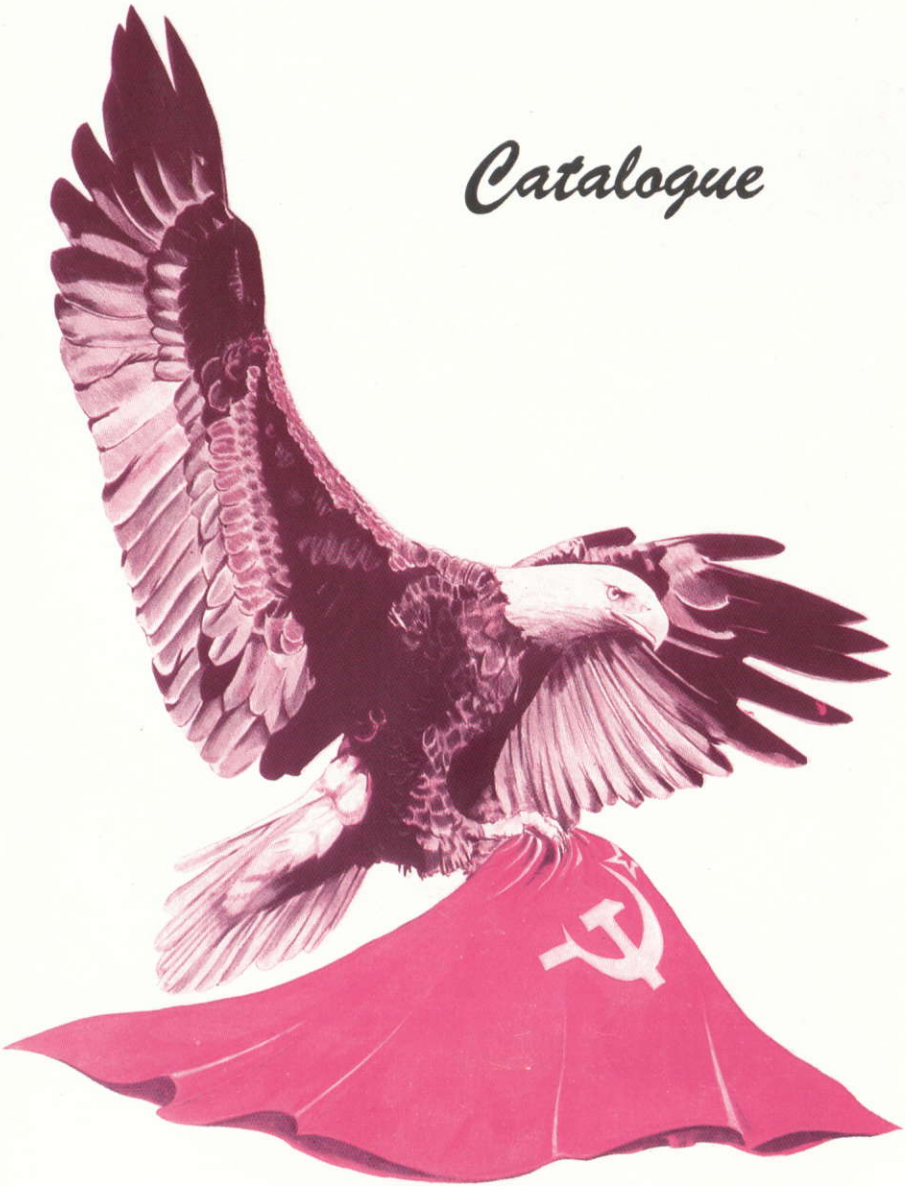
Catalogue



PSS

The Worlds Finest Strategy Games

452 Stoney Stanton Rd,
Coventry, CV6 5DG.
Tel (0203) 667556.

Dear Customer,

As you read through this, our latest catalogue, you will find details on nearly 20 strategy games, some old, some new, but all with that degree of quality you have come to associate with PSS.

For those of you who have recently bought your first PSS product, our range is split into three:—

CLASSIC CONFLICTS, priced at just £4.99 on cassette, is our budget range. It includes some older titles and several brand new ones, but do not be put off by the price — 3 of the titles have been awarded the coveted "Strategy Game of the Year" award.

The WARGAMERS SERIES, is our main range of simulations, and priced from £9.99 they attain levels of detail and (where appropriate) historical accuracy unmatched by any other producer. You will find several newcomers to the range including Fortress America, which we consider to be our best product yet.

Finally we have the CONFLICTS COMPILATION series, which in keeping with our value for money motto, offers 2 or 3 games at a very competitive price.

If you have any comments on our games, ways they can be improved, aspects you like and those you don't, why not drop us a line — we would love to hear from you — your comments help us produce the games you want to play.

Thank you for supporting us, and I look forward to hearing from you in the very near future.

Yours sincerely
Gary Mays, PSS

"Highly commended strategy game of the year" — *Computer & Video Games*

BATTLE FOR MIDWAY

4th JUNE 1942
You are in command of the U.S. Pacific fleets 6 months after the Japanese attack on Pearl Harbour.

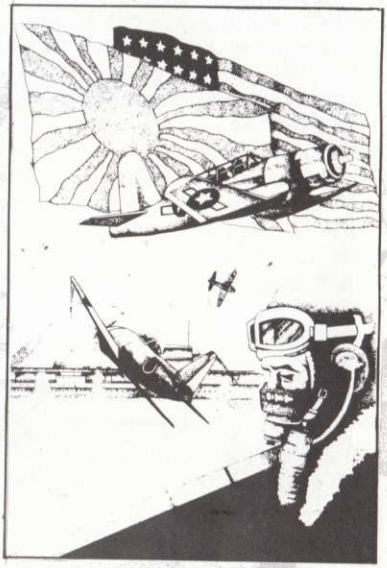
The Battle for Midway marked the turning point of the battle for the pacific. If the Japanese had invaded Midway island it would have given them a stepping stone to attack firstly Hawaii and then mainland United States, possibly changing the outcome of WWII.

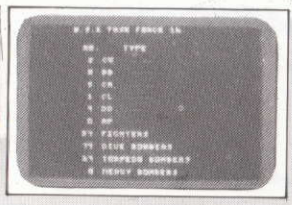
BATTLE FOR MIDWAY – the game – is played on three levels. Firstly you are given a large scale map showing an overview of all your forces. Secondly you have constantly updated details of those forces down to the last fighter plane. Thirdly we give you an arcade representation of the battle and your forces at every stage.

We also include three very different Japanese strategies and a variable game speed selection.
BATTLE FOR MIDWAY is played in real time and is fully joystick compatible.

"ONE OF THE MOST AMBITIOUS WARGAMES EVER RELEASED" – ZZAP 64

"HIGHLY COMMENDED" – GOLDEN JOYSTICK AWARDS
"COMPLEX ENOUGH FOR THE HARDENED TRADITIONALIST, SLICK ENOUGH FOR ARDENT ARCADE PLAYERS" – POPULAR COMPUTING WEEKLY





CLASSIC CONFLICTS

"Strategy game of the year 1985" — *Amtix*

BATTLE OF BRITAIN

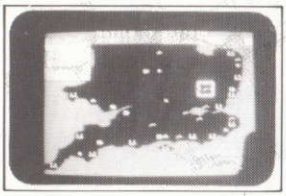
July – October 1940
The Battle of Britain has gone down in history as one of the most courageous battles of WWII culminating in the defeat of the German Luftwaffes attempt to gain air superiority prior to Operation Sealion, the proposed invasion of Britain. In the words of Winston Churchill "never has so much been owed by so many to so few".

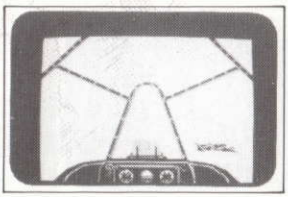
BATTLE OF BRITAIN – the game – puts you in control of Fighter Command and the computer simulates the operations room. Your task is to deploy your aircraft against the incoming squadrons of the Luftwaffe, whilst bearing in mind the problems of limited flying time, ammunitition, available landing strips and the size of the incoming forces. You can also test your arcade skills in the optional Spitfire flight simulator and by firing an ant-aircraft gun in ground to air battles. We give three different game options. 1. The Training game lets you learn the game without being under too much pressure, 2. Blitzkrieg is an all out attack by massed Luftwaffe squadrons and 3. Campaign game is played over 30 days of the real battle with a save game feature.

BATTLE OF BRITAIN is played in real time and is fully joystick compatible.

"ONE OF THE MOST PLAYABLE WARGAMES EVER" – COMPUTER GAMER

"GO AND BUY IT NOW !" AMTIX
"SUPERB" – ZZAP 64





CLASSIC CONFLICTS

"Strategy game of the year 1985 & 1986" —
Computer & Video games/ZZap 64/Amtix/Crash

THEATRE EUROPE

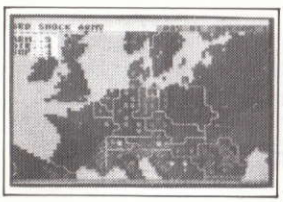
14th October 1987.
"massive U.S. intervention in Syria. . .Bonn declares desire for reunification of two Germanys. . .Arms reduction talks in Geneva break down. . .NATO build up in West Germany. . .Russian tanks cross West German border. . . .THEATRE EUROPE.
Set in the future, the player can choose to take the role of either the supreme commander of NATO or of the Warsaw pact, and has at his disposal ground, air, nuclear and chemical weaponry and troops. The battlefield is from Portugal in the west to the Crimea in the East, from Finland in the north to Yugoslavia in the south. THEATRE EUROPE simulates the first 30 days of the conflict we hope will never happen, and in addition to being able to command either side, the player can select the style of his computer opponent. The first game is non nuclear, in the second the computer plays a "rational" game following the accepted strategies of both NATO and the Warsaw Pact. In level 3 the computer plays a highly unpredictable game where anything can happen !

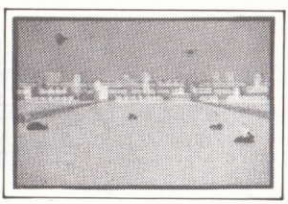
THEATRE EUROPE is played over a number of different screens including: MAP MODE where the player controls his ground units on a map of Europe, RADAR MODE which displays nuclear strikes, air attacks, fireplans of players own attacks and tracks incoming missiles. AIR SCREEN allows the allocation of air units to a variety of missions and/or army groups and OPTIONAL ACTION SCREENS which let the player take part in tactical level conflict.

"STRATEGY GAME OF THE YEAR –ZZAP 64
"STRATEGY GAME OF THE YEAR GOLDEN JOYSTICK AWARDS.
"THE ATMOSPHERE GENERATED BY THIS EXCELLENT GAME IS INCREDIBLE – UNRIVALLED BY ANYTHING ELSE" – ZZAP 64 GOLD MEDAL
"HEAD AND SHOULDERS ABOVE ALL OTHER WARGAMES – A POWERFUL LESSON" – CCI
"IT MAKES YOU THINK MORE THAN MOST GAMES" AA RAVE – AMSTRAD ACTION

"A BRILLIANT GAME" – CRASH

THEATRE EUROPE is a phased game and is fully joystick compatible.





CLASSIC CONFLICTS

FALKLANDS 82

Falklands '82 is a simulation of the conflict between the Land forces of the United Kingdom and Argentina over the period 21st May to 15th June 1982, following the invasion of the Falkland Islands by the forces of the Argentinian Junta.

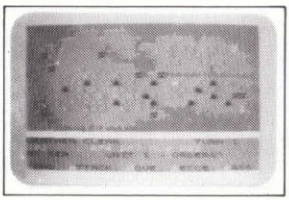
The screen map represents the northern part of East Falkland Island where the major part of the land combat took place.

The player commands the United Kingdom forces whilst the computer commands those of the Argentine. The simulation takes place over 25 – 30 days depending on which level of difficulty is selected.

Features include: 5 levels of play, Phased game, Naval/Air support, full range of command options, full range of terrain, varying weather and a load/save game option, hidden movement.

FALKLANDS '82 is controlled via the keyboard.

"A CLASSIC EXAMPLE OF HOW WARGAMES SHOULD BE PRESENTED" – COMMODORE USER
"FALKLANDS '82 WILL CHALLENGE AVID WARGAMERS FOR MONTHS" – COMPUTER GAMER



CLASSIC CONFLICTS

IWO JIMA

In the closing stages of the war in the Pacific, the U.S. Marines fought their costliest and toughest battle of the entire war – the capturing of the island of Iwo Jima.

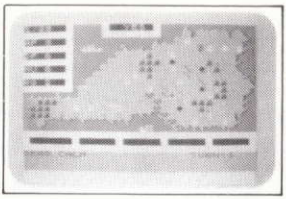
Some 7,000 marines died and more than 17,000 were wounded in the 36 days of the battle, whilst only 216 Japanese troops survived of the original 22,000.

The player commands the American forces and the computer those of the Japanese. The simulation takes place over up to 36 days, and the features include: full range of command options, Load/save feature, varying sea conditions, naval support, full range of terrain, hidden movement etc.

IWO JIMA is a phased game and is fully joystick controlled.

"VERY USER FRIENDLY AND CHALLENGING" – YOUR COMMODORE

"AN EXCELLENT INTRODUCTION OF THE GENRE" – YOUR SINCLAIR



CLASSIC CONFLICTS

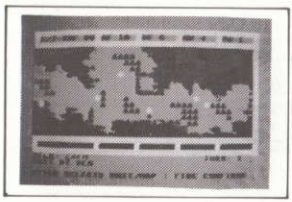
OKINAWA

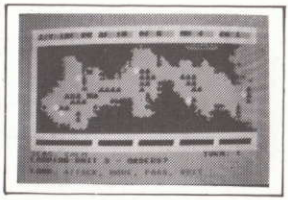
OKINAWA is a solo strategy game where the player commands the US forces against the computer controlled Japanese troops.

OKINAWA simulates the US invasion of the island that took place between March and June 1945. OKINAWA island was vital to the allied forces as a harbour and to provide airbase facilities for the forthcoming invasion of Japan and the end of the second world war.

The cost was staggering. Kamikaze pilots accounted for the sinking of 36 allied ships, whilst on land there were over 160,000 casualties.

OKINAWA is a phased simulation, is joystick/icon operated and includes 8 levels of difficulty and a save game feature.





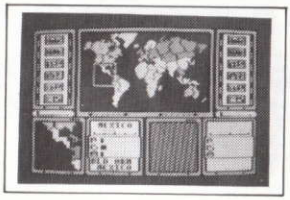
CLASSIC CONFLICTS

POWER STRUGGLE

A one player vs computer or a real time two player strategy game of superpower politics.

Icon driven and joystick operated, its many features allow the player to influence countries via political, economic and military means whilst the overall objective is to gain influence in as many countries as possible.

Power struggle is not intended to be a high brow simulation of any past, current or future world situation, but a game of fun based on strategy, planning and immediate reactions.



CLASSIC CONFLICTS

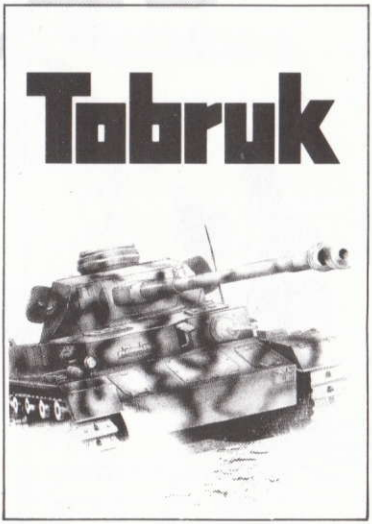
"Runner-up strategy game of the year 1986" — *Amtix*

TOBRUK

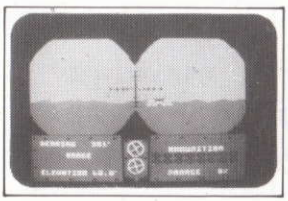
JULY 1942.
After months of fierce fighting in the North African desert, the British and Commonwealth forces had taken and defended Tobruk – a key port to Mediterranean strategy and vital to any supply in the desert war. With the Axis forces pushed back to Gazala the allies began laying a vast minefield of over 500,000 mines stretching from Gazala to Bir Hacheim. Field Marshall Rommels offensive began in May 1942. By July he had broken through the "Gazala line", retaken Tobruk and pushed the British back into Egypt.Are you that good ? Tobruk – the game – is a simulation of that offensive. In the one player version you take the role of Rommel. You can also play the two player game, and Amstrad owners can "network" two Amstrads for a superb hidden movement two player game (extra cable required).

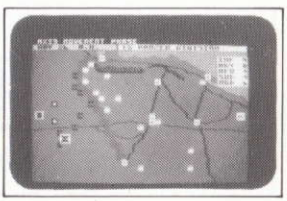
In addition to moving your forces via the main map, there is an engineer and air screen allowing you to allocate forces to mine laying/ lifting, tank recovery/sabotage, interdiction, air strikes and superiority. We have also included on OPTIONAL Tank simulator including driving, main gun and machine gun operation.

"A GOOD MIX OF STRATEGY AND ARCADE WITH AN INTELLIGENT COMPUTER OPPONENT" – AMSTRAD ACTION
"EXTREMELY WELL PRESENTED. . .AN EXCELLENT CHALLENGE FOR STRATEGY FANS AND NEWCOMERS ALIKE" – COMPUTER GAMER



TOBRUK is a phased game and is fully joystick compatible.





WARGAMERS SERIES

BATTLEFIELD GERMANY

17th June 1989.
After almost a year of increasing tension, a full scale Warsaw Pact offensive is launched into Western Europe. BATTLEFIELD GERMANY has begun !

Under the shadow of nuclear escalation, BATTLEFIELD GERMANY is a hex-map based simulation of war in central Europe between NATO and the Warsaw Pact, encompassing both Germanys, Czechoslovakia, Belgium, the Netherlands and Eastern France.

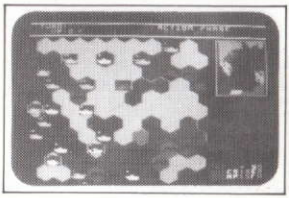
An exciting, sophisticated wargame using the latest in artificial intelligence techniques, BATTLEFIELD GERMANY offers a true strategic and tactical opportunity for anyone interested in exploring the strategies of modern warfare. Factually as accurate as possible, BATTLEFIELD GERMANY also serves as achilling reminder of the scenario that must never be allowed to develop.

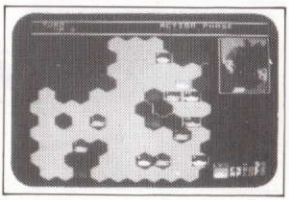
Features include: large playing area, command either side against the computer, 2 player game option, nuclear option, variable difficulty and game length, save/load feature.

BATTLEFIELD GERMANY is phased and controlled via the keyboard.

"A GREAT CHALLENGE" – COMPUTER GAMER
"AN EXCELLENT GAME. . .DEPTH, STRATEGY AND TACTICS" – AMSTRAD ACTION

"COMPLEX, COMPELLING, CHALLENGING AND WONDERFULLY ADDICTIVE" AMTIX ACCOLADE – AMTIX





WARGAMERS SERIES

"A perfect choice if you take your strategy games seriously —"
Popular Computing Weekly 27/11/86

ANNALS OF ROME

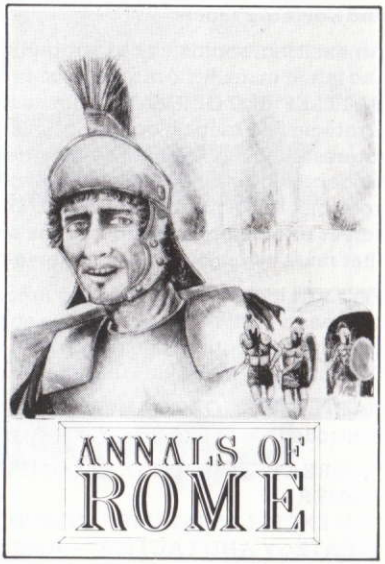
The ANNALS OF ROME is a vast strategy game based on the rise and fall ofthe Roman Empire. Starting in the year 273 B.C., the date by which the Roman Republic had gained control of Italy, your role is that of the ruling power group in the Roman Senate, deploying Roman armies and commanders in successive foreign and civil wars.
At any time you will be faced with up to 13 independent hostile powers, each fighting to extend its own sphere of influence at the expense of the others. These powers range from the incompetent Gauls to the deadly Carthaginians and many more.

To give you a military advantage, you have at your disposal the incomparable Roman Citizen Legionaries, reinforced by mobile Auxiliaries and static garrison troops (Limitanei). In addition you have up to 21 individual officers, of a wide range of ability and loyalty. If you deploy them and your armies intelligently you will usually beat the opposition. But beware . . . . the cost of military failure is invasion and loss of territory, with consequent loss of popularity and confidence in your regime. If this becomes too serious some of your commanders may decide to rebel and attempt to seize power in Rome as Dictator or even reach for the purple and become Emperor. This means Civil War, the consequences of which may be a disastrous weakening of the armed forces and withdrawal of legions from critical frontier regions.

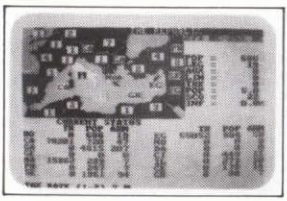
"The best computer wargame on the market"—
Miniature Wargames Jan 87

"highly rated – overall 85%"
– *Crash March 87*

History rarely gives second chances – the only skill level in this game is ALL OR NOTHING..



ANNALS OF ROME is a phased game and is controlled via the keyboard.



WARGAMERS SERIES

"Well organised, clearly presented, good to look at — great to play" — *Your Sinclair.*

Bismarck

27th May 1941

Over a period of 9 days in May 1941, the German Navy put into service and lost the largest battleship the world had ever seen. Bismarck posed an enormous threat to the vital convoy routes from America and the British Admiralty committed the entire home fleet of more than 30 ships, including 6 battleships, 6 heavy cruisers and 2 aircraft carriers to the sole task of finding her. Bismarck was finally sunk at 10.36 on the morning of the 27th May –

THE HUNT WAS OVER

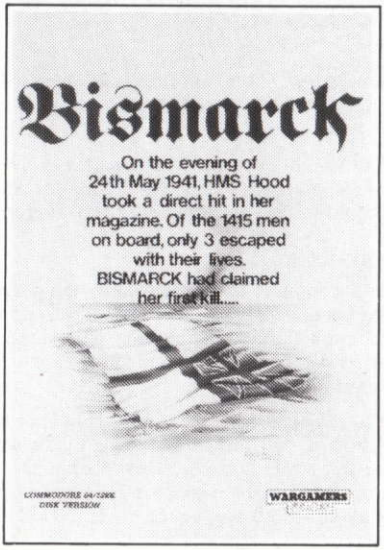
BISMARCK – the game is a real time simulation of this piece of history. The player can either command the Bismarck and try and escape the pursuing British fleet, or command the British ships in their search and sink her before she escapes into the Atlantic to wreak havoc with the convoys. In either case the computer controls the opposition.

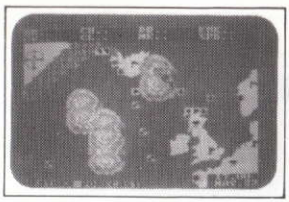
The game is fully icon driven and includes both variable speeds and difficulty options. Again overall control of your forces is via a main map, but you also have a weather forecast map and air reconnaissance screen, along with individual ship controls and viewpoints including visual search from the bridge, radar search, fire heavy guns and anti aircraft guns, damage control via fully detailed plan views, torpedo attacks and even a Swordfish flight simulator. We also supply a series of "set battles" allowing the player to draw a comparison between relative strengths of different ships.

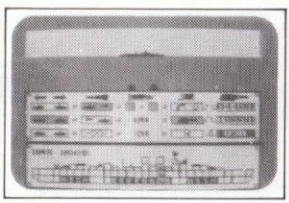
"Tense and exciting blend of strategy and arcade simulation" — *Sinclair User*

"Ruthlessly reproduces history" — *Crash*

Bismarck is played in real time, includes a save game feature and is fully joystick compatible.







WARGAMERS SERIES

PEGASUS BRIDGE

THE HISTORY

On 5th June 1944, the Allied Forces stood poised for the invasion of France by land, sea and air, in what was to be the largest operation of its kind ever seen — D DAY. Almost 3 million men would be involved in an invasion front covering 60 miles of Normandy coastline from Les Dunes de Varreville in the West to Ouistreham in the East.

The 6th Airborne division had been ordered to secure the east front of the beachheads by seizing vital bridges, neutralizing enemy gun emplacements and denying enemy access to the beachheads by securing the bridges across the River Dives.

At midnight on the morning of the 6th their combined parachute and glider operation began.

The bridge over the Caen canal was later to become known as PEGASUS BRIDGE after the shoulder flash worn by the Airborne troops.

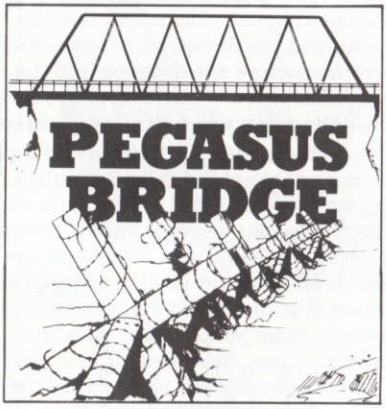
THE GAME

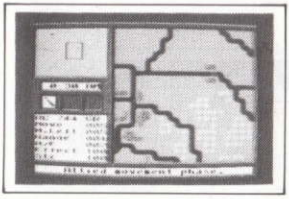
This computer simulation allows the player to recreate the events of that day from midnight, the time of the first landings, to 6pm and the arrival of the main body of the 6th Air–Landing Brigade.

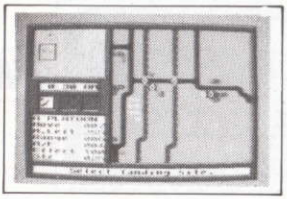
The player can take command of either the British or the German units and pit his wits against a highly sophisticated computer opponent, or the game can be played by two players — one against the other.

Played on a scrolling map, all 87 units involved are individually represented, and the game can be controlled via the keyboard or a joystick.

Historically as accurate as possible, PEGASUS BRIDGE employs the latest in artificial intelligence techniques and offers the player a true strategic and tactical challenge.







WARGAMERS SERIES

"The game where sorcery is a reality"

SORCERER LORD

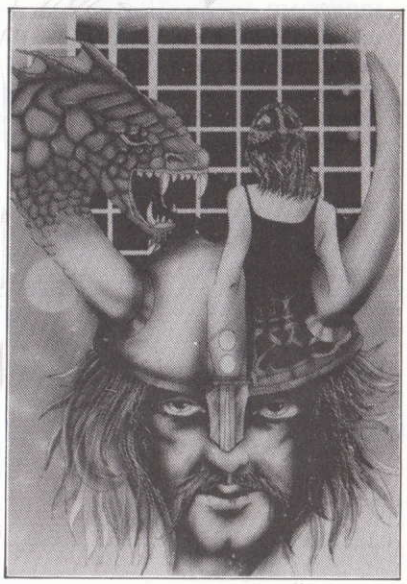
SORCERER LORD is a solo fantasy wargame simulating the invasion of the ancient lands of Galanor by the evil sorcerer ruler of the Northern Shadowlands — the Shadowlord.

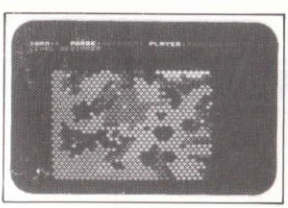
You as the player must gather the free forces of Galanor and stem the advancing might of the Shadowlord before you can earn the title SORCERER LORD.

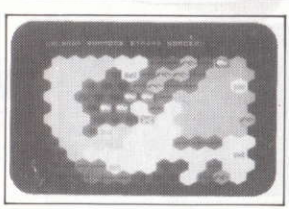
You can call upon the ancient battle magic of Galanors warlike ancestry, and the rune rings will hum to the force of your powerful spell casting — but the Shadowlord has also learnt their secrets so control of the rings is essential if the malignant invader and his Demons of Chaos are to be defeated.

SORCERER LORD is a phased game and incorporates the latest Artificial Intelligence techniques, making the computer opponent the toughest yet.

The main features include: Strategic and tactical map displays, hidden movement, save game and 3 difficulty levels.







WARGAMERS SERIES

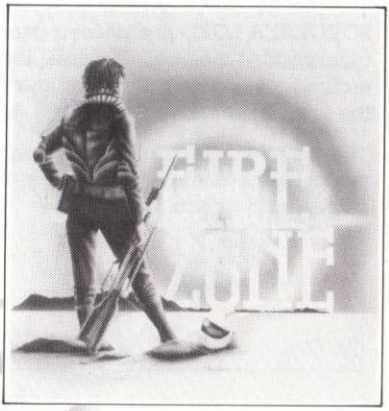
"A game of 21st Century Conflict"

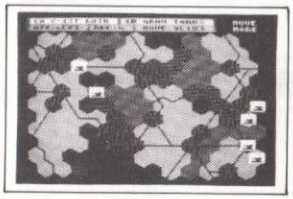
FIRE ZONE

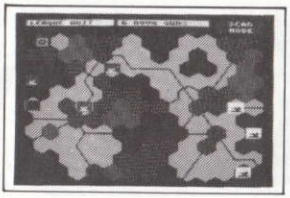
A one player vs computer or a two player hex based strategy game, FIREZONE simulates a fictional scenario of land based combat in the future.

We have assumed a technology transformation allowing for a variety of highly powered and mobile armoured vehicles, and have also created a fantasy environment where the two main protagonists are the European Combine and the Pacific League.

FIREZONE comes complete with three (nine on disk) pre-set scenarios where the player can command either side. We have also incorporated a scenario generator program whereby the player can design his own conflict simulations.







WARGAMERS SERIES

'Where no game has gone before'

FINAL FRONTIER

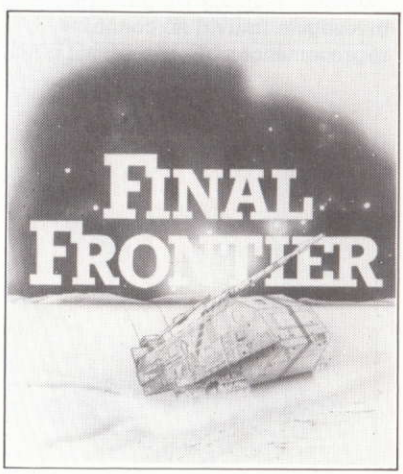
Set in the future, the Final Frontier scenario depicts a battle between two robot cities each intent on gaining control of the other. Each city is capable of producing a variety of robots and each robot can be programmed for a number of diverse roles.

The battle takes place on a post-nuclear landscape ravaged by vicious radiation storms that destroy everything in their path.

The player must select the type of robot to be built, program it for its task and direct it to a location, to either attack the opposing robots or to gather resources to build more robots. Resources are scarce and decisions must be made on how to spend them.

Final Frontier is a fast fully joystick/icon operated strategy simulation not unlike a real-time chess game where the player can design his own pieces and structure his own moves.

Graphically, the game is represented in an "arcade" style, and is easy to learn while being extremely hard to master.



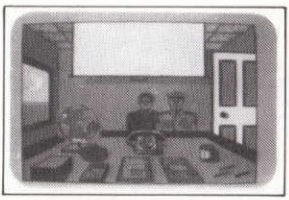
WARGAMERS SERIES

FORTRESS AMERICA

The flagship of the entire PSS range, Fortress America is a game of superpower politics, bluff and intrigue with the player taking the role of the US President or the Soviet Premier.

Involving the development of SDI (Star Wars) as well as making the player take economic, military and diplomatic decisions, Fortress America is as realistic as possible whilst maintaining a very high degree of playability and popularist appeal by virtue of the appealing graphic style we have chosen.

Its many displays include full world map, "Zoning" map allowing the player to investigate individual countries, representations of presidential offices etc, etc.



WARGAMERS SERIES

A Compilation of 3 Strategic Simulations

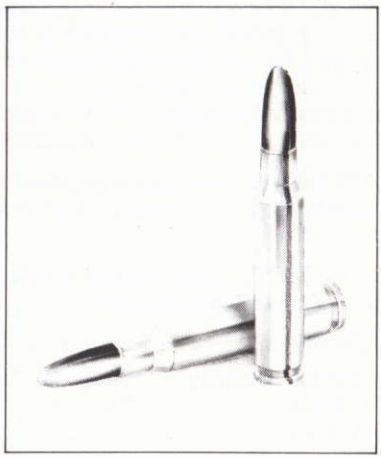
CONFLICTS 1

You've read the full details of these games elsewhere in this catalogue — well now you can buy all 3 on one tape or disk at a very special price.

Each compilation contains 2 games that have been awarded the coveted title of "STRATEGY GAME OF THE YEAR" and the mix has been carefully selected to include WW II, present day and future conflict scenarios, all combining to offer months of entertainment to both the experienced strategy game player and the newcomer alike.

"CONFLICTS 1" is not just great value, its a must for any collection".

CBM64	SPECTRUM	AMSTRAD
Battle of Britain	Battle of Britain	Battle of Britain
Theatre Europe	Theatre Europe	Theatre Europe
Falklands '82	Falklands '82	Tobruk



CONFLICTS
Compilations

CONFLICTS 2

Following the huge success of CONFLICTS 1, we've decided to publish another in our CONFLICTS series of compilations.

CONFLICTS 2 contains titles that all recreate battles of the Pacific Theatre of World War II, with you the player commanding the U.S. forces against a fiendish computer controlled opposition.

BATTLE FOR MIDWAY and IWO JIMA can be read about elsewhere in this catalogue, but we've added a BRAND NEW title — OKINAWA.

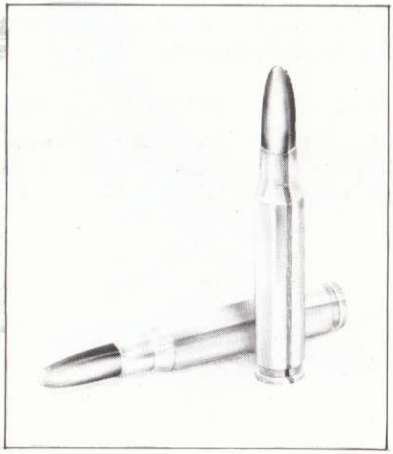
Set between March and the end of June 1945, the taking of the island of Okinawa was vital to provide harbour and airbase facilities for the intended invasion of Japan itself. The losses were staggering — the Japanese dead totalled 108,000 whilst the U.S. Marines suffered 50,000 casualties.

OKINAWA the simulation is phased and has 8 levels of difficulty among its many features.

"CONFLICTS 2 is a superb addition to any strategy gamers collection"

CBM 64/128	Spectrum 48/128*
Battle for Midway	Battle for Midway
Iwo Jima	Iwo Jima
Okinawa	

(*Please note — only two titles on Spectrum version)



CONFLICTS
Compilations

GAMES LIST

SEPTEMBER 1987

	CBM 64		SPECTRUM		AMSTRAD CPC		ATARI ST
	c	d	c	d	c	d	
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THEATRE EUROPE	4.99	9.99	4.99	—	4.99	9.99	—
FALKLANDS '82	4.99	—	4.99	—	—	—	—
IWO JIMA	4.99	—	4.99	—	—	—	—
OKINAWA	4.99	9.99	4.99	—	—	—	—
POWER STRUGGLE	4.99	9.99	—	—	—	—	9.99
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