

## AN ENTIRE MEDIEVAL WORLD AT WAR ON THE CHECKERED FIELD!

The 3D animations and digitised sound effects bring Chess to life!



Amiga screenshots. Other versions may differ.



Y62731EI

- Over 3 megabytes of 3D animations.
- Digitised sound effects.
- Modem capability for long distance games.
- Play against the computer or your friend or let the computer play against itself.
- 10 levels of play and an opening library of 30,000 moves challenging the most sophisticated players.
- Traditional 2D view available.
- Manual with Chess rules for beginners included.

Only Battle Chess combines a magnificent chess logic system with colourful and dramatic three dimensional animations.

*Interplay*



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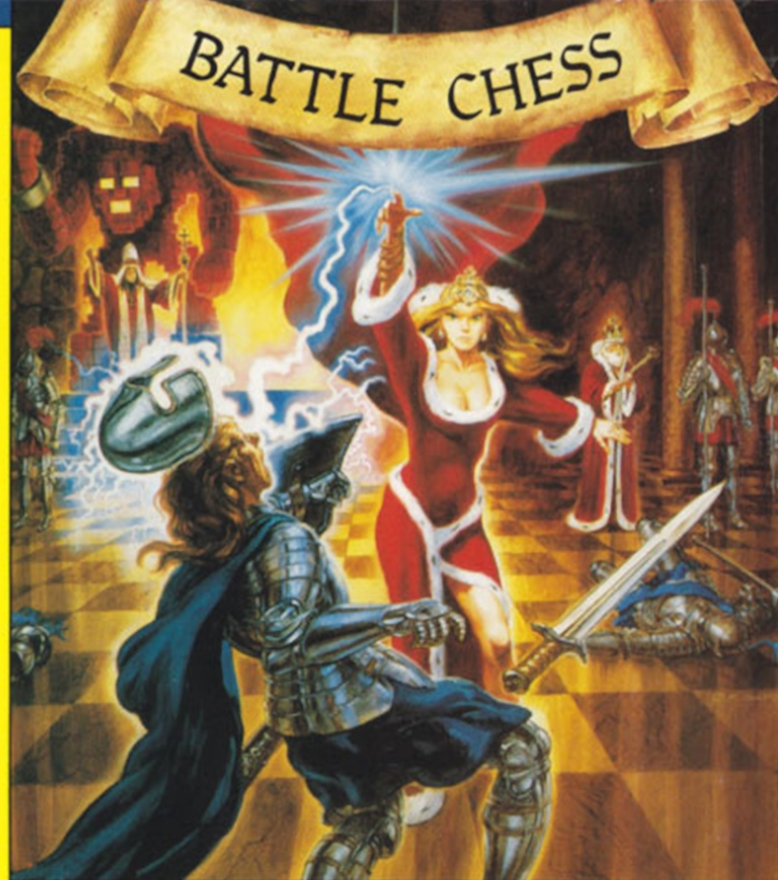
## BATTLE CHESS

Interplay



AMIGA

512K  
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*Interplay*

LICENSED BY



ELECTRONIC ARTS®  
Home Computer Software





### Interplay Productions

*"Never ever let the quality slip".* This is the theme we always keep in mind. We have a lot of talented people here. We know if we work hard enough we can put out great games that we all can enjoy and be proud of. You may have heard of some of our other products such as *Wasteland* and *The Bard's Tale* series, all of which were published by Electronic Arts. *Battle Chess* and *Neuromancer* are our very first games to be published under the Interplay name. We hope you have fun with them!



"Do you have any idea what it's like to have an artist hand you eight disks worth of animation data and your boss tells you that you have to pack it down to one? Well that's what happened to us. It would have been much easier if we could have given away a hard disk and a 2MB RAM card with every game! I can remember Todd, Jay, Bruce and myself working weekends and long hours, without such luxuries as sleep and then having to go home and promise our wives that it would be over soon. It's been one tough haul but we're very proud of *Battle Chess*. I have to admit we had a lot of fun story-boarding the combats even though most of that credit goes to Todd. We would like to make a special mention to him for breathing so much life into a very special project."

Michael Quarles