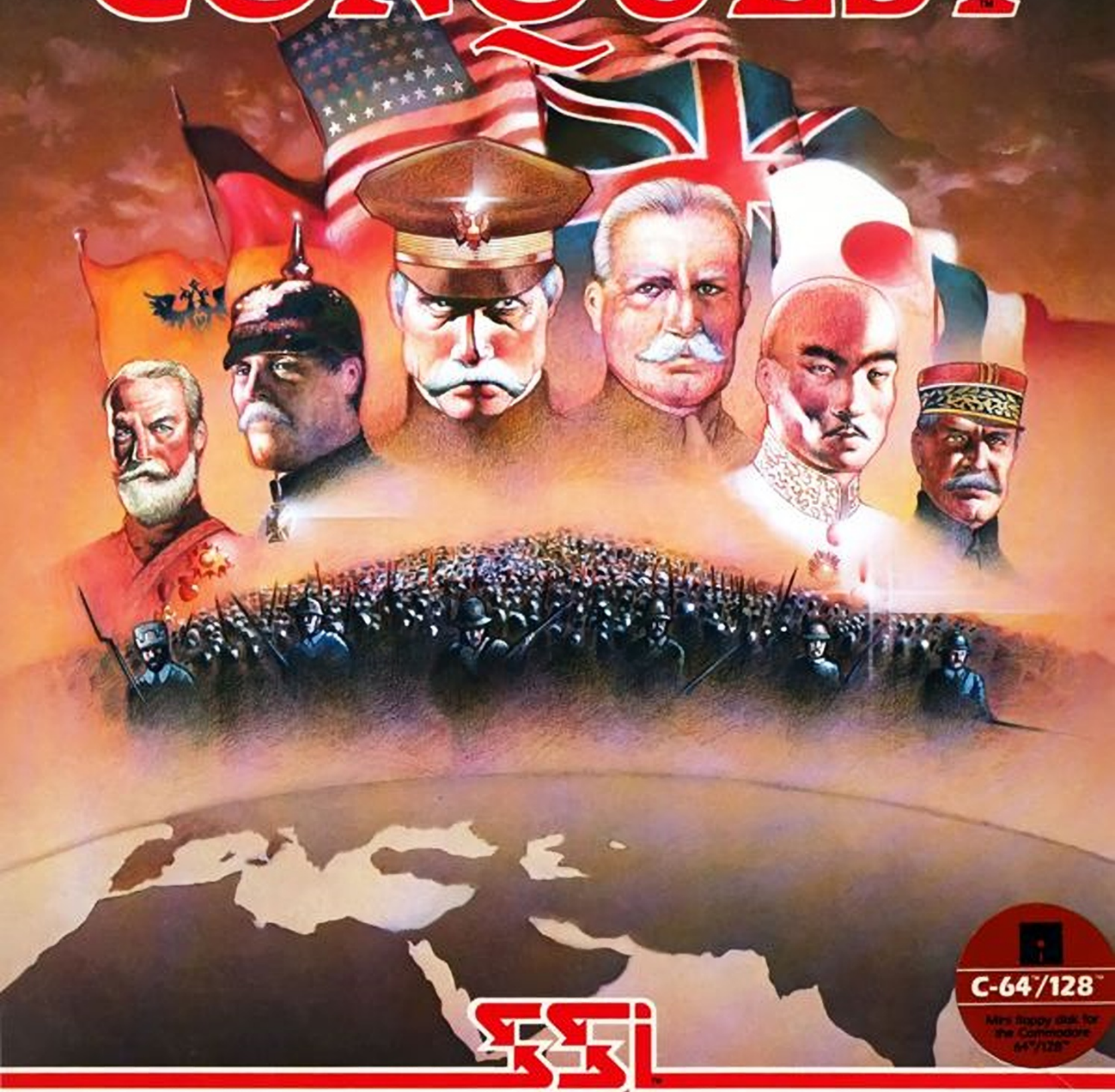


A COMPUTER STRATEGY GAME OF GLOBAL DOMINATION, FROM THE 1880s TO EARLY 1900

COLONIAL CONQUEST™



STRATEGIC SIMULATIONS, INC.

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THE WORLD OF A CENTURY AGO CAN BE YOURS TODAY!

The late 1800's and early 1900's marked the Age of Imperialism, with Great Britain, the U.S., Germany, France, Russia and Japan as the most active participants in the pursuit of world dominance.

It was a turbulent time, marked with colonial expansionism (no better exemplified than the English Empire's control of India), and with such wars as the Spanish-American War (1898), the Boer War (1899-1902), the Russo-Japanese War (1904-1905), and culminating with World War I (1914-1918).

Now, through the magic of computer simulation, SSI turns back the clock to give you a chance to conquer the world of a century ago in a simple yet exciting game — COLONIAL CONQUEST.

This easy strategy simulation puts you in charge of one of the six imperialistic nations. Through taxation of your lands, you can raise money and use it for espionage, subversion of minor powers, construction of fortifications, economic aid to other countries, or buying armies and navies. Your goal: To conquer as many minor nations as possible and hoist yourself up as the mightiest ruler on Earth!

Three scenarios are provided. The 1880 and 1914 Set-ups are semi-realistic: The army/navy size of each major power is set according to historical records. The cost of purchasing armies and fleets also vary historically from country to country. For example, the British player would find cheap fleets and expensive manpower while the Russian player would encounter exactly the opposite. A Standard Scenario lets you randomize the global conditions.

This game accommodates up to six human players, or you can let the computer play any or all of the countries. Computer opponents can be assigned different levels of ability.

Using joystick control and beautiful scrolling color graphics, this game is a joy to play. After all, it quenches the thirst in all of us, the thirst for...power!

Screen displays shown are from the ATARI®. Displays from other computer(s) may vary.
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In this game, the world is divided into 131 land territories displayed in beautiful scrolling Hi-Res graphics.