

WHEN TWO WORLDS WAR™

The background of the entire cover is a deep space scene. A large, blue and white Earth is visible in the upper center, partially obscured by the title. Several spacecraft are scattered across the scene: a large, complex ship with multiple yellow and red sections is in the foreground; a smaller, sleeker ship with red lights is to its left; and two more smaller ships are further back, near the Earth. The sky is black with numerous white stars of varying brightness.

A Strategic Simulation of Interplanetary Conflict

Impressions™



Design the exact craft to fit your strategy!



Explore unknown enemy planets and attack!



Increase your technical knowledge to build better craft!



Create your own planets by specifying type and composition

Build an invasion force and conquer worlds!

Explore and conquer hostile planets in this science fiction galaxy! In *When Two Worlds War*, you take control of your planet's state of the art military workstation. This gives you the power to research new technologies, design and manufacture new units and command these craft to carry out your strategy!

The workstation is designed to give you all the information you need at your fingertips, and to let you design, build and command units with ease. *When Two Worlds War* lets you concentrate on the challenge of beating your opponent - not the interface!

When Two Worlds War is great fun played solo, but is at its best when played against a friend over a serial link or modem!

Unique, Innovative Gameplay!

Gameplay can be turn-based or real time; it's your choice! You can give units simple commands or more complex "programs", depending on how much control you want over each unit at every stage of the game.

Combat can take place in space or on either planet, adding new issues for you to confront when formulating your master plan!

Design the craft to fit your strategy!

There are no restrictions on unit types; if you want a unit that does not exist, all you have to do is design and build it! You can create craft capable of transport on land, sea, air, space or on all of these! Of course, with limited resources and time, you need to decide whether to go after that wonder-craft right now or to build a few more tanks first! Using a *build unit schedule*, you can easily change the priority for each unit to be built, which comes in handy when you need an interceptor in a hurry!

Enormous Replay value !

When Two Worlds War offers countless hours of challenging fun! In addition to the missions supplied with the game, you can create your

own worlds (generated either randomly or according to parameters set by you) and scenarios! Campaigns are possible by managing one world through conflicts with several opponent worlds. You can conquer the entire galaxy if you are good enough!

Talk to your Computer!

Use your own voice to tell the workstation what to do using your Aria soundcard with speech recognition device! This superb feature recognizes your voice without you having to program it! Now *that's* realistic!

Game Features

- Modem support
- Aria speech recognition
- Rich 256 color VGA graphics
- Digitized speech and sound effects
- World generator
- Unit design facility
- Real-time or turn-based play
- Unit program generator

Impressions™

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IBM PC VGA Screenshots