

Sid Meier's

Covert Action™

A Techno-Thriller
From the Case Files
of Max Remington.



AMIGA

47ABS

1 MB minimum/ hard disk recommended

Amiga 500/1000/2000/2500/3000

Joystick supported

Any monitor or TV set with a modulator

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MICRO PROSE™

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In the 1990s our national nightmares are haunted by wild-eyed political extremists, greedy and ruthless drug lords, and lunatic military dictators. For too long we have felt powerless to stop them.

But now, award-winning game designer Sid Meier takes us around the globe with super-spy Max Remington to challenge these threats and neutralize their shadowy schemes of terrorism, smuggling and extortion.

A seasoned veteran of modern, hi-tech undercover operations, Remington always obeys the two main rules of Covert Action: 1. Use your intelligence. 2. If Rule one fails, use your other weapons.



Intelligence

Recognize Faces •
Break Codes • Unravel Plots
and Sub-plots to Determine How Sub-plots
Fit Together in the Larger Scheme • Decide Which Leads
to Follow, Which to Ignore

Weapons

Guns • Fragmentation Grenades • Stun Grenades • Remote-Control Bombs • Tear Gas

World travel

3 Continents • 50 Cities

Variety

Work for CIA, Mossad (Israeli), MI5 (British) • Unlimited Number of Cases to Solve

Realism

Crucial Decisions International Agents Face Every Day • Cases Based on Today's Headlines

MICRO PROSETM
SIMULATION • SOFTWARE

180 LAKEFRONT DRIVE • HUNT VALLEY, MARYLAND 21030

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Game Design by



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