

# DEATH KNIGHTS OF KRYNN

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from SSI!

SPRING/SUMMER  
1991 CATALOG  
SUPPLEMENT

DragonLance™

## The Incredible Sequel to CHAMPIONS OF KRYNN!

It has been but one short year since the Champions of Krynn claimed victory over the massed forces of evil. Now, Soth — the Lord of the Death Knights himself — is amassing an overpowering army of undead and unleashing the Dark Queen Takhisis on the world. It promises to be an eruption of evil such as Krynn has never before witnessed! As members of the Special Solamnic Order of the Champions of Krynn, you and your party stand as the only force capable of answering Soth's deadly challenge — and living to tell of it!

- Takes the award-winning game system used in CHAMPIONS OF KRYNN to new heights!
- Characters transferred from Champions of Krynn can keep their money and items!
- Higher character levels, new monsters, new spells!



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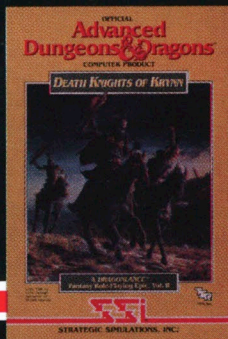


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How can you resist? Go!  
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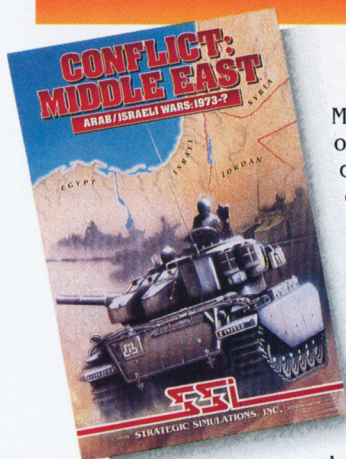


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# NEW WARGAMES

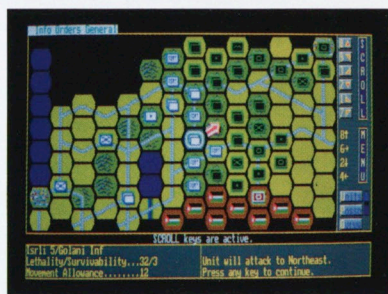


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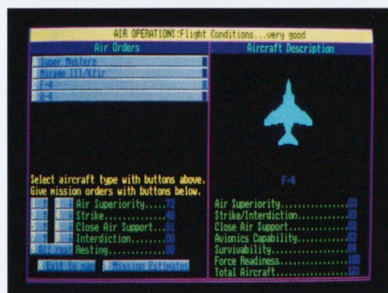
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choose the hypothetical 1990's scenario which thrusts you into a modern-day desert war. Extensive research by our designers make this a superbly accurate and realistic simulation. You control every detail of land and air war — down to the individual infantry squad, vehicle and gun tube!

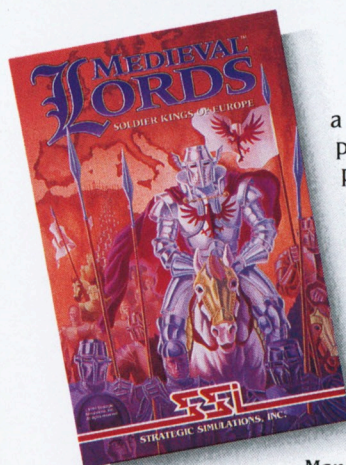
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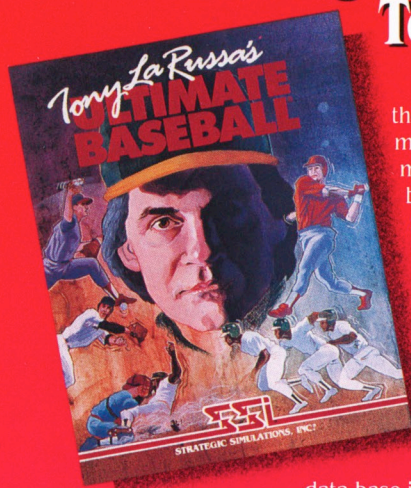
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# A baseball game good enough for Tony La Russa!



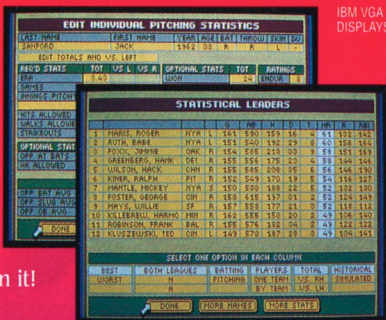
To satisfy the premier manager in major league baseball, our new game has to offer the very best action and the most extensive stats ever! The

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By Beyond Software. IBM, C-64: \$49.95; Available July

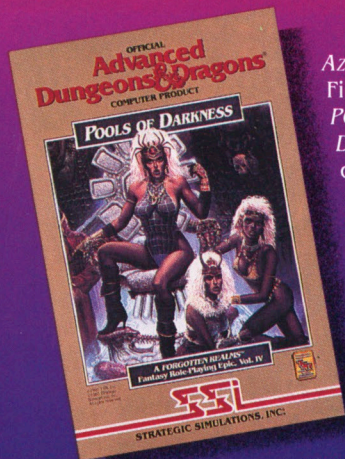


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By SSI Special Projects Team. IBM, AMIGA: \$59.95. Available September.

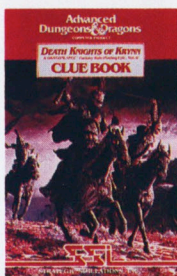


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# NEW CLUE BOOKS

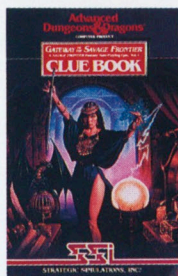
To get the most out of our AD&D computer games or to get through them, you'll want these invaluable clue-books. They're complete player's guides, filled with highly detailed maps, step-by-step instructions, and game-winning strategies.



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