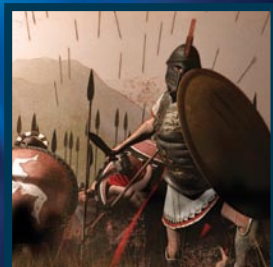




# MATRIX GAMES PRODUCT CATALOG



# PANZER COMMAND - OPERATION WINTERSTORM

Winter, 1942 - Germany's 6th Army is surrounded and trapped in Stalingrad. Their supplies are short, their mobility limited, and Soviet attacks probe their lines on a daily basis. In a desperate and ill-conceived plan, Germany would attempt to rescue the 6th Army by advancing seventy-five miles in the winter starting with only two Panzer Divisions. With time, weather, and terrain against them they would engage the enemy with little or no intelligence on enemy forces in a vain attempt to save their comrades.

Meanwhile, Soviet patience and operational success had created the first major defeat for the German Army in the encirclement of Stalingrad. The Soviet Generals now look to complete their operational victory through the death of 6th Army and exploit it with a major second offensive aimed at cutting off and destroying an entire German Army Group.

Welcome to the setting of **Panzer Command: Operation Winter Storm**™, a new 3D tactical wargame which combines a historical campaign with highly detailed models of both units and terrain and realistic gameplay.

Drive forward into the frozen steppes as Germany in a race against time as you attempt to rescue the 6th Army or as the Soviet forces throw back the German attack and seal 6th Army's fate.

The Eastern Front has never looked this good - the only way to get closer to history would be to spend a very cold winter outside Stalingrad. **Panzer Command: Operation Winter Storm**™ is another fine game from Koios Works.

85%

"PANZER COMMAND'S VEHICLE GRAPHICS ARE UNSURPASSED."

"A VERY NICE INTRODUCTION TO WORLD WAR II TACTICAL WEGO SYSTEMS."

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**GENERAL**

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# NORM KOGER'S - THE OPERATIONAL ART OF WAR III

**Norm Koger's The Operational Art of War™** is a legendary title among wargamers. A masterpiece of flexible design, it allows you to play and create any battle from the entire 20th Century of warfare and up to the modern day. Now, Matrix Games together with Norm Koger and a new design team bring you the definitive release of this unsurpassed operational wargame – **The Operational Art of War III™**.

## Improved Combat

– Updates to anti-armor, anti-air, nuclear and low mobility combat modeling give TOAW III the most realistic model of operational combat in the series.



## Improved Opponent

– The computer opponent has been significantly improved, resulting in much smarter play and a much greater challenge!

## More Options

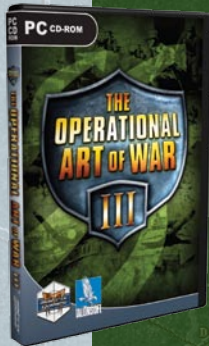
– More events for scenario designers, scenario and era-specific graphics, sounds and music, additional supply and fog of war options, French and German language support and

improved memory management allow TOAW III to look, sound and perform better in all situations and on all operating systems. Also included is an updated PDF manual and help file, with revised and corrected data to bring you fully up to date with the latest changes.

**Over 200 Scenarios!** – 130 of the best scenario designs of the last five years are included in TOAW III, along with more than 70 classic TOAW scenarios from the original series. Spanning the years from World War I to the post 9/11 Middle East, these scenarios show you how flexible and powerful **The Operational Art of War III™** truly is.

The Operational Art of War III sets a new benchmark in operational wargaming. Step up to the challenge - Master the Art of War!

**"THE OPERATIONAL ART OF WAR IS ONE OF THE MOST COMPREHENSIVE WARGAMES AVAILABLE...NO OTHER GAME CAN TOUCH THE FLEXIBILITY OF THE OPERATIONAL ART OF WAR III." - OUT OF EIGHT**



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# CLOSE COMBAT™ - CROSS OF IRON

## THE RETURN OF CLASSIC CLOSE COMBAT!

Based on the Atomic Games award winning Close Combat™ series of games, **Close Combat™ : Cross of Iron** brings back the award-winning classic in new epic battles of the Eastern Front of World War II.

Take command of German or Soviet Battle Groups during WWII as you face the strength of the enemy war machine in a Grand Campaign giving you both the original and all new battles and operations that will test your tactical mettle.

Start as a junior officer leading your men into battle in real time. Earn promotions as you deal with an unforgiving enemy. Fight and survive through the frozen winter, hot dusty summer and muddy autumn. Crush the enemy and gain the respect of your troops as you lead them to ultimate victory!



Classic Close Combat™ remains the best real time tactical war game available due to the unique artificial intelligence and game play elements that affects every individual soldier including:

- Realistic soldier psychological profiles during combat
- Experiencing the effects of strength, ability and morale
- Accurately depicting WWII squad-level warfare
- Direct and indirect fire with limited ammunition
- Ability to protect your men in buildings, pillboxes, and trenches
- 100's of specialized squads, weapons, soldier types, vehicles & Artillery

Light Infantry

### New Features:

- Includes "Command Center" linking you to new maps, campaigns, mods, and player forums.
- Battle HQ game matching service including unique player customizable game clients.
- Enjoy the huge variety of modifications available from the Close Combat™ Community providing years of additional gaming pleasure.
- Enhanced head-to-head and multiplayer combat modes including: 24/7 campaigns and player matching service.
- Comprehensive player ranking system.

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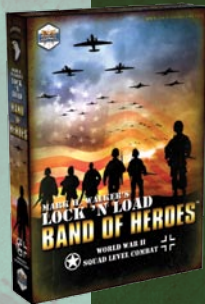
# LOCK 'N LOAD - BAND OF HEROES BOARDGAME

For those of you who are tired of tactical board games that are long on rules and short on fun, we present Mark H. Walker's **Lock 'n Load: Band of Heroes™**, the tactical simulation that is "more game, less guff."

Mark H. Walker's **Lock 'n Load: Band of Heroes™** is the second complete module in the Lock 'n Load game system and it covers the battles of America's airborne troops during June of 1944.



It's an easy system to learn and even better, gamers who are familiar with the Lock 'n Load system can jump right in. As with the original game, each hex is 50 meters and turns are a few moments; counters represent squads, leaders, heroes, medics and even the occasional chaplain or scout. The module includes, SS Panzergrenadiers, Fallschirmjager, straight stick Wehrmacht, U.S. Airborne (both 82nd and 101st), Airborne Glider troops, StuG III, PzIII, Marder I, Pz35-S, Tiger I (ya gotta have a Tiger), M4A1, M10, M5A1, Jeeps, 88mm, 57mm, and 60mm and 81mm mortar Weapon Teams, MG42, MG34, M1919A4 .30 cal, BAR, 16 brand new Skill Cards that provide Leaders and Heroes with unique abilities, six mounted map boards, 480+ counters with Niko Eskubi's fabulous art, and 16 gut-wrenching scenarios.



**MARK H.  
WALKER**

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## LOCK 'N LOAD - HEROES OF STALINGRAD



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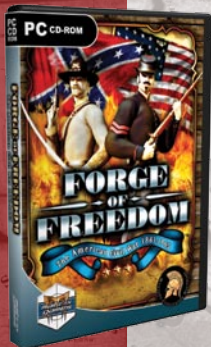
**WWW.LOCKNLOADGAME.COM**



# FORGE OF FREEDOM

## THE AMERICAN CIVIL WAR 1861 - 1865

As the leader of the Union or the Confederacy, you will be faced with historical decisions on the military, economic and diplomatic strategies to pursue. Since their first game, *Crown of Glory*, the diplomatic and economic systems have been streamlined and improved to be more user-friendly and also suited to the time period.



Rather than multiple minor nations, each state has its own Governor and they will make demands on you and shift their attitudes according to events. In addition, you will have to manage diplomacy with the European powers to try to sway them towards or against intervention.

Over 1,000 historical generals are included along with an option to know their abilities ahead of time or have to find out the hard way, as happened historically. Railroads, rivers and cities all play important roles, as do elections which occur at both state and national levels. Every effort has been made to bring you as thorough a simulation of the American Civil War as is possible, from 1860 to 1865, from the skirmishes and raids in the West to the pitched battles in the East and the Naval blockade.



The US Civil War was a war of politics and tactics and claimed more US lives than any war prior or after. Confederate soldiers were outmanned but still managed to push as far north as Gettysburg... but what if they placed their focus elsewhere? What if they managed to maintain their cotton based economy? Could the South have won?

**Forge of Freedom - The American Civil War 1861 - 1865™** places complete control of either the Confederate States of America or the United States of America in the war that proved to the world that you can not mix old tactics with new weapons. Two well equipped and well trained armies face off in a war over slavery, unity, and state rights- and you are the one in command.

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# CROWN OF GLORY

## EUROPE IN THE AGE OF NAPOLEON

The Napoleonic Wars, One of the most gripping decades in human history. It was an era that saw cobblers become princes and emperors become exiles, an age of legendary diplomats and brilliant tacticians. **Crown of Glory - Europe in the age of Napoleon™** covers all of Europe and North Africa from 1792 to 1820.



The main map is divided into more than 200 unique provinces. In Crown of Glory there are eight national powers which players may control and more than 90 minor powers controlled by the computer. The national powers are France, Britain, Austria, Prussia, Russia, Turkey, Spain, and Sweden.

Each country has strengths and weaknesses that the players must exploit in order to achieve victory.



Turns at the strategic level correspond to one month of game time; turns on the tactical level correspond to twenty minutes of game time. Players control military, diplomatic, economic, and social aspects of their nations. This includes such activities as drafting and ratifying treaties; offering and accepting trade routes; moving and assigning activities to diplomats; levying and supplying military units.

Troops are controlled at the division level and can be arranged into corps and armies, and a wide diversity of troop types is implemented, including: light and Jager infantry; cossacks and cossack cavalry; heavy and horse artillery; howitzers; guerilla infantry; Janissaries; merchant ships; diplomats; frigates and privateers. There are more than thirty types of units in all. Units have individual strength and quality (morale) ratings that are determined by the level of barracks and dockyard improvements in the province in which they were created.

Crown of Glory's unique design that mixes global politics and strategy with hex based warfare makes it a must have for any Napoleonic, wargame, or strategy game player.

**GAMERSHALL - 88% SILVER AWARD!**  
"A MARVELOUS CLASSICAL WAR - GAME OF STRATEGY AND TACTICS MIXED WITH DEPTH..."

**"IT'S A SUMPTUOUS BUFFET OF JUST ABOUT EVERY IMPORTANT ENTREE NEEDED TO BUILD A NAPOLEONIC EMPIRE SINGLE-HANDEDLY" - THE WARGAMER**

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# CONQUEST OF THE AEGEAN



Prepare yourself for a wargaming tour-de-force! **Conquest of the Aegean™** is the next generation of the award-winning and revolutionary Airborne Assault series and it takes brigade and corps-level warfare to a whole new level. Realism and accuracy are the watchwords as this pauseable continuous time design allows you to command at any echelon, with smart AI subordinates and an incredibly challenging AI.

**Conquest of the Aegean™** takes you to the early years of World War II, to fight over the ancient battlefields of Greece, Crete and even Malta. In the shadows of Mount Olympus in Greece, Allied forces struggle to halt the blitzkrieg German advance. On Crete, beleaguered German paratroopers fight to hold Maleme airfield until reinforcements can arrive. Malta, long a thorn in the side of the Axis, is finally tested against invasion in two hypothetical scenarios.

In addition to a host of new scenarios, **Conquest of the Aegean™** comes with several innovations to allow an even more detailed and realistic recreation of World War II combat. Resupply, while still automated, is now much more realistic as it monitors each unit's supply line. Mixed-mode movement calculates the actual ground slope of the terrain and allows a realistic modeling of difficult terrain and the limitations on motorized and mechanized movement that it caused. In combination with additional terrain and altitude types, **Conquest of the Aegean™** can fully model the terrain of Greece, Crete and Malta with unparalleled realism.



- Realistic Resupply System
- Mixed Mode Movement and Slope Effects
- New Equipment and Units from Italy, Germany, Greece, Crete, Britain, Australia, New Zealand, Malta and Free France
- Over 20 new maps!
- Over 30 new scenarios!

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**"I BELIEVE, AND HAVE BELIEVED SINCE I FIRST GOT MY HANDS ON AIRBORNE ASSAULT SERIES, THAT PANTHER GAMES HAS DONE THE BEST JOB OF SIMULATING OPERATIONAL WARFARE IN THE HISTORY OF PC WARGAMES." - BILL TROTTER - THE WARGAMER**



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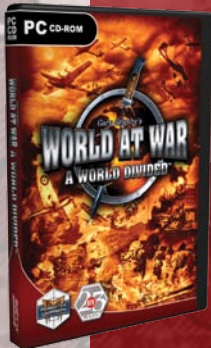
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# WORLD AT WAR - A WORLD DIVIDED

**Gary Grigsby's World At War: A World Divided™** brings you to back to the dawn of the greatest and most terrible war the world has ever seen. The forces of the Axis, including Germany, Japan and Italy, face the might of France, Great Britain, the United States, China and the Soviet Union in the epic struggle of World War II. The course of the war is determined by

your actions as the leader of one or more major factions, opposed by human or computer players. A World Divided takes this conflict one step further, with a future what-if scenario that occurs right at the end of the war. Allowing players to go continuously from the end of their game into this new scenario, Russia's land army powerhouse and consolidated position squares off against the Western Allies naval and air superiority, and who's territory is massive, yet less easily defended.



As you play **Gary Grigsby's World At War: A World Divided™**, the events of the war unfold around you through news reel reports covering both historical and hypothetical events, World at War features

a variable set of historic events that will be unveiled dependant on how the war is going. As the United States, do you focus on Europe first or send more reinforcements to the Pacific, seeking an early defeat for Japan? As Germany, do you invade the Soviet Union in 1941 or prepare your forces to march into London? In **Gary Grigsby's World At War: A World Divided™**, you have complete control over the production, research and military strategy for your side.

A World Divided now features spies and signals intelligence as well as land, sea, and air power, which are capable of stealing technology and other information on the enemy as well as providing an upper hand in combat situations. More expensive units take longer to build and shortages in industry, resources or manpower can play havoc with your plans. Four tutorials, three campaigns and five scenarios let you learn the system quickly and start fighting the whole war and beyond.

**Make it happen in Gary Grigsby's World at War: A World Divided™!**

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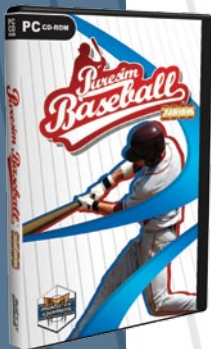
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# PURESIM BASEBALL 2007

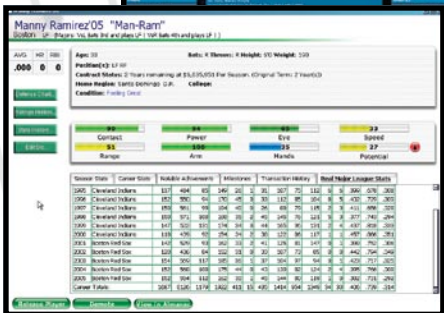
## HITTING ONE OUT OF THE PARK HAS NEVER BEEN THIS MUCH FUN

The smell of freshly-mown grass mixes with the cracks of bats and the heavy thumps of baseballs hitting mitts. Baseball season is again upon you, and with **PureSim Baseball 2007**, the latest and most advanced baseball sim from Matrix Games, you can put yourself anywhere - in the stands, in the front office, at the ticket booths or in the dugout... wherever you want to mold the next baseball dynasty.

**PureSim Baseball 2007** doesn't stop there, though; imagine any and every baseball conversation you've ever had. Ever argue with anyone about how Nolan Ryan might fare throwing to Babe Ruth? Or wonder if the 1947 Yankees could crush the 2000 Yankees? With the incredibly detailed Lahman Database included, you can play or incorporate any team or player that touched the diamond from 1900 through 2005!



**PureSim Baseball 2007** also lets the slugger in you design your own teams and leagues, giving you the opportunity to field a real 'fantasy' team against any opponent in online or offline play. Your players, like your organization, will grow; their skills fluctuate, they age, and eventually, they retire. All the while you pull the purse strings and negotiate the hard contracts that will ensure your dynasty has the power it needs to stay on top. In **PureSim Baseball 2007**, the only limit is what you can dream.



**So, what are you waiting for? Play Ball!**

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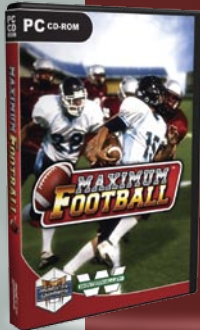
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## MAXIMUM FOOTBALL = MAXIMUM FLEXIBILITY

Imagine if you called the shots in football. Not just the plays on the field, but all the shots that could be called. You pick the length of quarters, the field size, where the goal posts are, and all the rules in between. You are in charge of drafting, training, and cutting the fat from your team. Yes, you are even in charge of designing and executing the plays. *Maximum-Football* delivers your imagination like a bullet pass through double coverage.



Experience the thrill of managing a team in any league from pee-wee to all-pro. Design and play in leagues where you pick the size and layout. Play against others in user created leagues. There is no limit to how far you can take *Maximum-Football*. Get down and dirty with the editor as you create new plays and playbooks, design your own uniforms and helmets, and even select nicknames to appear on jerseys.



*Maximum-Football* is the football fans dream. Whether you are a head coach or an armchair quarterback, *Maximum-Football* has the features for you.

- Comes with default US, Canadian and Indoor rules leagues and playbooks
- Full control over rules variations, league setup, teams, plays and players
- Open and accessible data and art files
- Player salary & basic contract information.
- 16 individual ratings over and above things like height, weight and age.
- Statistical categories for passing, rushing, receiving, special teams, defensive teams, etc...
- User definable league structures allow for unlimited numbers of teams in 1 to 4 conferences with 1 to 4 divisions per conference.
- Players can be created manually or automatically generated.
- A free agent draft system.
- Each team can have its own playbook.
- Create and edit formations & plays for offense, defense and special teams.
- Newly created routes can be saved to templates for use in other plays.
- A quick preview mode allows you to watch player movement through the play.
- A full practice mode allows you to take to the practice field and run your plays with or without a defense.

"INCREDIBLE STRATEGIC AND STATISTICAL DEPTH:  
PLENTY OF CUSTOMIZATION." - GAMESPY



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# BATTLEFRONT



**Battlefront** features the power of battalion-level combat in some of this period's most bloody and intense conflicts: Saipan, Market Garden, Novorossisk, and Gazala. Players will have realistic control over their soldiers, with a tactical scale just large enough to make a telling difference in the strategic picture.

While the **Battlefront** system shares a design philosophy with SSG's award-winning Decisive Battles series, it is actually an entirely new system specifically designed for battalion-level combat. This level of play gives the player a chance to experience the true issues of command, control, sighting, and supply at a level that emphasizes plenty of tough but enjoyable decisions to make. The combat system provides new and varied ways to damage your opponent, with provisions for direct and indirect fire, air strikes, and special, historically accurate combat modes (such as Japanese Banzai attacks).



- Improved Strategic AI enables a more flexible response to fast changing battlefields
- Improved user interface simplifies unit information
- Command and control system that rewards correct employment of military assets
- Close combat routines have special attack modes such as Banzai, Surprise and Infiltration
- Indirect Fire from artillery and air assets can directly attack enemy units
- Direct fire from AFVs can attack enemy units at range
- Counter-battery fire can eliminate enemy artillery
- Eliminated units can be rebuilt as cadres and returned to battle
- Sighting, command, supply and danger zone rules encourage sensible use of artillery
- Complete Unit, Map and AI editor allows users to create scenarios from scratch
- Improved Play By Email security

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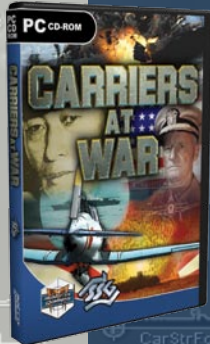
# CARRIERS AT WAR

## SCRATCH ONE FLATTOP

*Carriers at War* is a simulation/wargame of Fleet Carrier Air/Naval Operations in the Pacific from 1941-1945. Reenact crucial carrier battles from that era including Pearl Harbor, Coral Sea, Midway, Eastern Solomons, Santa Cruz, and the Great Marianas Turkey Shoot. From the original SSG design team.

As the title suggest, *Carriers at War* focuses heavily on carrier fleet command strategy. While other units exist in *Carriers at War* the central focus is on the floating runways that control the bombers and fighters.

*Carriers at War* is a purely naval combat game, who's original incarnation is often hailed as one of the greatest war and strategy games ever to grace a PC.



- Take command in the greatest Carrier battles in history.
- Scenarios covering the carrier battles in the Pacific, Atlantic, and Mediterranean theatre.
- This naval warfare pc game gives you a total picture of Carrier combat, because it is always a new challenge!
- Artificial intelligence:
- Naval warfare pc games have to have good A/I - No other simulation matches *Carriers at War* for both excitement and historical accuracy or matched the games artificial intelligence routines which make the game so realistic and fun to play against the computer!

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Spring, 1945: Witness in more than thirty dynamic campaigns the events of the final battles in the airspace over Europe. Fly in one of four theaters: Lvov, Berlin, Hungary (summer and winter) and the Ardennes. The Last Days includes more than 1,600 Solo, Dogfight and



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### CASE BLUE

The Russian Front, 1942: Fly as a German or Soviet pilot in multiple historical campaigns as the Luftwaffe makes a second attempt to secure air supremacy during Germany's last full offensive in the East. Over 1000 different missions offer almost infinite replayability and bring the World War II era to life with dogfights, escort-missions, bombing runs and more! Requires IL-2 Sturmovik Forgotten Battles.



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### BANZAI!

With this unique expansion pack for the combat flight simulation "Pacific Fighters" you will experience the most thrilling dogfights between the Japanese, Australian and American air forces! Become part of the exciting battle at the other end of the world. Man the cockpit of a legendary A6M Zero or the world-famous Corsair. Take off from aircraft carriers and engage the enemy! Be a fighter pilot for the USA, Australia or Japan, or even fly a SBD Dauntless as a US Navy bomber pilot!



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# HARPOON 3 - ADVANCED NAVAL WARFARE

## REBIRTH OF A CLASSIC...

*Harpoon 3 Advanced Naval Warfare*™ is the result of decades of development and fan support, resulting in the most comprehensive, realistic, and accurate simulation of modern combined air and naval operations available to the gaming public.



*Harpoon 3 Advanced Naval Warfare*™ gives you the opportunity to manage some of the most advanced air and naval assets available in the world and puts you in the middle of many historical and 'what if' scenarios (including six multiplayer scenarios). *Harpoon 3* is the most accurate naval simulation available to the public.

- Multiplayer Support for up to 6 Players
- Over 120 pre-built scenarios



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# MATRIX GAMES

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Matrix Games now leads the computer wargame sector in innovation, customer satisfaction, and media recognition. We pioneered the idea of moving titles into an online format so we could reduce costs to our customers and provide them an interactive environment to chat with their peers. Our growth has come from working with some of the best developers in strategy gaming, from established wargame developers like SSG, 2by3 Games, and Panther Games, to new innovators like Koios Works, Destroyer Studios, and Western-Civilization as well as classic games from TalonSoft.

The result of six years of toil is a trend setting company that has reignited a passion for strategy games in many of our fans. We invite you to partake in the rebirth of real strategy gaming, join our community, and have access to the greatest mixture of strategy games available under a single roof. Visit our website at [www.matrixgames.com](http://www.matrixgames.com) to learn more.



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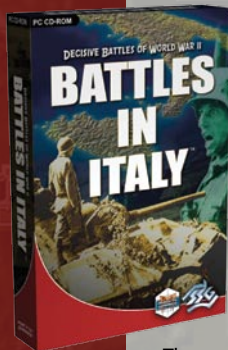
**Please note:** When ordering our newer products, you will received a serial number by e-mail when you purchase the product and for physical copies, the serial number is also printed on the CD. Please do not lose this number! It is required for installation and future game updates. You can register your game in our Members' Club and thus have a backup record of all your purchased games and serial numbers. Visit the "Members" section on our website for more information.

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**Battles in Italy™** brings to you the award-winning **Decisive Battles of World War II** system and some seriously intense gameplay. Choose to take the Allied side and you're faced with establishing a foothold and control of Italy. Or, select the Germans and face an overwhelming Allied army that is making a run for Axis destruction!



**Battles in Italy™** covers three pivotal battles from the Italian Campaign. While the invasion of Sicily went more or less to plan, the result in the two subsequent amphibious operations was less certain, with the safety of the beachheads at both Salerno and Anzio in considerable doubt for some time. Neither side has sufficient resources to do the job properly, and improvisation and desperation are the order of the day, and as a result all three battles are tense and exciting affairs.



- Three complete battles, Sicily, Salerno and Anzio
- New rules for Surrender and Political Units
- New rules for co-operation between countries

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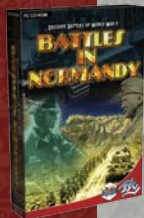
**COMPUTER GAMES MAGAZINE- 4/5**  
"SSG HAS REALLY ACHIEVED SOMETHING UNIQUE BY CREATING A SYSTEM THAT TAKES THE TRADITIONAL HEX-BASED OPERATIONAL WARGAME ABOUT AS FAR AS IT'S GOING TO GO..."



## BATTLES IN NORMANDY

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# KORSUN POCKET



## YOU'RE NEEDED AT THE FRONT!

In January 1944, Von Manstein's Army Group South clings tenaciously to its last foothold on the Dnepr River. The German High Command dreams of a counterattack and has ordered this dangerous salient held at all costs. Stalin demands the earliest possible expulsion of German invaders from Russian soil, and Marshals Vatutin and Konev are eager to oblige.



In the middle of the salient, the otherwise unremarkable town of Korsun and its airfield are about to become the focal point for a desperate and bitter conflict. Will the Battle of *Korsun Pocket* be a testament to superior generalship and fighting skills, or yet another graveyard for a German army, misled, surrounded and ultimately crushed?



**COMPUTER GAMING WORLD RATED 5 OF 5 (EDITOR'S CHOICE):**  
"THE BEST HEX-BASED WARGAME EVER MADE. PERIOD."

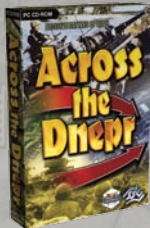
**PC GAMER RATED 93% (EDITOR'S CHOICE):**  
"THE BEST WARGAME EVER MADE FOR THE PC. A MONUMENTAL ACHIEVEMENT IN GAME DESIGN."

**GAMESPY 2003 GAME OF THE YEAR - PC WARGAME:**  
"KORSUN POCKET IS ARGUABLY THE BEST TRADITIONAL HEX-BASED WARGAME OF ALL TIME."

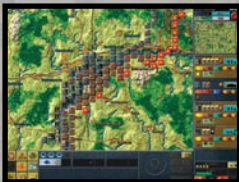


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## ACROSS THE DNEPR



*Across the Dnepr*™ is an add-on campaign scenario for owners of *Korsun Pocket*. *Across the Dnepr*™ has a map twice the size of the *Korsun Pocket* campaign, and recreates the German drive on Smolensk in July 1941. With 117 Soviet divisions attempting to hold back, or at least delay, 35 German divisions *Across the Dnepr* captures Russian Front warfare on a titanic scale.



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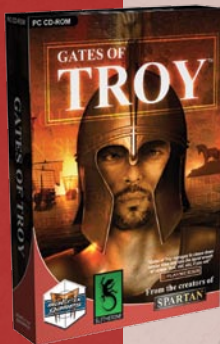
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# GATES OF TROY

## IF THESE WALLS COULD SPEAK...



*Gates Of Troy*™ offers both strategic campaigns and tactical battles. Lead your nation to victory in the ancient world's greatest battles! Capture the romance and adventure that lead over one hundred thousand Greek warriors to the far-flung shore of what is now modern day Turkey, to rescue Helen of Troy.

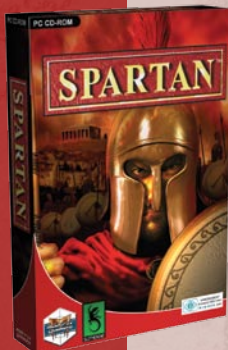
Designed by wargaming world champion Iain McNeil, *Gates Of Troy*™ is the latest in Slitherine's critically acclaimed series of historically-detailed strategy games.

*Gates Of Troy*™ also supports the previous *Spartan*™ scenarios and campaigns, which can be played seamlessly with the *Gates Of Troy*™ engine.

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## SPARTAN



Before there were *Gates of Troy*, there was *Spartan*, an Empire building turn based strategy game that focused on building an empire through diplomacy, trade, research, and war, but with less focus on the battles than found in a real-time strategy game. It is designed for people who are interested in the period and those strategy gamers who prefer to have time to think about their decisions.

Can you unite Greece in time to defy the Great King and his mighty Persian Empire?

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**COMPLEXITY: BEGINNER**

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# TIN SOLDIERS: JULIUS CAESAR

## STEP INTO HISTORY!

*Tin Soldiers: Julius Caesar*™ brings you back to the epic story of a leader the world hadn't seen since the likes of Alexander the Great. Leading the forces of Caesar in his sweep of Gaul, you will force submission of the proud Gallic tribes and expand Roman control. Once you achieve the prestige of Caesar himself, you will take your forces

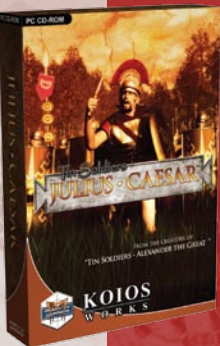
across the Rubicon and face your nemesis Pompey in a climactic Civil War spanning the Roman territories. Do you have what it takes to match the achievements of Julius Caesar and name yourself dictator for life?



COMPLEXITY: BEGINNER

*Tin Soldiers: Julius Caesar*™ brings a completely new 3D engine into the turn based miniatures battle, allowing users to zoom in, out, and rotate the map for a better view of the battlefield. The artwork overhaul features over 100 different replicas of hand-painted miniatures, including the fearsome legions of Caesar himself.

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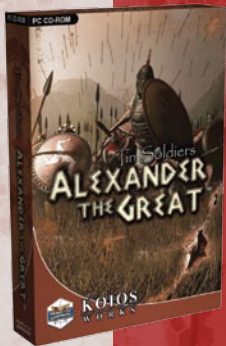


## TIN SOLDIERS: ALEXANDER THE GREAT

*Tin Soldiers: Alexander the Great*™ is a new wargame with a classic style. *Tin Soldiers: Alexander the Great*™ places you in the role of Alexander the Great during his conquest of the known world. Guide Alexander through his grand campaign from inheriting his father's legacy at the battle of Thebes to his conquest of Darius III and the Persian Empire through his last great battle at the Hydaspes, in the heart of Asia.

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PC GAMER, FEBRUARY 2005 - 89%:  
"EVERY ONCE IN A WHILE A GAME WILL  
CREEP UP, TAP ME ON THE SHOULDER,  
AND REMIND ME WHY I LOVE GAMING."



KOIOS  
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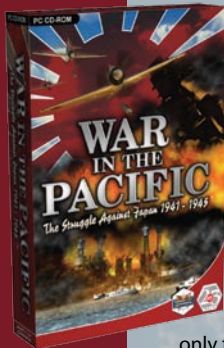
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# WAR IN THE PACIFIC: THE STRUGGLE AGAINST JAPAN 1941-1945

## TOTAL WAR FOR TOTAL VICTORY!



*War in the Pacific: The Struggle Against Japan 1941-1945™* is a completely new historical strategy game, based on the award winning Uncommon Valor game engine. The scale is 60 miles per hex and losses are individual vehicles, aircraft, guns and squads. Since half the planet Earth is covered by the titanic Pacific struggle, the game is massive in scope, covering thousands of ships tens of thousands of aircraft. Virtually every ship, air group and battalion sized or larger troop formation is covered in exacting detail.



Massive in scope, yet accessible, as the computer tracks all the factors and the interface allows the player to concern himself with only the degree of detail he prefers

The War At Sea - Every ship from mighty carriers and battleships down to gun boats has a commander with his own strengths and weaknesses. The game includes thousands of ships chosen from over 300 ship classes.

The War in the Air - A wide variety of aircraft are included in the game, ranging from the awkward P-39 and the nimble Zero, to the heavy hitting B-29 and the extremely fast and powerful Corsair.

The War on the Ground - Land units are mostly on division and brigade level, represented by different unit counters including engineers, combat squads, Marine squads, support squads, air support sections, Sherman tanks, field artillery and many others.

There are 15 campaigns included with the game, which can be played against the computer opponent, hot seat, by secure email. *War in the Pacific: The Struggle Against Japan 1941-1945™* now gives you the chance to fight the entire war your way on every level. War in the Pacific has detail never before achieved in a game of this scale.

### STRATEGY PAGE:

**"IF YOU ARE IN THE MARKET FOR A SERIOUSLY DETAILED WWII STRATEGIC SIMULATION, ESPECIALLY ONE DEALING WITH MATERIAL FAR LESS FREQUENTLY COVERED THAN THE WESTERN WAR, WAR IN THE PACIFIC WILL SATISFY YOU LIKE NOTHING ELSE ON THE MARKET."**

GAMERSHALL - 95% GOLD AWARD

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# WARPLAN ORANGE: DREADNOUGHTS IN THE PACIFIC 1922-1930

The Year is 1922. World War 1 has come and gone and the world has settled into an uneasy peace. The alliance between the United States and the other powers is weak as the powers try to maintain peace in Europe.



Fearful of the growing strength of Japan, the United States created a series of plans in case of a Pacific war with Japan. Their name: **War Plan Orange**. Consisting of three different scenarios, War Plan Orange was a comprehensive and real life "What if" scenario for the War in the Pacific.

In the world of Matrix Games a different story is going to unfold, and Japan, seeking natural resources to grow their power, will turn the full strength of their navy against the industrial giant of the United States.



Justin Prince  
Designs

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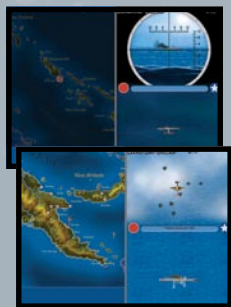
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## UNCOMMON VALOR

The original game that led to War In the Pacific, **Uncommon Valor** is similar in interface and gameplay, but at a smaller scale. Once you try Uncommon Valor, you will find that you are not just playing a game but running a war!

**Uncommon Valor** is an operational game covering the campaign for the South Pacific from May, 1942 to the end of December, 1943. Air, naval and land battles are modeled with detail never before achieved in a game of this scale, while a streamlined interface keeps micro-management to a minimum!



Famous commanders like Nimitz and Yamamoto held the fate of nations in their hands.

### CAN YOU DO BETTER?

PC GAMER RATED - 89%:  
"IN MY 12 YEARS OF REVIEWING WARGAMES, I'VE NEVER ENJOYED A DEEPER, RICHER, MORE HISTORICALLY PLAUSIBLE SIMULATION. IT'S A WWII BUFF'S DESKTOP DREAM COME TRUE."

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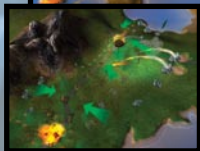
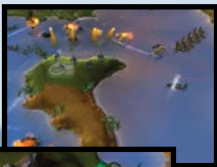
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# MASSIVE ASSAULT



## CAN YOU SAVE THE FUTURE?

*Massive Assault*™ is set in a dynamic strategic environment, where the tide can turn in a split second. Battle through campaigns and multiple planetary conflicts in this easy to learn but difficult to master turn based sci-fi strategy game. Incorporating air, land and sea forces as well as an elegant economic and strategic system, this is a great game for gamers who want real strategy without the layers of detail and micro-management. The game environment is fully 3-D, with realistic, lighting, explosions and effects. Play against the computer or against another human player via hot seat or internet play.



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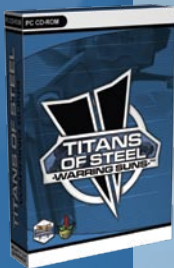
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WARGAMING.NET

# TITANS OF STEEL: WARRING SUNS

## COMMANDER, WE NEED YOU!



The *Titans of Steel: Warring Suns*™ universe is a future where the main fighting unit is the Titan Attack Tech, better known as the Titan-AT. Titan-ATs are generally humanoid in appearance, range from seven to fifteen meters in height and weigh as much as 200 tons. A Titan-AT can have an array of weapons including lasers, auto cannons, missile launchers and other specialty weapons and defensive systems.

*Titans of Steel: Warring Suns*™ allows you to design or reconfigure your own Titan-AT and share your design with other commanders. *Titans of Steel: Warring Suns*™ is more than a combat game. It is also a fully open ended role playing system. All your pilots have a full statistics sheet and earn experience points. Your pilots can go up in rank and will benefit from additional training.



Multiplayer support allows up to four players with thirty-two Titan-ATs to compete in Hot Seat, LAN or Internet games.

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"IT'S STRATEGY HEROIN FOR FANS OF THE GIANT-ROBOT GENRE" - WILLIAM R. TROTTER - PC GAMER

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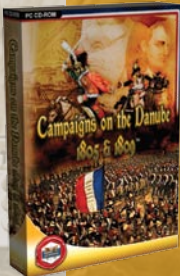
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# CAMPAIGNS ON THE DANUBE: 1805 & 1809

"There are certain things in war of which the commander alone comprehends the importance. Nothing but his superior firmness and ability can subdue and surmount all difficulties." - Napoleon Bonaparte.



One of the features of this game system involves the player's role; as overall commander of a side, the player issues orders to their corps commanders, who in turn issue orders to the maneuver elements. All of this takes time, and sometimes (due to enemy action, accident, or getting lost), these orders never arrive! Long-range planning and strategic thinking are required to keep a large army on



the move, well-supplied, and eager for victory.

For any connoisseur of Napoleonic gaming, **Campaigns on the Danube 1805 & 1809™** is a fascinating and fast-paced game that is bound to provide countless hours of surprises and conquest.

#### ARMCHAIR GENERAL MAGAZINE 4/5:

"CAMPAIGNS ON THE DANUBE IS A WELL-AIMED VOLLEY OF SOLID WARGAMING FOR ANY GROGNARD-LEVEL PLAYER AND BELOW, AND MOST ESPECIALLY FOR THOSE WHO LOVE THE NAPOLEONIC ERA. THE CAMPAIGNS ARE WELL-SUITED FOR AN AFTERNOON OF SINGLE PLAYER COMBAT, OR A FEW DAYS AGAINST YOUR FAVORITE LIVE WARGAMING NEMESIS."

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# GUNS OF AUGUST - WORLD WAR I 1914-1918



What started as gunshots turned into a thunder that would be heard all over Europe. The assassination of the Austrian Archduke Franz Ferdinand by Serb nationalists known as the Black Hand lead Europe down a road that would change it forever. When the fighting was over the map of Europe would be redrawn and the seeds for the next world war firmly planted. Frank Hunter's Guns of August recreates the grand strategic scope of the Great War of 1914 - 1918. You control



the armies that battled for Europe. The map stretches from Caucasus to Ireland. Units represent corps, artillery units, air units and naval units. In **Guns of August** you are in charge of it all, diplomacy, unit production, deployment, research, production and much more.

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# HIGHWAY TO THE REICH

September 1944, General Montgomery mounts the most daring Allied offensive of WW2. The plan is ambitious. Drop thirty thousand airborne troops deep behind enemy lines, seize the vital bridges across the Rhine, secure the highway to the Reich, advance the Allied armies into the German heartland and end the war by Christmas. Take command and with the aid of the world's most advanced wargame engine fight the battle and change history.



The **Airborne Assault**<sup>®</sup> game engine revolutionizes wargaming. Its pausable, continuous time game play, the most advanced artificial intelligence of any wargame, powerful and intuitive user interface and unique command system provide the most realistic and enjoyable simulation of operational warfare.

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# FLASHPOINT GERMANY



**Flashpoint Germany**<sup>™</sup> brings you back to the height of the Cold War, before the collapse of the Soviet Union. Massive armies of incredible power face off across the West German border. A single decision, a mere moment separated a tense peace from the most intense and possibly the last war that the world would ever behold. The stakes could not possibly be higher. You may think you know how this ends, but in **Flashpoint Germany**<sup>™</sup>, it turned out differently. Step into the maelstrom, choose your side and see what you would have done, if you were there.



**COMING SOON!  
FLASHPOINT MID-EAST**

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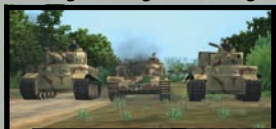


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# BATTLEGROUNDS EUROPE (MMO)

Report for duty to the first-person, online action game where players choose to fight alongside and against thousands of other players on the battlefields of western Europe. Grab a rifle and experience heart-stopping infantry action or choose to advance your skills in one of dozens of accurately modeled combat vehicles, naval vessels or aircraft. Succeed and help the cause of the Allied or Axis forces. Fail and watch your side get pushed back and struggle for a foothold.



Volume one in The Virtual Battlefield Series, **Battleground Europe™** features the armies, vehicles, weapons and equipment found on the battlefields of Western Europe 1939-1942.



For MAC and PC!

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# BLITZKRIEG

Command Soviet, Axis, or Allied troops in 20 different scenarios ranging from the German Invasion of Poland (1939) to the Soviet Winter Offensive and their attack on Berlin (1945).

**Blitzkrieg: War in Europe 1939-1945** features 45 different units of land, sea, and air and all of the hex based tactics that would go along with it.

This game **REQUIRES Pocket PC or Palm OS!**



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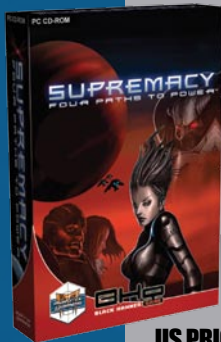
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# SUPREMACY: FOUR PATHS TO POWER

*Supremacy: Four Paths To Power™* is a unique, fast-paced but deeply strategic game of interplanetary combat for one or two players. *Supremacy* is a turn-based strategy game where players attempt to colonize planets in a

variety of quadrants within a very unusual galaxy. From humble beginnings, you must build up a fighting force and expand your empire while dealing with the opposition. Combat occurs in space or on land, and victory is obtained through resource management, choice of vessels and ground troops, clever maneuvering or brute force.



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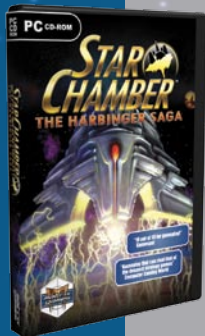
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# STAR CHAMBER: THE HARBINGER SAGA

*Star Chamber: The Harbinger Saga™* is a turn-based online

strategy board game of space combat, destiny and power politics. Players use special decks of cards that represent the assets and abilities of their favorite alien races, bringing them to life and offering players the opportunity to customize their gameplay. With hundreds of different cards and multiple victory conditions, the number of strategies you can develop is endless. You can conquer your enemy's home world for a military victory, unearth ancient alien artifacts for a cultural win, or double-cross your way to a political victory at the Star Chamber. Cards include game elements such as special ships, heroes, politicians, and special alien technologies.



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# STARSHATTER: THE GATHERING STORM

**Starshatter: The Gathering Storm™** extends the gameplay concepts of the classic sims by combining fighter and starship combat in a single game. You begin the game as either a fighter pilot or the captain of a small Frigate-class starship. As you progress through the game, you can earn promotions and awards until you are commanding a massive fleet carrier with three wings of fighters and a complete escort of warships. While in the role of a fighter embark on patrol, sweeps, bomber escorts, starship escorts, ground strikes or the dreaded capital starship strike.

As a capital starship, experience fleet engagements, escorts, blockades, fighter operations, or the dangerous starbase assaults.

**Starshatter: The Gathering Storm™** integrates elements of real-time-strategy games by allowing fleet commanders to direct the battle on a tactical level, launching fighters and directing destroyers to defend the fleet and annihilate enemy forces.

Featuring some of the most impressive graphics and sounds to be found, **Starshatter: The Gathering Storm™** also comes fully equipped with a cockpit mode for fighters that supports Track IR Headsets. Additionally, the series now boasts full video cut scenes and

plenty of new sounds and audio.

The Starshatter universe features a fully moddable dynamic mission system allows the campaign to be played and replayed differently each time. In the **Starshatter: The Gathering Storm™** universe missions are generated based on what is going on in the entire campaign and is different each time you play.

Rise in the ranks and restore peace to a shattered union in **Starshatter: The Gathering Storm™**.



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**WWW.STARSHATTER.COM**

# FOR LIBERTY



**For Liberty!** is a turn based 18th century strategy game based on the engine of 1848. Command the armies of the newly born United States of America against Britain, or fight in Hungary, turning against Austria with Rakoczi's poorly equipped rebels at the time of the war of Spanish succession, from 1703 to 1711.

Both theaters have a huge and attractive map that will change as the seasons go by. There are 16 unit types of 5 nations included, each in authentic uniforms. In *For Liberty!* you do not have to go through hundreds of tiny counters – all units are large, animated figures. There is no need to study your troops for hours, a quick glance will update you on the situation.



A simple interface and a detailed tutorial ensures that you can learn to play the game in about one hour. If you want, you can play all battles on a randomly generated tactical map. Each generated map is unique and will mirror the terrain type where the battle takes place. The strategical and tactical parts of the game use the very same interface, enabling you to concentrate on strategy and tactics. Additionally you may also choose to focus on the strategy and let the computer resolve the battles.

Troops can do many things: attack, recon, retreat, train, rest, pillage, siege enemy forts, and fortify important locations. You are responsible for paying and supplying your soldiers. Political decisions and foreign aid are simulated by an influence system that you can use to change the strategical situation. Use your influence to recruit temporary militia, insurgent regiments, or Indian (Native American) warriors that can augment your force.

Fleets can be used to transport your troops to hard to reach locations where you can surprise the enemy. You can also support your operations with the cannons of the battleships.

In **For Liberty!** your troops are mere humans and not superheroes. If you are not careful, your troops will run from the battlefield at the sound of the first shots. Lead with tired soldiers into battle, and you will find that they are slow and ineffective. Orders of battle were thoroughly researched. All regiments have their own historical names, and they are at the right location under their historical leaders in each campaign. **For Liberty!** Comes with 8 long campaigns and 3 multiplayer modes that will keep a freedom fighter busy until independence is secure!

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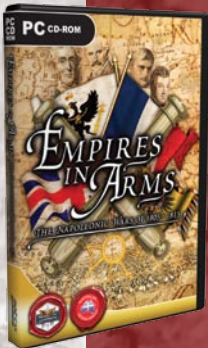
# EMPIRES IN ARMS



**Empires in Arms™** is the computer version of Australian Design Group classic board game. **Empires in Arms™** is a seven player game of grand strategy during the Napoleonic period of 1805-1815. Playable either solitaire, by email or over the Internet, **Empires in Arms™** is the quintessential Napoleonic game of diplomacy and strategy. The game focuses on corps level combat with full diplomatic options to allow players complete freedom to fight it out for control of Europe any way they

want to. The map is divided up into provinces providing an attractive, easy to use, and accurate look.

Each major power in **Empires in Arms™** has a unique economy, military prowess, and geographic advantage. Each player must negotiate alliances and forge peace treaties that fit their needs in their constant struggle over Europe and prestige. Players may battle through numerous scenarios using great military leaders and uncontrolled military powers. Utilize the unique economic system, which supplies money for troops and treaties as well as manpower to fuel your armies.



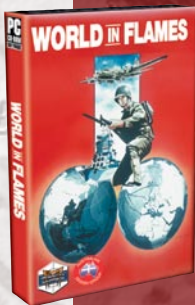
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# WORLD IN FLAMES

**World in Flames™** is Australian Design Group's international award winning board game that is now coming to the computer. This strategic, turn based game, covers all of World War II, from Germany's invasion of Poland in September 1939 through to the Japanese surrender in August 1945.

The world map measures 360 by 195 (70,200 hexes) and contains 238 countries, 12 types of hex terrain, and 6 types of hexside terrain. Every capital ship in World War II has its own unique counter; one for each carrier, battleship, and cruiser (light and heavy) that saw action during the war.



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