

BROADSIDES™



STRATEGIC SIMULATIONS INC

C-64™/128™

Mini floppy disk for
the Commodore
64™/128™

"BEAT TO QUARTERS! RUN OUT THE GUNS, AND CLEAR FOR ACTION!"

These urgent commands of the 18th-century captain are now yours to issue as you re-enact legendary naval engagements from the age of fighting sail.

BROADSIDES™ is a game of non-stop naval action, as fast and demanding as the historical battles it re-creates: *Constitution* vs. *Guerriere*, *Bonhomme Richard* vs. *Serapis*, and many more.

In this two-player and solitaire simulation, both ships will be rigged, manned, and armed just like the real ships were, and will handle in the wind just as real ships sailed.

For speed of play, the **ARCADE** game lets you sail right into the action. You set your course, maneuver and fire broadsides as fast as your crew can reload.

For authenticity and historical detail, the **TACTICAL** game puts you on the quarter-deck. There, you make the decisions real

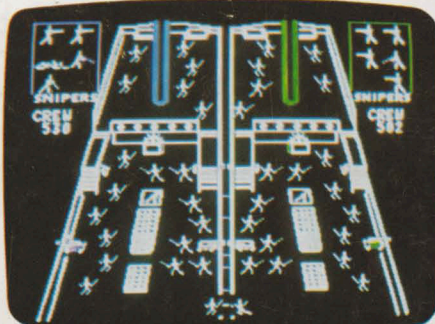
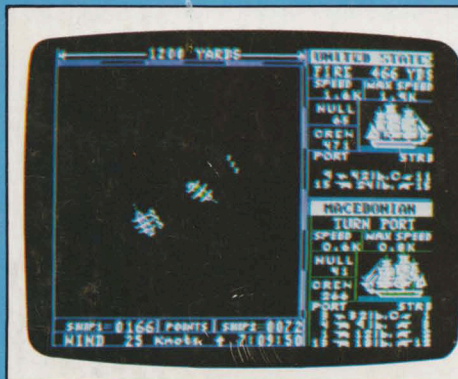
captains had to make: How much sail? What course for best speed? Aim your guns for the rigging or waterline? What range? Load with solid shot or grape shot?

When the ships move within grappling range, your boarding parties and sharpshooters will decide the battle. As you watch the action on your screen, you'll take a saber in hand and plunge into the heart of the fight.

If you wish to depart from the historical ships provided and design your own naval legends, **BROADSIDES** lets you build frigates and ships-of-the-line from the keel up, rigging them, manning them, and arming them with everything from 12-pounders to hull-smashing carronades.

The enemy's guns have been rolled out, his sharpshooters are in his tops, and he's almost within range. The battle is about to begin.

"STAND TO YOUR GUNS! TAKE AIM! WAIT 'TIL YOUR GUNS BEAR!"



This informative, Hi-Res color graphic screen display shows your ships moving much faster than real-time. Here, the ship firing its guns has overshoot its target.

During the semi-animated boarding phase, you can order your sharpshooters to aim for the deck or enemy shooters. Your saber-wielding men can thrust, counter-thrust or hack away.

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