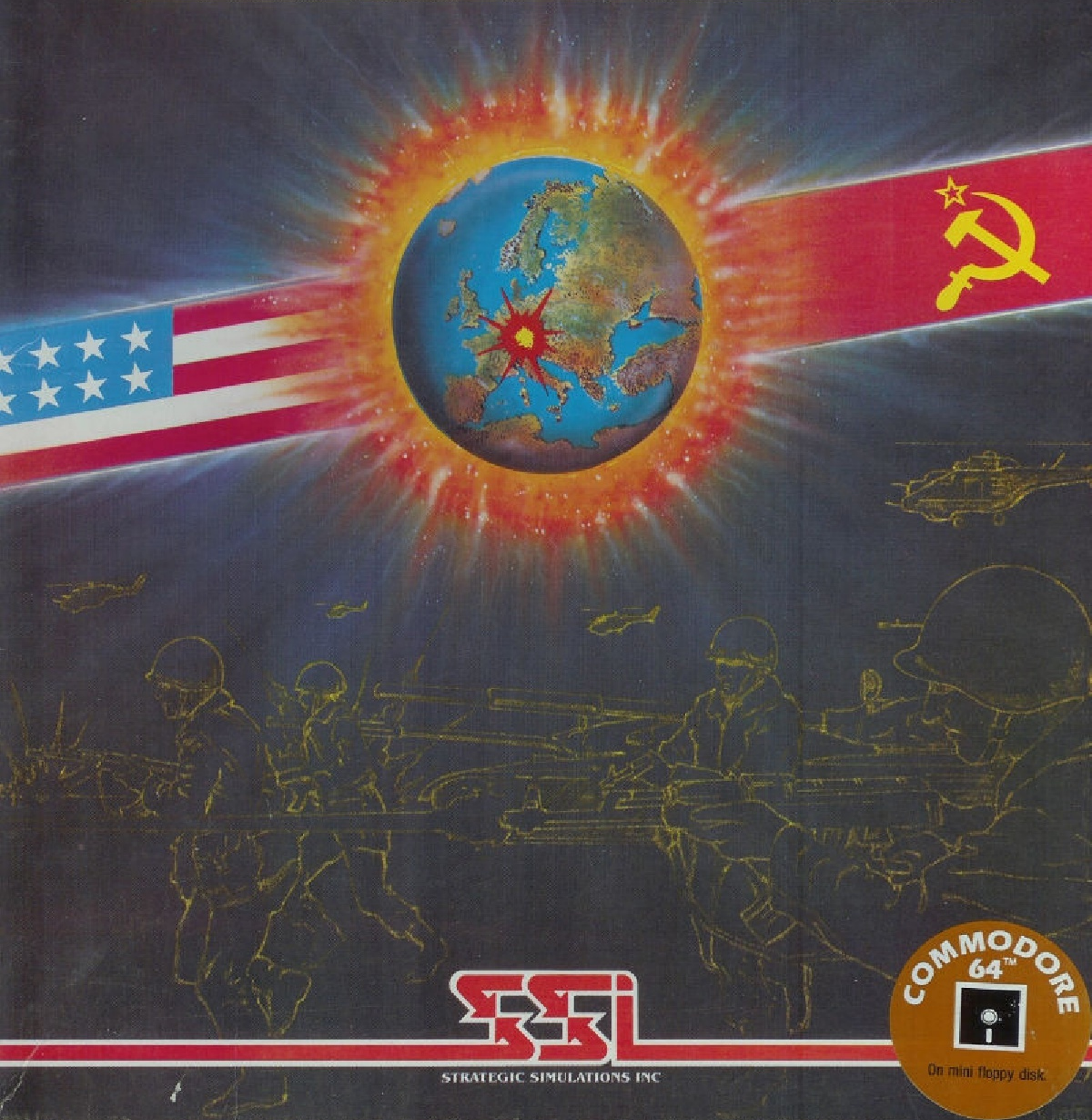


WHEN SUPERPOWERS COLLIDE

Germany 1985™

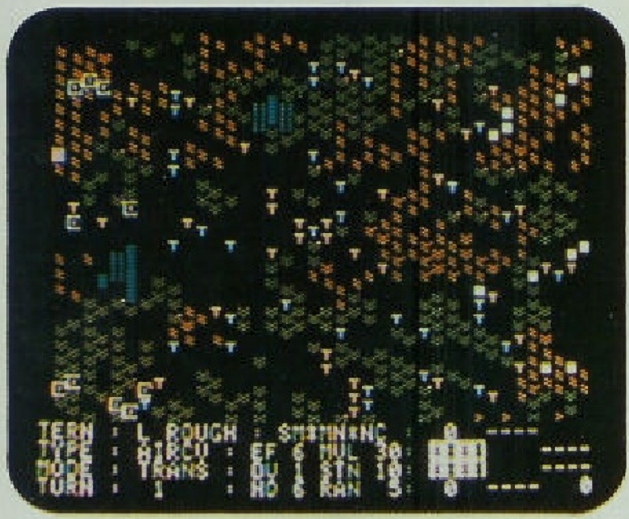


STRATEGIC SIMULATIONS INC.

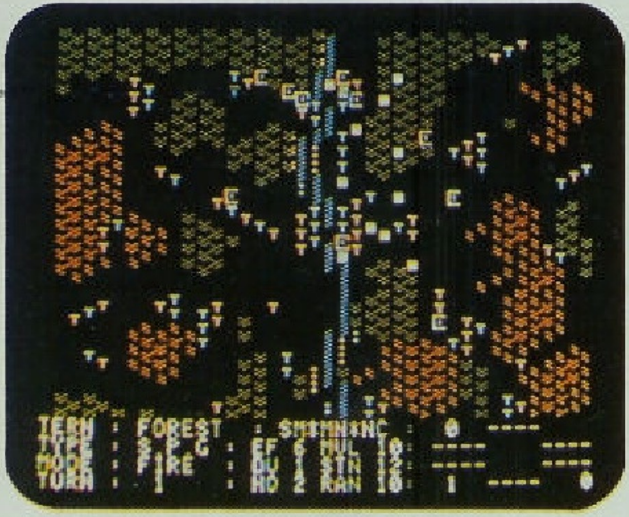


On mini floppy disk.

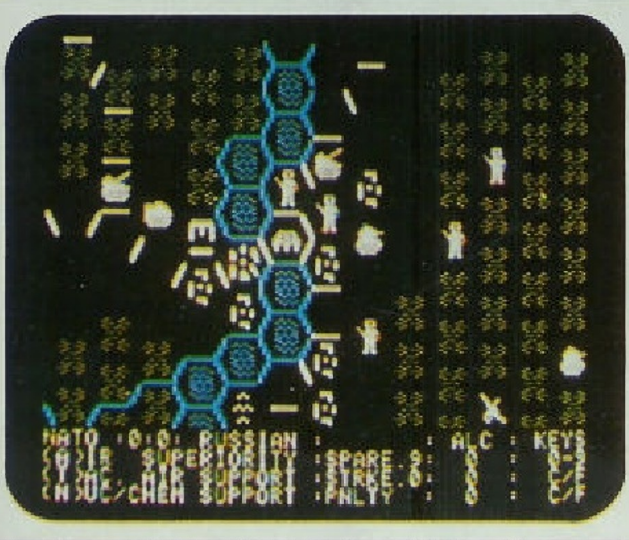
IN 1985, RUSSIA INVADED WEST GERMANY. AND THE COLD WAR TURNED RED HOT!



The strategic map for scenario one, "ADVANCE TO CONTACT," generated by Hi-Res color graphics.



Strategic battlefield for scenario two — "INVASION" — features a prominent river dividing the mapboard.



Tactical display zooms in for a close look at part of the strategic map.

Each game in SSI's new series of modern wargames — **"WHEN SUPERPOWERS COLLIDE"** — presents a different scenario of possible U.S.-Soviet confrontations in various tinderboxes around the world.

Designed by Roger Keating, creator of SSI's highly-acclaimed **SOUTHERN COMMAND**,™ these strategy simulations boast the same successful look and play as his previous masterpiece: beautiful color graphic displays, a sophisticated movement system and realistic combat rules.

GERMANY 1985™ leads the way for this great series.

Battalions of Soviet infantry, tanks, artillery units, and paratroopers have breached the southern center of West Germany. NATO forces must contain and repel the Red invasion.

This operational-level computer strategy game gives you two battle scenarios. The first, called "ADVANCE-TO-CONTACT," involves Russian and U.S. forces of comparable strength as they rush to establish a cohesive front line.

The second is "INVASION," which starts with an initial Soviet drop of airborne divisions behind NATO lines. Its purpose: to block key roads and capture towns to help prepare for the main advancing force. Terrain features prominently in this scenario; a river divides the 28x39 hex-grid battlefield.

In both cases, the victory condition is the same: the player who controls the greatest number of towns is the victor.

We've introduced several innovative rules to make this simulation game even more realistic: movement speed of a given unit is inversely proportional to the number of enemy units that can see it — which means you slow down when enemy units are encountered. Smoke screens can be called upon to cover an attack

or retreat. Air superiority and tactical air strikes are also taken into account.

Each battalion of armor, infantry, artillery, paratroop, recon and helicopter units are assigned to specific divisions. We've fully incorporated the very real military concepts of headquarter units and divisional integrity.

The computer has been programmed for maximum playability. Besides doing all the work when it comes to administering and refereeing a game (not to mention saving one in progress for later play), it can actually move and fire for you. For example, if you wish to move from point A to B, simply order the computer and it will move the designated units along the most efficient path — stopping for your commands should enemy units block the way. Or you can have the computer direct your artillery fire for you.

When you can't find a fellow human to play against, the computer also serves as a fine opponent. It can play either the Soviet or U.S. side.

Enough said. It's time for you to discover how you can decide the outcome of battle when superpowers collide...in Germany 1985.

And the only way to do it is to stop reading and start playing!

LOOK FOR THE OTHER GAMES IN THIS DYNAMITE SERIES!