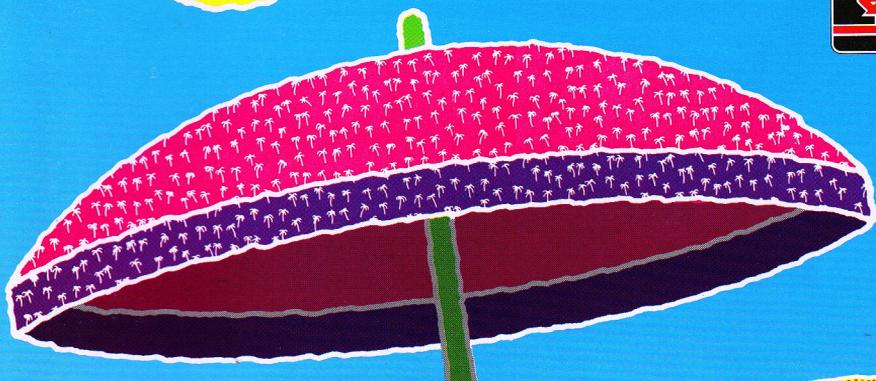


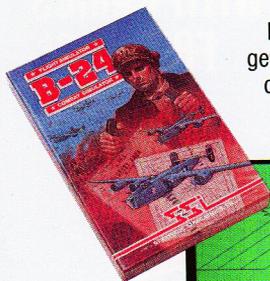
YOU'VE GOT IT MADE
IN THE SHADE
WITH GAMES
FROM SSI.



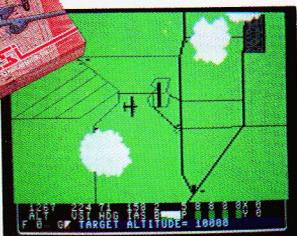
SUMMER 1987
CATALOG

STRATEGIC SIMULATIONS, INC.
1046 N. Rengstorff Avenue
Mountain View, CA 94043
(415) 964-1353

NEW GAMES



APPLE (Sept.)
C-64/128 (now)
IBM (Sept.)
Introductory.



B-24™ is a flight/combat simulator that challenges you to fly 19 dangerous bombing raids over Hitler's oil refineries at Ploesti, Rumania. You command the lead B-24 Liberator, which will determine the course of action for an entire formation of forty B-24s.

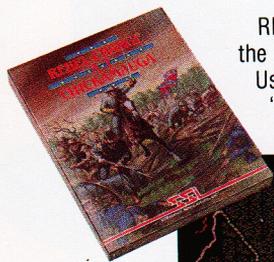
But first, you must learn to fly this cantankerous bomber. You'll find it hard enough just to get off the ground or land without crashing. Then, you'll have to deal with fuel leaks and failure-prone superchargers. Two simpler scenarios let you practice taking off, flying in formation against flak and enemy fighters, bombing targets and landing.

Once you're ready, it's time to bomb Ploesti. You can fly in real time or up to sixty times faster.

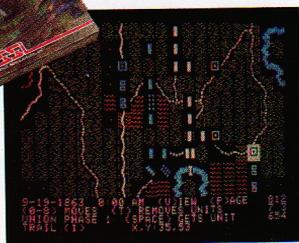
Before you take off, check the wind forecast to help you determine how much fuel and how many bombs you can carry. Your first goal is to race to your fighter rendezvous points. The escort fighters will be waiting for you at a specified time and place. Don't be late because they can only stay up for so long.

Your job is to reduce Ploesti's total oil production below what was accomplished historically (8500-9500 tons/day). If you succeed, you'll be told how much you would have shortened the war in Europe! By John Gray. Includes graphics routines from The Graphics Magician® by Polarware™.

Note: APPLE disk is 64K.



APPLE (now)
C-64/128 (now)
ATARI (now)
IBM (July)
Contains
Introductory,
Intermediate and
Advanced Games



REBEL CHARGE AT CHICKAMAUGA™ is the definitive simulation of the South's last major offensive thrust — the Battle of Chickamauga.

Using a refined version of the superb game system seen in SSi's "Gettysburg: The Turning Point," this game faithfully re-creates the two-day battle (September 19 and 20, 1863) in 13 turns, each representing two hours of real time. For all its realism and detail, this game is extremely playable and fast moving.

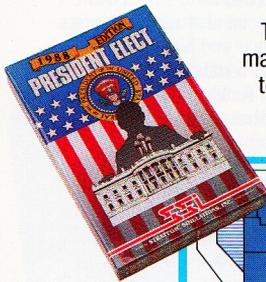
The battlefield is represented by a large 64x54 square-grid map. You can switch back and forth between a strategic and tactical display during play. The former fills the screen with a 40x20 map area; the latter zooms in to a 20x10 area for greater detail.

The map accurately reflects the densely wooded nature of the areas around Chickamauga Creek. Hidden movement effectively simulates the historical fact that neither commander could determine the strength and position of his own troops, much less those of the enemy.

We've set up all the proper conditions to give you the unique opportunity to try and repeat — or revise — history. Find out how you would have done at the Battle of Chickamauga by playing against another player or against the computer, which can play either or both sides. By David Landrey and Chuck Kroegel.

Note: APPLE disk 64K.

NEW GAMES



APPLE (now)
C-64/128 (now)
IBM (now)
Introductory.



HIT ANY KEY TO CONTINUE...

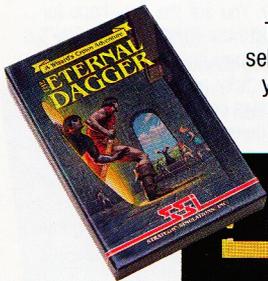
The 1988 EDITION of PRESIDENT ELECT™ takes into account all the major electoral parameters to answer the burning question: Who's going to win in '88? It includes special rules and features to help you predict the upcoming, wide-open election. But with its 71 rated candidates, you can contest any election all the way back to 1960. You can even make up your own candidates. In either case, you can create intriguing face-offs: Hart (if he had not quit) vs. Bush, JFK vs. Reagan.

At the beginning of the game, the computer establishes the prevailing political climate of the specified electoral year. The candidates' political persuasions are based on their responses to over twenty diverse issues.

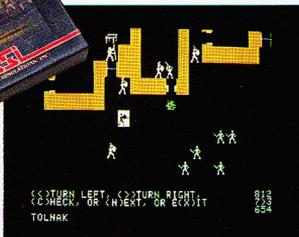
You must allocate your Political Action Points among national, regional and key-state campaigning. In a debate, you'll be scored on your answers as well as your speaking ability.

Election night results can be resolved instantly, or by the minute.

The computer can play the role of any or all three Republican, Democratic and third party candidates. It can also play a game over and over again, with major parameters changed each time to see how a particular election might turn out. By Nelson Hernandez, Sr. *Owners of the original version can receive the 1988 Edition by sending in the old disk plus \$10.00 (\$2.00 shipping & handling charges as well as sales tax for California residents apply).*



APPLE (July)
C-64/128 (August)
ATARI (Sept.)
Intermediate.



THE ETERNAL DAGGER™ is the long-awaited sequel to SSI's best-selling WIZARD'S CROWN™. After the exhausting battle in the first game, your intrepid band of eight receives an urgent plea for help from another world. Stepping through a small, magical gateway, you learn that hordes of monsters have crossed into the Middle World through yet another portal.

Your mission is to aid the few remaining warriors of this magical world — among them, an Elfen Princess and Swift Eagle — in turning back the evil invasion. Then to ensure that such abominations can never return, you must find the enchanted Eternal Dagger to seal off the Demon Portal.

This wilderness-based adventure uses an improved version of Wizard's Crown's game and combat systems. During combat, you can let the computer resolve each battle quickly, or you can personally direct the action with a host of combat options. Dungeon play has been refined and ever more powerful magic spells have been added.

Players of Wizard's Crown can transfer their characters to THE ETERNAL DAGGER. Of course, you always have the option to create brand new characters in this exciting fantasy quest. By Paul Murray.

NEW CONVERSIONS



2 NEW VERSIONS!

PHANTASIE III: The Wrath of Nikademos™ 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 Nikademos and his army of vile creatures. This pivotal game boasts a number of improved features, such as: A more detailed method of handling wounds; more strategy and combat options, such as the ability to move each character to different positions in the party; enhanced graphics; more potent magic spells; increased speed of play. Players of PHANTASIE I or PHANTASIE II can use the same set of characters in this game. By Doug Wood.



ST (June)
AMIGA (July)

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 Bros.



2 NEW VERSIONS!



IBM (July)
ST (Aug)
Also APPLE,
ATARI, C-64/128.
Intermediate.



2 NEW VERSIONS!

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™.



IBM & ST (Aug.)
Also APPLE,
C-64/128.
Introductory.

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 avacious 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.**



2 NEW VERSIONS!



IBM (Aug.)
ST (Sept.)
Also APPLE,
C-64/128.
Introductory.

SSI CLASSICS

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

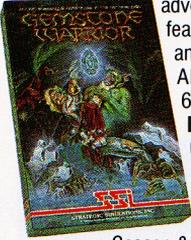
We are now offering them at a special low price of \$14.95.

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.

APPLE disk is 64K. **APPLE, MAC, ATARI, C-64/128.**

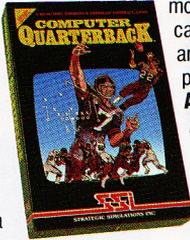
Introductory. By Peter Lount, Trouba Gossen & Kevin Pickell.



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

APPLE, ATARI, C-64/128.

Introductory. By Dan Buntun.



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.

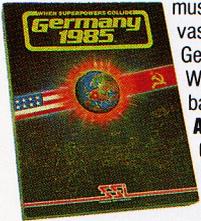


First of the popular series: "When Superpowers Collide." NATO forces

must repel an invasion of West Germany by Warsaw Pact battalions.

APPLE, C-64/128.

Advanced. By Roger Keating.

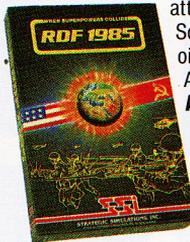


Second in the "Superpowers" series: The U.S. Rapid Deployment Force

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 Intercept, Night Fighter, Bomber Intercept, and Dogfight.

C-64/128.

Advanced. By Charles Merrow & Jack Avery.



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, IBM, ATARI,

C-64/128.

Introductory. By John Gray.

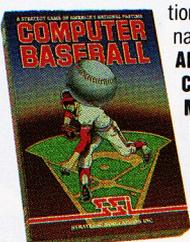


Create and manage any team you like in this superb strategy simulation

of America's national sport!

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

Introductory. By Charles Merrow & Jack Avery.



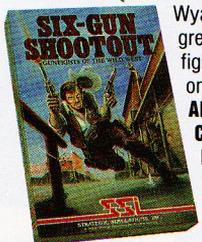
Direct some infamous characters of the Wild West as Billy the Kid and

Wyatt Earp in the greatest gun-fights ever seen on a screen!

APPLE, ATARI,

C-64/128.

Introductory. By Jeff Johnson.



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,

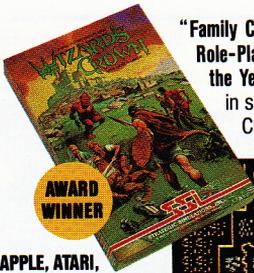
quicker to understand. They can serve as the perfect stepping stones to Advanced games. However, they are challenging and intriguing in their own right.

■ **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.

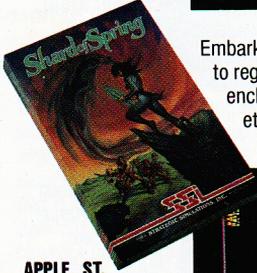
FANTASY

"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 Bros.



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

Note: APPLE disk is 64K.

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

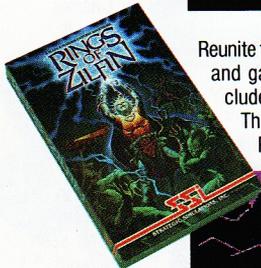


APPLE, ST, C-64/128, IBM. Introductory. By Craig Roth & David Stark.



AWARD WINNER

"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.

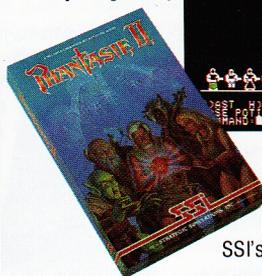


Reunite the two RINGS OF ZILFIN™ and gain ultimate power. Includes graphics routines from The Graphics Magician® by Polarware™.

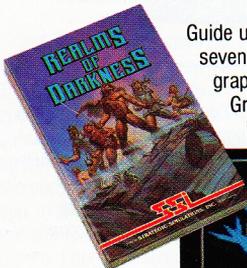
APPLE, ST, C-64/128. Introductory. By Doug Wood,



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



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.

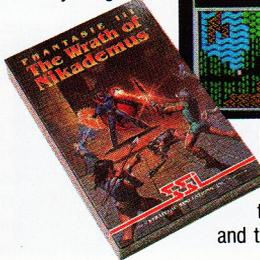


Guide up to eight adventurers on seven different quests. Includes graphics routines from The Graphics Magician® by Polarware™.

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



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

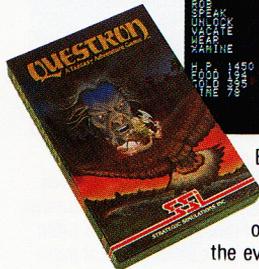


More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of 6 heroes and the Dark Lord Nikademus.

FANTASY AND SCIENCE FICTION

APPLE, ATARI, C-64/128.

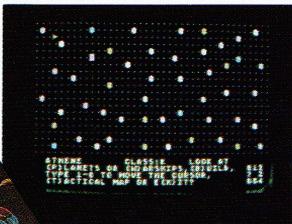
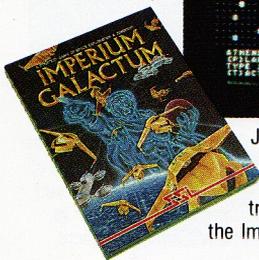
Introductory.
By Charles Dougherty.



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.



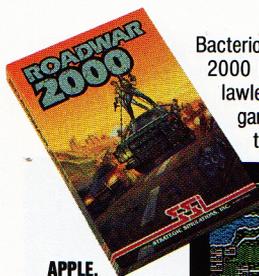
Just as Julius Caesar once forged the Roman Empire, you now struggle to control the stars and create the Imperium Galactum.

APPLE, ATARI, C-64/128.

Introductory.
By Paul Murray.

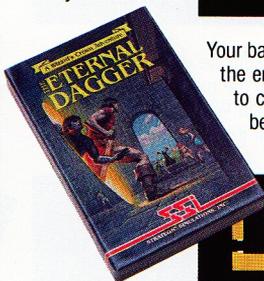


Your ability to not only command a starfleet in battle, but also to design and build starships, will determine the COSMIC BALANCE™.



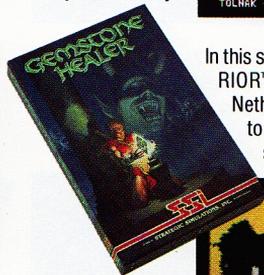
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure.

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



Your band of eight must search for the enchanted ETERNAL DAGGER to close the Demon Portal before the Undead can overwhelm Middle World.

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



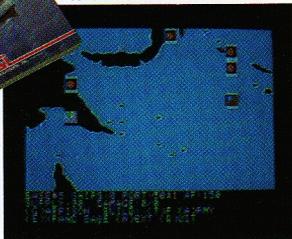
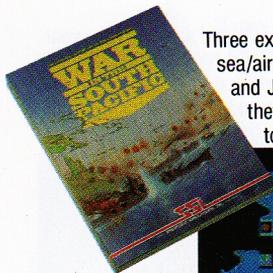
In this sequel to GEMSTONE WARRIOR™, you must return to the Netherworld and find the tools to heal the fragmented Gemstone. **Note: Apple disk is 64K.**

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



WARGAMES

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

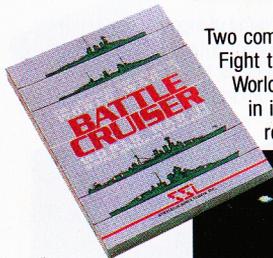


APPLE, C-64/128.

Advanced.

By Gary Grigsby.

Note: APPLE is 64K.



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.

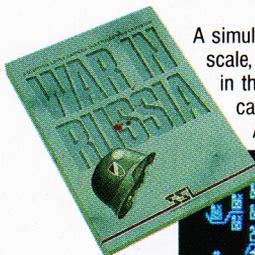


APPLE, ATARI.

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

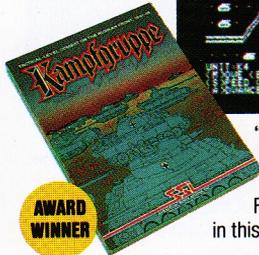
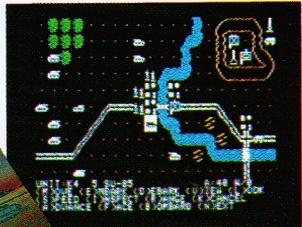
APPLE, ATARI.

C-64/128, IBM.

AMIGA.

Advanced.

By Gary Grigsby.



AWARD WINNER

"Computer Gaming World"

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

APPLE, C-64/128.

Advanced.

By Gary Grigsby.



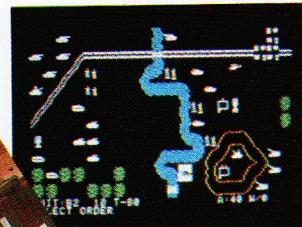
KAMPFGRUPPE™ was the definitive simulation of Russian Front armored warfare; BATTLEGROUP is the ultimate Western Front game.

APPLE, ATARI.

C-64/128.

Advanced.

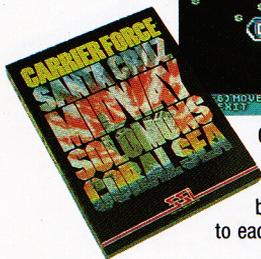
By Gary Grigsby.



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.**

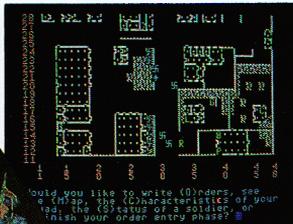
Advanced.
By Gary Grigsby.



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.



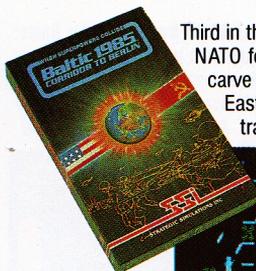
Last in the "Superpowers" series: With Soviet armor frozen solid, guerrilla counterattacks by NATO's ski troops may save Norway.

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

Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



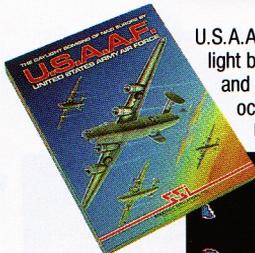
"Family Computing" 1986 Strategy & Tactics Game of the Year. The Battle of Gettysburg is re-created in consummate detail and accuracy. Note: APPLE disk is 64K.



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.**

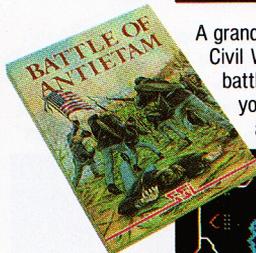
Advanced.
By Gary Grigsby.



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.**

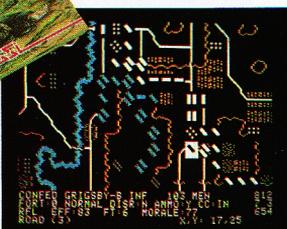
Intermed./Adv.
By David Landrey & Chuck Kroegel.



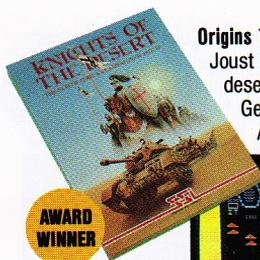
A grand-tactical simulation of the Civil War's bloodiest day. The battle unfolds in detail so real you'll feel like you're playing a miniatures game!

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

Intro/Inter/Adv.
By David Landrey & Chuck Kroegel.



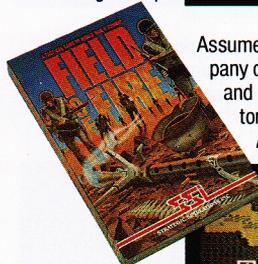
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Origins 1983 Best Computer Game:
Joust with blazing tanks across desert sands as Britain and Germany clash in the North Africa Campaign, 1941-42.

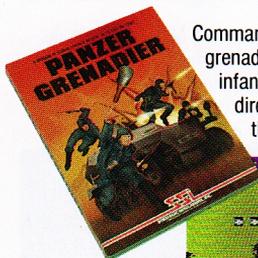
AWARD WINNER

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



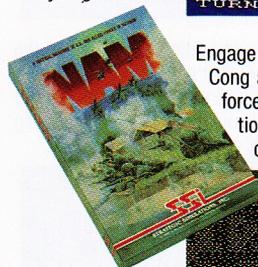
Assume command of Easy Company of the First Infantry Division and retrace eight of their historical battles across North Africa and Europe.

APPLE, ATARI, C-64/128.
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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.
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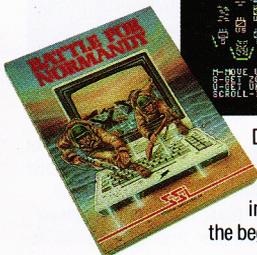


Engage computer-controlled Viet Cong and North Vietnamese forces in six historical operations during America's most controversial "police action."

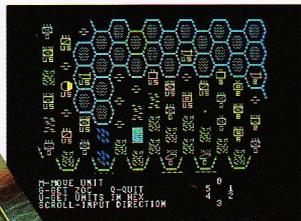
APPLE, ATARI, C-64/128.
Introductory.
By Roger Damon & Jeff Johnson.



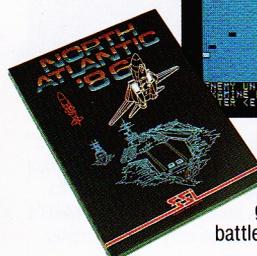
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D-Day is here again! Relive the massive Allied invasion of Northern France in June 1944 that marked the beginning of the end for Hitler.



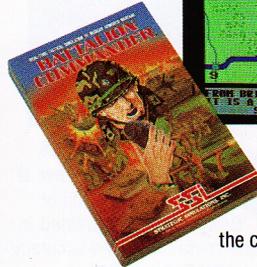
APPLE, MAC.
Intermediate.
By Gary Grigsby.



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.



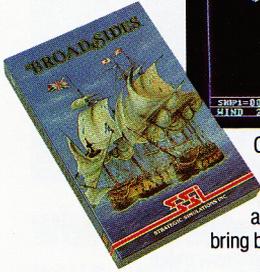
Prepare for real-time action as you direct a modern U.S., Soviet or Chinese armored battalion against the computer. **APPLE disk is 64K.**



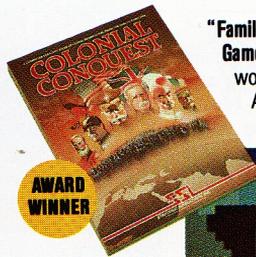
APPLE, ATARI,

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



AWARD WINNER

APPLE, ATARI, C-64/128, ST.
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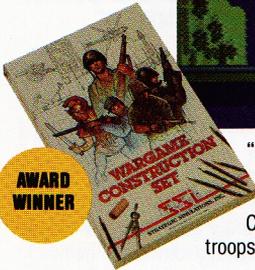
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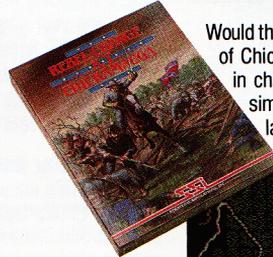
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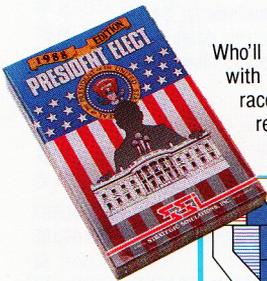
APPLE, ATARI, C-64/128, IBM.
Intro/Inter/Adv.
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Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.



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POLITICS



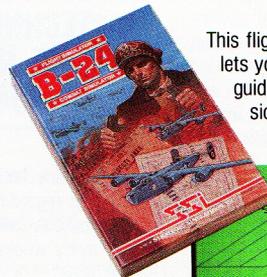
Who'll win in '88? Find out today with this realistic model of the race for the presidency. It also re-creates all the election years from 1960 to 1984.



APPLE, C-64/128, IBM. Introductory.
By Nelson Hernandez, Sr.

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PHANTASIE™	512K	7.9	7.0	7.7	\$39.95
PHANTASIE II™	512K	8.0	7.2	7.8	\$39.95
PHANTASIE III™	512K	NA	NA	NA	\$39.95
RINGS OF ZILFIN™	512K	NA	NA	NA	\$39.95
ROADWAR 2000™	512K	8.2	7.5	8.0	\$39.95
SHARD OF SPRING™	512K	NA	NA	NA	\$39.95
WIZARD'S CROWN™	512K	NA	NA	NA	\$39.95

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TITLE MEMORY P* R* E* PRICE

WARGAMES

‡ BATTALION COMMANDER™	48K	7.2	7.0	6.9	\$39.95
BATTLE FOR NORMANDY™	40K	7.0	7.1	6.9	\$39.95
BATTLE OF ANTIETAM™	48K	7.5	8.0	7.6	\$49.95
BATTLECRUISER™	48K	8.0	7.5	7.8	\$59.95
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CARRIER FORCE™	40K	6.9	7.8	7.3	\$59.95
‡ COLONIAL CONQUEST™	48K	7.9	7.0	7.6	\$39.95
COMPUTER AMBUSH™	48K	7.4	7.9	7.7	\$59.95
‡ FIELD OF FIRE™	48K	7.7	7.4	7.5	\$39.95
50 MISSION CRUSH™	40K	7.6	6.8	6.7	\$14.95
GETTYSBURG...TURNING POINT™	48K	7.9	8.2	8.0	\$59.95
KAMPFGRUPPE™	48K	7.5	8.0	7.7	\$59.95
‡ KNIGHTS OF THE DESERT™	40K	6.8	7.1	6.7	\$39.95
MECH BRIGADE™	48K	7.5	7.7	7.7	\$59.95
‡ NAM™	48K	7.9	7.1	7.3	\$39.95
OPERATION MARKET GARDEN™	48K	7.7	7.8	7.6	\$49.95
‡ PANZER GRENADIER™	48K	8.2	7.4	7.7	\$39.95
REBEL CHARGE...CHICKAMAUGA™	48K	NA	NA	NA	\$49.95
REFORGER '88™	48K	7.5	7.6	7.4	\$14.95
SIX-GUN SHOOTOUT™	48K	7.7	7.0	7.5	\$14.95
USAAF™	48K	7.6	7.8	7.5	\$59.95
WAR IN RUSSIA™	48K	7.7	7.9	7.7	\$79.95
‡ WARGAME CONSTRUCTION SET™	48K	7.6	7.0	7.3	\$29.95
WARSHIP™	48K	7.7	7.8	7.4	\$59.95

SPORTS

COMPUTER BASEBALL™	40K	7.6	7.4	7.1	\$14.95
‡ COMPUTER QUARTERBACK™	48K	7.8	7.1	7.3	\$14.95

SCIENCE FICTION

THE COSMIC BALANCE™	48K	7.2	7.1	7.1	\$39.95
IMPERIUM GALACTUM™	48K	7.2	7.2	7.2	\$39.95

FANTASY/ADVENTURE

THE ETERNAL DAGGER™	48K	NA	NA	NA	\$39.95
GEMSTONE WARRIOR™	48K	7.5	6.8	7.6	\$14.95
PHANTASIE™	48K	7.8	7.2	8.0	\$39.95
QUESTRON™	40K	7.5	6.9	7.6	\$49.95
WIZARD'S CROWN™	48K	7.7	7.6	7.7	\$39.95

* Our customer response cards, included in all SSI game boxes, asked you, the player, to rate each game for Playability (P), Realism (R) and Excitement (E). 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.

‡ Requires joysticks.

Can Bush win in '88?

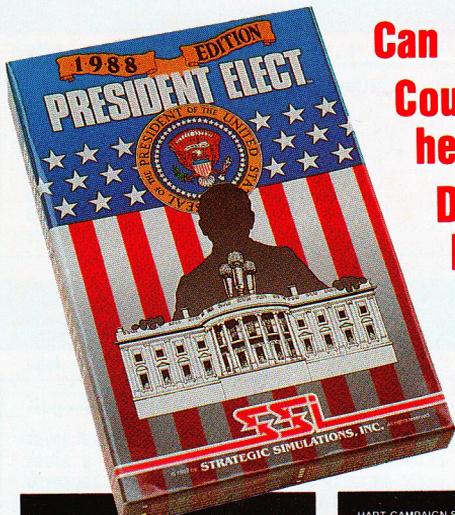
Could Hart have won had he not quit?

Do any of the remaining Democrats stand a chance?

For the answers to these questions (and more) today, play **PRESIDENT ELECT, 1988 EDITION.**

Available now for the APPLE, C-64/128 and IBM.

For more information on this realistic model of the race for the presidency, see page 2 inside.



NOW STARTING THE WEEK OF
SEPTEMBER 1 - 7, 1988

AS OF LAST WEEK, THE AVERAGE NATIONAL POLL GAVE THE FOLLOWING PERCENTAGES AND PROJECTIONS FOR EACH OF THE CANDIDATES:

HART	47%
BUSH	53%

PROJ. ELECTORAL VOTES:

HART	53
BUSH	233

TOO CLOSE TO CALL 233

HIT ANY KEY WHEN READY TO CONTINUE. ■

Weekly polls project shifts in popular and electoral votes.

QUESTION DIRECTED TO: **BUSH**

ARE YOU IN FAVOR OF TARIFFS AS A MEANS OF PROTECTING DOMESTIC INDUSTRIES?

ENTER THE % OF TIME THE CANDIDATE WILL ALLOCATE TO EACH LINE OF ARGUMENT:

- DISCUSS RELEVANT CONSIDERATIONS
- STATE OWN POSITION
- CONTRAST POSITION WITH OPPONENT'S
- ATTACK OPPONENT'S POSITION
- KILL TIME (DODGE, ANECDOTE, ETC.)

A sample debate question and its possible approaches.

HART CAMPAIGN STRATEGY... WEEK 1

POLITICAL ACTION POINTS LEFT: **29500**

ORGANIZATIONAL EXPENSES: 500
MAX. ALLOWED PAPS FOR WEEK: 4251

USED SO FAR THIS WEEK: **500**

CAMPAIGN STOPS

INCLUDES SPEECHES AND APPEARANCES BY THE CANDIDATE ON THE CAMPAIGN TRAIL...

COST PER CAMPAIGN STOP = 35
COST PER DIFFERENT STATE = 20
COST PER DIFFERENT REGION = 45

MAX. STOPS/WEEK = 35
FATIGUE EFFECTS IF >= 25
STOPS IN CALIFORNIA? 3 ■

Allocation of campaign resources and data on campaign stops.

THE COMPUTER IS NOW PROJECTING THE STATE OF...

PENNSYLVANIA	25 ELECTORAL VOTES	31% IN
■ HART	792,595	54%
■ BUSH	652,080	45%

HIT ANY KEY WHEN READY TO CONTINUE. ■

The computer makes its election night projections.



Every turn (week), U.S. map colors states according to the party to which its electoral votes belong. Solid/striped red is heavily/partially Democratic; blue is Republican; white is undecided.

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