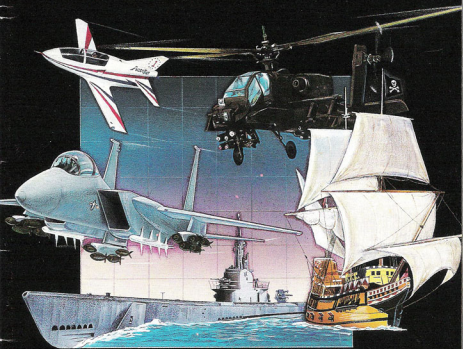
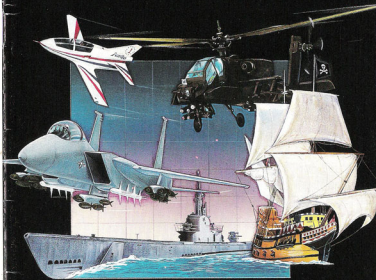


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Dear Computer Gamer:

At MicroProse Software, we are committed to producing high-quality simulations that teach, stimulate and, most importantly, entertain our customers. We strive to excite and challenge you with the real-life decisions and judgments that are a mainstay of our products.

With over 3000 hours flying time as an Air Force jet pilot, I appreciate quality standards, and I carry that appreciation to the simulations we develop at MicroProse. Whether it's breaking the sound barrier in **F-15 STRIKE EAGLE**, plundering the Caribbean in **PIRATES!**, or commanding a World War II submarine in **SILENT SERVICE**, we are sure you will enjoy the long-lasting entertainment value of MicroProse simulations.

Our goal is to bring you hundreds of hours of challenging entertainment that is easy for beginners to learn, but difficult for experts to master. We hope you enjoy these simulations as much as we enjoyed developing them for you. Let's enjoy a long and mutually beneficial relationship. Good luck, have fun and keep on flying!

Best regards,

Bill

Bill Stealey, President



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To Authors:

MicroProse is always looking for new programmers and fresh ideas. If you are a software author with a completed project, or if you have a project you would like MicroProse to consider for publication, we want to see it.

Our company is a leader in the home entertainment market, with an extensive marketing and distribution presence. Quality products are always welcome at MicroProse.

If you are a software expert in assembly language programming in 6502, 8088, or 68000 based micros, we would like to talk to you. MicroProse is always interested in adding quality personnel, both full-time and on a contract basis. We offer good salaries and a great place to work. Please contact our Vice President, Product Development.

To our Consumers:

Do you have suggestions to improve the MicroProse product line? Do you have ideas for new MicroProse games? Write and tell us! We want your input. It's the best way you have to ensure we program the products you want to play!

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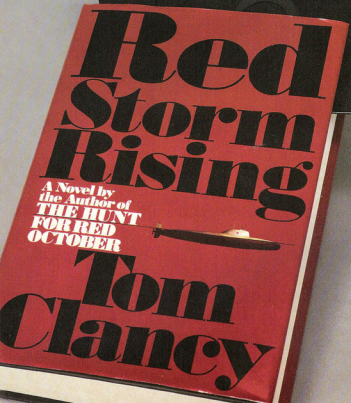
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Coming next...

The magic of Tom Clancy's best-selling book, "Red Storm Rising" will soon be available on your personal computer through the creative genius of MicroProse game designer Sid Meier. Meier has been working closely with Clancy's strategic collaborator to produce a realistic simulation of the high-tech warfare between the superpowers. Look for it in early '88.



MILITARY AVIATION'S FUTURE...

PROJECT: STEALTH FIGHTER



Keep a close watch on your electromagnetic profile as you slip past enemy defenses on missions throughout the world. Feel the jolt of an aircraft carrier landing or the G-forces from an aerobatic maneuver in a fast-paced dogfight.

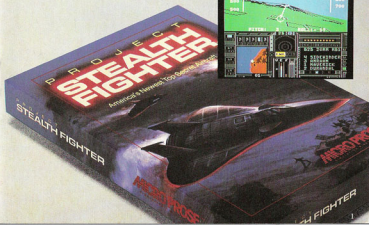
You may be difficult to see on radar... but you're not invisible.

And when the action starts to heat up and your palms begin to sweat, it's combat flying skills that make the difference. You'll need the air-to-air and air-to-ground missiles, laser-guided bombs and cannon to complete your mission and get back safely.

Features Include:

- **MULTIPLE MISSIONS**—Scenarios in North Africa, the Persian Gulf, Central Europe and the North Cape of Scandinavia.
- **SOPHISTICATED TECHNOLOGY**—Advanced "head-up" display with 3-D out-the-cockpit view, reconnaissance cameras, electronic counter-measures.
- **STATE-OF-THE-ART WEAPONRY**—Select infrared, radar-homing or TV-guided missiles or laser-guided and free fall bombs as you arm your jet for a mission.
- **REALISM**—Aircraft carrier and ground airbase take-offs and landings, land, sea and air targets, high-tech enemy fighters, SAMs and AWACS.
- **CONSTANT CHALLENGE**—A complexity and quality of opposition including Cold War, Limited War or Conventional War.

Design: Jim Synokis and Arnold Hendrick
Screen Graphics: Michael Hater and Michele Mahan
Programming: Jim Synokis with Dan Chung and Gregg Tesoro



AIRBORNE RANGER

DESPERATE MISSIONS BEHIND ENEMY LINES



the headquarters of an enemy unit. Whether photographing a secret experimental enemy aircraft or sabotaging an aviation fuel dump, every mission takes careful planning and pinpoint execution.

AIRBORNE RANGER gives you full control of a single soldier in eight directions.

When the mission requires courage, ingenuity and special skill, the U.S. Army's elite corps of fighting men is often called to action. They've each been carefully chosen following rigorous training, testing and evaluation.

Try your hand at being one of America's best in **AIRBORNE RANGER**, an action-simulation where you embark on desperate solo missions behind enemy lines. You could be sent to rescue hostages from a terrorist prison or to infiltrate

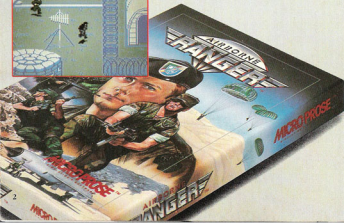
Run, walk or crawl across full-scrolling 3-D terrain using trees, bushes and ravines to avoid the enemy or set up an ambush.

AIRBORNE RANGER is a fast-paced action-simulation where you experience the danger and excitement of infiltration and combat.

Features Include:

- **VARIETY OF MISSIONS**—Twelve different missions in 3 regions of the world, including search and destroy, rescue, infiltration and sabotage scenarios.
- **EXTENSIVE GRAPHICS**—Full-scrolling 3-D graphics in color and detail across varying terrain.
- **MULTIPLE THREATS**—Enemy soldiers armed with submachine guns, hand grenades, antitank rockets and flamethrowers, minefields, robot minitanks, machine gun nests and more.
- **REALISTIC ACTION**—You control walking, running and crawling of an individual soldier in 8 directions using a 360-degree field of fire with a carbine or other weapon.
- **MODERN WEAPONS**—Carbine version of an M-16 assault rifle and bayonet, fragmentation grenades, LAW rockets (light antitank weapon), timed plastic explosives.

Design: Lawrence Schick and Scott Spangberg
Screen Graphics and Animation: Iris Leigh Kokkopi
Programming: Scott Spangberg



PIRATES!

SWASHBUCKLING ADVENTURE ON THE HIGH SEAS



This is not just a game of sea battles, but a unique program combining the realism of simulation, the fun of the arcade and the interaction of adventure and role-playing games. In the tradition of all MicroProse software, **PIRATES!** offers hun-

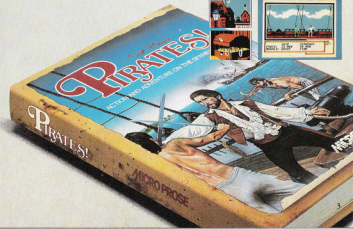
drreds of hours of stimulating game play, using multiple scenarios to ensure a continuing challenge.

PIRATES! is another creation by Sid Meier, designer of the best-selling simulations, **F-15 STRIKE EAGLE** and **SILENT SERVICE**. He has reproduced the ships, waters, prevailing winds and ports of the Caribbean to provide a realistic look at the pirate era. So grab your cutlass before you embark on this exciting voyage through history.

Including these PIRATES! features:

- **ACTION**—sea and land battles, fencing, sailing adventures
- **STRATEGY**—plan battle tactics, forge alliances, negotiate trading settlements
- **GOALS**—treasures, status, prestige, power, romance
- **NEW EXPERIENCES**—explore the Spanish Main using a detailed map of the Caribbean
- **EXTENSIVE GRAPHICS**—more than 70 different scenes and pictures
- **EXCITEMENT**—triumphs and tragedies, victories and defeats

Design: Sid Meier
Screen Graphics: Michael Haire



GUNSHIP

21st CENTURY TECHNOLOGY IN A HIGH-TECH ATTACK HELICOPTER



Climb aboard the latest addition to the modern Army's high-tech cavalry in GUNSHIP, the realistic simulation of an AH-64 Apache helicopter. As pilot, you can direct a search and destroy mission into Southeast Asia or attempt a night strike in Central America. You will be using the most up-to-date guided missiles and laser technology as you develop the combat skills needed to complete any of the seven missions.

GUNSHIP uses revolutionary 3-D graphics and an outstanding joystick flying system to authentically reproduce a helicopter pilot's combat experience. High-speed maneuvers at low altitude will put you in position to use the

Integrated Helmet Targeting System (IHITS) on enemy positions. Combined with the Hellfire laser missiles, 30mm automatic

cannon, a zoom TV gunsight and an assortment of rockets and missiles, you are the most efficient offensive weapon in the Army's arsenal.

Outstanding Reviews:

"Take all your combat flight simulators and stick them in the bin. GUNSHIP is the ultimate..."

(Computer & Video Games, UK)

"...a very well-executed simulation, not just a game... MicroProse has another winner."

(Computes' Gazette)

Look for these unique GUNSHIP features:

- **MULTIPLE MISSIONS**—seven different rescue, search and destroy and covert missions
- **SOPHISTICATED ELECTRONICS**—jammers, decoys, Integrated Helmet Targeting System (IHITS)
- **HIGH-TECH WEAPONS**—11 different guided missiles, 4 guns, lasers
- **EXCITING GRAPHICS**—3-D graphics for realistic high-speed flying over varying terrain
- **ALL SKILL LEVELS**—from training to expert, difficulty increases as you are promoted

Design by Andy Bialik and Arnold Hendrick
Screen Graphics by Michael Haire and Michele Milani



SILENT SERVICE

AN INNOVATIVE WORLD WAR II SUBMARINE SIMULATION



contribute to the realism when you embark on any of the six historical missions. Blast a convoy escort with your 5-inch gun in a daring nighttime surface attack or slip beneath the surface to intercept and sink an enemy troopship with your fore

and aft torpedoes. You'll have to concentrate to avoid the depth charges, deck guns, shallow waters and collisions that can send you to a watery grave.

Outstanding Reviews

"...you can almost smell diesel oil and feel the deck rolling beneath your feet..."
(*IT Computing*)

"...realistic action... outstanding graphics."
(*Run*)

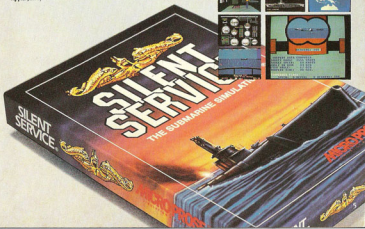
"Best Simulator of the Year." Critics' Choice Award
(*Family Computing*)

"One of the Best Simulations I've ever seen."
(*Computer Gaming World*)

Features Include:

- **HISTORICAL ACCURACY**—embark on recreated World War II missions on different submarines
- **REALISM**—reality menu lets you select expert destroyers, dud torpedoes, varying weather conditions
- **SKILL LEVELS**—four skill levels from gunnery and torpedo practice to patrolling the Pacific
- **OUTSTANDING GRAPHICS**—excellent bridge, conning tower, torpedo room, periscope, map and damage report screens
- **CONSTANT ACTION**—accelerated time mode, surface battles, day or night patrols

Design and C-64 Version by Sid Meier
Atari® IBM® Random! Manifer
Apple® Jim Stronks



F-15 STRIKE EAGLE

CHALLENGING AIR COMBAT IN A MODERN JET FIGHTER



Power on the afterburners and feel the g-forces slam you against your seat in this sophisticated simulation of the F-15 STRIKE EAGLE. From the realistic electronic cockpit, you can drop M-82 bombs on a Libyan oil refinery or fire air-to-air missiles at a Syrian fighter. Other games may have some of the action, but only F-15 STRIKE EAGLE captures the true-to-life experience of today's combat jet pilot.

Choose from seven historic missions in this authentic simulation, actually developed and tested by real fighter pilots. The four skill levels provide a continuing challenge as you learn to

control the modern electronics to attack and evade the enemy. So strap-in to your ejection seat and take-off in one of the most advanced fighter aircraft in the world today.

Features Include:

- **VARIETY**—seven different combat missions from Southeast Asia to the Persian Gulf
- **MODERN ELECTRONICS**—radar, launch indicators, electronic defenses
- **AUTHENTIC SIMULATION**—more than 24 cockpit controls, heads-up display (HUD), historically accurate
- **ACTION**—multiple objectives and threats, full acrobatics, mach speeds
- **VALUE**—many skill levels and scenarios ensure hundreds of exciting entertainment hours

Great Reviews:

"The only thing better than F-15 is a real simulator or a fighter"

(II Computing)

"... a devilishly seductive piece of work"

(A+)

"Don't wait. RUN down to your local software merchant and buy a copy of F-15 STRIKE EAGLE today."

(Analog)

Design and Atari Version by Sid Meier
C-64, Game Boy
Apple, Amiga, Atari
IBM PC/PC Jr., Random Master

WHEN USING OUR SOFTWARE...

Please keep these points and suggestions in mind to ensure maximum pleasure from your new software purchase:

- **MINIMUM MEMORY**—Most MicroProse products require the following minimum memory capacities in your computer (check package label or call to be sure):
 - Commodore 64, 128 — 64K
 - IBM-PC & compatibles — 128K (256K for GUNSHIP) (CGA or EGA required for all)
 - Amiga — 512K
 - Atari 400, 800, XL, XE — 48K
 - Apple II+, IIc, IIe — 64K
 - Atari ST — 512K
- **MONITOR** — A TV or color monitor is recommended.
- **JOYSTICK** — A joystick is required, except for Amiga, Atari ST and Apple IIs which are mouse controlled. Also, IBM's may be controlled with either joystick or keyboard.
- **DISK DRIVES** — MicroProse only tests and guarantees compatibility of our software with disk drives recommended or sold by the original manufacturer of the above computers. Drives must be properly aligned and well maintained. Many other brands of disk drives will also run our software; we advise that you have someone test compatibility before making your purchase.
- **COPY PROTECTION** — All MicroProse software is copy protected. Additionally, special codes, manuals and other information available only with a fully packaged product is needed for full enjoyment and proper operation.
- **SPECIAL FEATURES** — Each MicroProse title is specially re-programmed to take maximum advantage of the capabilities of your computer. For instance: EGA colors for IBM, major enhancements for Amiga, ST and IIs, etc.

MicroProse Software will provide you with hundreds of hours of challenge and enjoyment... so have fun!

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THREE CLASSICS IN ONE PACKAGE



"Ms. MicroProse"

HELLCAT ACE

You'll need to learn all of the intense combat flying maneuvers of World War II to succeed in this air-to-air combat simulation. Featuring loops, aileron rolls, bailouts and ocean ditchings, HELLCAT ACE takes you on 14 different missions over the Pacific. Be prepared for heavy-hitting action when you grab the stick, bank into position and try to down an enemy aircraft with a blast of machine-gun fire.

TOP GUNNER COLLECTION

MIG ALLEY ACE

Head-to-head aerial combat is authentic in this split-screen simulation of an F-86 Sabre battling a MIG-15 during World War II. You and a friend can compete against each other or team-up to battle two computer-controlled Korean fighters.

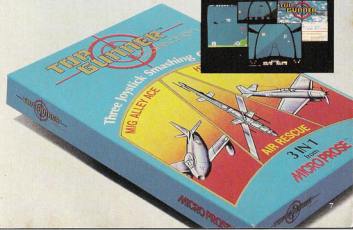
The 3-D graphics and cockpit view intensify the realism when you execute a loop, roll or split S to evade enemy gunfire to attain a superior position and open fire.

AIR RESCUE

Piloting a helicopter on a rescue mission into an underground labyrinth requires nerves of steel and a quick response. In AIR RESCUE, the danger approaches from all sides as you guide your assault chopper through treacherous passageways in search of trapped captives. Sparking energy bursts and winged missiles are only the beginning of the threats you will have to overcome to succeed on this mission.

Features Include:

- **Multiple Players**—play solo or compete with your friends
- **Challenge**—multiple difficulty levels for continued enjoyment
- **Action**—fast-paced combat, bailouts, ocean ditchings, and acrobatics





FOR THE CIVILIAN AVIATION ENTHUSIAST

The door to civilian aviation opens wide with these three programs from the computer craftsmen at MicroProse. The tension in the air traffic control tower, the exhilaration of jet aerobatics and the strain of a first landing are all captured in this simulation series.

SOLO FLIGHT

This is the simulation that guides you through your first flight, giving you the confidence to fly solo. After a little practice, try the Mail Pilot missions where the wind starts to blow, equipment malfunctions and conditions change. The full instrumentation, complete navigation maps, dual VOR's and unique "in-the-slot" perspective make this simulation fun for pilots of all ages. Before long, you'll be touring Colorado at 2500 feet or landing at a Washington airport with a full load of mail.

Featuring:

- **INSTRUCTOR**—on-screen guidance until you're ready to fly solo
- **AIRPORTS**—fly to 21 different airports using detailed maps
- **VARIETY**—emergencies, instrument landings, changing weather
- **MAIL MISSIONS**—choose your route in this race to deliver the mail

Great Reviews:

"... easy to use, visually pleasing, and fast moving."
(*Computer's Gazette*)



Design and Atari Version by Sid Meier
C-64, Macintosh, Game Boy
New Version C-64: John Kitcher
Apple: Andy Hollis
IBM PC/XT: J. Randall Mueller

ACROJET

High-speed aerobatics are the challenge in ACROJET, the sophisticated BD-5-J sports jet simulation. You'll have to pull out all the stops in the Decathlon of Sport Aviation as you compete for the title of World's Greatest Sports Pilot. Execute Immelmans, precision loops and rolls and inverted ribbon cuts in the one-seater using the quick-response joystick control. The authentic instrumentation, 3-D graphics and unique perspective provide an unparalleled flying experience for the novice or expert. So take a deep breath, tighten down your harness and get ready for a new level of excitement.

Featuring:

- **ACTION**—ribbon cuts, spot landings, full aerobatics
- **CHALLENGE**—1 to 4 players can compete in decathlon events
- **REALISM**—3-D graphics, full instrumentation

Great Reviews:

"... flawlessly animated graphics and an instantaneous response..."
(*Run*)



Design and C-64 Version by William F. Dezman, Jr.

KENNEDY APPROACH

You actually hear the radio messages and broadcasts from circling planes in KENNEDY APPROACH, the simulation that puts you in the control towers of our busiest airports. As Air Traffic Controller, you have to respond quickly to the computer-generated voice communications. The safety of hundreds of passengers is in your hands as you guide jet airliners and private planes to their destinations in intricate 3-D flight patterns. You might hear an emergency broadcast from the crew of a supersonic Concorde and have only seconds to respond. Their safety is your responsibility.

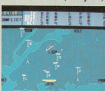
Featuring:

- **SOUND**—High-quality computer-generated speech
- **TENSION**—constant action at busy airports
- **REALISM**—challenging real-life simulations

Great Reviews:

"... engrossing, captivating, intense and frenetic fun..."
(*Power Play*)

"fascinating, well-designed simulation..."
(*Compute*)



Design and C-64 by Andy Hollis
Atari: Edward N. Hill, Jr.

COMMAND SERIES



STRATEGIC GAMES FOR THE INQUIRING MIND

The power of the personal computer and the genius of MicroProse provide an exciting and authentic way to sharpen your strategic skills—in accelerated realtime warfare on the battlefields of Europe, North Africa and Southeast Asia. You will deploy troops, study terrain, order infantry attacks and direct air strikes as you seize the responsibility of command.

CONFLICT IN VIETNAM

The significance of the struggle for Vietnam is just beginning to emerge as time gives us the luxury of hindsight. **CONFLICT IN VIETNAM** provides a detailed re-creation of five battle scenarios that altered the course of history in Southeast Asia, but this time you command the action. Extensively researched, this strategic simulation challenges your tactical abilities on battlefronts from Dien Bien Phu to Saigon. Discover what might have happened if the French forces at Dien Bien Phu had American air support, or select the historically accurate scenario and see if a different strategy could have altered the outcome. You direct the flanking movements, the counterattacks and the artillery bombardments, and you worry about the supply shortages, the weather and the morale of your men.



CRUSADE IN EUROPE

Your responsibility begins as the fleet approaches the heavily-fortified beaches of Normandy. It's D-Day, and as commanding general you are beginning one of the greatest military campaigns in history, a massive effort to stop Hitler's advance through Europe. The situation will be constantly changing as you direct troop movements across the varying terrain of France and Germany.

CRUSADE IN EUROPE lets you battle opposing generals head-to-head or challenge the historically-accurate computer strategies. You can change the course of events with the variable scenarios to see what might have happened if a specific tactic was altered. Within minutes of starting the game, you will be in the middle of the danger and excitement of World War II.



DECISION IN THE DESERT

You are thrust into the middle of World War II's fiercest desert warfare in this Command Series simulation of the North African campaigns during 1940 and 1942. Call in air strikes, deploy armored battalions and direct infantry divisions as you command either the Allied or Axis forces through historically accurate campaigns. Your tactical skills will be put to the ultimate test by the constantly changing scenarios, requiring quick responses and an attention to detail.

DECISION IN THE DESERT is presented in accelerated realtime, with superb graphics and variable skill levels. Compete against the computer or match wits with an opposing player as you re-create some of the 20th century's most exciting battles.



The Command Series Features:

- **ACCURACY**—fully researched, historically accurate scenarios create an authentic strategic simulation
- **VARIETY**—multiple battle options and variations, including "what if" scenarios where you can alter the historical course of events, command either side
- **CHALLENGE**—play the computer or compete with another general, multiple difficulty levels from beginner to expert
- **CONSTANT ACTION**—accelerated real-time requires continuous decisions, quick responses and intense concentration
- **SUPERB GRAPHICS**—the terrain, enemy and allied troops, artillery, tanks and aircraft are clearly defined in full color

TWO CLASSIC COMBAT FAVORITES

HELLCAT ACE/SPITFIRE ACE



You're the hunter and the hunted in these two classic World War II dogfighting simulations over Europe and the Pacific. Pull into a loop to establish a gun-tracking position behind an enemy fighter or execute an aileron roll to evade an attack. You'll have to blast 5 enemy aircraft without being shot down to become an ace. Choose from 14 different combat situations

including Pearl Harbor, D-Day and two Jima. The 3-D graphics and out of the cockpit view make these authentic air combat experiences.

Acclaimed:

"... all the speed and split-second timing of the best of the arcades."

(Wargamer)

Featuring:

- **ASSORTMENT**—choose your plane, mission and year of the war
- **EXCITEMENT**—acrobatics, bail-outs, ocean ditchings, air-to-air combat
- **AUTHENTIC**—accurate instruments, day and night missions
- **ACTION**—for 1 to 4 players

HELLCAT ACE



SPITFIRE ACE



Design by Sid Meier
Screen Graphics by Michael Flare

DEFEND EUROPE FROM SOVIET FORCES

NATO COMMANDER



The Soviet Union has invaded Europe. It's May Day, sometime in the future, and your job as commander of Nato forces is to stop their rapid advance.

The battlefield messages from the combat radio, teletype and news services bring alarming news as you scan your full-continent scrolling battle map. You have to act fast, deploying

infantry, armor, helicopters and air forces, to stop the Warsaw Pact forces. The use of tactical nuclear weapons is your decision. NATO COMMANDER combines the fast-paced action of the arcade with the intensity of strategic simulations to give you tension-filled excitement.

Reviews:

"... combines the challenge of a thinker's strategy game with the excitement of an arcade game."

(Run)

"... a unique, fast, challenging and never boring strategy game."

(Wargamer)

Featuring:

- **ACTION**—accelerated real-time simulation, multiple combat units, continuous battlefield updates
- **UNIQUE OPTIONS**—five game scenarios with multiple variations, four skill levels, save game and pause modes



Apple: Jim Stenaki
Alert: Sid Meier
C-64: Al Duffy

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