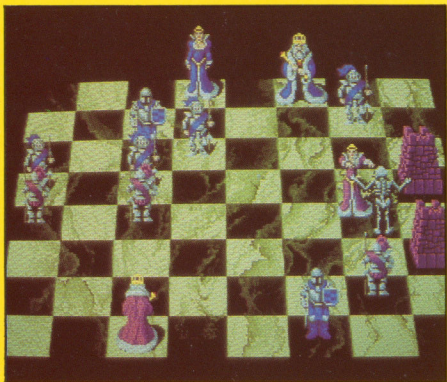
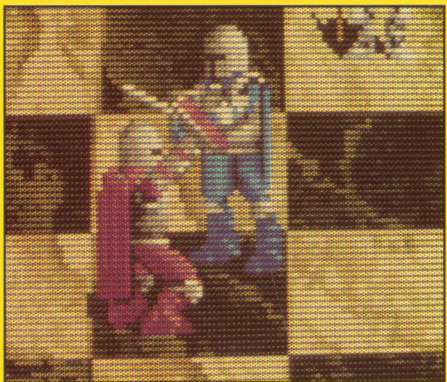


AN ENTIRE MEDIEVAL WORLD AT WAR ON THE CHECKERED FIELD!

The 3D animations and incredible sound effects bring Chess to life!



Amiga screenshots. Other versions may differ.



Y62741E1

- * Over 2 megabytes of 3D animations.
- * Stunning sound effects.
- * Play against the computer or your friend, or let the computer play itself.
- * 6 levels of play.
- * Traditional 2D view available.
- * Manual with Chess rules for beginners included.

Only Battle Chess combines a magnificent chess logic system with colourful and dramatic three dimensional animations.

Interplay

Y62741XB



5 015839 627415

BATTLE CHESS

Interplay



37



C64

C64



Interplay

LICENSED BY

ELECTRONIC ARTS®
Home Computer Software



Interplay Productions

"Never ever let the quality slip". This is the theme we always keep in mind. We have a lot of talented people here. We know if we work hard enough we can put out great games that we all can enjoy and be proud of. You may have heard of some of our other products such as *Wasteland* and *The Bard's Tale* series, all of which were published by Electronic Arts. *Battle Chess* and *Neuromancer* are our very first games to be published under the Interplay name. We hope you have fun with them!



"Do you have any idea what it's like to have an artist hand you eight disks worth of animation data and your boss tells you that you have to pack it down to one?" Well that's what happened to us. It would have been much easier if we could have given away a hard disk and a 2MB RAM card with every game! I can remember Todd, Jay, Bruce and myself working weekends and long hours, without such luxuries as sleep and then having to go home and promise our wives that it would be over soon. It's been one tough haul but we're very proud of *Battle Chess*. I have to admit we had a lot of fun story-boarding the combats even though most of that credit goes to Todd. We would like to make a special mention to him for breathing so much life into a very special project."

Michael Quarles

Programmed by **Micheal Quarles, Jay Patel, Troy Worrell**
Designed by **Interplay Productions**
Produced by **Brian Fargo**
Artwork by **Todd J. Camasta, Bruce Schlickbernd**
Sound FX by **Kurt Heiden**
Testing by **Tom Decker, Bruce Schlickbernd**
Original manual by **Bruce J. Balfour, Steven M. Tymon**
C64 version: **Allen Adham**

Battle Chess is a trademark of Interplay Productions.
C64 is a trademark of Commodore Business Machines, Inc.
©1988 Interplay Productions.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address below, together with a proof of purchase, a statement describing the defects, and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Media Replacement

Electronic Arts will replace user damaged media if the original media is returned with a Eurocheque payable to Electronic Arts Ltd. for £5.75 (inc. VAT) for disk or £3.45 (inc. VAT) for cassette.

Electronic Arts Ltd., 11/49 Station Road.
Langley, Berks SL3 8YN, England.