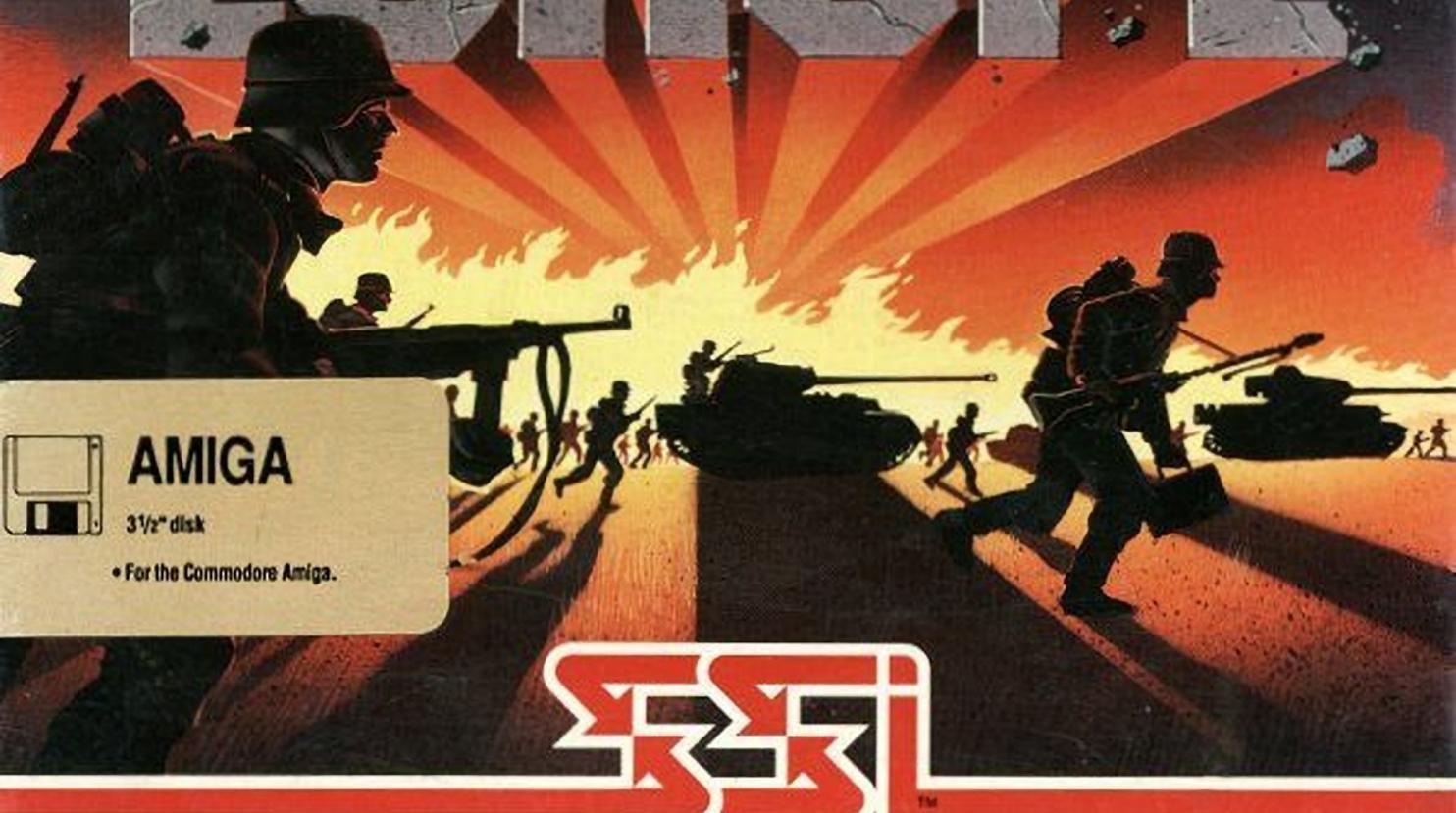


THE WAR IN EUROPE: 1939-45

STORM ACROSS EUROPE™



AMIGA

3 1/2" disk

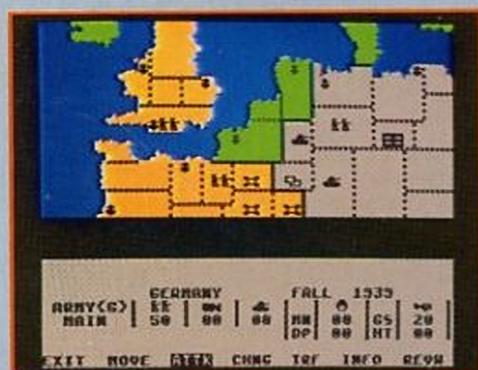
• For the Commodore Amiga.



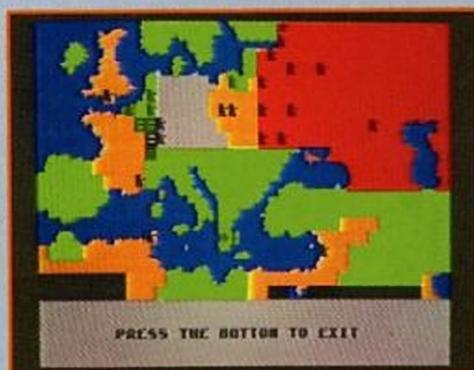
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1939. THE FATE OF EUROPE IS IN YOUR HANDS.



GERMAN FORCES POISED FOR THE INVASION OF FRANCE.



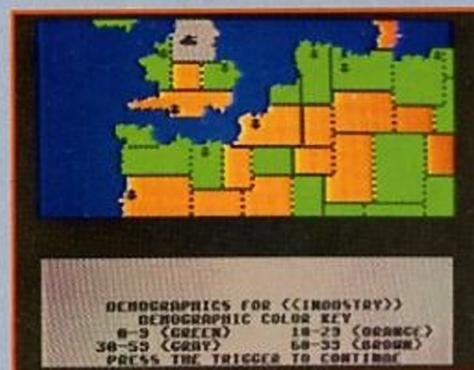
THE OVERALL STRATEGIC VIEW OF EUROPE AND NORTH AFRICA.

GERMAN LAND UNIT DISPOSITION

(ID)	(NAME)	(STATUS)	(STG)	(EFF)	(LOC)
A	1ST ARMY	ACTIVE	28	85	167
B	2ND ARMY	ACTIVE	23	88	178
C	3RD ARMY	ACTIVE	25	75	171
D	4TH ARMY	ACTIVE	14	75	178
E	1ST PNZR	ACTIVE	27	88	163
F	5TH ARMY	ACTIVE	83	78	168
G	6TH ARMY	ACTIVE	16	65	162
H	7TH ARMY	INACTIVE	XX	XX	XX
I	2ND PNZR	INACTIVE	XX	XX	XX
J	3RD PNZR	INACTIVE	XX	XX	XX
K	8TH ARMY	INACTIVE	XX	XX	XX
L	9TH ARMY	INACTIVE	XX	XX	XX
M	1ST SS	INACTIVE	XX	XX	XX
N	2ND SS	ACTIVE	88	85	172
O	55 PNZR	INACTIVE	XX	XX	XX

PRESS THE TRIGGER TO CONTINUE

REVIEW EACH ARMY'S STRENGTH AND EFFICIENCY.



OBTAIN INDUSTRIAL CAPABILITIES FOR EACH AREA IN EUROPE.

The blitzkrieg that Hitler unleashed in 1939 swept across Europe like a terrible storm that raged for six years. Now SSI has designed this fast, exciting game that allows you to simulate the entire war on a grand strategic scale — in as short as one evening!

STORM ACROSS EUROPE™ covers every part of that raging conflict — from North Africa to Sweden, from Gibraltar to the Ural Mountains in Russia. Each game turn represents three months of action.

Your armies are comprised of units, each rated for strength and efficiency. They vary in the number of tanks, infantry, paratroops, air support and mechanized forces.

You control every facet of the war. Move armies across the map to conquer territory. Mount amphibious landings. Launch huge U-boat campaigns in the Atlantic. Carry out strategic bombing strikes against enemy production centers. Send raiding fleets to cripple your opponent's shipping. And drop paratroop forces on enemy positions.

While the battle rages, you must constantly juggle limited resources between production and advanced research.

Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer able to control the Allies and/or the Russians.

In as little as one night, you can determine the fate of Europe!

Screen displays shown are from the Commodore 64. Actual screen displays may change without notice. Displays from other computer(s) may vary. Commodore is a registered trademark of Commodore Business Machines, Inc.
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