

# WAR IN THE GULF

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# WAR IN THE GULF


**TAKE  
COMMAND**  
of the long  
awaited sequel  
to the  
**Award Winning  
Team Yankee  
& Pacific Islands.**


The Iraqi Republican Guard have overrun the oilfields of Northern Kuwait. War in the Gulf follows the fortunes of a crack unit of M1 tanks as the action unfolds.





 25 battle areas individually coded to very fine detail.


 View the battlefield from four different perspectives using a 3D mix of bitmap and vector graphics.


 Take command of 4 tank units, simultaneously controlling 16 different vehicles through the unique split screen control system.


 Call upon the latest military technology including Laser-Range Finders, infra-red imaging, TOW, HEAT and SABOT missiles.


 Liberate Kuwaiti villages, capture oilwells and disrupt desert supply lines.

 Lay minefields and order up artillery barrages.

 Fast action, 3D real time, tank simulation using Empire's award-winning bit-mapped technology.

 Eight different types of fighting vehicles defined to incredible detail.

 M1 Abrams, the US Army's main battle tank during the Gulf War.

 BTR60's, T72's, BMP's, M2 Bradleys, M113 APC's, ITV's, Hughes 500 Helicopters.

**REALISTIC...GRIPPING...**

**THE ULTIMATE BATTLEFIELD SIMULATION**

#### System Requirements:

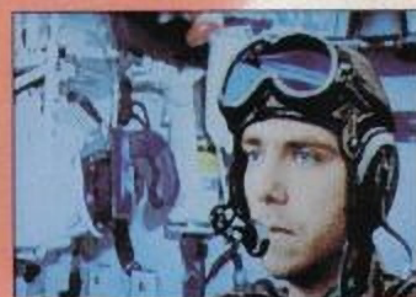
Amiga A500, A500+, A600, A600HD, A1000, A1200, A1500, A2000  
512K RAM, Kickstart 1.2 or higher, Mouse Required.



**Commodore  
Amiga**

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SOFTWARE