

1991 CATALOG

BREAK THROUGH TO NEW LEVELS OF COMPUTER ROLE-PLAYING!

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



STRATEGIC SIMULATIONS, INC.®

NEW!



IBM VGA DISPLAY



► **"Point-and-click" your way through all aspects of your quest – including movement, spell-casting and combat!**

► **This new, advanced LEGEND SERIES Role-Playing Saga is based on AD&D® 2nd Edition game rules.**



IBM VGA DISPLAY

EXPLORE AD&D® COMPUTER FANTASY ROLE-PLAYING LIKE NEVER BEFORE!

Jurri the Rogue fingers his lockpicks, deftly slipping one into the lock. With a soft click, the door creaks open, revealing a dimly lit corridor.

Without warning, skeletons leap from the shadows and slash at the party! Swords flash, spells sizzle, then... all is quiet, and the corridor is littered with bones.

Legend has it there's a criminal conspiracy hiding in the Waterdeep sewers. Well, if someone's hiding down here, we're going to find them... and destroy them!

So begins the quest that heralds the first graphically based AD&D® computer fantasy role-playing saga – the LEGEND SERIES!

Control four Player Characters (PCs) and two Non-Player Characters (NPCs) of six character races and six character classes. You and your party may aspire to become High Priests, Lords, Paladins, Ranger Lords, Wizards and Master Thieves!

In *EYE OF THE BEHOLDER* easy to use "point-and-click" commands and 3-D point of view create that "you are there" feeling!

Enter the dark, slimy underside of Waterdeep and experience AD&D® computer fantasy role-playing like never before!

AVAILABLE NOW: ● IBM

AVAILABLE WINTER 1991: ● AMIGA

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By Westwood Associates.

WELCOME TO THE 25TH CENTURY!

It is the year 2456.

The powerful, despotic Russo-American Mercantile (RAM) holds the solar system in its iron grip. All hope for freedom lies with a daring band of rebels, the New Earth Organization (NEO) led by Buck Rogers.

Now, you and the members of your team can join Buck and his allies to rid the solar system of RAM tyranny!

A detailed computer role-playing game, *COUNTDOWN TO DOOMSDAY* is based on TSR's new BUCK ROGERS® XXVc™ role-playing system, and uses a specially enhanced version of SSI's award-winning AD&D® computer fantasy role-playing system.

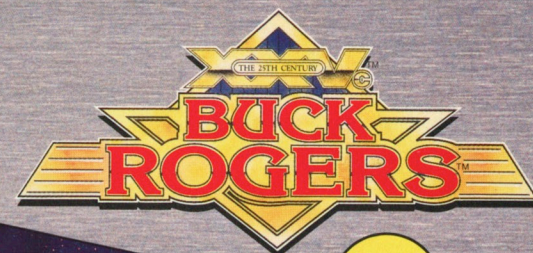
Assemble a team of Rocketjocks, Warriors, Engineers, Rogues and Medics, recruited from various races. As your team explores the solar system, characters gain a variety of skills which can prove more valuable than a good laser pistol in the toxic atmosphere of Venus or the sun-blasted surface of Mercury.

But hang on to that laser pistol! The 25th century is a dangerous place — especially for those who join Buck Rogers and NEO in the heroic fight for interplanetary justice and freedom!

AVAILABLE NOW: ● IBM ● C-64/128
● AMIGA

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team.



NEW!



► **Use your kinetic cannons, missiles and lasers to blast galactic pirates and RAM ships into space dust!**



IBM VGA DISPLAY

AMIGA DISPLAY



► **Engage in tactical combat on the surface of Mars with an amazing variety of futuristic weaponry!**



IBM EGA DISPLAY



▲ Where is this foul horde coming from? You must find out before the mining town of New Verdigris is overwhelmed!

IBM EGA DISPLAY



◀ You and your party of heroes must solve age-old mysteries and uncover the ultimate evil – the secret of the silver blades!

ANCIENT TERROR AWAKES!

Unwittingly digging in unhallowed ground, miners have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft — and threaten to escape into the world above!

You and your heroes must find the way to contain this scourge. All hope depends upon your ability to unravel the age-old mysteries surrounding this infestation.

The stunning sequel to *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*!

SECRET OF THE SILVER BLADES improves on the award-winning game system used in *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*. Continue your exciting saga in the FORGOTTEN REALMS™ game world by transferring your characters from *CURSE OF THE AZURE BONDS*. Or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game. Battle monsters

you've never before encountered. Use higher character levels, and invoke new, wondrous spells. All this plus spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing!

AVAILABLE NOW: ● IBM ● C-64/128

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team.

● WATCH FOR THE EXCITING SEQUEL TO *SECRET OF THE SILVER BLADES* AND A CLUE BOOK COMING SUMMER 1991!

(For details see "Coming in 1991" on page 13.)

FIGHT TO CONTROL YOUR 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!

The exciting sequel to *POOL OF RADIANCE*, *CURSE OF THE AZURE BONDS* lets you transfer characters from *POOL OF RADIANCE* and *HILLSFAR*. Or create new 5th-level player characters at the beginning of the game. Special features include: new player character types, high-level advancement, deadly new monsters, over 24 new high-level spells, a full-screen overland map that allows fast movement from adventure to adventure and much more!

AVAILABLE NOW: ● IBM ● C-64/128 ● AMIGA ● ATARI ST ● APPLE II ● MACINTOSH

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team.

► Active tactical combat gives you full control over your arsenal of weapons and magic.



AMIGA DISPLAY

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

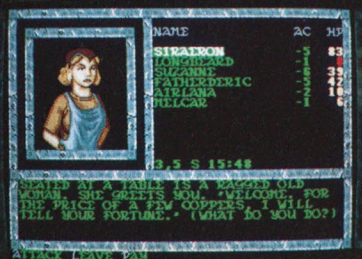


IBM EGA DISPLAY





AMIGA DISPLAY



▲ As you adventure through the slums of Phlan meet strange and mysterious personages.

AMIGA DISPLAY



◀ Unique Tactical Combat display gives you full control over your heroes during battle.

THE ORIGINAL AD&D® COMPUTER FANTASY ROLE-PLAYING EPIC!

POOL OF RADIANCE represents the first in a long line of award-winning game 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. All monsters, items and spells used are from the famous AD&D® Monster Manuals, *Dungeon Masters Guide* and *Players Handbook*. 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 beautifully rendered. Each character comes with a portrait display; every monster type is individually drawn. Cities, dungeons and encounters are shown in realistic 3-D perspective. Swinging swords, flying arrows and fireballs are all part of the Tactical Combat Display.

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 your 8-character party. Control your PCs during battle, or let the computer handle some or all of the action!

AVAILABLE NOW: • IBM • C-64/128 • AMIGA • APPLE II • MACINTOSH

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team.



THE FIRST FANTASY ROLE-PLAYING EPIC SET IN THE LEGENDARY DRAGONLANCE® GAME WORLD!

CHAMPIONS OF KRYNN improves on the award-winning game system used in SSI's mega-hits *POOL OF RADIANCE* and *CURSE OF THE AZURE BONDS*. Now, for the first time on your computer, the *DRAGONLANCE®* Saga unfolds in a spectacular AD&D® fantasy role-playing adventure!

The War of the Lance is over, but Evil is a BAD loser...

With the Dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settled down to a well-earned rest.

Evil forces, however, never rest and have been quietly plotting a cataclysmic return to power! Their goal: establish the Dark Queen, Takhisis, as ruler of Krynn!

Guide your party of characters through a dark web of intrigue and combat, where dragons, draconians and other horrors dwell.

Go with a brave heart — for you and your heroic adventurers are all that stand in the way of evil tyranny!

AVAILABLE NOW: • IBM • C-64/128 • AMIGA • APPLE II

CLUE BOOK AVAILABLE — SEE PAGE 7 FOR DETAILS!

By SSI Special Projects Team.

● **WATCH FOR THE EXCITING SEQUEL TO *CHAMPIONS OF KRYNN* AND A CLUE BOOK COMING SPRING 1991!**

(For details see "Coming in 1991" on page 13.)

► Once you penetrate the masquerade, the only path to victory lies through dragons!



▲ Evil doesn't have everything its own way — powerful allies can appear at any time to fight for the Champions of Krynn!

IBM EGA DISPLAY



IBM EGA DISPLAY



CAUGHT BETWEEN A ROCK AND A HARD PLACE? UP A CREEK WITHOUT A PADDLE? NOWHERE TO RUN TO, NOWHERE TO HIDE?

Cliché or not, if you're stuck — you're stuck! Sometimes no amount of magic, no enchanted weapon, not even a laser pistol can get you out of the fine mess you find yourself in. At times like these, you need the power of a good clue book! Even if you're not stuck and have completed your game — you may not have explored every nook and cranny. *Now you can!*

Valuable aids to players of SSI's immensely popular fantasy and science fiction role-playing games, these clue books provide more than vague hints and sketchy references. As *complete player's guides*, they provide highly detailed maps, game-winning strategies, valuable hints, even step-by-step instructions in some cases!

Everything you need for an exciting and successful journey into the world of SSI computer role-playing is provided! ● SEE "TO ORDER" ON

PAGE 14 FOR PURCHASING
INFORMATION.

POOL OF
RADIANCE
CLUE BOOK
\$12.95

CURSE OF THE
AZURE BONDS
CLUE BOOK
\$12.95

SECRET OF THE
SILVER BLADES
CLUE BOOK
\$12.95

CHAMPIONS
OF KRYNN
CLUE BOOK
\$12.95

HILLSFAR
CLUE BOOK
\$7.95

COUNTDOWN TO DOOMSDAY
CLUE BOOK
\$12.95

EYE OF THE BEHOLDER
CLUE BOOK
\$12.95

THE FIRST-EVER DRAGON COMBAT SIMULATOR LETS YOU FLY THE MIGHTY DRAGONS OF KRYNN INTO FIERCE COMBAT!

Feel the raw power of the mighty dragon surging beneath you as the wind beats against your face. Your hand trembles, not from the heft of your dragonlance, but from anticipation of the battle that is to come. The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is *DRAGONSTRIKE*, where the deadly skies above the AD&D® *DRAGONLANCE*® game world of Krynn explode before your very eyes. The realistic first-person viewpoint propels you into a detailed, fully animated, 3-dimensional world of incredible action and excitement!

Learn to fly dragons and master over 20 different missions. Progress through 3 different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts as you go.

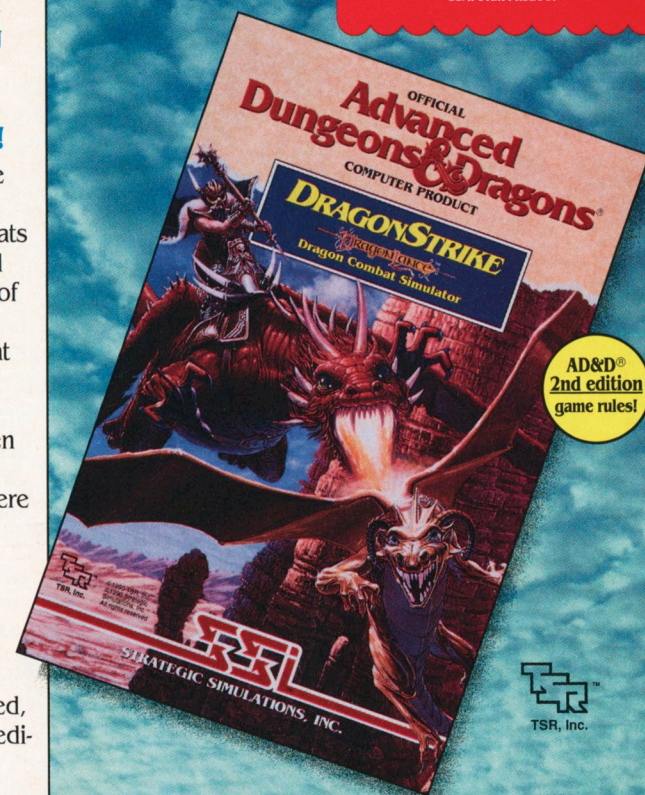
Receive magic items along the way — you're going to need them! Dragon fangs, talons and deadly breath weapons are just a few of the dangers you'll face in the fierce heat of dragon combat!

To the skies brave knight — and victory!

AVAILABLE NOW: ● IBM ● C-64/128
● AMIGA

By Westwood Associates.

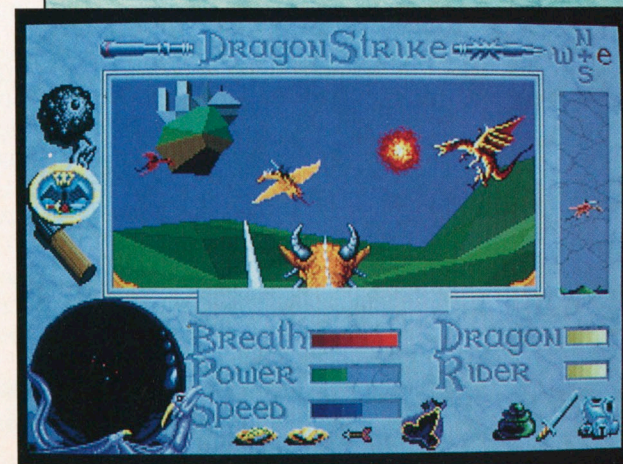
Advanced
Dungeons & Dragons®
COMPUTER PRODUCT



AD&D®
2nd edition
game rules!

TSR, Inc.

DragonLance™



▲ Battle enemy dragons, ships, castles,
flying citadels and other flying creatures!



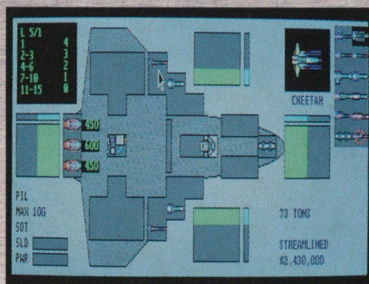
SCIENCE FICTION

NEW!



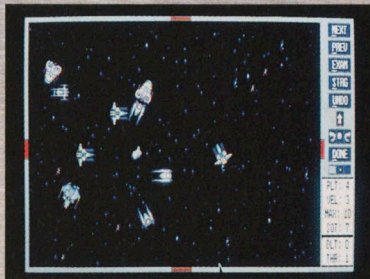
FASA CORPORATION

IBM EGA DISPLAY



Build custom fighters: select from a wealth of high-tech weapons, armor, shields and engines!

A Renegade Legion patrol on an escort mission encounters deadly resistance.



IBM EGA DISPLAY

RED-HOT TACTICAL COMBAT IN THE COLD VACUUM OF SPACE!

RENEGADE LEGION: INTERCEPTOR® propels you into a distant future where war rages on a stellar scale!

Take command of a fighter squadron and fly with the Elite Forces of either side in the never-ending wars between the Terran Overlord Government (TOG) and the Commonwealth.

All the challenge, combat and excitement of the original FASA game — and much more!

Now SSI applies the power of the computer to re-create FASA's premium science-fiction game!

Dogfight with deadly 69th century starfighters — 24 standard fighter types are included, or custom design your own!

Arm fighters with high-tech weaponry, such as mass-driver cannons, lasers, electron and neutron particle guns and many types of missiles!

Fly over a dozen mission types, including anti-piracy, space station defense, enemy fleet interceptions and wild melee engagements!

Wage a campaign of galactic struggle between TOG and the Renegade Legions — experience tactical ship-to-ship space combat at its very best!

**AVAILABLE NOW: • IBM
AVAILABLE 1991: • AMIGA**

By Graeme Bayless, Scot Bayless and Michael Mancuso.

MORE FANTASY AND

Advanced Dungeons & Dragons®
COMPUTER PRODUCTS



SWORD OF ARAGON — 1989 Chaos Manor Game of the Year — Byte Magazine. 1989 Excellence Award — Game Player's PC Magazine. Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame! **IBM, AMIGA.**

By Russell Shilling & Kurt Myers.



IBM DISPLAY



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! If you love both action and adventure, there's no place like Hillsfar!

IBM, C-64/128, AMIGA, ST.

By Westwood Associates.



IBM DISPLAY

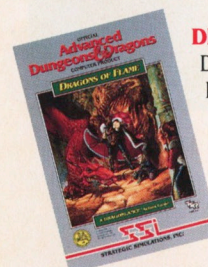


WAR OF THE LANCE — SSI's first DRAGONLANCE™ computer wargame! It's all-out war when the forces of Whitestone clash with the evil Highlord Dragonarmies... and when war erupts over the lands of Ansalon, you don't just move characters — you move entire armies! **IBM, C-64/128, APPLE II.**

By David Landrey.



APPLE II DISPLAY

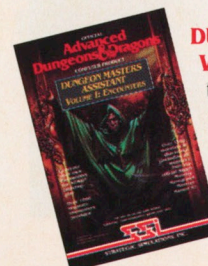


DRAGONS OF FLAME — Scorching action in the DRAGONLANCE® game world. Rescue slaves held by the ravaging Dragonarmies in the vile fortress Pax Tharkas. All the action happens in real time and in colorful animation! Your reflexes better be sharp. In this game, you're either quick... or dead! **C-64/128.**

By U.S. Gold.



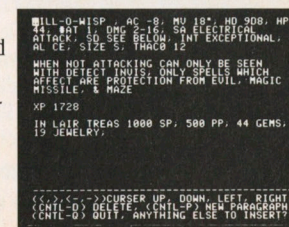
ATARI ST DISPLAY



DUNGEON MASTERS ASSISTANT, Vol. 1: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns. The original computer-aid for Dungeon Masters!

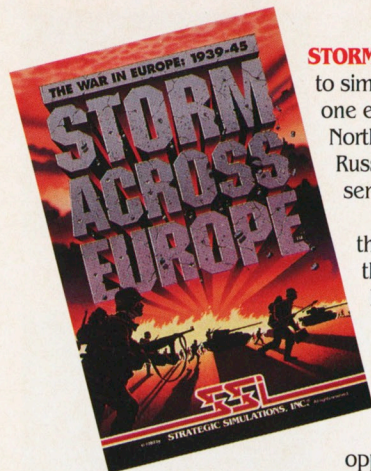
IBM, C-64/128, AMIGA, APPLE II.

By Paul Murray, Victor Penman & James Ward.



APPLE II DISPLAY

WARGAMES

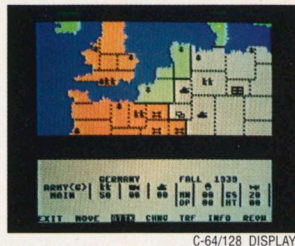


STORM ACROSS EUROPE™ is a fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as little as one evening! Every part of that raging conflict is covered — from North Africa to Sweden, from Gibraltar to the Ural Mountains in Russia. Each game turn represents three months of action.

You control every facet of the war. Move armies across the map to conquer territory. Mount amphibious landings. Launch huge U-boat campaigns in the Atlantic. Carry out strategic bombing strikes against enemy production centers. Send raiding fleets to cripple your opponent's shipping. And drop paratroop forces on enemy positions.

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 able to control the Allies and/or the Russians. **IBM, C-64/128, AMIGA, ATARI ST.** By Dan Cermak.



C-64/128 DISPLAY



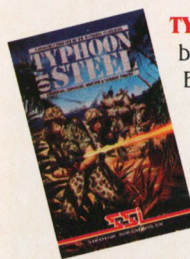
SECOND FRONT™ The most detailed Russian Front computer simulation ever! Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game. Each player starts with over 150 Divisions, with asset information available to the individual tank, plane and infantry squad level!

IBM, AMIGA.

By Gary Grigsby.



IBM DISPLAY



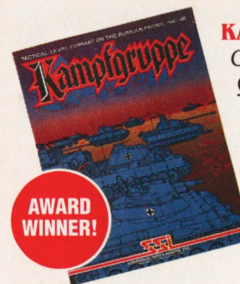
TYPHOON OF STEEL™ This game is the very best construction set of American, Japanese, British and German combat in World War II. Each unit symbol represents one tank/gun or a squad of infantry. The action is so detailed, you'll feel like you're caught in the middle of a banzai charge of the Japanese Army!

C-64/128, AMIGA, APPLE II.

By Gary Grigsby.



APPLE II DISPLAY

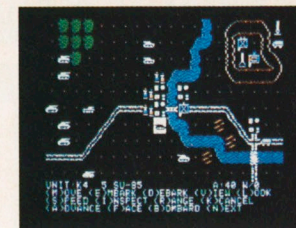


AWARD WINNER!

KAMPFGRUPPE™ Hall of Fame Award, 1988, *Computer Gaming World Magazine*. *Computer Wargame of the Year, 1985, Fire & Movement Magazine*. The definitive tactical simulation of Eastern Front armored warfare. Every weapon used on the Russian Front (1941-45) is historically rated.

IBM.

By Gary Grigsby.



APPLE II DISPLAY



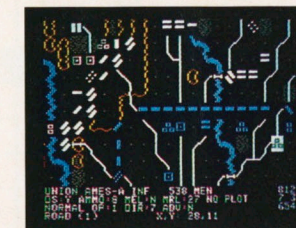
AWARD WINNER!

GETTYSBURG: THE TURNING POINT™

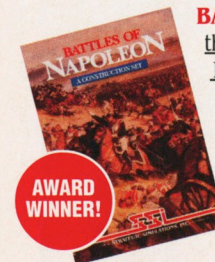
Hall of Fame Award, 1988, *Computer Gaming World Magazine*. 1986 Charles S. Roberts Award — Best Military/Strategy Computer Game. This decisive confrontation is re-created in consummate detail and accuracy.

IBM.

By David Landrey & Chuck Kroegel.



APPLE II DISPLAY

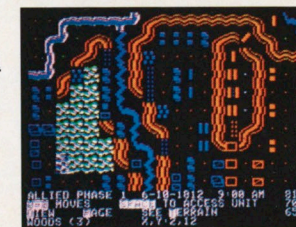


AWARD WINNER!

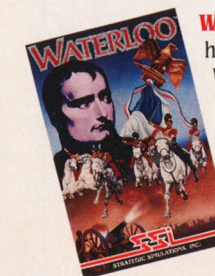
BATTLES OF NAPOLEON™ 1989 Wargame of the Year, *Computer Gaming World Magazine*. 1988 Charles S. Roberts Award — Best Pre-20th Century Computer Game. A full-blown construction set — you get all the tools to simulate practically any Napoleonic battle on a detailed, tactical level!

IBM, C-64/128, APPLE II.

By David Landrey & Chuck Kroegel.



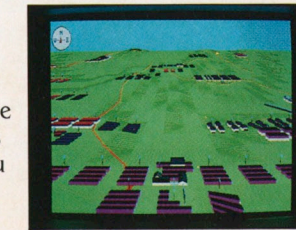
APPLE II DISPLAY



WATERLOO™ Fight the most famous battle in history from a whole new perspective! **WATERLOO™** uses simple English language commands to give you realistic control over regiments of infantry, cavalry and artillery. The historical chains of command, battle reports and commander's 3-D perspective keep you in the thick of the action!

IBM, AMIGA, ATARI ST.

By Dr. Peter Turcan.



IBM DISPLAY

COMING IN 1991

► A sequel to SSI's award-winning AD&D® FORGOTTEN REALMS™ Fantasy Role-Playing Epic series *POOL OF RADIANCE*, *CURSE OF THE AZURE BONDS* and *SECRET OF THE SILVER BLADES*.

► A sequel to SSI's AD&D® DRAGONLANCE™ Fantasy Role-Playing Epic *CHAMPIONS OF KRYNN!*

► A brand-new AD&D® FORGOTTEN REALMS™ computer fantasy role-playing adventure featuring an all-new game system and based on AD&D® 2nd Edition game rules!

► A gigantic Pacific War (WWII-1941-1945) game from Gary Grigsby, author of *Second Front!*

► A political and strategic war-game of the American Civil War.

► A multi-player, grand strategic simulation of political, military

and economic warfare throughout the Middle Ages.

For more details look in our *Inside SSI* newsletter or check with your local retailer.

GIVE US A CALL

SSI's main business number is: **(408) 737-6800**. If you encounter disk or system related problems, please call *SSI Technical Support*, **(408) 737-6850** work days between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

For recorded hints, please call the *SSI 24-Hour Hint Line*, **(408) 737-6810** or write us at:

Hints: Strategic Simulations, Inc.
675 Almanor Avenue, Suite 201
Sunnyvale, CA 94086

(Include a stamped, self-addressed envelope for a quick reply.)

OUR GUARANTEE

Every SSI game purchased in the U.S.A. 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:

Strategic Simulations, Inc.
675 Almanor Avenue, Suite 201
Sunnyvale, CA 94086.

MAILING LIST

If you're interested in receiving our biannual newsletter, *Inside SSI*, and periodic mailings with information about classic SSI games for sale at reduced prices, please send your name and mailing address* (along with the types of games you like and your computer system) to:

Mailing List
Strategic Simulations, Inc.
675 Almanor Avenue, Suite 201
Sunnyvale, CA 94086

* U.S. and Canada residents only.

THE COMPLETE LIST OF GAMES FROM SSI

AD&D® Computer Products	IBM®	C-64™/128™	AMIGA™	ATARI ST®	APPLE II®	MACINTOSH®
Champions of Krynn	♦ \$49.95/512K/MODE 3	\$39.95/64K	\$49.95/1Mb		† \$49.95/128K	
Curse of the Azure Bonds	♦ \$49.95/512K/MODE 3	\$39.95/64K	\$49.95/1Mb	\$59.95/512K	† \$49.95/128K	*\$59.95/1Mb
Dragons of Flame		\$19.95/64K				
DragonStrike	♦ \$49.95/512K/MODE 4	\$39.95/64K	\$49.95/512K			
D.M. Assistant, Vol. 1: Encounters	\$29.95/256K	\$29.95/64K	\$29.95/512K		\$29.95/64K	
Eye of the Beholder	♦ \$49.95/640K/MODE 4		\$49.95/1Mb			
Hillstar	♦ \$49.95/384K/MODE 3	‡ \$39.95/64K	\$49.95/512K	\$49.95/512K		
Pool of Radiance	♦ \$49.95/384K/MODE 3	\$39.95/64K	\$49.95/1Mb		† \$44.95/128K	**\$49.95/1Mb
Secret of the Silver Blades	♦ \$49.95/640K/MODE 3	\$39.95/64K				
War of the Lance	♦ \$49.95/512K/MODE 2	\$39.95/64K			\$39.95/64K	
Wargames	IBM®	C-64™/128™	AMIGA™	ATARI ST®	APPLE II®	MACINTOSH®
Battles of Napoleon™	\$49.95/384K/MODE 2	\$49.95/64K			\$49.95/64K	
Gettysburg: The Turning Point™	\$59.95/128K/MODE 1					
Kampfgruppe™	\$59.95/256K/MODE 1					
Second Front™	\$59.95/512K/MODE 2		\$59.95/1Mb			
Storm Across Europe™	\$59.95/512K/MODE 2	‡ \$59.95/64K	\$59.95/512K	\$59.95/512K		
Typhoon of Steel™		\$49.95/64K	\$59.95/1Mb		\$49.95/64K	
Waterloo™	\$59.95/512K/MODE 2		\$59.95/512K	\$59.95/512K		
Fantasy/Science Fiction	IBM®	C-64™/128™	AMIGA™	ATARI ST®	APPLE II®	MACINTOSH®
BUCK ROGERS™: Countdown to Doomsday	♦ \$49.95/640K/MODE 4	\$39.95/64K	\$49.95/1Mb			
Renegade Legion: Interceptor®	♦ \$59.95/512K/MODE 2		\$59.95/1Mb			
Sword of Aragon™	♦ \$39.95/384K/MODE 3		\$49.95/512K			

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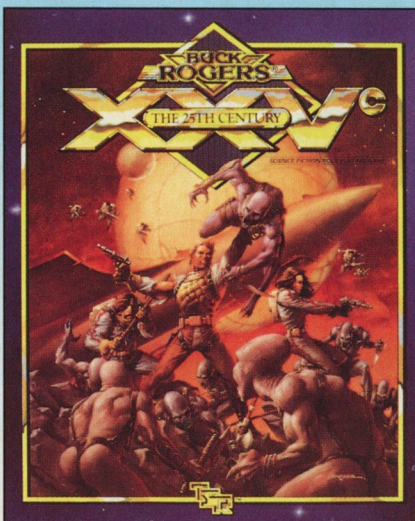
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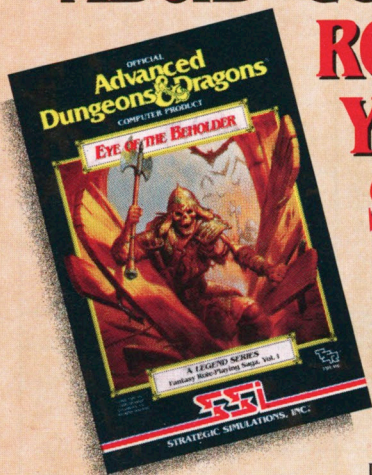
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