June 1993 Catalog

NOTE:
    All programs require an IBM compatable with 640K RAM and a hard
drive.
Additional system requirements are listed at the end of each product
description. Products that use a mouse require a microsoft compatable
mouse.

Buttons:
    Buttons is a graphical mouse driven menuing system. It allows you to
create icons and buttons to run programs and batch files, and to take you
to
other screens of icons and buttons. Buttons can pass command line
parameters
to progams you run. It will even prompt you for paramters to pass to a
program.
    Buttons allows you to create titleboxes for identifying screens.
Buttons
also has an instant DOS command function. Start typing and a DOS prompt
appears at the bottom of the screen. Hit return and Buttons executes the
DOS
command. Controls are included for sound and colors.
    Buttons allows you 50 icons or buttons per screen, with an unlimited
number of screens. It has an icon editor, a batch file generator, and a
batch
file editor built-in. Buttons is self-installing, and creates its data
files
on the fly as needed, making it virtually crash-proof. Buttons is non-
memory
resident.
    Rated high on intuitiveness and ease of use by our customers.
    System requirements: EGA or VGA graphics. Mouse.

PC/Breeze windowing system:
    PC/Breeze is a windowing system for DOS. PC/Breeze provides a
windowing
environment similar to Windows or Geoworks. Menu windows let you
create icons and buttons to run your applications. Drive, Tree, and File
windows let you browse your drives. ALL DOS commands are FULLY menu
driven
via Dos windows.
    Built-in applications include: file viewer, editor, spreadsheet,
database, graphics editor, communications with zmodem, and autoscheduler.
Built-in utilities include: calculator, analog, digital, and alarm
clcoks,
ascii table, programming language, and an enhanced batch file language.
    PC/Breeze can run in single user or multiuser modes. Multiuser mode

provides accounts with passwords, access levels and email, drive,
directory,
and file locking, and security lockouts on potentially dangerous
features.
    PC/Breeze has many additional DOS commands such as format 2 drives,
disk
free space, disk usage by directory in files and bytes, rename directory,
remove non-empty directory including subdiretories, copy and move
directories
across drives including subdirectories and files, directory size in files
and
bytes, and move file.
    PC/Breeze runs as a DOS application. It is very easy to install,
learn,
and use, and runs FAST! PC/Breeze runs in text or graphics modes, and
supports mouse and joystick. PC/Breeze is a minimal 7K memory resident,
and
requires only 1 Meg of disk space. The install program included with
PC/Breeze automatically installs and configures PC/Breeze for optimal
performance on your computer. All documentation is online and built-in to
PC/Breeze.
    Rated high in power and configurability by our customers.

BP70LIB Borland Pascal Library:
    BP70LIB is a library of Borland Pascal 7.0 routines. The library
consists
of six units: generic, graf, graf2, graf3, winlib, and bigarray. All
units
work in both real and protected modes.
    The generic unit provides routines for dos, mouse, conversions,
files,
rebooting, text I/O including popup menus and message boxes, sound,
joystick,
math, grey keys, plus other miscellaneous functions.
    The graf and graf2 units are a device independant virtual coordinate
system graphics library with routines ranging from pixel and fillpoly all
the
way up to edit file in scrolling window with unlimited file size. They
also
include routines for interfacing the virtual coordinate system to the
mouse,
and mouse support for SVGA graphics. Includes buttons, bitmaps,
savescreens,
menus, numeric keypads, dialog boxes, ascii viewer, and ascii editor.
    The graf3 unit provides drivers for EGA through 1024x768x256 VESA,
and
10 fonts. All fonts and drivers are loaded and registered for you.
    The winlib unit is a windowing system library based on the graf
unit`s
device independant virtual coordinate system graphics. It provides
routines
for windows that already scroll, move, resize, etc. All you write is a
procedure to draw the contents and a procedure to run when the contents
are
selected. The winlib library handles everything else for you. The winlib
features dynamic memory allocation, and is written using fast procedural
code.

The bigarray unit contains routines for implementing arrays larger
than
the 64K maximum in Turbo Pascal. With the bigarray unit, you may
dynamically
allocate arrays up to a maximum of 640K in size.
    System requirements: Borland Pascal 7.0.

Tank:
    Tank is a super PC version of the arcade classic tank battle game.
Create a charater and take command of your Tank. Complete missions to get
better tanks. Become a squad commander and command multiple tanks and
choppers at once.
    Tank features a high level of combat realism with 18 types of
offensive
weapons, three types of defensive weapons, amphibeous and hover tanks,
attack helicopters, terrain effects and elevation, armor and hit
location,
fuel and ammo, and bases for resupply.
    Tank includes 10 types of missions and has a campaign game mode.
Built
in charater, tank, and map editors allow you to create and play enless
scenarios. Tank can handle 1-4 players, human or computer. Both printable
and on-line documentation are built-in to Tank.
    A real hit with arcade game fanatics.
    System requirements: EGA or VGA graphics. Mouse.

Global War:
    Global War is a super Risk type of game. It adds many new features.
In
addition to armies, it has navies, air units, carriers, airborne, and
three types of bases. It also has supply rules (handled automatically by
the computer). Options for play include: nuclear weapons, three levels of
reenforcements, multiple attacks, and 1-9 players human or computer.
Visual
and sound effects let you see and hear your attacks. A voice synthesizer
reports your battle results. Features: Slick pushbutton interface,
alliances,
automatic losses, printable on-line help, printable manual, bitmapped
graphics, Digital, FM, and PC sound support, plus MORE!. If you like
wargames
you'll love Global War.
System requirements:
    286 or better. VGA graphics. Microsoft compatable mouse. Soundblaster
    compatable sound card required for FM sound. Soundblaster Pro sound
card
    required for digital sound.

SIMSpace:
    SIMSpace is a forward view realtime spaceship flight and combat
simulator. The screen is the bridge, and all the controls work via mouse!
Complete as many missions as you can before dieing or failing three
missions.
Features photo quality bitmapped and rendered graphics with digital and
FM
sound. SIMSpace includes: Many types of opponents, planets, spaceports,

wormholes, towing arrays, drones, matter movers, shuttles, over 50
different
types of missions, mission and character editors, virtual reality 3D
remote
squad adventures and lander flight simulator, play via modem, plus MUCH
MORE!
System requirements:
    286 or better. VGA or VESA compatable SVGA graphics. Microsoft
compatable
    mouse. 3 to 9 meg disk space depending on installation. Soundblaster
    compatable sound card required for FM sound. Soundblaster Pro sound
card
    required for digital sound. Hayes compatable modem required for play
via
    modem.

Siege!:
        Siege! is a mideval fortress construction and combat simulator. It
is
similar to Castles and kind of a cross between SIMCity and Ancient art of
war. In SIEGE! you build a fortress, levy taxes and raise an army. But
from
time to time, the enemy attacks and lays siege to your fortress. Build
your
fort as big as you can, and don`t let the enemy capture your leader in
combat. Siege! features 3D graphics, sound effects, a huge 12.5 screens
by
12.5 screens playing area, and music tracks.
    This game had our beta-testers skipping their lunch hours to play it.
    System requirements: EGA or VGA graphics. Mouse.

Mordorventure III:
    A graphical mouse driven mideval role-playing fantasy adventure game
(similar to D&D. Mordorventure III has many features not found in other
fantasy role playing games: Full graphics interface with mouse control.
Wilderness adventures. Dungeon adventures. City adventures. Castle
constuction. Castle and troop combat. 3d monsters and graphics. Up to
five
players simultaneously - human or computer. Arcade style combat with each
player controlling his/her character. Fighter and magic user classes.
Castle
politics. Quests. Graphics and sound special effects. Digitized voice
tracks.
    This game had our beta-testers skipping WORK to play it!
    System requirements: EGA or VGA graphics. Mouse.

Armies of Steel:
    Armies of Steel is a fast paced, easy to play wargame for the PC. It
features photo quality SVGA graphics, animation, digital sound effects,
FM
sound tracks, and mouse control. Many types of terrain and units provide
hours of challenging play. Simulation accuracy is maintained with a high
degree of detal including attack, defense, range, and movement factors
for

units, and terrain effects on movement and combat. Armies of Steel gives
you
depth of play similar to classic wargames such as Blitzkrieg, Panzer
Blitz,
and Panzer Leader, with a point and shoot interface.
    System requirements: 286 or better, 2 Meg total RAM (640K
conventional,
                        plus 1 Meg XMS), VESA compatable SVGA graphics
                        w/ 1meg video ram, monitor capable of 1024x768
                        256 colors, Soundblaster compatable sound card
                        (SB pro required for digital sound), Microsoft
                        compatable mouse, 4 Meg disk space.

Combat Zone:
    Combat Zone is a fast paced, easy to play arcade wargame for the PC.
It
features photo quality SVGA graphics, animation, digital sound effects,
FM
sound tracks, and mouse control. Many types of terrain and units provide
hours of challenging play. Different combinations of terrain and unit
types
make each level unique. Win as many battles as you can. As you complete
stages, you get promotions and more types of units. Keep your losses low
and
earn reserve units. 10 stages of 5 levels each make for a total of 50
different levels of challenging combat action.
    System requirements: 286 or better, 2 Meg total RAM (640K
conventional,
                        plus 1 Meg XMS), VESA compatable SVGA graphics
                        w/ 1meg video ram, monitor capable of 1024x768
                        256 colors, Soundblaster compatable sound card
                        (SB pro required for digital sound), Microsoft
                        compatable mouse, 4 Meg disk space.


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___  Siege             v1.2      $12
___  Mordorventure III v6.0      $17
___  Combat Zone       v1.0      $20
___  Armies of Steel   v1.0      $25
___  PC/Breeze                   $22

VA residents add 4.5% sales tax.
International orders add $2 shipping.


Media size   5.25"_____          3.5"_____
(Armies of Steel, Combat Zone, and SIMSpace are shipped on 1.44M 3.5"
disk.)


Computer:
8088 (PC/XT)_____     286(AT)_____     386_____    486_____     586_____
Speed:____ Mhz        Total RAM:_____Meg
Video card: EGA_____
            VGA_____
            SVGA_____  Card name_____
                       Manufacturer _____
                       Video RAM _____K
                       VESA compatable? Yes_____   No_____
Monitor: EGA_____
         VGA_____
         SVGA____   Highest 256 color resolution:
                    _____1024x768
                    _____800x600
                    _____640x480
                    _____Other (specify) _____
Sound: _____PC speaker
       _____Adlib
       _____Soundblaster
       _____Soundblaster Pro
       _____Pro Audio Spectrum
       _____Pro Audio spectrum 16
       _____Other (specify) _____
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Comments, suggestions, problems, improvements, complaints, etc:
(User feedback really helps us a lot. Please give us yours.)

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Payment should be in US funds drawn on a US bank.
International customers: International postal money orders usually offer US
                        funds drawn on a US bank.
Make your check or money order payable to: Rockland Software Productions
Mail to: Rockland Software Productions
         13292B Leafcrest Ln #102
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We will send your software the next buisness day via 1st class mail.
Support, information, and questions: call 703-378-5120 (voice).