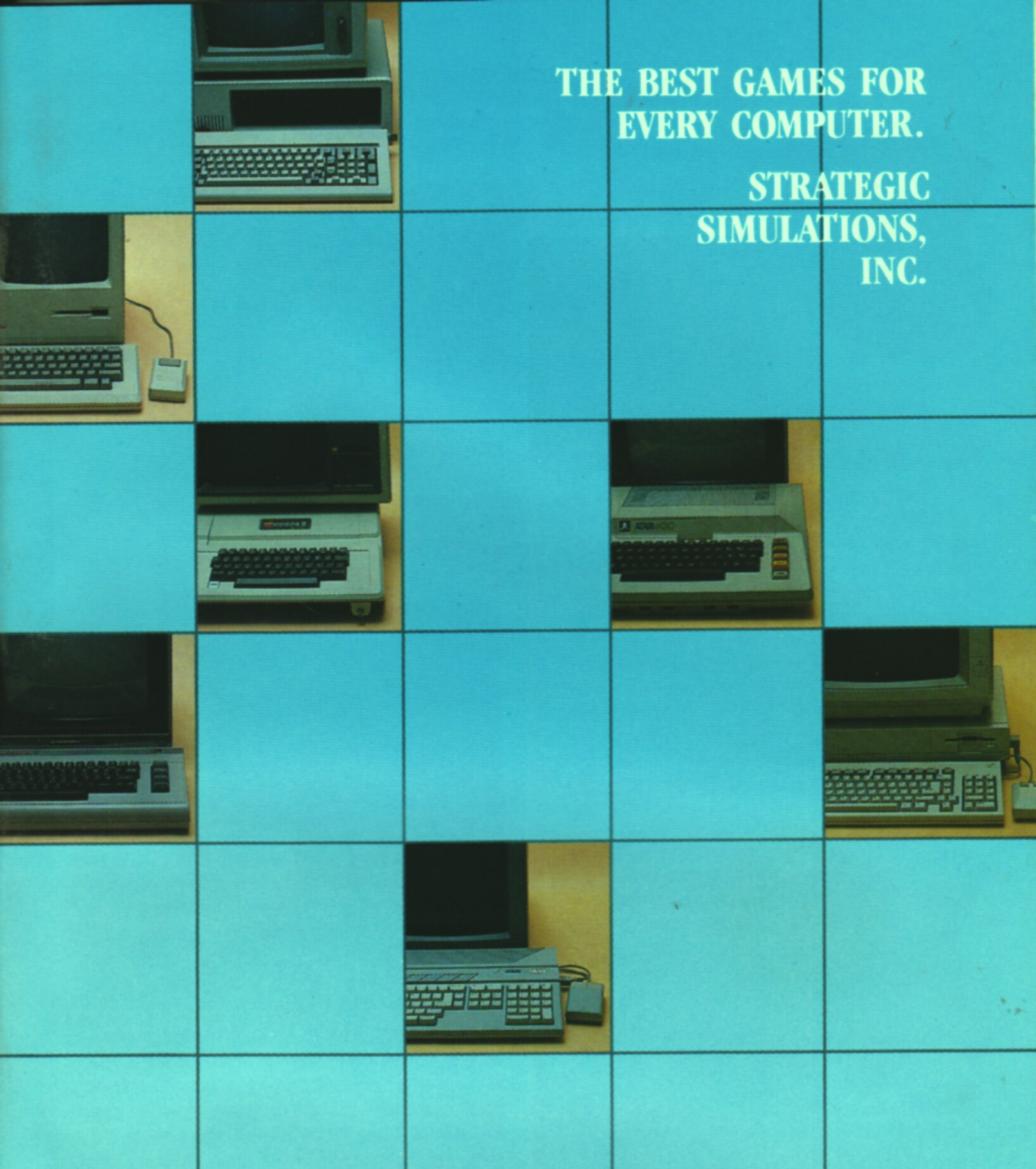


THE BEST GAMES FOR
EVERY COMPUTER.

STRATEGIC
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SPRING 1987
CATALOG

To boldly go at speeds
no man has gone before.



With TransWarp in your Apple, SSI games will play up to 3.6 times faster!

TransWarp™ is the fastest accelerator board for the Apple II, II+, or IIe. With 256K of ultra-fast RAM, TransWarp speeds up all Apple software — including our games. Which means our games will play incredibly fast, with minimal waiting and delay.

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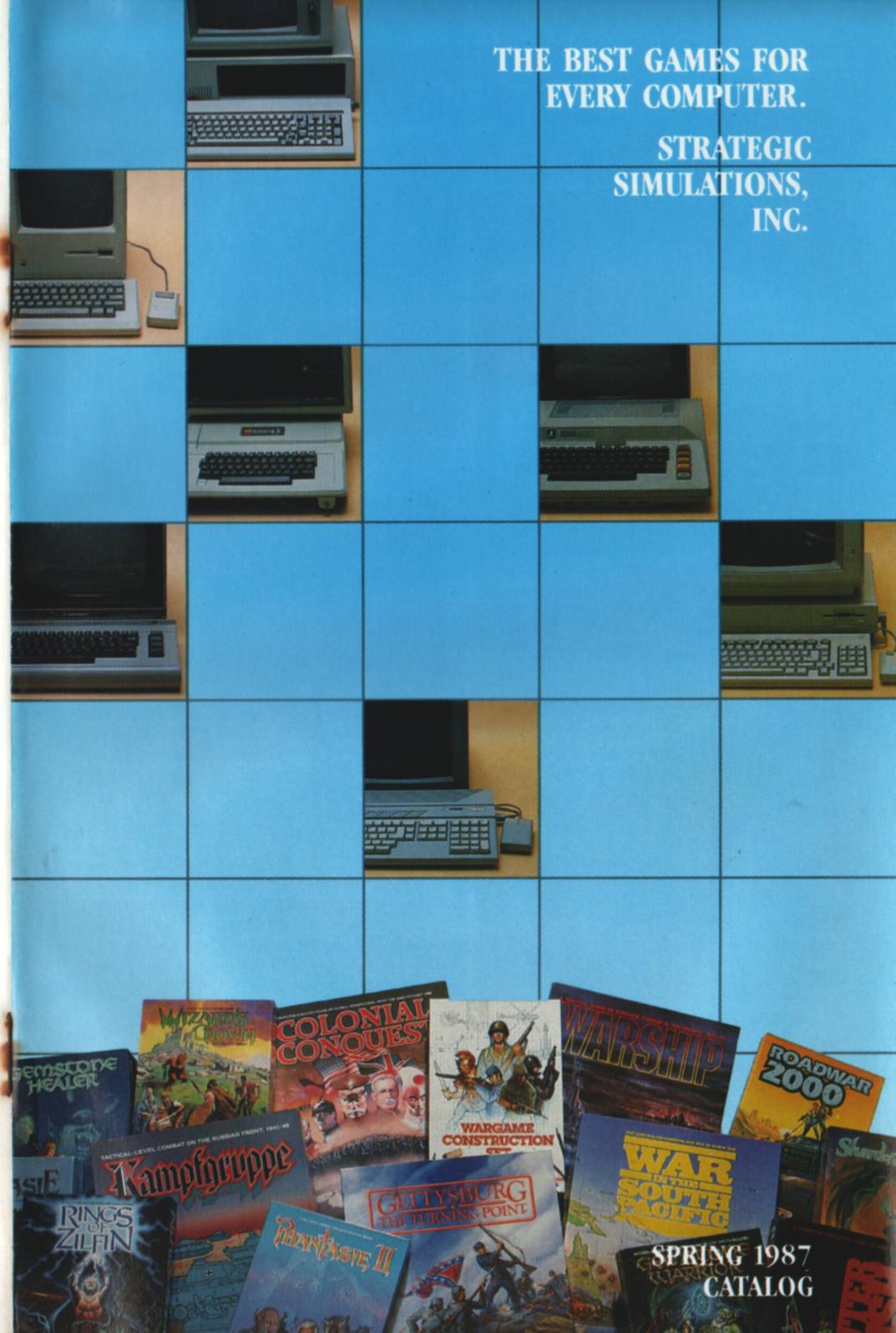
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THE BEST GAMES FOR
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INC.



NEW GAMES

WAR IN THE SOUTH PACIFIC™ provides three exciting scenarios of land/sea/air operations in the South Pacific Theater from May '42 to March '43. The most intriguing scenario is the Hypothetical Campaign Game. It assumes that the Battle of Midway did not take place. What would have happened if Admiral Yamamoto had instead decided to throw the bulk of his naval might against the islands of the South Pacific, with Australia the ultimate prize? You'll find out by fighting intense battles around Truk, Guadalcanal, Port Moresby, Rabaul, Fiji, and Australia. The other two scenarios are shorter and historically based. By Gary Grigsby.

Note: APPLE disk is 64K.



ALL NEW!

APPLE (now)
C-64/128 (March)
Advanced.

BATTLECRUISER™ is really two games in one. It uses the same critically acclaimed game system introduced in **WARSHIP™** to re-create naval engagements during WWI between Great Britain and Germany. It also simulates WWII surface battles between Britain/France and Germany/Italy. Each war gives you a choice of 79 classes of ships which come historically rated for such factors as number, size and armor of main and secondary guns; number and type of torpedo mounts; maximum speed; radar/fire director; belt and deck armor; and earliest year of availability. You set the course and speed, fire torpedoes, and choose "Ship" or "Division" command mode. During combat, the computer calculates the damage caused by every single shell hit! You can even create your own ships and scenarios. By Gary Grigsby.



ALL NEW!

APPLE, ATARI,
& C-64/128 (now)
Advanced.

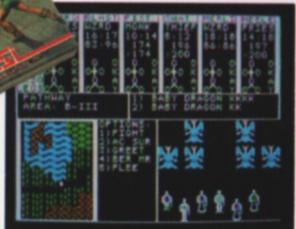
PHANTASIE III: The Wrath of Nikademus™ is more than a sequel to **PHANTASIE I** and **PHANTASIE II**. It is the final confrontation between your band of six adventurers and the Dark Lord Nikademus and his army of vile beasts and creatures. This pivotal game boasts a number of improved features, such as:

A detailed method of handling wounds that determines location and extent of injuries; more strategy and combat options, such as the ability to move each individual character to different positions in the party (e.g., front or back); enhanced graphics with all new character/monster displays; more potent magic spells; increased speed of play while travelling across the wilderness and dungeons. If you've played **PHANTASIE I** and **PHANTASIE II**, you can use the same set of characters in this game. By Doug Wood.



ALL NEW!

APPLE (March)
C-64/128 (April)
ST (May)
Introductory.



REALMS OF DARKNESS™ is a challenging, multi-faceted fantasy adventure game. Recruit up to eight companions to help you explore an immense and highly detailed magical world, teeming with menacing monsters and shimmering treasures. Your band must fulfill seven quests, in which you use not only brawn but brains to solve the increasingly elaborate and difficult puzzles that block your path to glory. You can split your party into as many as eight different sub-groups, and you're free to switch back and forth among them. Although this is a complex game, it is extremely playable. You can easily switch between a menu-driven fantasy game or text adventure game. In the latter mode, you can "talk" in simple sentences, interact with people and objects, and solve puzzles. By Gary Smith and Duong Nghiem. Includes graphics routines from *The Graphics Magician®* by Polarware™.



ALL NEW!

APPLE (now)
C-64/128 (May)
Intermediate.

NEW CONVERSIONS

A multiple-character role-playing game, **PHANTASIE™** transports you to the medieval isle of Gelnor. You command a group of one to six characters — with such roles as monk, priest, wizard, ranger, thief, or fighter — and 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 (March)
AMIGA (April)
IBM (May) Also ST,
APPLE, C-64/128,
MAC. 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 solitaire 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.



4 NEW VERSIONS!

IBM (now); ST (Mar.)
AMIGA (April)
MAC (May) Also
APPLE, C-64/128.
Introductory.



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 & Keith Brors.



2 NEW VERSIONS!

IBM & ST (May)
Also APPLE,
ATARI, C-64/128.
Intermediate.



Zilfins were mighty wizards who created two magical rings which, worn together, endowed the wearer with supernatural powers. The fiendish Lord Dragos holds one of the rings and needs only its lost mate to attain invincibility. You are the only hope for thwarting this evil. Your wondrous journey to find and reunite the **RINGS OF ZILFIN™** is conjured up with revolutionary graphics that offer unprecedented realism. The fully animated scrolling screen grants you step-by-step control as you cross the dangerous lands. You can defend against the tyrant's monstrous minions with arrows or swords. But your best weapon comes from developing your latent magical powers until you become Grand Master Wizard and can weave mighty spells. By Ali N. Atabek. This game includes graphics routines from *The Graphics Magician®* by Polarware™.

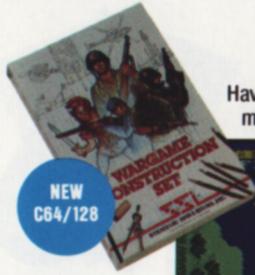


2 NEW VERSIONS!

IBM (April)
ST (May)
Also APPLE,
C-64/128.
Introductory.



NEW CONVERSIONS



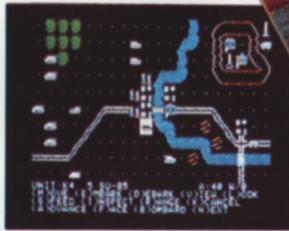
NEW
C64/128

Have you ever dreamed of designing your own wargames or creating your own battlemaps, troops and scenarios unfettered by the constraints of time and reality? Now you can with **WARGAME CONSTRUCTION SET™**. It lets you design and play a nearly limitless number of simple and complex wargames. Start by drawing your map; place terrain in any arrangement and scale you like. Create your combatants by assigning them different military attributes. Span history by fighting Ancient to modern wars, or suspend reality and engage in fantasy or science-fiction battles. If you don't want to make up your own scenarios, we've provided eight ready-to-play games (five solitaire, three 2-player). By Roger Damon.

Available April
Also ATARI.
Introductory.



KAMPFGRUPPE™, spanning 1941-45, lets you command a German or Russian battle group to engage in the definitive tactical simulation of Eastern Front armored warfare. This is a game that instantly calculates the hit probabilities of practically all ground weapons used on the Russian Front. Every weapon is historically rated for combat effectiveness and its time period of service. And just look at this impressive list of weapon types: 26 tanks, 13 tank destroyers, 5 assault guns, 6 anti-tank guns, not to mention assorted halftracks, mortars, field artillery, flamethrowers, machine guns and rifles. Combat is resolved down to individual tanks, guns and soldiers. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are instantly highlighted. We provide 4 historical and an infinite number of random scenarios. By Gary Grigsby.



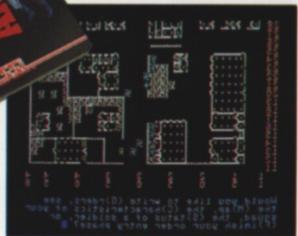
2 NEW
VERSIONS!

IBM (March)
AMIGA (April)
Also APPLE, ATARI,
C-64/128.



NEW
MAC

COMPUTER AMBUSH™ gives you the gut-wrenching experience of man-to-man combat during World War II. You're the sergeant of a squad of ten American or German infantrymen — each of whom has a name, personal background, and different combat skills. Your squad is armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, even garottes. The battleground is a half-ruined French town, and the map shows buildings, walls, doors, windows, hedges, and your men. The enemy is usually hidden, depending on extensive line-of-sight rules. The time pressure and meticulous detail of this game creates the stress of actual command. Your heart skips a beat as you watch PFC Chuck Lawson get blown away by that German machine gun you forgot about when you ordered him to sneak across the alley. This is one fast and intense game! By Ed Williger and Larry Strawser.



Available March
Also APPLE, ATARI,
C-64/128.
Advanced.

COLONIAL CONQUEST™ is a fun and simple game of world domination that brings back the late 1800's and early 1900's — the Age of Imperialism. For up to six human players (or a minimum of one human and five computer opponents), this easy strategy simulation puts you in charge of the U.S., Great Britain, Germany, France, Russia, or Japan. You collect money through taxation, and use it for espionage, subversion, fortification, or buying armies and fleets. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth. Using joystick control and beautiful scrolling color graphics, this game will quench your thirst for absolute power. By Dan Cermak. Note: APPLE disk is 64K.



NEW
ST

Available March
Also APPLE, ATARI,
C-64/128.
Introductory.

SSI CLASSICS

In their prime, the following games were recognized as some of our best titles.

We are now offering them at a special low price of \$14.95.

If you are searching for unbeatable values in computer gaming, look no further than SSI Classics!

Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy. Note: APPLE disk is 64K. **APPLE, ATARI, C-64/128.** Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



This chess-like tactical game of conquest through fortification and positioning is easy to learn yet difficult to master. **APPLE, ATARI, C-64/128.** Introductory. By Jim Templeman and Patty Denbrook.



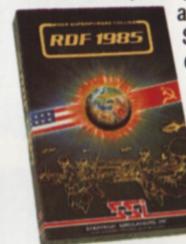
Reforger: NATO's annual exercise assumes a Soviet strike into West Germany. Take charge in this game during the Fulda Gap invasion. **APPLE, ATARI.** Advanced. By Gary Grigsby.



First of the popular series: "When Superpowers Collide." NATO forces must repel an invasion of West Germany by Warsaw Pact battalions. **APPLE, C-64/128.** 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-64/128.** Advanced. By Roger Keating.



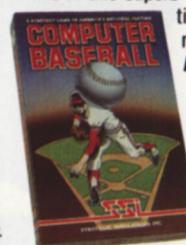
Pilot 36 of World War II's greatest fighters and bombers in 4 scenarios: V-1 Interceptor, Night Fighter, Bomber Intercept, and Dogfight. **C-64/128.** Advanced. By Charles Merrow & Jack Avery.



Be company commander, platoon leader, or squad leader in this exciting game of tank battles that combines arcade action with strategy simulation. **ATARI, C-64/128.** Introductory. By David Hille.



Create and manage any team you like in this superb strategy simulation of America's national sport! **APPLE, ATARI, C-64/128, IBM.** Introductory. By Charles Merrow & Jack Avery.



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-64/128.** Introductory. By Carl Saracini.



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.

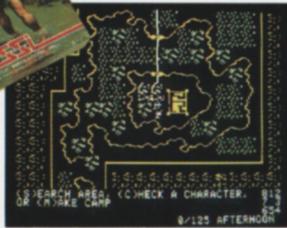
For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.



"Family Computing" 1986 Best Role-Playing Adventure Game of the Year. Guide 8 adventurers in search of the lost Wizard's Crown.

AWARD WINNER

APPLE, ATARI, IBM, C-64/128, ST. Intermediate. By Paul Murray & Keith Brors.



Embark on a treacherous journey to regain the Shard of Spring, an enchanted stone that bestows eternal springtime.

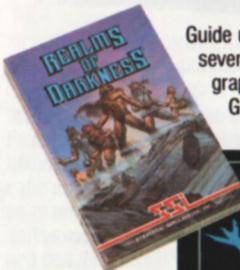
Note: APPLE disk is 64K.

APPLE, C-64/128, IBM. Introductory. By Craig Roth & David Stark.



Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® by Polarware™.

APPLE, C-64/128, IBM, ST. Introductory. By Ali N. Atabek.



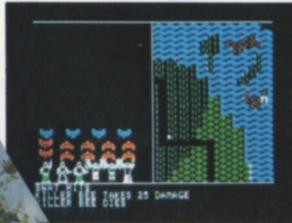
Guide up to eight adventurers on seven different quests. Includes graphics routines from The Graphics Magician® by Polarware™.

APPLE, C-64/128. Intermediate. By Gary Smith & Duong Nghiem.



FANTASY

APPLE, MAC, ST, ATARI, C-64/128, IBM, AMIGA. Introductory. By Doug Wood.



"Family Computing" 1985 Role-Playing Adventure Game of the Year. Search for the Nine Rings to help you battle the Dark Lord's evil minions.

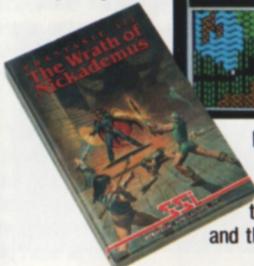
AWARD WINNER

APPLE, ST, C-64/128. 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.

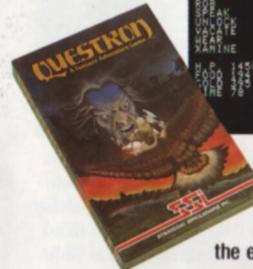
APPLE, C-64/128, ST. Introductory. By Doug Wood.



More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus.

FANTASY AND SCIENCE FICTION

APPLE, ATARI, C-64/128. 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, ATARI, C-64/128. Advanced. By Paul Murray.

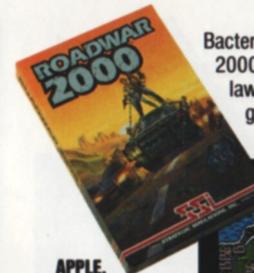


Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

APPLE, ATARI, C-64/128. Introductory. By Paul Murray.

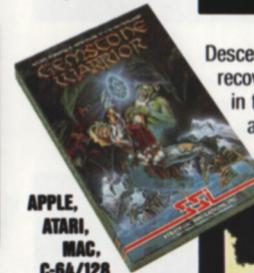


Your ability to not only command a starfleet in battle, but also to design and build starships, will determine the COSMIC BALANCE™.



Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.

APPLE, C-64/128, IBM, ST, AMIGA, MAC. Introductory. By Jeff Johnson.

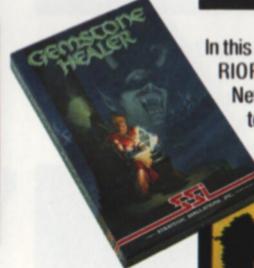
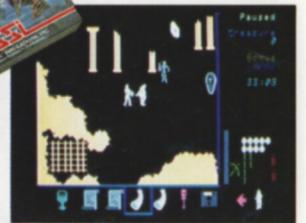


Descend into the Netherworld to recover the precious Gemstone in this adventure that features action and strategy.

Note: APPLE disk is 64K.

APPLE, ATARI, MAC, C-64/128.

Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. Note: Apple disk is 64K.

APPLE, C-64/128. Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



Three exciting scenarios of land/sea/air battles between the U.S. and Japan, including a hypothetical Japanese campaign to attack Australia.



APPLE, C-64/128.
Advanced.
By Gary Grigsby.

Two complete games in one: Fight the naval battles of both World War I and World War II in incredible detail and realism.



APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

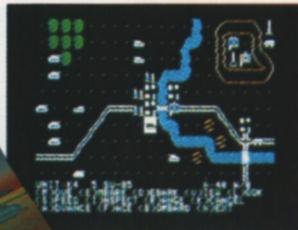
A simulation of truly monumental scale, so detailed every division in the entire 1941-44 Russian campaign is accounted for! A wargaming milestone!



APPLE, ATARI.
Advanced.
By Gary Grigsby.

WARGAMES

APPLE, ATARI, C-64/128, IBM, AMIGA.
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.

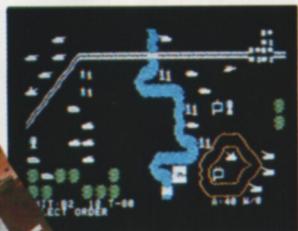
AWARD WINNER

APPLE, C-64/128.
Advanced.
By Gary Grigsby.



KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

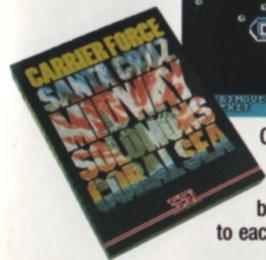
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.



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



APPLE, ATARI, C-64/128.
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 plane!

APPLE, ATARI, C-64/128, MAC.
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!

APPLE, C-64/128.
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-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



"Family Computing" 1986 Strategy & Tactics Game of the Year. The Battle of Gettysburg is re-created in consummate detail and accuracy.

AWARD WINNER

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



APPLE, C-64/128.
Advanced.
By Roger Keating.

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.



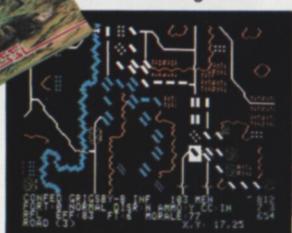
APPLE, ATARI, C-64/128.
Advanced.
By Gary Grigsby.

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-64/128, IBM.
Intermed/Adv.
By David Landrey & Chuck Kroegel.

A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!



APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



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

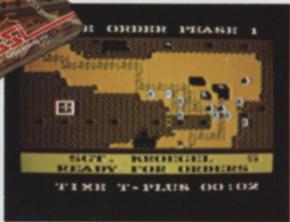
AWARD WINNER

APPLE, ATARI, C-64/128, IBM. Intermediate. By Tactical Design Group.



Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

APPLE, ATARI, C-64/128. Intermediate. By Roger Damon.



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

APPLE, ATARI, C-64/128. Introductory. By Roger Damon.



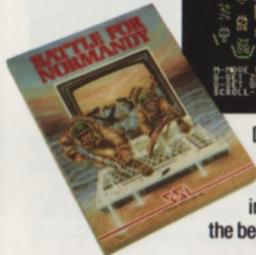
Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action"

APPLE, ATARI, C-64/128. Introductory. By Roger Damon & Jeff Johnson.

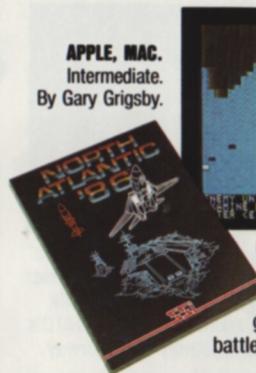
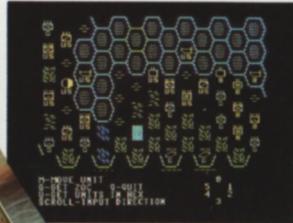


WARGAMES AND SPORTS

APPLE, ATARI, C-64/128, IBM. Intermediate. By Tactical Design Group.



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



APPLE, MAC. 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.

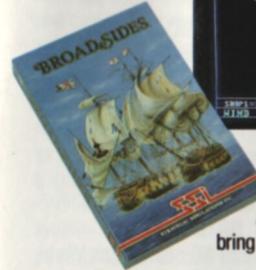


APPLE, ATARI, C-64/128. Introductory. By David Hille.

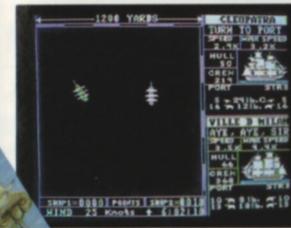
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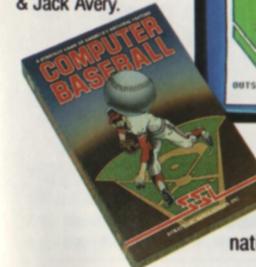
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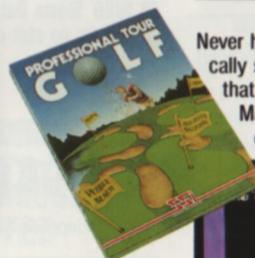
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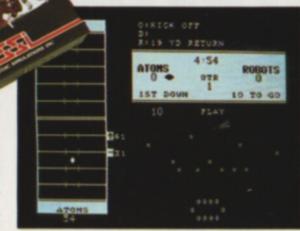
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IMPERIUM GALACTUM™	48K	7.3	7.2	7.2	\$39.95

FANTASY/ADVENTURE

GEMSTONE WARRIOR™	48K	7.6	6.9	
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