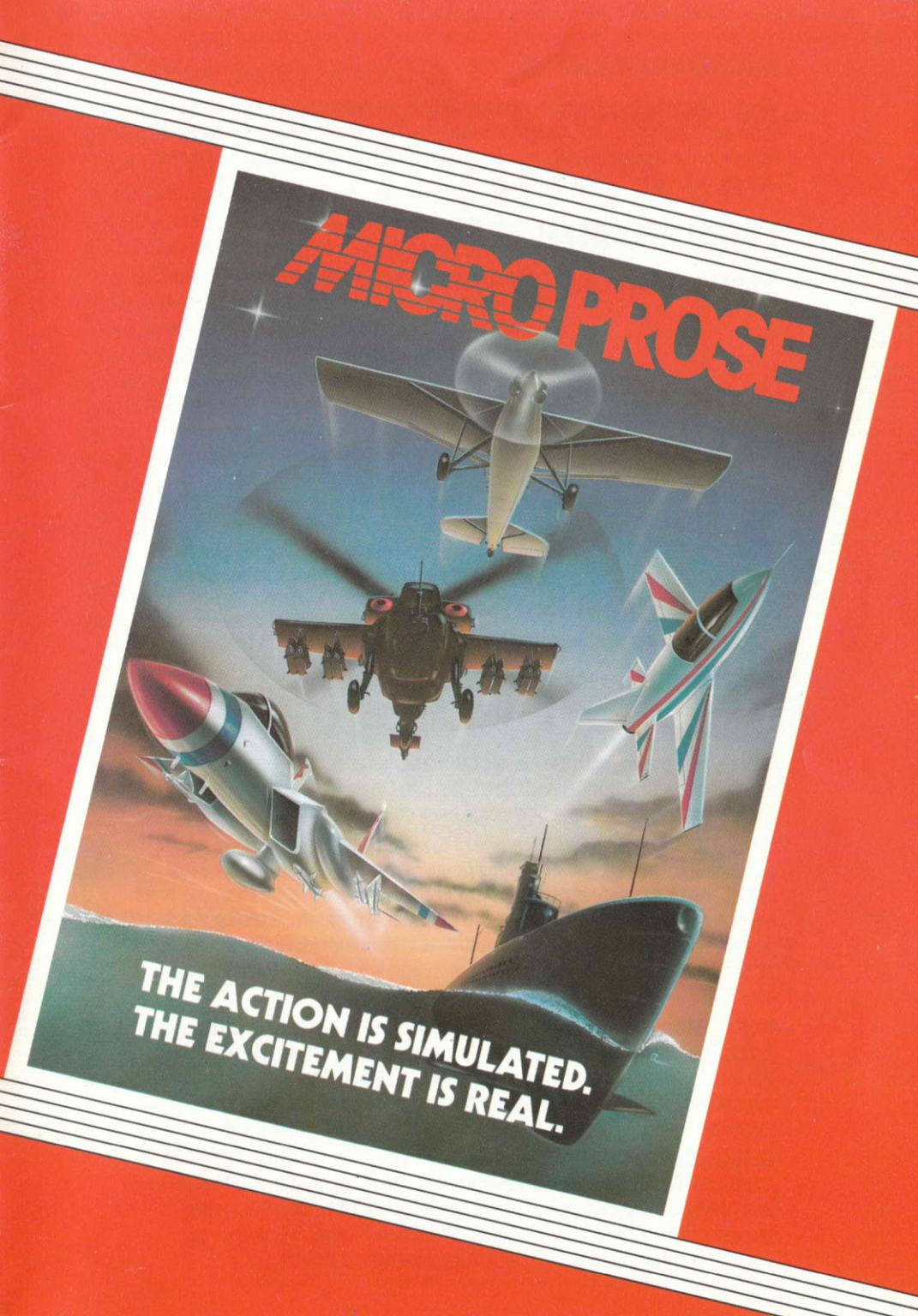
MICROPROSE
THE ACTION IS SIMULATED.
THE EXCITEMENT IS REAL.

MICROPROSE NEWS

Inside this catalogue, you will find one of the world's most popular ranges of simulation software – a range of products that has earned MicroProse its reputation as a publisher of innovative high-quality and realistic simulations that provide years of entertainment.

LATEST RELEASES!

Project Stealth Fighter A fighter aircraft so advanced, so secret that the U.S. Military refues to admit that it exists. You can fly the most advanced aircraft in the world, on one of the most advanced simulations in the world, using the invisible cloak of stealth technology to disguise your approach, until you unleash the awesome weaponry of the F-19 stealth fighter.

Airborne Ranger Another innovation from MicroProse . . . the Action-Simulation! You are a member of the elite U.S. Rangers, parachuted behind enemy lines. This brand new release from MicroProse is taking the simulation world by storm, with its full-scrolling 3-D graphics showing all of the action in 12 exciting missions.

COMING SOON! Red Storm Rising

THESE EXCITING PRODUCTS ARE ALSO AVAILABLE FROM MICROPROSE

ORIGIN SYSTEMS INCS., record of creating cult-status entertainment software ensures that every time you load an Origin game, you'll get more and more hooked!

Fantasy role playing with the classic Ultima series and Moebius, or strategy role playing with Autoduel and Ogre – get into Origin Systems, and discover the start of something new. See inside back cover for details.

SPRINGBOARD SOFTWARE is one of the world's leading developers of publishing software, with an exciting range of software that allows you to realise the true potential of your computer! Newsroom Pro, for example, is an exceptionally versatile 'DTP' (Desktop Publishing) program, enabling you to produce professional quality newsletters and documents. To find out more about the endless possibilities of DTP with Springboard, see the inside back cover.

SUNCOM are renowned for setting the standards in joystick technology, with 2-year guarantees on most joysticks, and a range that covers all micros. For the more serious computer user, there's an exciting range of budget price (but not budget quality!) accessories, for home and office. See inside back cover for details.

BERKELEY SOFTWORKS brings real power performance to the C64 and C128, with GEOS, the Graphic Environment Operating System that brings IBM and APPLE – style capabilities to the Commodore User. GEOS launched to great acclaim in 1986, uses the latest 'WIMPS' (windows, loons, mouse, pointer) technology to put you into major league computing.

The Longer-Lasting Challenge

MicroProse's aim is to produce the most entertaining, challenging and realistic computer simulations on the market.

Simulations that provide endless hours of constructive entertainment.

An ambitious aim undoubtedly, but one we have achieved time and time again.

Every MicroProse simulation provides hundreds of hours of exciting entertainment. Our products are more than a test of your eye-to-hand co-ordination.

They test your decision-making skills, your leadership qualities, your ability to handle large amounts of information. Even your nerve.

Authentic detail and gripping action have been masterfully combined to produce highly accurate simulations. At MicroProse extensive research is always followed by careful programming, then rigorous testing.

The result is a level of sophistication unmatched by other similar products.

Every simulation comes complete with interesting, informative and easy-to-follow documentation.

MicroProse products are available in quality retail outlets or by mail order.

Dear Competitor,

Congratulations on rising to the challenge offered by MicroProse simulation software.

At last, you can participate in thrilling adventures which previously you could only experience passively through books or films.

Here at MicroProse in the USA, we produce highly realistic simulations. Not games. We put you in the driving seat to prove just how good you are.

Whether you're piloting a 1930s mail plane through the Rocky Mountains, breaking the sound barrier in F-15 Strike Eagle, or commanding the allied forces of Europe in World War II, you'll face real-life dangers and need to make real-life decisions and judgements.

It's not easy. That's why each simulation will provide you with fun and excitement for a long, long time.

We've enjoyed developing these simulations. Every one has been thoroughly researched to ensure absolute authenticity. (Take Solo Flight for example – forty pilots playtested it for realism before it was released onto the market). We hope you get as much enjoyment from using them.

Good luck. And a word of warning – these simulations can be ADDICTIVE.

Regards,

Bill Stealey

Major Bill Stealey
U.S.A.F. RESERVE
PRESIDENT MICROPROSE SOFTWARE

Points of View

MicroProse are dedicated to producing the kind of products that you – our customer – find fun, exciting and interesting. We'd like to hear any comments you have about our products. If you have any suggestions on how we can improve our product line, or ideas for new simulations, tell us. Write to us at the address below.

Software Authors

MicroProse is a leader in the home entertainments market with an extensive marketing and distribution presence. If you are a software author with a completed product, or if you have a project you would like us to consider for publication, write to the address below.

MicroProse Software Ltd, 2 Market Place, Tetbury, Gloucestershire, GL8 8DA.
Tel: (0666) 54326. Telex: 43422 MPS/UKG.

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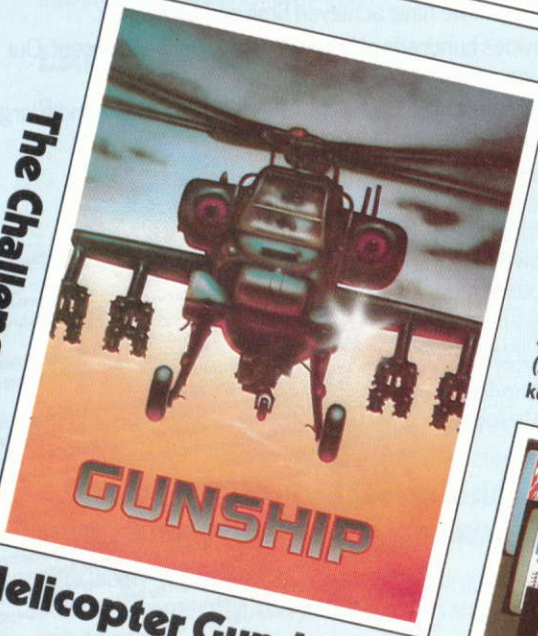
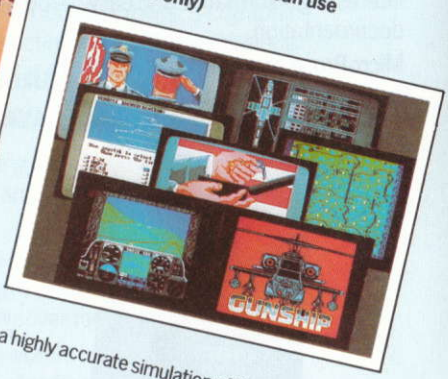
Gunship

The Challenge of Flying a Helicopter Gunship



- Simulation of high-speed, low-level flight
- Revolutionary 3-D graphics
- Multiple real-life missions
- Advanced weapon systems and instrumentation
- Rewards for successful missions
- Comprehensive Flight Operations manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)



Become part of the high-tech cavalry of today's army. Gunship is a highly accurate simulation of the AH-64 Apache, one of the most advanced warrior helicopters.

Experience the thrill, excitement and challenge of attack helicopter flying.

As pilot you'll be sent on dangerous missions to combat hotspots around the world. Use the same flight controls, instrumentation and weapon systems as real AH-64 pilots. Your high-performance helicopter will have superb manoeuvrability to race low and deadly, hover, sideslip, fly backwards, rotate or go into a screaming powerdrive.

Yet, to accomplish each mission you'll need to use your intelligence and judgement. Even your cunning.

Gunship has been developed with the guidance of real attack helicopter pilots. If you've got the skill to survive, the simulation rewards you with medals and promotions.

"Take all your combat flight simulators and stick them in the bin. Gunship is the ultimate." — **Marshall M. Rosenthal. C & VG.**

Design and CBM 64 version by Sid Meier and Andy Hollis.

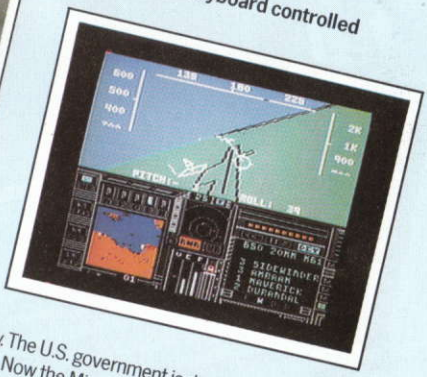
The Helicopter Simulation

Project Stealth Fighter

The Latest Flying Challenge From MicroProse

New Release

- Highly realistic simulation
- Based on extensive research
- Sophisticated 3-D out-of-cockpit view
- Advanced 'heads-up' display
- Multiple missions
- Advanced weaponry and instrumentation
- Joystick and keyboard controlled



Stealth aircraft is the hottest topic of discussion in aviation today. The U.S. government is developing these top secret, radar-elusive jets to be flown on highly sensitive missions. Now the MicroProse aviation experts have extensively researched the aircraft's capabilities to create a challenging and powerful simulation.

As pilot experience the thrill, danger and suspense of flying a stealth plane on clandestine missions. Use an incredible array of state-of-the-art equipment, closely monitoring your electromagnetic profile while executing a deep-strike raid over North Africa or a reconnaissance flight over Eastern Europe.

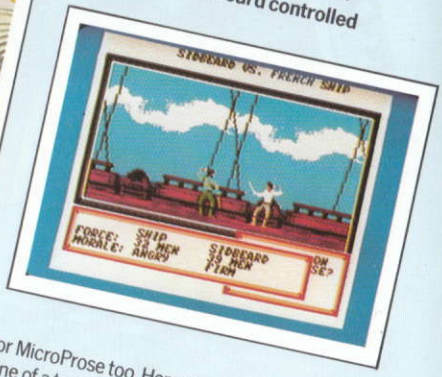
Concealment is your greatest weapon, but you're not invisible. A combination of combat skills and astute decision making is needed to survive this simulation.

The Top Secret Jet Simulation

Pirates!

New Release

Simulation of 17th century life on the Spanish Main
Non-stop action and decisionmaking
Extensive graphics with 70 different scenes
Various difficulty levels
Map of Caribbean
Comprehensive documentation
Joystick and keyboard controlled



High Adventure On The High Seas

Pirates! is the world's first swashbuckling simulation and a first for MicroProse too. Here, the challenge of simulation decisionmaking has been innovatively combined with the storyline of a text adventure. The result? An exciting historical simulation of 17th century life on the Spanish Main.

As Privateer Captain – a pirate in all but name – sail the Caribbean, raiding treasure-laden ships and plundering rich ports. Face realistic dangers, including the risk of mutiny.

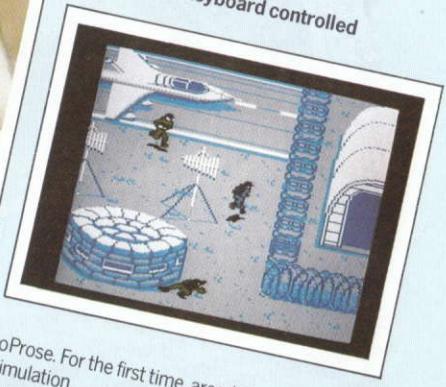
There's swordplay aplenty, but to succeed you must also be a brilliant seaman and astute trader. Choose the most lucrative expeditions, forge the most fruitful alliances and negotiate the greatest profits. Your rewards? Status, power, even romance. How will you end your days? A titled noble or common scoundrel?

The Action-Adventure Simulation

Airborne Ranger

New Release

- Simulation of action behind enemy lines
- 12 exciting missions
- Full-scrolling 3-D graphics
- Various terrains to encounter
- Multiple enemy threats
- Modern weaponry
- Joystick and keyboard controlled



Fast Paced Action Behind Enemy Lines

Airborne Ranger is an exciting new type of simulation from MicroProse. For the first time, arcade-type action has been superbly combined with the complexity and challenge of simulation.

This time your goal isn't to control a fighting machine, but one soldier's battle against overwhelming odds.

As a member of the elite corps – chosen for your courage, ingenuity and special skills – parachute behind enemy lines armed only with a machine gun and hand grenades. Dangerous solo missions range from rescuing hostages from a terrorist prison to infiltrating the headquarters of an enemy unit.

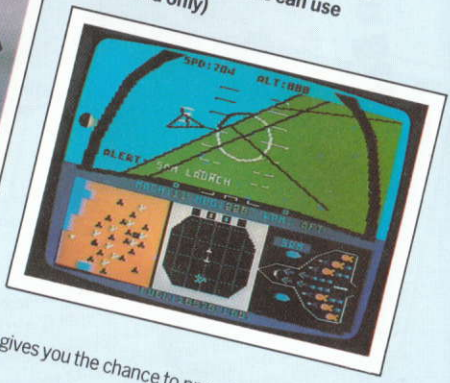
You can run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush. But, if you're going to survive, each mission must be carefully planned and finely executed. Airborne Ranger puts your strategic skills, reflexes and courage to the test.

The Action-Simulation

F-15 Strike Eagle

The Thrilling Challenge of Air Combat

- Realistic combat flight simulation
- Outstanding 3-D graphics
- Multiple combat missions
- Various skill levels
- Full cockpit instrumentation
- Hundreds of exciting scenarios
- Comprehensive Flight Operations manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)



Pilot the world's most advanced fighter plane. F-15 Strike Eagle gives you the chance to prove how good you really are in exciting jet fighter combat.

This simulation offers continuous challenges as you go on dangerous missions around the world.

Defend yourself against heat seeking missiles, radar-guided missiles and enemy aircraft. You'll use realistic flight, weapon and information systems, but survival depends on you.

It depends on how well you analyse and respond to tactical situations. And on your judgement, skill and courage.

F-15 Strike Eagle is a classic simulation that puts you in the middle of the action in your own high performance fighter.

"If you're looking for a chance to experience some high adventure and danger in a realistic and challenging format F-15 Strike Eagle is for you".— RUN

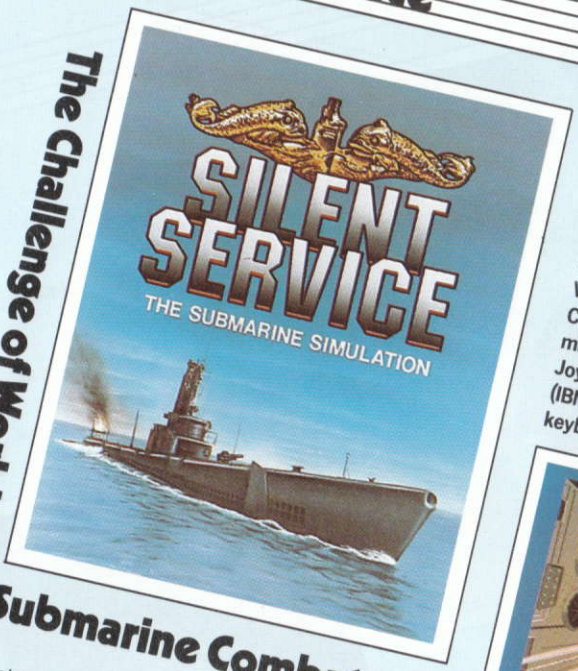
Design and Atari version by Sid Meier. CBM 64 version by Grant Irani. Apple II version by Jim Synoski. IBM PC version by Randall Masteller.

The Combat Fighter Simulation

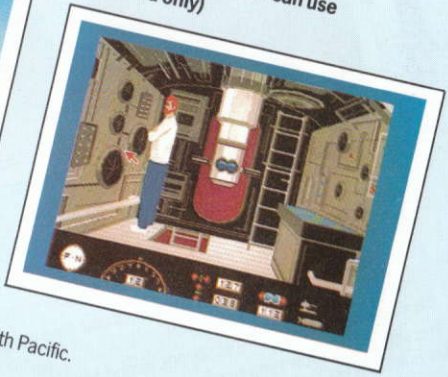
"This game has been heralded as the most accurate submarine simulation ever written. I'm afraid that I must agree!" – Computer Gamer

Silent Service

The Challenge of World War II Submarine Combat



- Exciting submarine simulation
- Superb graphics
- Sophisticated attack plotting system
- Accurate historical scenarios
- Sound effects
- Various 'reality levels'
- Comprehensive Tactical Operations manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)



Captain your own World War II submarine in the treacherous South Pacific.

Silent Service is an ultra-realistic simulation of undersea warfare.

The submarine features all the critical battle stations like the engine room, conning tower and ship's bridge. You must use accurate maps and charts of the Southwest Pacific and a sophisticated attack plotting system.

On missions you'll not only face the threat of single ships, but heavily escorted convoys.

The pressure is intense as you find, attack and sink the enemy's shipping. Actions and decisions are constantly required and you can customize complexity by selecting various 'reality levels'.

Silent Service is a challenging test of your strategic thinking abilities.

"... a mind-blowing submarine simulation which arrives with the most impeccable of credentials".– Mike Cowley

Design and CBM 64 version by Sid Meier. Atari/IBM versions by Randall Masteller. Apple version by Jim Synoski.

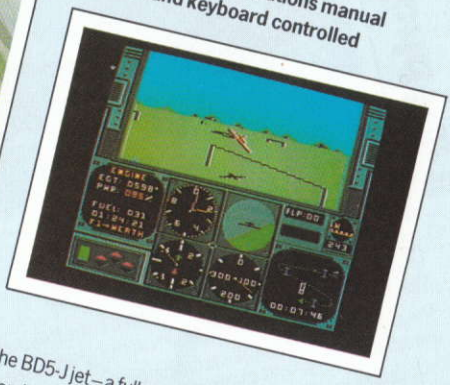
The Submarine Simulation

"An exciting flight simulator which has plenty to offer" – ZAPP!

Acrojet

The Exciting Challenge of Sport Flying

- Realistic advanced flight simulation
- Outstanding 3-D graphics
- Full cockpit instrumentation
- "In the slot" 3-D flying perspective
- Game mode for up to 4 players
- Comprehensive Operations manual
- Joystick and keyboard controlled



Try aerobatic flying. Acrojet is an exciting, realistic simulation of the BD5-J jet – a fully acrobatic sports plane. It features outstanding 3-D graphics, sophisticated instrumentation (including multiple CRT and digital electronics), and lightning fast joystick response.

Experience the thrill and split second action of performing some of the most difficult, terrifying manoeuvres possible. The simulation allows you to practise first at high altitude, then to advance to low altitude flying. There's now no room for human error.

Acrojet pilots can compete in the Decathlon of Sports Aviation Events. The winner becomes the World's Greatest Sport Pilot. Events include the death defying Inverted Ribbon Cut and Cuban Eight.

"(Acrojet is a) flight simulator which proves addictive and fun to fly" – ZAPP!

Design and CBM 64 version by William F. Denman, Jr. and Edward D. Hill, Jr.

The Sports Jet Simulation

"(Solo Flight) is very good indeed and can be heartily recommended".—Atari User

Solo Flight

- Realistic primary flight training
- Outstanding 3-D graphics
- Various skill levels
- Full cockpit instrumentation
- Instructor option with speech (CBM 64 and Atari 8-bit only)
- Game mode: Mail Pilot Mission
- Comprehensive Operations Manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)

The Exhilarating Challenge of Flying Solo

Experience the fun and excitement of flying your own plane.

Solo Flight is a sophisticated flight simulator, suitable for novices and experienced pilots alike. It features outstanding 3-D graphics, full cockpit instrumentation and air navigation maps. (Speech synthesis is also included on the Commodore 64 and Atari 8-bit versions).

This simulation takes you from your first take-off to dangerous cross country navigation under both visual and instrument flight rules.

The ultimate test of your skill as a pilot is the Mail Pilot Mission. It's a tough, thrilling race to deliver mail to 21 American airports. Brave real-life challenges from weather, instrument and mechanical emergencies as you hop from runway to runway.

"Unlike the majority of flight simulations, Solo Flight's graphics are excellent".—Commodore User

Design and Atari version by Sid Meier. CBM 64 version by Grant Irani. New CBM 64 version by John Kutcher. Apple version by Andy Hollis. IBM PC version by Randall Masteller.

The Primary Flight Simulation

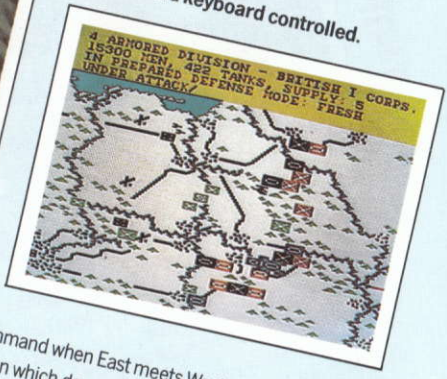
"... superb strategic simulation". – Computer Gaming World

NATO Commander

Defending Europe from

Soviet Invasion

- Accelerated real-time simulation
- Excellent graphics
- Five exciting battle scenarios
- Various skill levels
- Save game feature
- Demonstration mode
- Comprehensive manual with tactical tips
- Joystick and keyboard controlled.



Test your skills as a strategist. Nato Commander puts you in command when East meets West. This is an intense, East meets West heart-pounding war simulation which demands both skill and courage. Conflict takes place in accelerated real-time to ensure absolute realism.

As Nato Commander you use a scrolling map of Europe to deploy, manoeuvre and command your battle units. To keep you informed of the constantly changing situation you will receive radio, teletype and news service messages. Actions and decisions are constantly required to stop the ever advancing Warsaw Pact battle units.

Nato Commander is a revealing test of your leadership qualities and judgement.

"... **Nato Commander is a unique, fast, challenging and never boring strategy game**". – The Wargamer

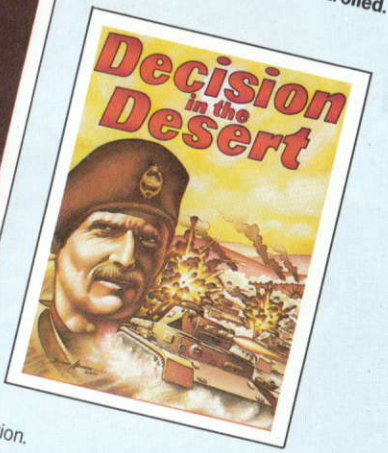
Apple version by Jim Synoski. Atari version by Sid Meier. CBM 64 version by Al Duffy.

The Strategic War Simulation

Design by Sid Meier and Ed Bever. Apple version by Jim Synoski. Atari, CBM 64 versions by Sid Meier. IBM PC version by Don Awalt.

Conflict in Vietnam

Accelerated real-time simulation
Excellent graphics and sound
'What if' variants
Historic accuracy
Various skill levels
Single and two-player modes
Joystick and keyboard controlled.



Challenging Strategic Combat

Conflict In Vietnam is another exciting Command Series simulation.
This time you are in command as five of the decisive battles of the Vietnam War are recreated.
Experience all the dangers, victories and defeats of that intense, agonizing period of American involvement in the struggles for Southeast Asia.
Either battle solo against the computer, or head-to-head against an opponent. The non-stop action takes place in accelerated real-time to ensure absolute accuracy.
Conflict In Vietnam challenges your leadership qualities: you must make constant decisions in order to accomplish missions in this hostile environment where it is never clear who is enemy or ally.

How would the history books read if you have been in command at the Battle of El Alamein? Decision In The Desert gives you the chance to find out.
This is another strategic simulation in the Command Series. Five of the most important battles of World War II's North Africa campaign are accurately recreated. It's up to you to decide how to deploy tanks, artillery, air cover and combat divisions.
Like all MicroProse's strategic war simulations, the non-stop action takes place in accelerated real-time. You can choose to command the troops of either side, or challenge an opponent to compete head-to-head against you.
Decision In The Desert has been extensively researched and each scenario includes tactical tips and in-depth historical backgrounds.

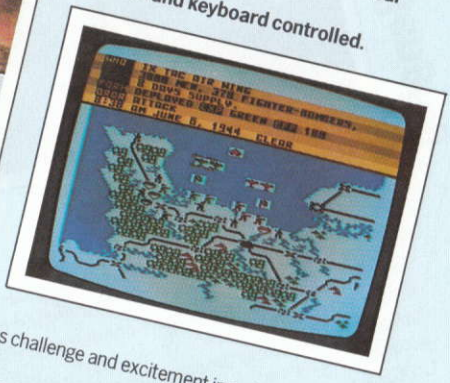
Decision in the Desert

"(It offers) really excellent value for money, coupled with clever use of graphics, sound and screen scrolling". – Commodore

Crusade in Europe

Challenging Strategic Combat in Europe (1944)

- Accelerated real-time simulation
- Excellent graphics and sound
- Exciting World War II scenarios
- 'What if' variants
- Historic accuracy
- Various skill levels
- Single and two-player modes
- Comprehensive manual with tactical tips
- Joystick and keyboard controlled.



Crusade In Europe is a Command Series product which provides challenge and excitement in an historically accurate, easy-to-play simulation.

It puts you in command to lead your troops through one of the greatest campaigns of World War II.

Experience all the dangers and excitement of being Supreme Commander in the Battle of the Bulge, Battle for Normandy, Race for the Rhine, Operation Market Garden and the Battle for France.

Non-stop action takes place in accelerated real-time. Choose whether to battle solo against the computer, or head-to-head against an opponent.

In either situation you must maximise use of your resources. Success depends on your ability to analyse and respond to tactical situations.

This simulation faithfully recreates some of the most intense moments of World War II and gives you the opportunity to re-shape history.

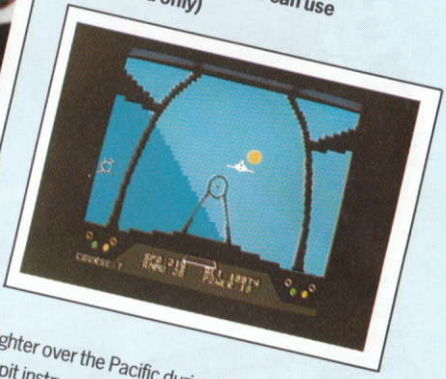
Design by Sid Meier and Ed Bever. Apple version by Jim Synoski. Atari, CBM 64 versions by Sid Meier. IBM PC version by Don Awalt and Edward D Hill Jr.

The Strategic War Simulation

Hellcat Ace

Challenging World War II Aerial Combat Over the Pacific

- Exciting aerial combat simulation
- Outstanding 3-D graphics
- Multi-player mode
- 14 historically accurate missions
- 1 fictitious mission
- Various skill levels
- Realistic cockpit instrumentation
- Easy-to-follow Operations manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)



Experience the thrill, excitement and fear of piloting a combat fighter over the Pacific during World War II. Hellcat Ace features outstanding 3-D graphics and realistic cockpit instrumentation.

There are fourteen different missions to test your skill and courage. Each one is historically accurate.

To become an Ace you must perform advanced aerobatics: fly loops, Immelmanns and other difficult manoeuvres.

In the solo mode you can battle head-to-head in aerial dogfight against computer controlled aircraft. Alternatively, up to four contestants can compete for the distinction of becoming the World's Greatest Fighter Pilot.

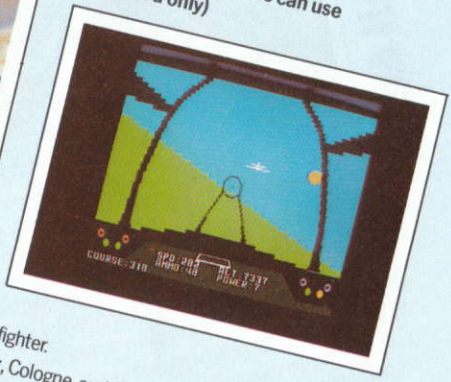
Design and Atari version by Sid Meier. CBM 64 version by Ron Verovsky and Dale Gray. IBM PC version by Don Awalt.

The Aerial Combat Simulation

Spitfire Ace

Challenging World War II Aerial Combat Over Europe

- Excellent aerial combat simulation
- Outstanding 3-D graphics
- Multi-player mode
- Historically accurate scenarios
- Various skill levels
- Realistic cockpit instrumentation
- Easy-to-follow Operations manual
- Joystick and keyboard controlled (IBM and compatibles can use keyboard only)



This simulation puts you in the cockpit of a World War II combat fighter.
This time your missions will be in Europe: London during the Blitz, Cologne, and the D-Day invasions of France among others.
Your goal is to survive five missions and become an Ace. Apart from having nerves of steel, you must possess superior flying skills: learn to loop, roll inverted and Immelmann.
You can choose to battle head-to-head in aerial dogfight against computer controlled aircraft, or against opponents for the World's Greatest Fighter Pilot title.
Both options are a test of your skill and courage.

"... lots of options, good use of music and colour and very realistic flying simulation".—Software Retailing

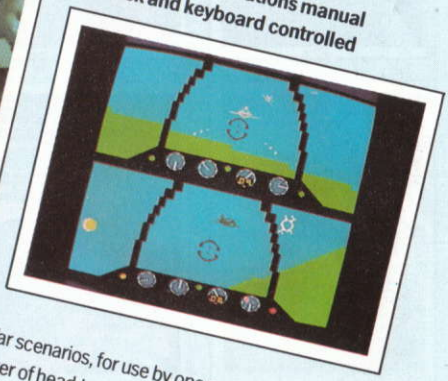
Design and Atari version by Sid Meier. CBM 64 version by Ron Verovsky and Dale Gray. IBM PC version by Don Awalt.

The Aerial Combat Simulation

MIG Alley Ace

Challenging One-To-One Air Combat Over Korea

Exciting aerial combat simulation
Outstanding 3-D graphics
Solo and two-player mode
Five Korean War scenarios
Various skill levels
Full cockpit instrumentation
Easy-to-follow Operations manual
Joystick and keyboard controlled



Mig Alley Ace is a highly realistic simulation of actual Korean War scenarios, for use by one or two players. As pilot of a U.S. jet fighter experience the excitement and danger of head-to-head dog fighting. In this simulation you can either challenge your opponent or stage a thrilling, co-operative attack against the computer. (The screen is split to provide each player with realistic cockpit instrumentation). Alternatively, in the solo mode, compete for high scores and ranking against computer controlled enemy aircraft. To win the battle for air superiority you must demonstrate superior flying skills: roll inverted, execute splits, loop and Immelmann. In this simulation you risk being shot right out of the sky.

"Mig Alley Ace is a must for any . . . game fanatic".—Analog

Atari and CBM 64 versions by Andy Hollis

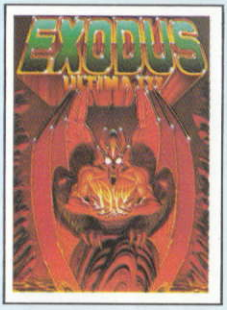
The Aerial Combat Simulation

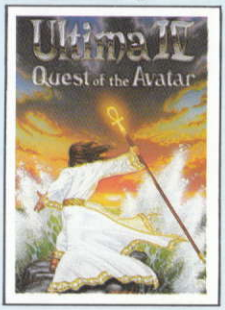
MICROPROSE
SIMULATION • SOFTWARE

Other Products Available From MicroProse

ORIGIN SYSTEMS INC.

A New Dimension In Fantasy Role-Playing





Soon

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