

688 ATTACK SUB™



BY JOHN W. RATCLIFF

CLASSIFIED

AMIGA



ELECTRONIC ARTS®

SECURITY CLEARANCE

CLASSIFIED

097541

COMMAND CENTER

OPERATOR

Civilian

APPROVED

092988-620

EYES
BLUE

SEX
M

HEIGHT
5' 11"

RANK PASS

SimEx

EXPIRES

09/30/90

BOAT

SSN-688

SECTOR CODE

US Mid-Cont.

JOHN W. RATCLIFF
SIMULATION EXPERT
ST. LOUIS MO.

DIRECTOR

Ben S. Smith



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

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 simu-
lation technology to its limits.

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.



Interior: 688 Attack Sub



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



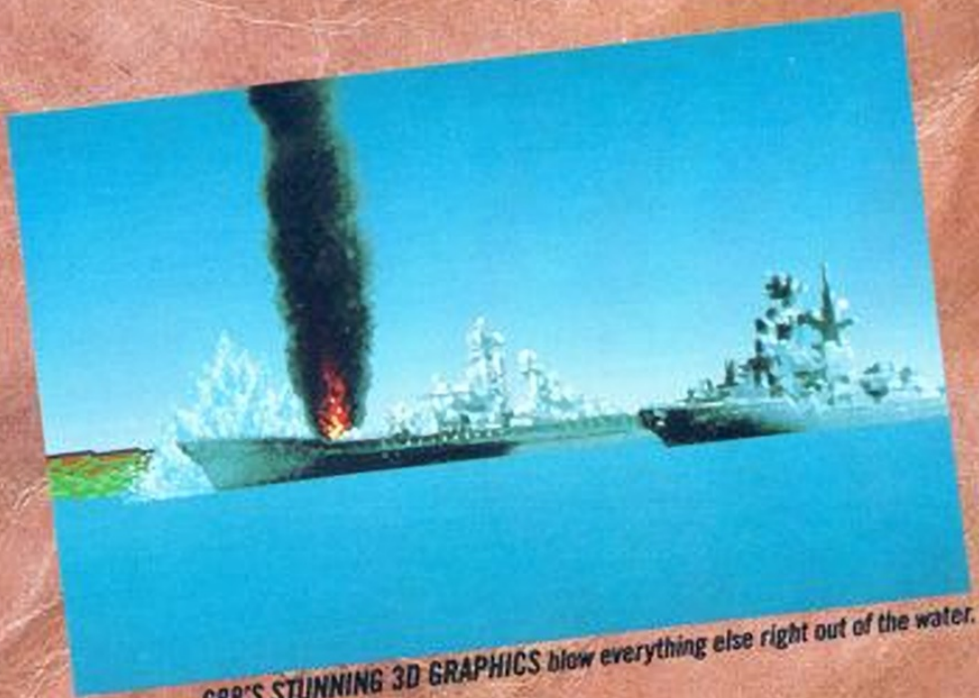
CHOOSE COMMAND of the quiet US 688 or the faster Soviet Alfa sub and experience the real life tradeoffs.



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 3517

ELECTRONIC ARTS®