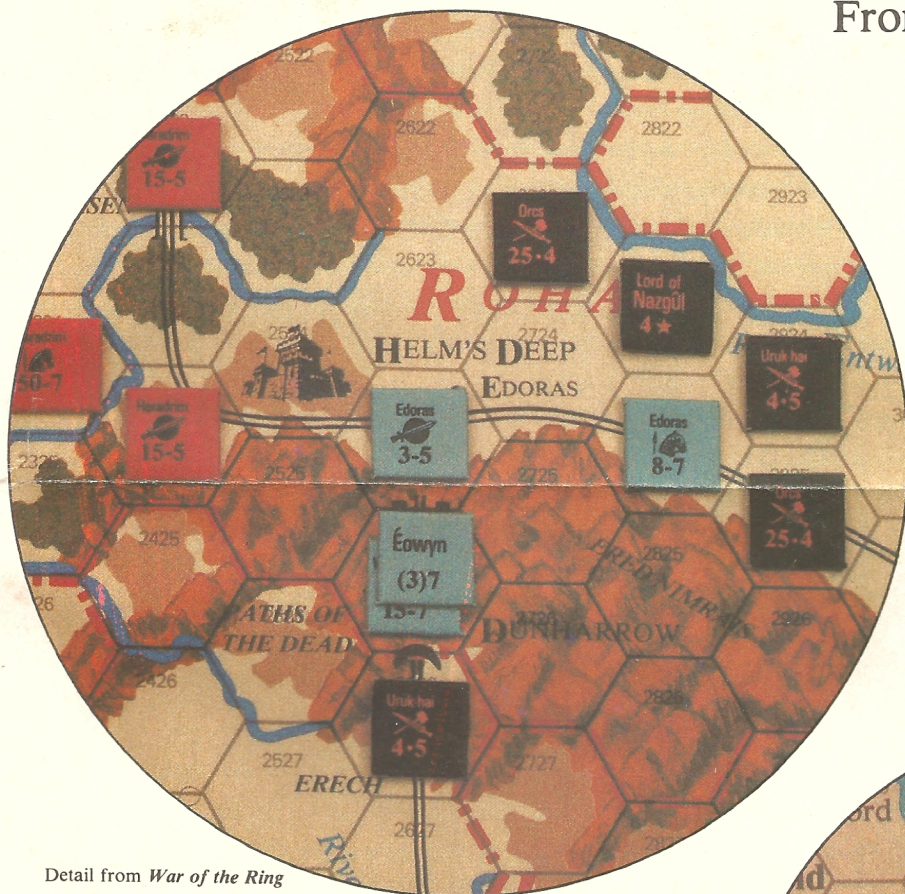


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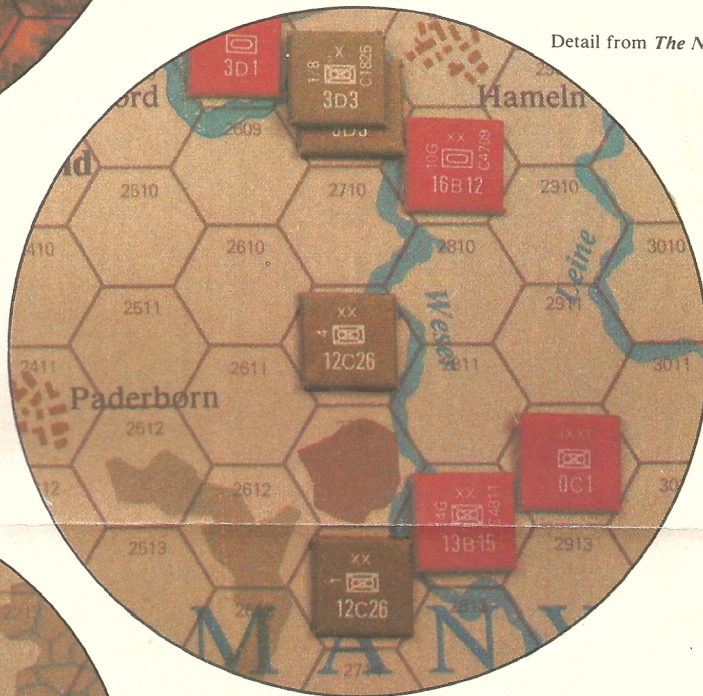
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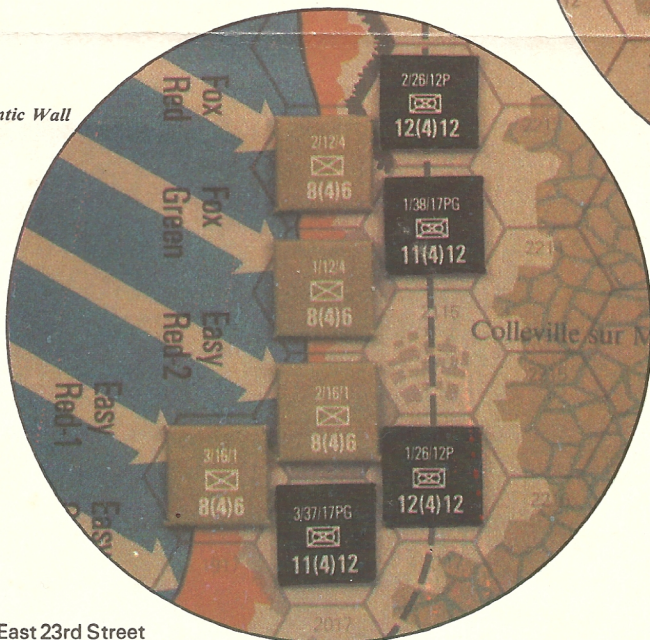
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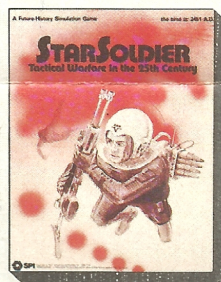
SCIENCE FICTION & FANTASY



STARFORCE

Interstellar Conflict in the 25th Century

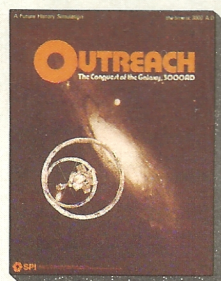
Starships flash across the light-years to do combat with human and non-human adversaries. SPI's popular science-fiction blockbuster. *Price: \$9*



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Flying infantrymen of the future do battle on strange planets against human and alien foes. Relates to the popular *StarForce* spacewar game. *Price: \$9*



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The Conquest of the Galaxy: 3000 AD

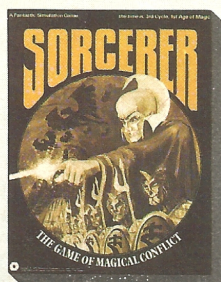
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BATTLEFLEET MARS

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Thundering space battles and political intrigue set in the "near" future. Novel two-level game system realistically simulates spaceship combat. *Price: \$12*



SORCERER

Conflict in the Age of Magic

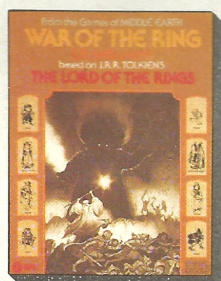
Popular and colorful fantasy game set in a unique mythical world where magic actually works. Demons, Dragons, Trolls, Sorcerers, and Human Armies. *Price: \$9*



MIDDLE EARTH

Lord of the Rings Trilogy

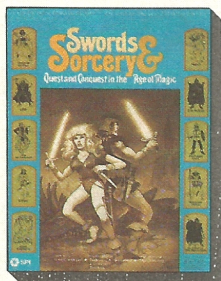
Includes *War of the Ring* campaign game plus two individual battle games drawn from the extremely popular fantasy world of J.R.R. Tolkien. *Price: \$20*



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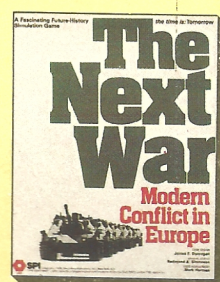


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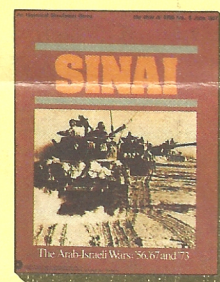
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THE NEXT WAR

Modern Conflict in Europe

Brigade/divisional level simulation of a Soviet-led Warsaw Pact invasion of NATO's central European Front. Air, land, and sea action. *Price: \$28*



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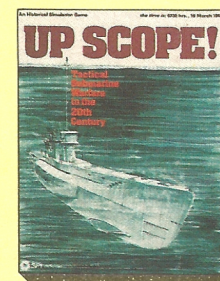
Multi-scenario operational level re-creation of the Middle Eastern powder keg. Includes 1973 war as well as '57 and '67 conflicts. *Price: \$9*



INVASION: AMERICA

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Hypothetical situation depicting the last ditch defense of the US against communist invaders. Double size map presents all of North America. *Price: \$12*

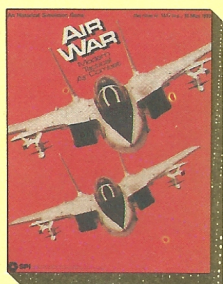


UP SCOPE!

Tactical Submarine Warfare

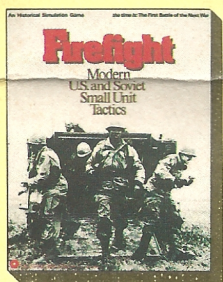
The definitive tactical level sub vs. destroyer game using an extremely detailed and realistic system to portray actions from WWI to the present. *Price: \$12*

POTHETICAL



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Plane to plane combat employing jet fighters and bombers from the '50s through the '80s. A highly detailed, information-packed game for the serious player. *Price: \$12*



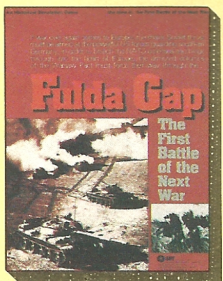
FIREFIGHT Soviet and US Small Unit Tactics

A landmark tactical simulation that sets a new standard for games on this scale level. Also features a full-length treatise on modern tactics. *Price: \$12*



MODERN BATTLES II Four Battle QuadriGame

Three hypothetical battles (Yugoslavia, Bundeswehr, and DMZ) plus the historical Jerusalem. Untried units, nuclear options, and plenty of action. *Price: \$12*



FULDA GAP The First Battle of the Next War

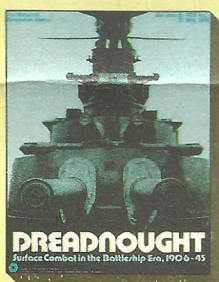
The Soviet juggernaut smashes against the NATO forces in West Germany in this brigade/divisional level state-of-the-art simulation. *Price: \$9*

WW2 & 19th CENTURY



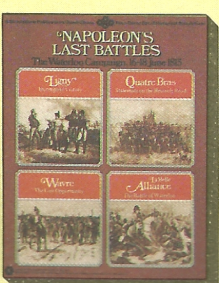
ATLANTIC WALL The Invasion of Europe, June 1944

A detailed battalion/company level simulation of D-Day. Operations include airdrops, naval gunfire support, air power, and beach-head assaults. Five maps. *Price: \$28*



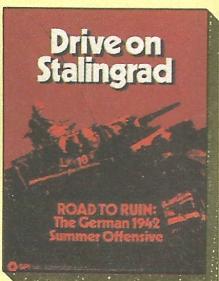
DREADNOUGHT Surface Combat in the Battleship Era

All the great battleships from both world wars are presented in this action-packed naval combat game. Set on an individual ship level, with many scenarios. *Price: \$9*



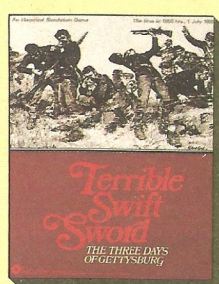
NAPOLEON'S LAST BATTLES The Waterloo Campaign, 1815

The most accurate playable game on the most popular of all the Napoleonic Battles. Can be played as a big campaign game or as four short separate battles. *Price: \$12*



DRIVE ON STALINGRAD The Campaign in Southern Russia: 1942

The decisive campaign of WW II including the German summer offensive and the Soviet counterstroke. Two maps and popular "Guderian" game system. *Price: \$12*



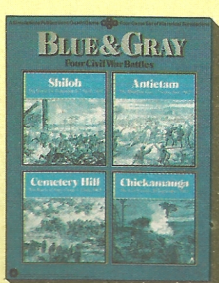
TERRIBLE SWIFT SWORD The Three Days of Gettysburg

The ultimate simulation game on the most popular Civil War battle. Three big maps and 2000 counters only hint at the rich detail embodied in the game. *Price: \$20*



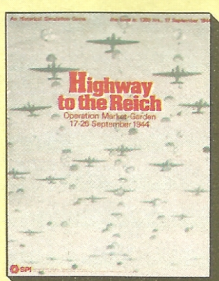
WACHT AM RHEIN The Battle of the Bulge, December 1944

Definitive operational level portrayal of what is perhaps the most popular single battle amongst wargamers. Giant four section map. *Price: \$20*



BLUE & GRAY QuadriGame Four Civil War Battles

Chickamauga, Shiloh, Antietam, and Gettysburg's Cemetery Hill, all in one attractive package. Extremely playable system makes this a perfect introductory set. *Price: \$12*



HIGHWAY TO THE REICH Operation Market-Garden

The dramatic Allied airborne drop on Holland is simulated in this large tactical level game. Filled with detail and novel design concepts. *Price: \$20*

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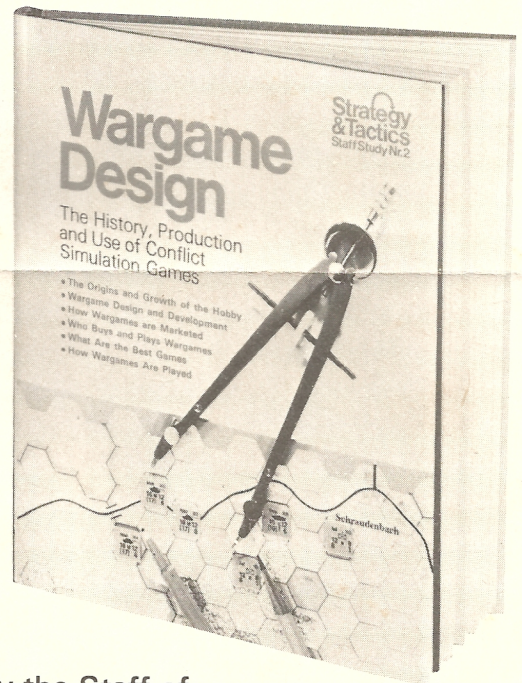
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WARGAME DESIGN

The History, Production and Use of Conflict Simulation Games



by the Staff of
Strategy & Tactics Magazine

Although conflict simulations (especially wargames) have existed, in one form or another, for thousands of years, it has only been in the past few years that such games have become widely available to the general public. For the first time, with this volume the interested reader has a comprehensive reference source that describes how the games are designed, produced, and marketed.

The staff of *Strategy & Tactics Magazine* is the largest professional body of designers and developers working in the field of wargame design. In this book they bring their expertise to bear on the documentation of the history and scope of the hobby and also describe the complexities of the design and development process. Not only are SPI games discussed, but also those of all the other major publishers. In addition, a comprehensive listing of wargames in print is provided along with a suggested library of simulations. In the eight main sections of the work, many valuable insights into the design and production of professional (and amateur) wargames are presented. Section topics are as follows: The history of wargaming, the design and development of a game, professional and amateur approaches to graphics, game design notes, research, business aspects, wargame directory, and terminology and symbology.

Every serious hobbyist will require a copy of *Wargame Design* for his library. It is a fast-reading combination of history, opinion, methodology, and advice. *Wargame Design* is a large format (7¼ x 9¼) hardbound book printed on quality paper; 186 pages plus front matter. Available from SPI at \$9.95.

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STRATEGY & TACTICS Magazine

Strategy & Tactics Magazine is a paper time machine: you return to the point of decision and alter the course of history to explore alternative outcomes. Through conflict simulation, the famous battles and campaigns of military history become yours to re-create, substituting your judgment for that of the actual commanders. Other magazines and books can only speculate about the many paths that history could have taken: *Strategy & Tactics* enables you to find out for yourself — by redirecting the forces of change at the historical turning points. Conflict simulations are serious, adult-level games. They are powerful analytic tools — paper computers that focus your mind on the critical elements of an historical problem. The games are played on maps portraying the battlegrounds, with playing pieces that simulate the characteristics of the participating military units. Although most games are designed for two players, they may be played by one (or three or more). *Strategy & Tactics* also provides a full-length article dealing with the same subject as the game in the issue — plus other articles dealing with both historical and contemporary military and conflict simulation subjects. Subscribers are eligible for many special offers and discounts on SPI's large selection of historical simulation games.



MOVES Magazine

MOVES Magazine appears on alternate months as a companion to *S&T*, and is especially created for the serious gamer. *MOVES* provides the commentary, criticism, advice, and news necessary to the complete appreciation and enjoyment of simulation games. The wide variety of articles generated by the readership and the SPI staff deal with the "nuts and bolts" of game-playing and designing. Operational analyses concentrate on tactics and strategy of play in specific games; game profiles describe games with particular emphasis on simulational systems and playability; field reports provide organized, valid information on aspects of conflict simulation that are of general interest to gamers; after-action reports reflect how the historical event occurs on the game map. Regular features, written by members of the SPI staff, examine and discuss trends in simulation gaming, review recent releases, and provide up-to-date information on the progress and development of SPI games in the making.

MOVES articles concentrate on the gaming aspects of the newest and best military simulations of all publishers and are intended to be useful and informative, whether or not the reader is familiar with the game under discussion.

