

688 ATTACK SUB™



BY JOHN W. RATCLIFF

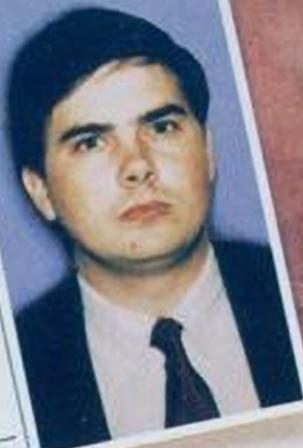
CLASSIFIED

AMIGA



ELECTRONIC ARTS®

Designers: John W. Ratcliff, Paul Grace and Randall Breen
 Programmer: John W. Ratcliff
 Producer: Paul Grace
 Assistant Producer: Randall Breen
 Graphics: Michael Kosaka, Wilfredo Aguilar
 Music/Sound Effects: Rob Hubbard
 Technical Direction: Dave Maynard
 Product Management: Barbara Windham
 Package Design: Altman & Manley Design
 Package Copy: Kevin Threadgold
 Photography: Steve Hathaway and Department of the Navy
 Screen Shots: Frank Wing
 Documentation: David Luoto

SECURITY CLEARANCE				
097541		CLASSIFIED		
COMMAND CENTER		RANK PASS		
OPERATOR		SimEx		
Civilian		EXPIRES		
092988-620		09/30/90		
APPROVED		BOAT		
EYES		SSN-688		
BLUE		SECTOR CODE		
SEX		US Mid-Cont.		
M		HEIGHT		
5' 11"		JOHN W. RATCLIFF		
DIRECTOR		SIMULATION EXPERT		
ST. LOUIS MO.		<i>John W. Ratcliff</i>		

PROFILE 

John W. Ratcliff

Cardiovascular Researcher and published author.

Developed educational software products for Milliken Publishing Company and a simulation for Electronic Arts.

Married, wife Lori and children, Douglas, 5, and Johnny, 2.

Interest in pushing new simulation technology to its limits.



Interior: 688 Attack Sub

ABOUT OUR COMPANY: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for our success. Our products, like this one, are evidence of our intent.

Software © 1988 John W. Ratcliff.
 Package Design © 1988 Electronic Arts. Simultaneously published in Canada and the U.S.A. Electronic Arts provides a limited ninety day warranty on the recording media. The warranty does not apply to the software programs themselves, which are provided AS IS.



DELEGATE TO YOUR CREW or master all the responsibilities yourself. Control sophisticated weapons systems like harpoon encapsulated missiles, wire guided torpedos and lots more.



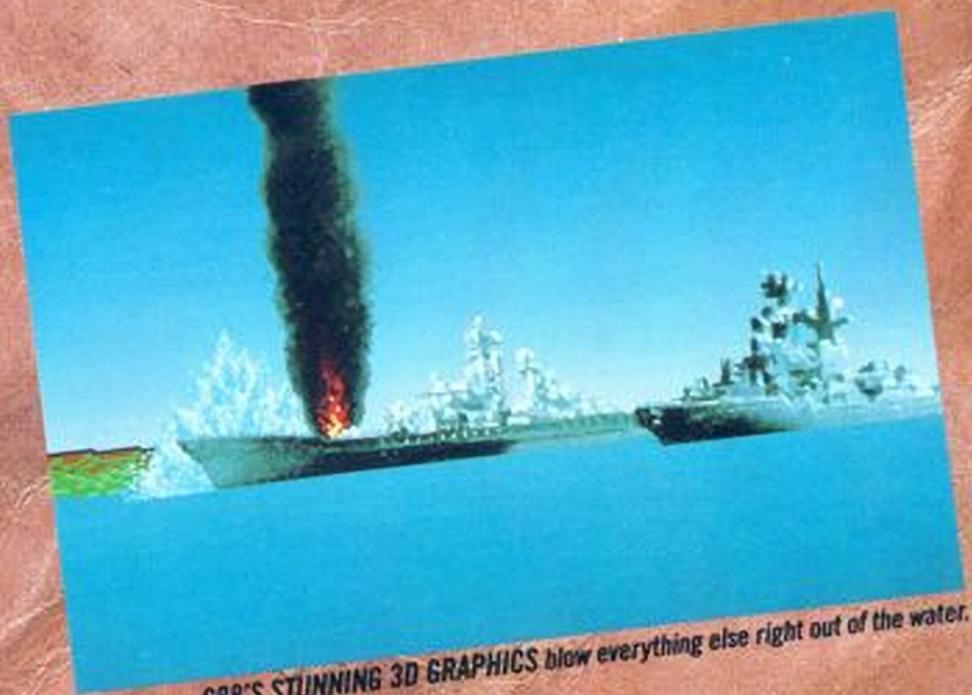
CHOOSE COMMAND of the quiet US 688 or the faster Soviet Alfa sub and experience the real life tradeoffs.



CUTTING EDGE TECHNOLOGY like 3D sonar contour mapping helps you hunt and evade enemies.



ENEMY VESSELS ARE SMART and unpredictable.



688'S STUNNING 3D GRAPHICS blow everything else right out of the water.

THE TARGET THINKS. THE TARGET FEELS. THE TARGET WANTS YOU DEAD.

This is the simulation that resets the standards in color, realism and 3D graphics: that puts you in command of a top secret billion dollar Los Angeles class U.S. attack sub: that pits you and your crew against deadly fleets of submerged, surface and airborne targets around the globe, that unfolds the dangers of espionage, evasion and destruction.

This is the simulation that forces a showdown with enemies so cunning, so resourceful, and so incredibly human, that in the heat of battle you will ask yourself a most disturbing but ultimately thrilling question:

"Is this really happening?"

This is 688 ATTACK SUB. Welcome aboard, Captain.

Screen shots represent IBM version. Others may vary. IBM is a registered trademark of International Business Machines. Made in the U.S.A. 158401

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AMIGA 500, 1000*, 2000; 512K
 *requires Kickstart 1.2 or 1.3
NO ON-DISK COPY PROTECTION
 Manual required
 Color monitor required; 1 Player
 Does not support Modem play
 688 ATTACK SUB

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ELECTRONIC ARTS®