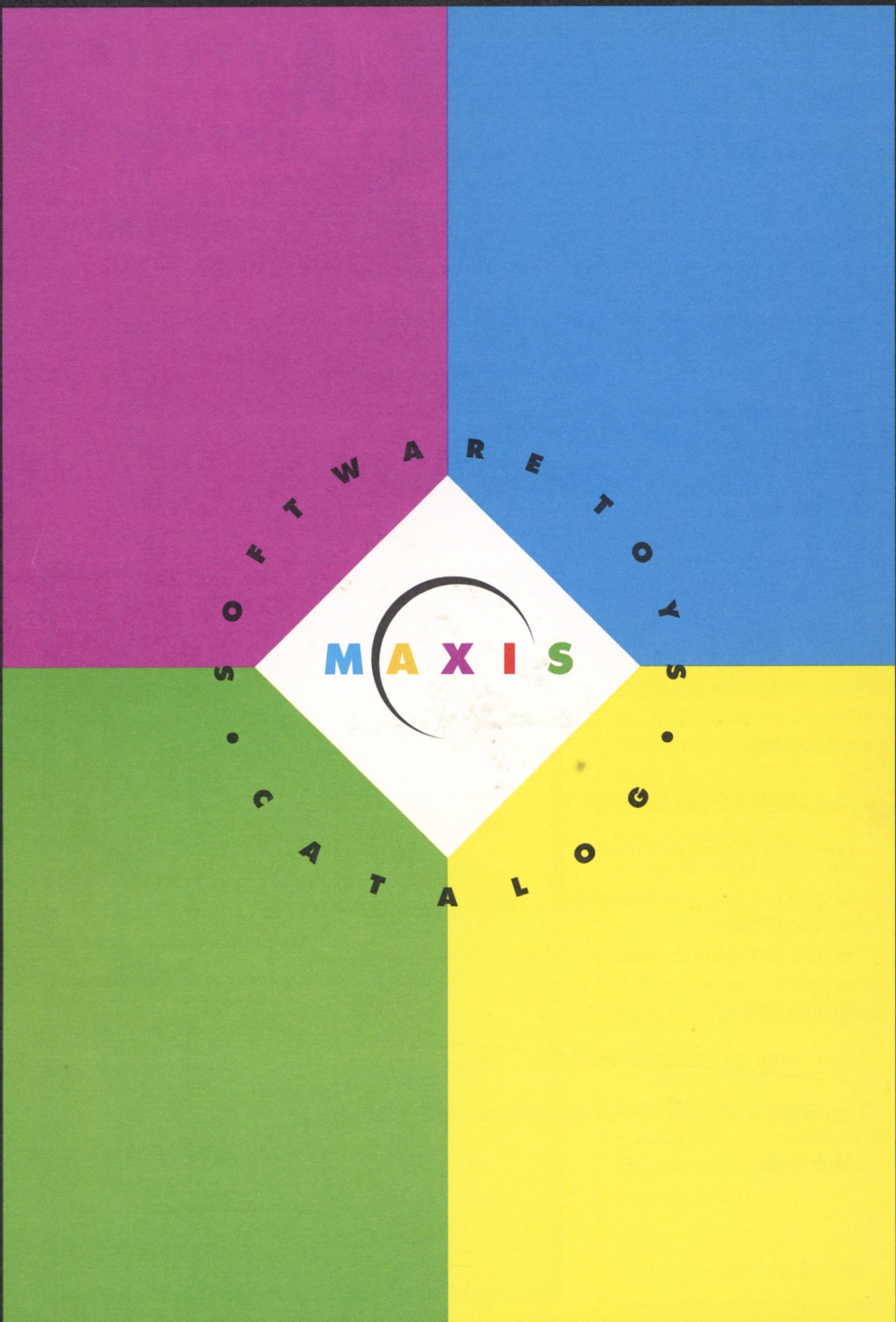


SOFTWARE TOYS  
CATALOGS



**Greetings Earth Creatures and Others,**

Inside this Software Toys™ catalog you'll find:

➔ Our brand-new product, A-Train, the first game we've ever published that we didn't design and develop ourselves. We're pretty proud of our games, and admitting someone else can make a game this good really grates on our egos. But ArtDink® did such a great job, ego or no, we couldn't pass it up.

➔ New versions of old favorites, including RoboSport, our robot battle/strategy simulation. The big news here is that RoboSport supports multi-player, multi-computer games over networks and modems. You can even play over serial or modem links with two different kinds of computers.

➔ An ever-increasing lineup of titles customized to run under Microsoft Windows.

➔ Our full lineup of award-winning games and add-ons.

➔ The Maxis Store, featuring SimPosters and books written specially for our games.

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1

A-TRAIN

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2

SIMANT

3

SIMEARTH

4

SIMCITY

5

ROBOSPORT

**W I N D O W S**

6

SIMCITY

7

SIMEARTH

7

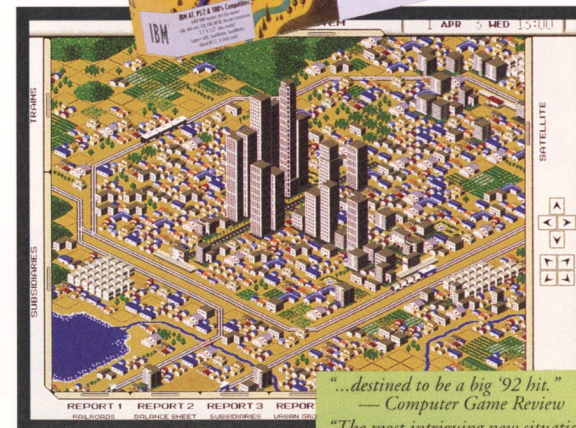
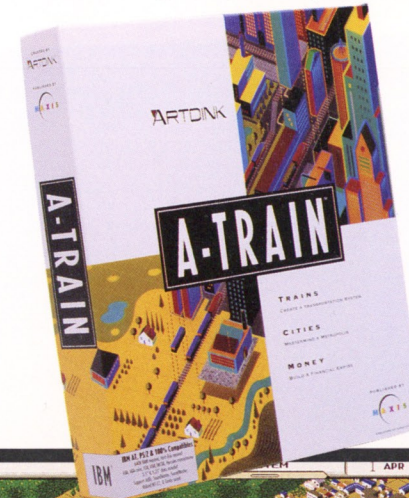
ROBOSPORT

**THE MAXIS STORE**

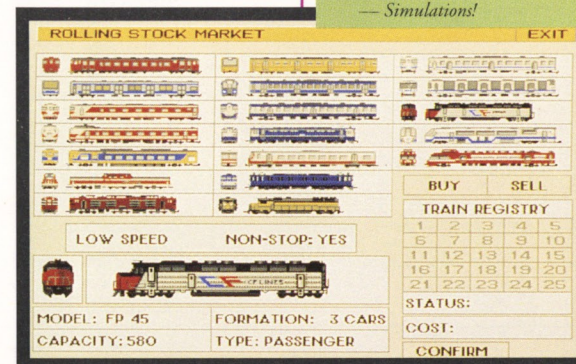
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BOOKS AND SIMPOSTERS

**A-TRAIN™**  
**THE (RAIL) ROAD TO RICHES**



"...destined to be a big '92 hit."  
— Computer Game Review  
"The most intriguing new situational simulation..."  
— Simulations!



Developed by ArtDink, A-Train started winning awards long before it was released in the United States. In fact, it tied with SimCity as "Best Simulation" in *Login*, Japan's leading computer entertainment magazine.

Sure A-Train has trains...but there's a lot more to it than making tracks. This new simulation gives you the triple challenge of designing and running a profitable railroad, growing a city and building a financial empire. You can borrow money, invest in subsidiary business and dabble in the stock market as well. Six scenarios will take all the organizational talent, planning skills and fiscal genius you've got. Maybe more.

- ➔ Simulated 3-D graphics provide map and satellite views
- ➔ Choose from 19 different train engines
- ➔ Pick any of 24 OTC stocks to reap extra profits
- ➔ Build apartments, offices, factories, ski resorts, amusement parks and more
- ➔ Stay informed with multiple financial and status reports
- ➔ Get all of the professional advice you need from the many on-screen experts in A-Train

Available for IBM®/DOS **\$69.95**  
Coming for Macintosh® and Amiga® late 1992

# SIMANT™

## THE ELECTRONIC ANT COLONY

Ants. You've shared your food, your home and your planet with them. You've stepped on them, sprayed them, cursed them and bombed them. Now you can be them.

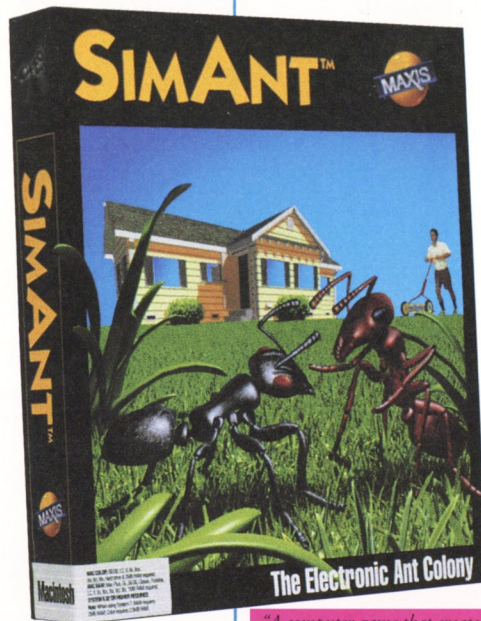
In SimAnt, you become an ant colony trying to survive in a backyard, continually being challenged by the onslaught of invaders from another colony. If the other ants don't get you, there are spiders, ant lions, floods, lawn mowers, deadly pesticides and even human feet to contend with.

The winner of numerous awards, including the Software Publishers Association's Best Simulation and Best Educational Tool of 1991, SimAnt is based on ant biology and behavior.

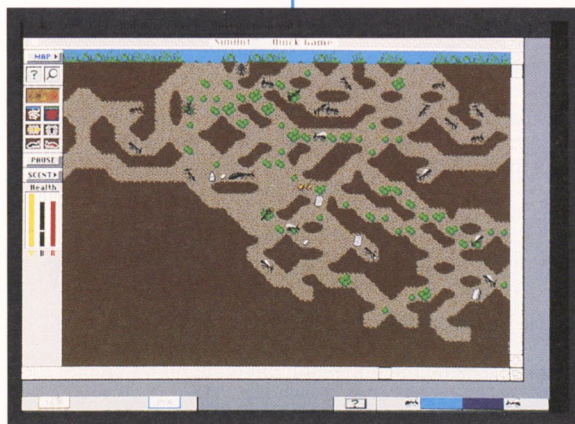
- ➔ On-screen tutorial gets you up and running quickly
- ➔ Quick game mode launches you right into the thick of things
- ➔ Strategic extended games give you extra challenge
- ➔ Experimental mode will feed your curiosity
- ➔ On-line help and information on real ants
- ➔ Yummy caterpillars and disgusting noises
- ➔ Extraordinary manual includes a comprehensive science section

Available for Macintosh, IBM/DOS and Amiga **\$59.95**

Coming for Windows Summer 1992

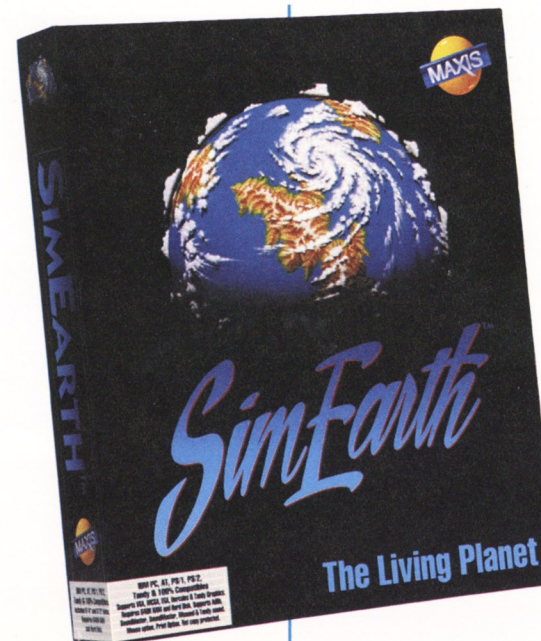


*"A computer game that creates a strange real world...both entertaining and educational...a survival contest and a simulation...fun."*  
— Newsweek



# SIMEARTH™

## THE LIVING PLANET™



*"[SimEarth]...offers something no other program can...things really get interesting."*

— Time  
*"...quickly learn how to build [your] own version of planet Earth."*  
— CNN, Science and Technology Report

Inspired by James Lovelock's Gaia hypothesis, SimEarth looks at the world as one interrelated living organism offering you the ultimate experience in planet management. Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

Among other honors, SimEarth is a member of Macworld's Game Hall of Fame, the winner of PC Magazine's Award for Technical Excellence, plus the Software Publishers Association's Best Simulation and Best Secondary Education Program of 1990.

- ➔ Choose from seven different planet scenarios
- ➔ Rule unlimited random worlds
- ➔ Terraform Venus and Mars
- ➔ View your worlds as flat projections or spinning globes
- ➔ Control the atmosphere, geosphere and biosphere
- ➔ Unleash volcanoes, earthquakes, meteors and tidal waves
- ➔ Guide civilization into the future

Available for Macintosh, IBM/DOS and Windows **\$69.95**

Coming for Amiga Summer 1992



# SIMCITY®

## THE CITY SIMULATOR

The original. The classic. The simulation that took the computer world by storm (well, by earthquake anyway) and proved that learning can be fun.

Winner of more awards than you can count on your fingers and toes, SimCity makes you Mayor and City Planner, and dares you to design and build the city of your dreams.

Detailed animation and sound effects bring simulated cities to life. Depending on your choices and design skills, Simulated Citizens (Sims) will move in and build homes, hospitals, churches, stores and factories, or move out in search of a better life elsewhere.

- ➔ Select between eight different city scenarios
- ➔ Design and cultivate unlimited cities
- ➔ Guide your decision-making process with real-time graphs and demographic maps
- ➔ Reveal how popular (or unpopular) you are when viewing the public opinion poll
- ➔ Fight floods, earthquakes, fires, tornados, meltdowns and monsters

Available for Macintosh, IBM/DOS and Amiga **\$49.95**  
 Windows **\$59.95**  
 Commodore 64 **\$29.95**  
 Color Macintosh (includes Terrain Editor) **\$79.95**

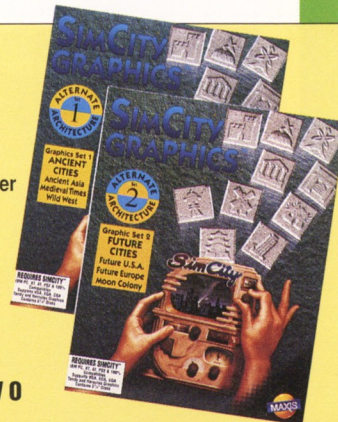


*"It's fun to build your own city, thrilling to watch it change and grow, depressing to watch it die."*  
 — Newsweek

*"...most sophisticated game yet...has would-be mayors glued to their screens."*  
 — CNN, Business News

## SIMCITY GRAPHICS™

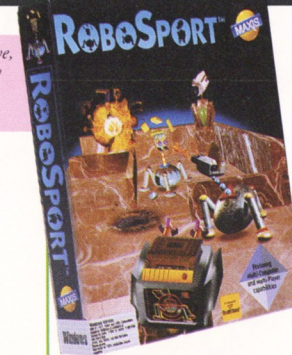
Design and build cities in other times and other places with the SimCity Graphics Sets.



**SETS ONE AND TWO**

# ROBOSPORT™

## THE THINKING MAN'S SHOOT-'EM-UP



*"Endlessly varied, visually attractive, full of action but requiring strategy to win..."*  
 — PC Games Magazine

Each of these two add-ons to SimCity expands the power of the original game with three distinctly different architectures. New graphics, new sounds and new text messages.

Set 1: Ancient Cities includes Ancient Asia, Medieval Times and Wild West.

Set 2: Future Cities includes Future USA, Future Europe and Moon Colony.

➔ **REQUIRES SIMCITY**

Available for Macintosh, IBM/DOS and Amiga **\$19.95** each

(The IBM/DOS version is also compatible with SimCity for Windows.)

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem.

Named "Most Innovative Game of 1991" by Computer Game Review, RoboSport now provides multiplayer, multi-computer network support in addition to individual play.

- ➔ Choose from 24 battlefields
- ➔ Use the powerful icon-driven command language: with a simple point and click, robots can be instructed to commence in full melee
- ➔ Take on any of the computer opponent's four personalities and kick Robutt!
- ➔ View your opponent's strategies as you replay battles via the RoboPlayer™ movie generator
- ➔ Challenge your friends (and enemies) through network support for up to four machines
- ➔ Use modem and serial link to mix and match games on Macintosh, Amiga or Windows versions

Available for Macintosh, Amiga and Windows **\$59.95**

**W**ith its graphic interface and multi-tasking capabilities, we couldn't resist making special versions of our products to run under Microsoft® Windows.™ These games run in the background in standard or 386 enhanced mode, and let you mix work and play without leaving Windows. And because of its extended memory management and network support, Windows lets us make games that otherwise wouldn't be possible on the IBM/DOS platform.

Even though Windows is primarily considered a business environment, we are dedicated to making the best games we can for Windows, because Fun Is Serious Business.™

# SIMCITY® FOR WINDOWS

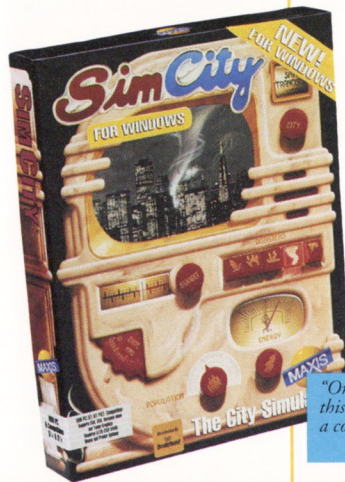
SimCity gets a facelift. With all the fun and features of the original award-winning game, SimCity for Windows works seamlessly with all your other Windows applications, and even runs in the background in standard or 386 enhanced mode.

As Mayor and City Planner, you control the fate of countless cities. Whether the Sims move in and build homes, hospitals, churches, stores and factories, or move out in search of a better life elsewhere is up to you.

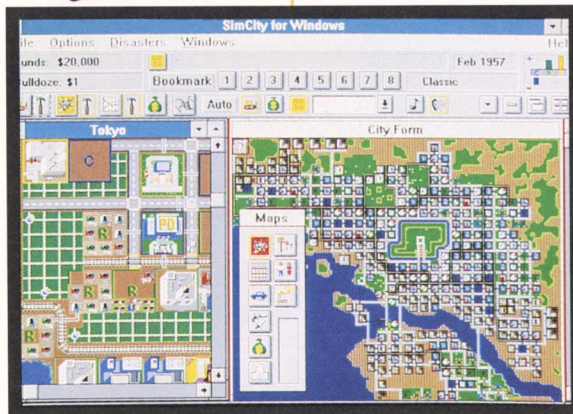
SimCity for Windows has all the standard SimCity features, plus:

- ➔ Control bar for push-button city management
- ➔ On-line hyperlink help
- ➔ Floating toolboxes
- ➔ Bookmarks to allow quick return to locations in your city
- ➔ Maxine the Cow

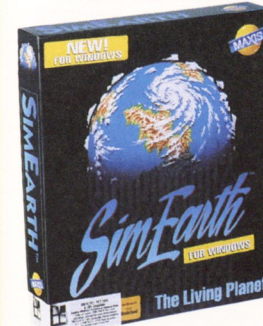
Available for Windows **\$59.95**  
Upgrade from original DOS version with registration **\$19.95**



*"Only an interactive simulation like this can really communicate the way a complex system works."  
—Microtimes*



# SIM EARTH™ FOR WINDOWS

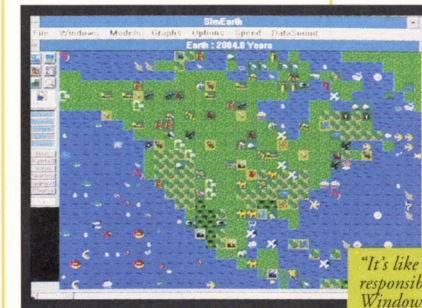


Capturing the title as one of the best 100 products for Windows by *Windows* magazine, this special version of SimEarth lets you create and nurture—or destroy—worlds without leaving the Windows environment.

Spreadsheets and word pro-

cessors may claim to have powerful features, but only our planet simulation gives you the power of volcanos and meteors, the power to control the sun, even the power over life itself. SimEarth for Windows has all the standard

SimEarth features, plus:  
➔ Enhanced graphics  
➔ Ability to run in the background in standard or 386 enhanced mode  
➔ 3-D buttons  
➔ On-line hyperlink help  
Available for Windows **\$69.95**



Upgrade from original DOS version with registration **\$19.95**

*"It's like being God without the responsibilities. [SimEarth for Windows has]...improved graphics."  
—PC/Computing*

# ROBOSPORT™ FOR WINDOWS

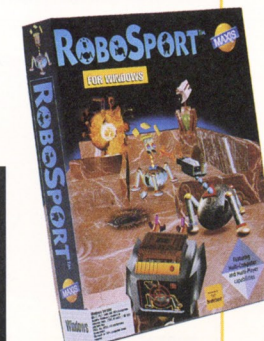
While known for our constructive, nurturing, building games, when we decide to make a battle strategy game, we do it all the way. No mindless reflex-tester, RoboSport challenges your brain, your strategic faculty and your tactical prowess. We call it The Thinking Man's Shoot-'em-up.

RoboSport for Windows takes advantage of both the extended memory handling and standard network inter-

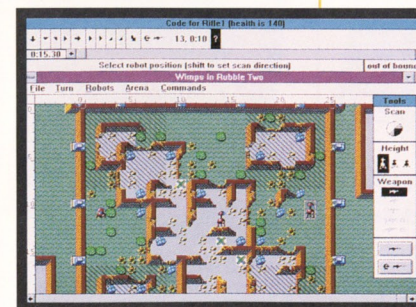
face to allow people on up to four computers to play games over any network supported by Windows.

And through either serial or modem links, you can play against a friend (or enemy) using a Macintosh or Amiga.

It also supports Sound Blaster™ under Windows 3.0 and Windows 3.1 multi-media sound.



*"...an elegant multitasking way of working out aggression..."  
—PC Games Magazine*



Available for Windows **\$59.95**



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When you play with our toys,  
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decide for yourself when you've  
reached them.

The fun and challenge of  
playing with our toys lies in ex-  
ploring the worlds you create  
out of your own imagination.  
You're rewarded for creativity,  
experimentation, and understand-  
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Our Software Toys entertain  
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