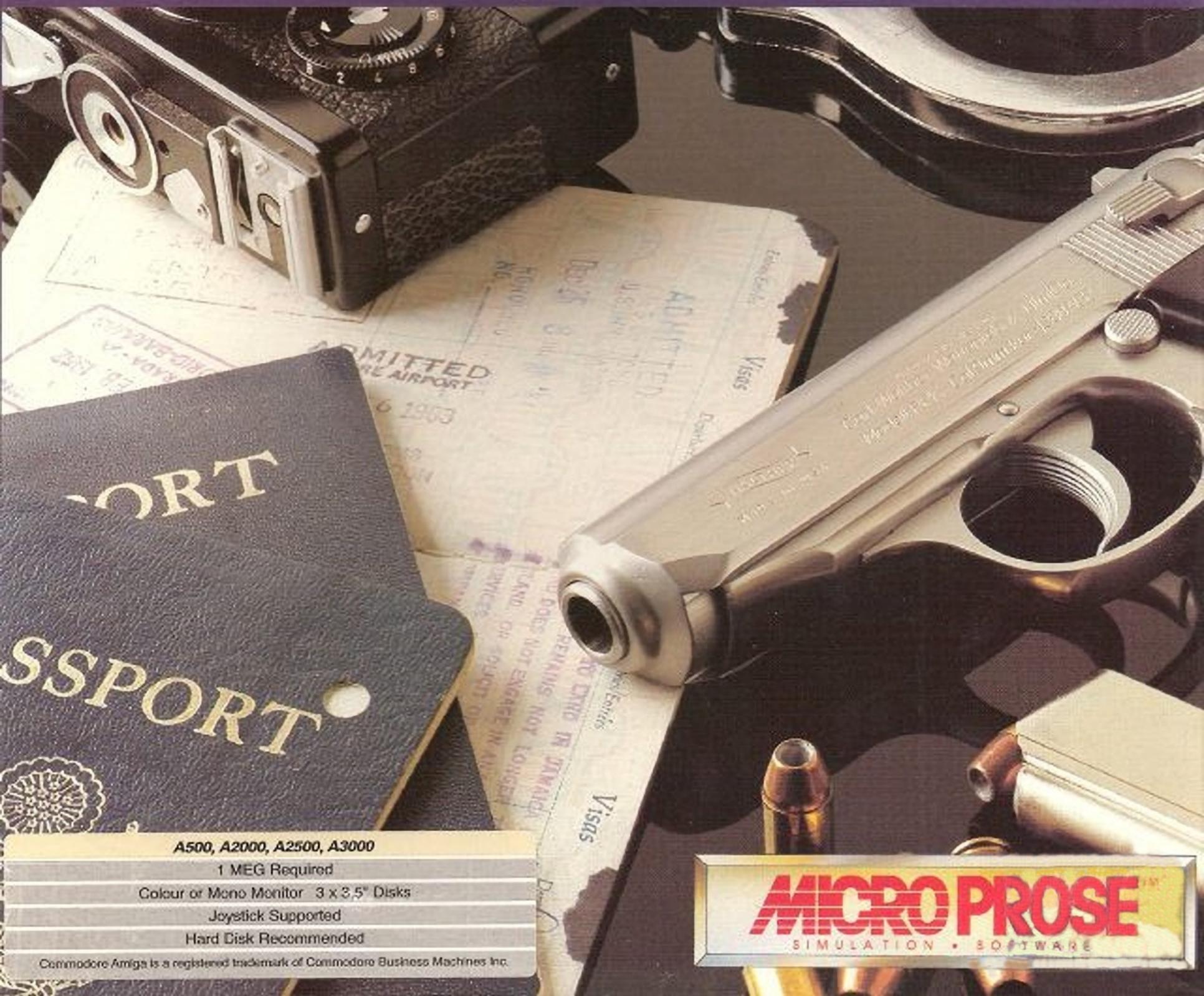


Covert Action

by Sid Meier



A500, A2000, A2500, A3000

1 MEG Required

Colour or Mono Monitor 3 x 3.5" Disks

Joystick Supported

Hard Disk Recommended

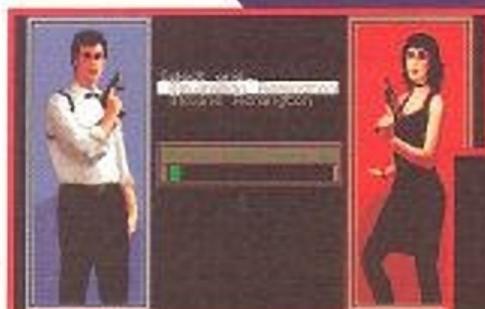
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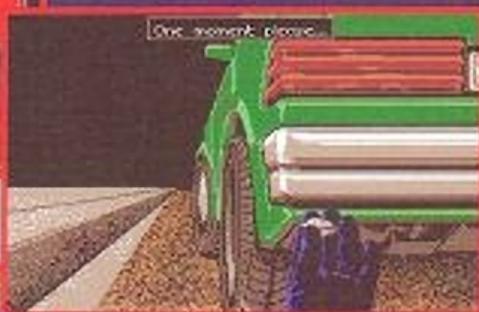
Covert Action

by Sid Meier

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



Amiga screens shown. Actual screens may vary. Made in the UK.



World travel

- 3 Continents
- 50 Cities

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.

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.

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.**

MICRO PROSE™
SIMULATION • SOFTWARE

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COVERT ACTION
AMIGA