

FALL 1988/WINTER 1989 CATALOG

# ENTER A FANTASTIC WORLD OF COMPUTER GAMING

Presenting the entire line of SSI computer games including  
ADVANCED DUNGEONS & DRAGONS® computer products.



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STRATEGIC SIMULATIONS, INC.

# NEW GAMES



Located on the northern shore of the Moonsea in the Forgotten Realms, the fabled city of Phlan had been overrun by monsters led by a mysterious leader. Your quest: discover the identity of this evil force and rid Phlan of its scourge.

POOL OF RADIANCE represents the first in a line of software created by SSI in collaboration with TSR — the producer of the legendary ADVANCED DUNGEONS & DRAGONS® fantasy role-playing system. It adheres faithfully to AD&D® game standards. Roll up your characters from four Classes, six Races and nine Alignments in classic AD&D game fashion; or use the party already provided. The computer graphics are strictly state-of-the-art. Cities, dungeons and encounters are shown in realistic 3-D perspective. Personalize your heroes' combat figures with individual weapons, armor and colors. Add NPCs (computer controlled Non-Player Characters) to your party of up to 6 PCs (Player Characters) to fill out

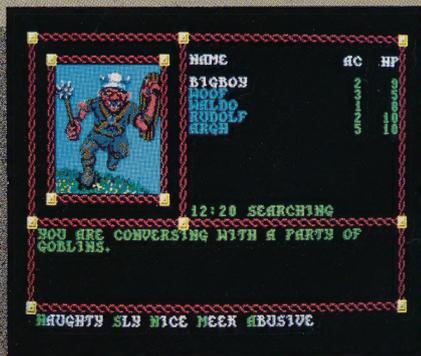
C-64/128 (NOW)  
IBM (NOV.)  
APPLE (JAN.)

Introductory.  
By SSI Special  
Projects Team.

your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action. To help your party on its many difficult missions, the Adventurer's Journal guides you with history, maps, clues and rumors. A Translation Wheel converts Elvish and Dwarvish writing to English.



Roll up your characters, in classic AD&D® game fashion, and see their portraits and characteristics.



Every monster type has its own individual drawing.

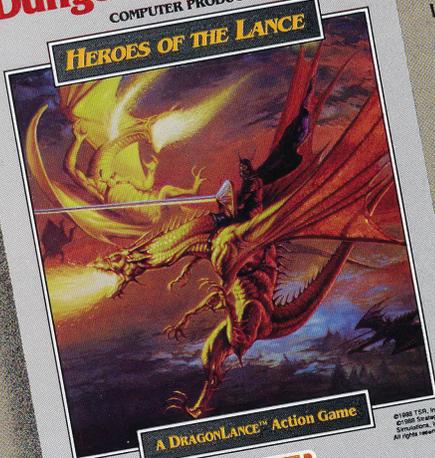
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# NEW GAMES



OFFICIAL  
**Advanced Dungeons & Dragons**  
COMPUTER PRODUCT

**HEROES OF THE LANCE**



A DRAGONLANCE™ Action Game

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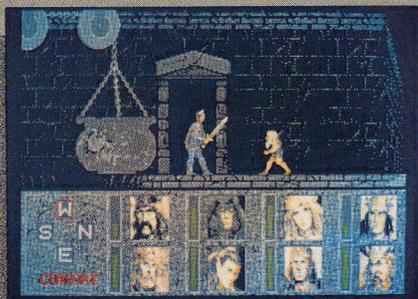
**ESL**  
STRATEGIC SIMULATIONS, INC.

ATARI ST (NOW)  
IBM (NOV.)  
AMIGA (NOV.)  
C-64/128 (DEC.)

Introductory.  
By U.S. Gold

The legendary DRAGONLANCE® game world comes alive in this exciting action game! HEROES OF THE LANCE marks the first computer action game that re-creates the epic battle between good and evil on the world of Krynn. (For those familiar with the AD&D® game system, HEROES OF THE LANCE is derived from the first DRAGONLANCE module, *Dragons of Despair*.) You control eight Companions, each with different specialized attributes and skills. Guide these brave adventurers deep into the treacherous ruins of the temple Xak Tsaroth to retrieve the precious Disks of Mishakal. As you descend into the Abyss, the Companions must defeat the hordes of monstrous Draconians in hand-to-hand combat, deal with powerful magic and survive the onslaught of attacks from giant spiders, skeletal undead and countless other terrors. But your final obstacle makes these monstrosities innocuous by comparison: The

platinum disks you seek are guarded by Khisanth, an ancient black dragon. And there is but one way to vanquish this mighty beast. Find the key to destroy Khisanth or you are doomed to failure.

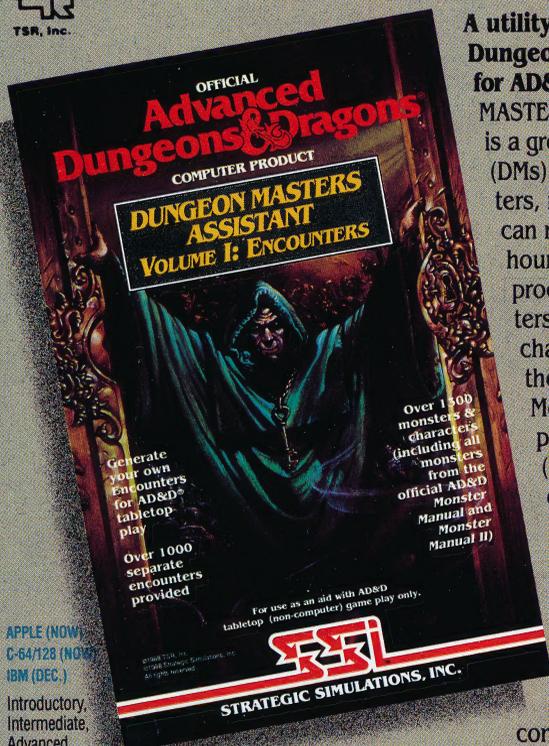


Sturm confronts a gully dwarf while exploring the upper level.



The Heroes, with Caramon in front, battle a Draconian in the catacombs of Xak Tsaroth.

# NEW GAMES

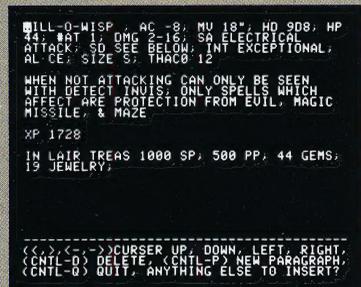


A utility program designed to help Dungeon Masters generate encounters for AD&D® campaigns. SSI's DUNGEON MASTERS ASSISTANT, VOLUME I: ENCOUNTERS is a great time saver for Dungeon Masters (DMs). With thousands of separate encounters, monsters and characters provided, it can reduce game prep time by several hours per session. The database is prodigious indeed: Over 1000 encounters and over 1300 monsters and characters, including all monsters from the AD&D® Monster Manuals I & II. Monster records and encounter printouts total several hundred pages! (Note: a printer is not required in order to use this product since data can also be output to disk or screen.) Catering to the DMs' boundless creativity, this product easily allows DMs to modify the existing data or add their original monsters and encounters to the database.

By harnessing the power of the computer, this program makes it practical to use the vast numbers of monsters and encounters created for AD&D game play.

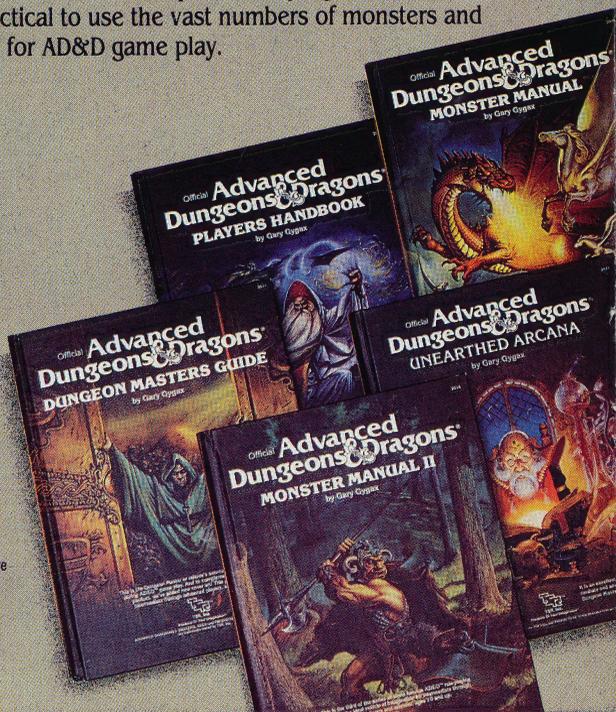
APPLE (NOW)  
C-64/128 (NOW)  
IBM (DEC.)

Introductory,  
Intermediate,  
Advanced.  
By Paul Murray,  
Victor Penman  
& James Ward.

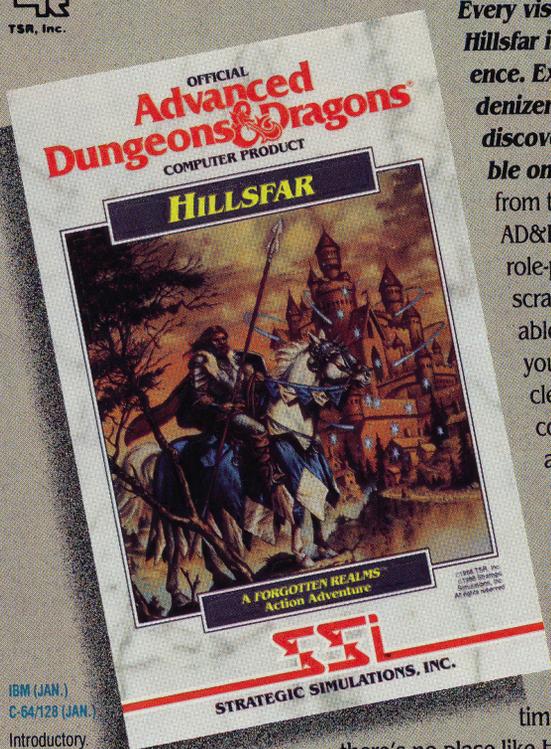


Data at your fingertips: Includes material from the famous AD&D® Monster Manuals.

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# NEW GAMES



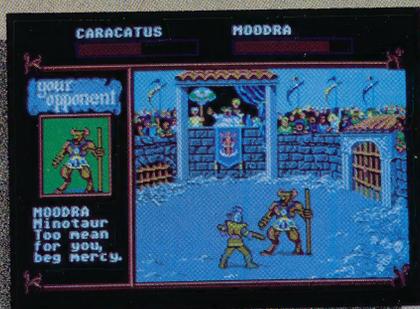
IBM (JAN.)  
C-64/128 (JAN.)  
Introductory  
By Westwood  
Associates.

Every visit to the Forgotten Realms city of Hillsfar is a different, exhilarating experience. Explore the city, meet its colorful denizens on the streets or in pubs and discover a quest (there are many possible ones). Transfer your favorite character from the POOL OF RADIANCE or AZURE BONDS AD&D® FORGOTTEN REALMS™ computer role-playing games, or create one from scratch. Your quest and the options available to you each game will change to suit your character's specialty (thief, mage, cleric or fighter). Your quest will keep you constantly on the move. Fight in the arena against raging minotaurs, ill-tempered orcs or other evil opponents. Enter different buildings and your maze-running and lock-picking skills will be required. Archery and equestrian events may also be part of your overall quest. Think fast. Move fast. These mini-games happen in real time! For both adventure and action,

there's no place like Hillsfar!

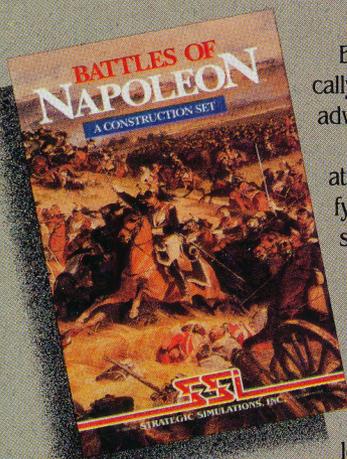


The Forgotten Realms city of Hillsfar in both 3-D and overhead views.



The arena, where you'll fight for fame, fortune or freedom.

# NEW GAMES



APPLE (NOV.)  
C-64/128 (DEC.)  
IBM (JAN.)  
ADVANCED.

BATTLES OF NAPOLEON™ gives you all the tools to simulate practically any Napoleonic battle on a detailed, tactical level. It is an advanced wargame — and a full-blown construction set.

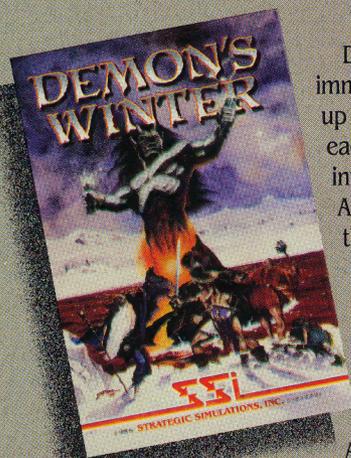
Use the computer to generate random maps, then modify them as you choose. Or start from scratch by building your own maps, square-by-square (each representing 100 yards). Create your own armies or adjust the armies provided to suit your specifications. Rate your units for melee strength,

leadership and morale. Change game parameters such as the weapons tables, fire/terrain modifiers, and other important values.

You can literally make any game you can imagine!

Want to bypass the design phase and jump right into action? Simply choose from the four pre-made scenarios: Waterloo, Quatre Bras, Auerstaedt and Borodino. If your idea of fun involves skirmishers, cavalry charges and infantry squares, look no further than BATTLES OF NAPOLEON!

By David Landrey and Chuck Kroegel.



APPLE (NOW)  
C-64/128 (DEC.)  
INTRODUCTORY.

DEMON'S WINTER™ is a fantasy role-playing game set in an immense, highly-detailed world. The five characters that make up your party can be Humans, Dwarves, Elves or Dark Elves, each rated for speed, strength, intellect, endurance and skill. As they gain in experience, these attributes will increase. They can belong to any of ten classes, ranging from Barbarian and Thief to Wizard and Scholar.

Your heroes are faced with the apocalyptic menace of the demon-god Malifon! Although trapped inside a volcano, Malifon threw the entire world into a deep, frigid winter and turned the oceans into blood. In this desolate setting, his minions thrive and threaten to free Malifon!

Your mission is clear: Search the lands and seas of this vast world for the spells needed to trap Malifon forever and undo his wintry curse. Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls! By Craig Roth and David Stark.





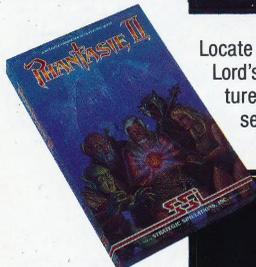
# FANTASY AND SCIENCE FICTION



**"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.

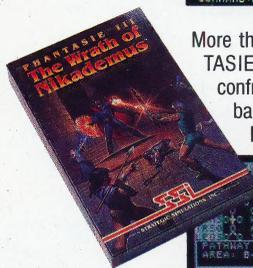
**AWARD WINNER!**

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



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

APPLE, ATARI, 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 six heroes and the Dark Lord Nikademus.

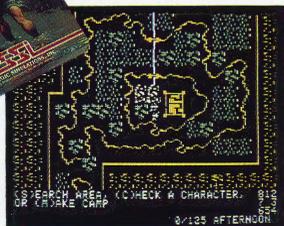
APPLE, C-64/128, IBM, ST, AMIGA.  
Introductory.  
By Doug Wood.



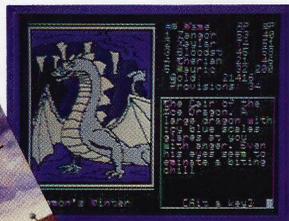
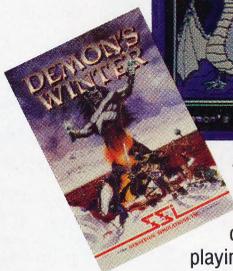
**"Family Computing" 1986 Best Role-Playing Adventure Game of the Year.** Guide eight adventurers in search of the lost Wizard's Crown.

**AWARD WINNER!**

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



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



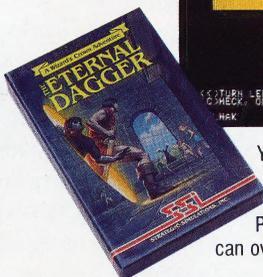
Search for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.

APPLE, C-64/128, ST, IBM, AMIGA, IIGS.  
Introductory. By John & Charles Dougherty & Westwood Assoc.



Journey into the past to prevent the six Mad Sorcerers from creating the Evil Book of Magic. IBM version includes a 3 1/2" disk.

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

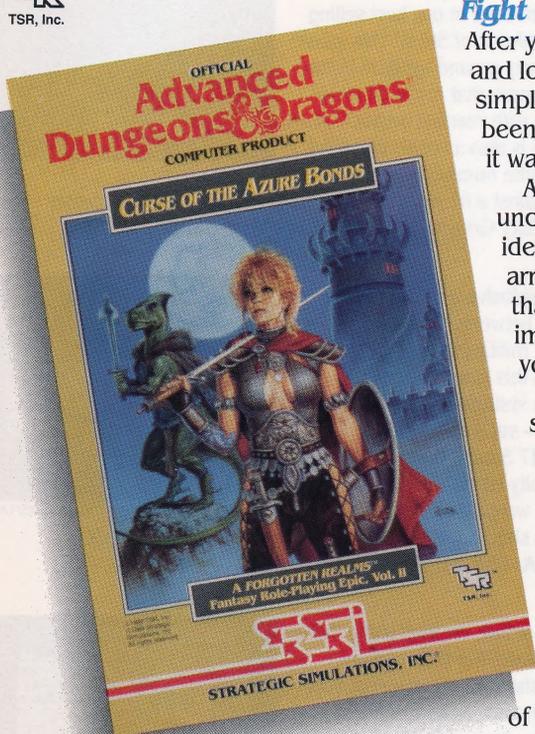


Your band of 8 must search for the enchanted Eternal Dagger to close the Demon Portal before the Undead can overwhelm Middle World.



STRATEGIC SIMULATIONS, INC.®

## NEW GAMES



### *Fight to control your own destiny!*

After you saved the entire city of Phlan and located the Pool of Radiance, a simple trip to Tilverton should have been as easy as a noon-day stroll. But it wasn't...

Ambushed, captured, and knocked unconscious, you awake with no idea who attacked you or how you arrived in Tilverton. You only know that five azure-blue symbols are imprinted just under the skin of your right arm

The mystical power of the azure symbols ensnares your will like metal bonds! And when the bonds glow, you must do as they command. No magic dispels the bonds and no cleric's prayers remove them.

Your only hope: search the Forgotten Realms for members of the alliance who created the bonds and regain control of your own destiny. Only then can you be free of the Curse of the Azure Bonds.

**APPLE II: \$49.95; C-64/128: \$39.95;**

**IBM: \$49.95** (IBM: Specify 5 1/4" or 3 1/2" disk when ordering).

IBM (NOW)  
C-64/128 (NOW)  
APPLE II (OCT.)  
Introductory.  
By SSI Special  
Projects Team.



IBM DISPLAY

*Free your characters from the power of the New Alliance and their evil curse.*



IBM DISPLAY

*Tactical combat gives you full control over your arsenal of weapons and magic.*



STRATEGIC SIMULATIONS, INC.®

# NEW GAMES

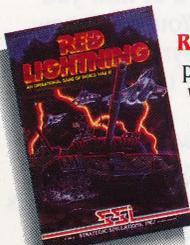


APPLE II (NOW)  
C-64 (NOW)  
Advanced

**OVERRUN!**™, the most realistic tactical simulation of modern land warfare, uses an improved version of the superb game system seen in our best-selling *Panzer Strike!*™ and *Typhoon of Steel!*™ This game incorporates nearly every ground weapon in the modern arsenal and some that are in development – such as tanks with reactive armor, FOG-M and ADATS. *OVERRUN!* is also a construction set that lets you create an infinite number of scenarios. Engage in single battles against a friend or the computer. Or play campaign games against the computer. By Gary Grigsby. **APPLE II: \$49.95; C-64: \$49.95.**



APPLE DISPLAY

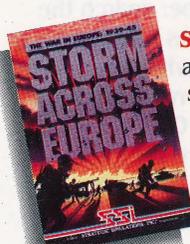


ATARI ST (NOW)  
AMIGA (SEPT.)  
IBM (NOW)  
Intermed./Advanced

**RED LIGHTNING**™ is SSI's explosive depiction of the potential war in Europe between NATO and the Warsaw Pact. Extensive military research by our game designers makes this simulation as advanced as the weapon systems used in modern land and air combat — such as the Soviet T-80 tank and the U.S. F-117 Stealth Bomber. Three scenarios, five difficulty levels and multiple options challenge the avid wargamer to explore the myriad possible outcomes should World War III erupt! By Norman C. Koger Jr. **ATARI ST: \$59.95; AMIGA: \$59.95; IBM: \$59.95** (5 1/4" disk only).



ATARI ST DISPLAY



C-64 (AUG.)  
Intermediate

**STORM ACROSS EUROPE**™ is a fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as short as one evening! You control every facet of the war as it blazes with land, sea and air action. And, while the battle rages, you must constantly juggle limited resources between production and advanced research. Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer controlling the Allies and/or the Russians. By Dan Cermak. **C-64: \$59.95.**



C-64 DISPLAY



IBM (AUG.)  
Intermediate

**SWORD OF ARAGON**™ offers much more than flashing swords and arcane sorcery. It is also a strategy game where victory depends on plotting and planning as you lead an army of warriors, knights, and mages to conquer the mystical land of Aragon. Move across the strategic map and zoom into highly detailed tactical combat against deadly foes such as evil humans, orcs, trolls, giants, cyclops, dragons, and minotaurs. You must also deal with the problems of medieval economics and resource allocation. By Russell Shilling & Kurt Myers. **IBM: \$39.95** (Specify 5 1/4" or 3 1/2" disk when ordering).

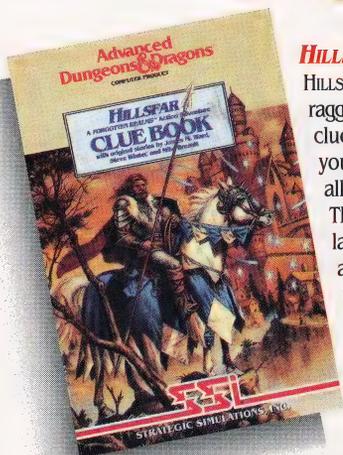


IBM DISPLAY



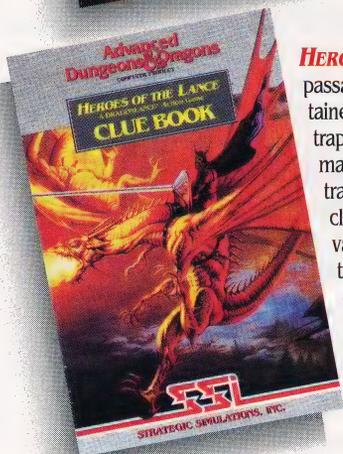
STRATEGIC SIMULATIONS, INC.®

## CLUEBOOKS



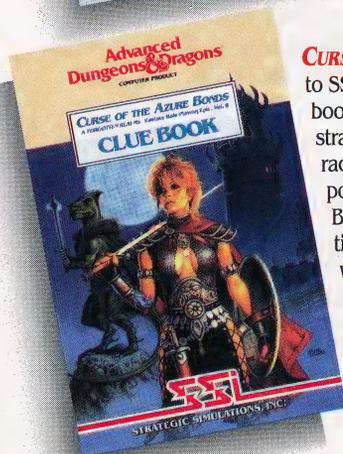
**HILLSFAR CLUE BOOK:** SSI's new computer action adventure game, HILLSFAR, is so full of exciting situations that you could run yourself ragged trying to experience it all — unless, of course, you have this clue book. The secrets of HILLSFAR are all here! Valuable hints will help you master all five arcade events. Detailed, step-by-step instructions allow you to solve every quest (for each character type) in the game. There's even a full-color map of the city with all of the buildings labeled for you. Everything you could possibly need for a successful and enjoyable stay in HILLSFAR is included, plus an added bonus: four original short stories by TSR authors!

**\$7.95 (AVAILABLE NOW)**



**HEROES OF THE LANCE CLUE BOOK:** Take this item with you into the passages beneath Xak Tsaroth and you go well armed. The information contained between these covers spells doom for the countless monsters and traps which stand between you and the precious disks you seek: Complete maps of the passages under Xak Tsaroth, with locations of all monsters, traps, pits, and special items; hints on how to defeat each monster type; clues on which path through the game is safest; lists of experience point values for each item help expert players achieve higher scores; descriptions of each character's strengths and weaknesses make it possible for even the novice player to play successfully to the end of the game and to gain the final treasure: the Disks of Mishakal. PLUS, a short story by TSR author James M. Ward!

**\$6.95 (AVAILABLE NOW)**



**CURSE OF THE AZURE BONDS CLUE BOOK:** A complete player's guide to SSI's CURSE OF THE AZURE BONDS computer adventure game, this clue book is an invaluable aid to the avid player. It contains winning game strategies, including tips on choosing the best character classes and races for an optimum party. Learn how to defeat each of the many powerful monsters, such as Shambling Mounds, Dracolichs and Beholders to name just a few. Includes detailed maps to all the locations in the game and gives general guidelines on how to get started, where to go when you find yourself in the wilderness for the first time, and how to free yourself from each of the Azure Bonds.

**\$12.95 (COMING SOON)**



STRATEGIC SIMULATIONS, INC.®

## NEW CONVERSIONS

Available now or by late 1989.



**HEROES OF THE LANCE** gives you non-stop excitement and fully animated action in the mystical DRAGONLANCE® game world. Guide eight Companions, each with different skills, deep into the treacherous ruins of the temple Xak Tsaroth. They will need all of your skills to help them survive the attacks of giant spiders, demons, dragons and countless other terrors. Retrieve the precious disks of Mishakal if you can!

**C-64/128: \$29.95**

**HILLSFAR:** Think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in Pubs, and find a quest!

**ATARI ST: \$49.95; AMIGA: \$49.95.**

**POOL OF RADIANCE:** The first AD&D® computer fantasy role-playing game set in the FORGOTTEN REALMS™ game world.

**APPLE IIGS: \$49.95; ATARI ST: \$49.95;**

**AMIGA: \$49.95; MAC: \$49.95.**

**DEMON'S WINTER:** Search for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.

**C-64/128: \$29.95; IBM: \$34.95** (5 1/4" disk only); **ATARI ST: \$39.95; AMIGA: \$39.95.**

**STAR COMMAND:** Your 8 Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race.

**ATARI ST: \$49.95.**

**TYPHOON OF STEEL:** This sequel to our best-selling *Panzer Strike!* game features construction-set flexibility and the addition of American and Japanese forces.

**IBM: \$49.95** (5 1/4" disk only).

**BATTLES OF NAPOLEON:** This construction set allows you to create Napoleonic battles at a tactical level.

**IBM: \$49.95** (5 1/4" disk only).

### TO ORDER:

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Electronic Arts

P.O. Box 7530

San Mateo, CA 94403

(California residents add applicable sales tax)

Shipping & handling:

1 item/\$3.00, 2 items/\$4.00, 3 items/\$5.00, 4 items/\$6.00, 5 or more/no charge.

Be sure to specify the computer format of the game. Availability dates of new products are subject to change. Please allow 1-3 weeks for delivery.

**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 to:

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Sunnyvale, CA 94086

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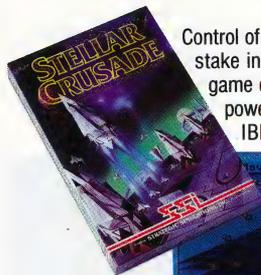
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All screen displays shown are from the computer version indicated. Screen displays from other computer versions may vary.

**IBM.**  
Introductory.  
By Doug Wood.



Your 8 star troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes 3 1/2" disks.



Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM includes a 3 1/2" disk.

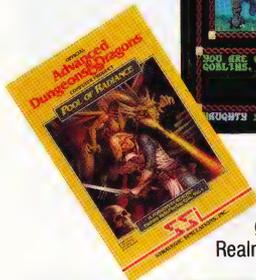
**IBM, ST.**  
Intermed./Advanced.  
By Norman C.  
Koger, Jr.



## OFFICIAL Advanced Dungeons & Dragons® COMPUTER PRODUCTS

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**APPLE, IBM,  
C-64/128.**  
Introductory.  
By SSI Special  
Projects Team.



**POOL OF RADIANCE** — the first AD&D® computer fantasy role-playing game set in the Forgotten Realms. **APPLE** disk is 128K.

**IBM, C-64/128,  
AMIGA, ST.**  
Introductory.  
By U.S. Gold.



**HEROES OF THE LANCE** — the **DRAGONLANCE**® game world of Krynn comes alive in this exciting action game.



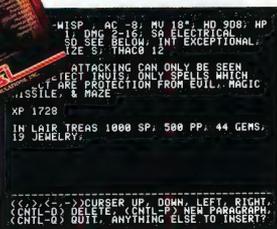
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**IBM, C-64/128.**  
Introductory.  
By Westwood Assoc.



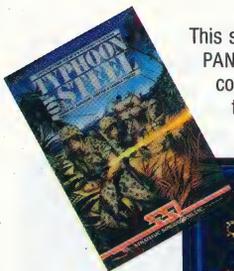
**DUNGEON MASTERS ASSISTANT, Vol. 1: Encounters** — a utility program to help Dungeon Masters generate encounters for AD&D® campaigns.

**APPLE, IBM, C-64/128.**  
Intro/Inter/Adv.  
By Paul Murray, Victor  
Penman & James Ward.



# WARGAMES

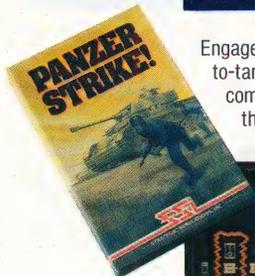
This sequel to our best-selling PANZER STRIKE! game features construction-set flexibility and the addition of American and Japanese forces.



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



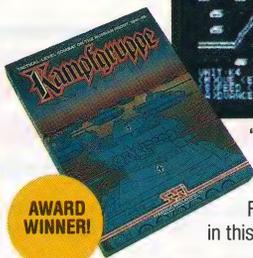
Engage in highly detailed tank-to-tank and squad-to-squad combat on the Eastern Front, the Western Front in 1940, and North Africa.



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



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**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.

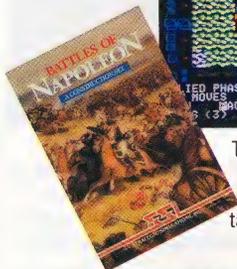
Choose from 79 classes of warships from the Allied & Japanese fleets in this comprehensive simulation of surface naval warfare from 1941-45.



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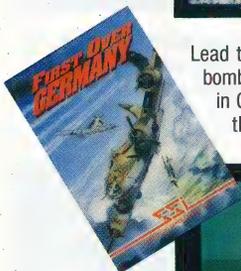


**APPLE, IBM, C-64/128.**  
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This construction set allows you to create Napoleonic battles at a tactical level.

Lead the first daylight B-17 bombing raids over Nazi Europe in October 1942. How many of the daring combat missions can you survive?



**APPLE, C-64/128.**  
Intermediate.  
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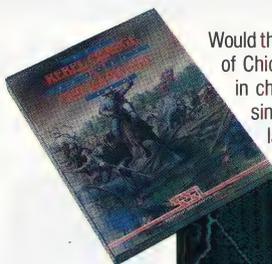


**APPLE, ATARI, IBM, C-64/128.**  
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The final word on armored warfare of the 1990's: Almost all weapon types of the U.S., West Germany, England and Russia are included.

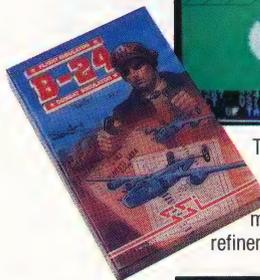
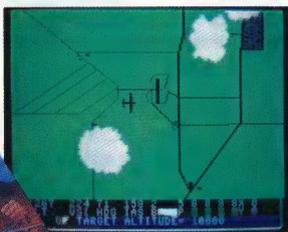
Would the Union have lost the Battle of Chickamauga if you had been in charge? Find out with this simulation of the South's last major offensive thrust.



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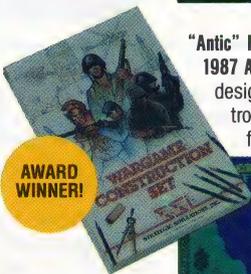
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APPLE, IBM, C-64/128.  
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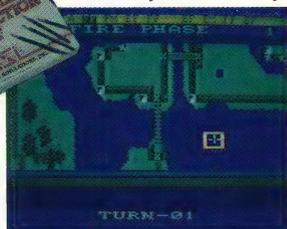
This flight and combat emulator lets you fly a B-24 Liberator through 19 missions to bomb the oil refineries in Ploesti, Rumania.

"Antic" Magazine Outstanding Product 1987 Award. Play games that you design! Create your own maps, troops, weapons & battles, unfettered by time and reality!

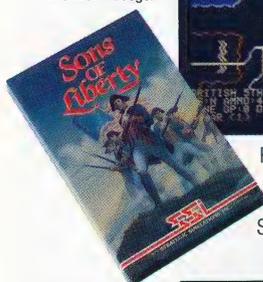


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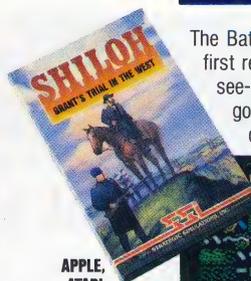
ST, C-64/128, IBM, ATARI.  
Introductory.  
By Roger Damon.



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

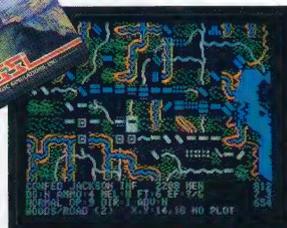


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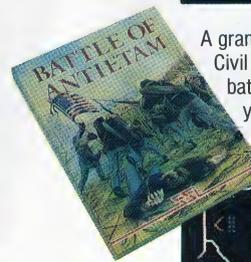


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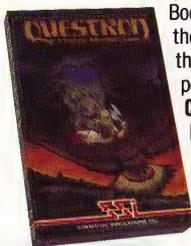
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For a complete list of our games broken down by computer format, please see pages 13 and 14. You'll also find prices and ratings for playability, realism and excitement derived from our customer response cards.

**NEW**



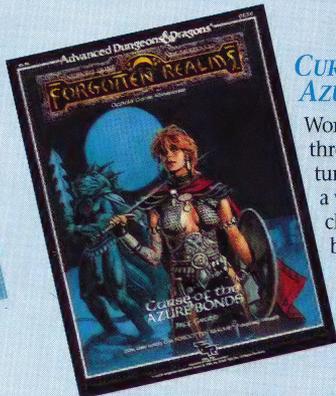
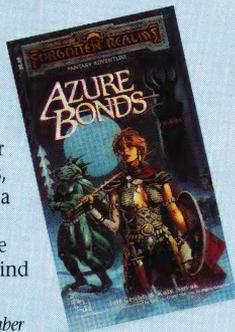
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### IBM USERS:

IBM PC products come with 5 1/4" disks only unless otherwise specified:

✕ = 3 1/2" and 5 1/4" disks are both included.

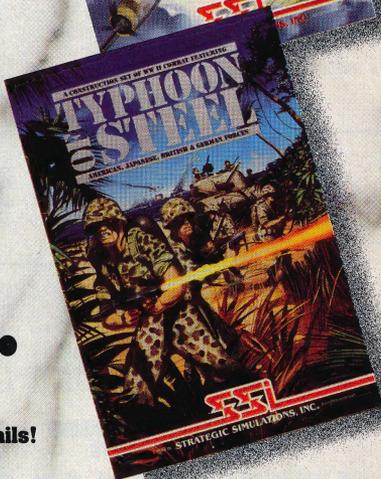
✓ = Separate 3 1/2" and 5 1/4" disks are available. Disk size must be specified when ordering.

‡ Requires joysticks.

B-24, First Over Germany, and Rings of Ziffin include graphics routines from The Graphics Magician® by Polarware.™

# FLY BY THE SEAT OF YOUR PANTS.

# SURVIVE BY THE SKIN OF YOUR TEETH.



See page 6 for details!



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