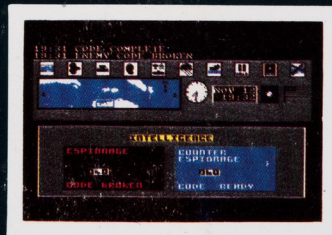


GUADALCANAL

Guadalcanal is a comprehensive strategic war game which covers the battle for the island in the latter months of 1942. The game has been designed with ease of play in mind, allowing total control over either the Japanese or the American forces. Using icons to move and control the air, land and sea units, the player must strategically deploy his forces and engage the enemy, on and around Guadalcanal, the aim being to gain eventual control of the island.

Many factors govern the outcome of the conflict and no game will ever be the same.



Designed and programmed by Ian Bird.
Graphic design by Ian Bird.
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Commodore 64 screens shown.
Manufactured in the United Kingdom
Fabrique en Grande Bretagne.

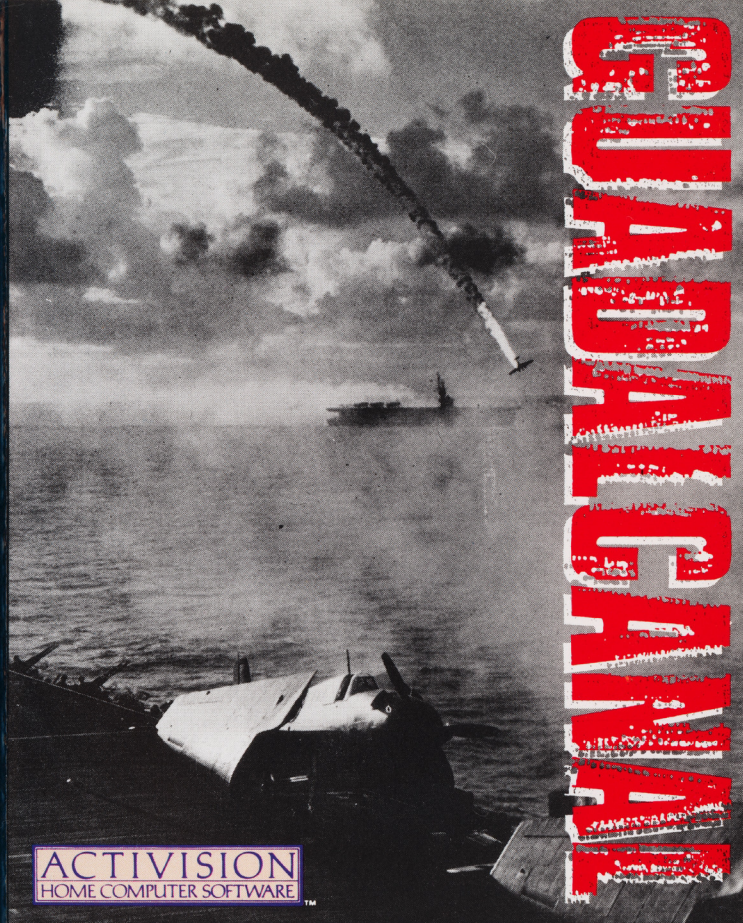


UDK 576

GUADALCANAL

ACTIVISION
HOME COMPUTER SOFTWARE

Cassette for
Commodore 64/128



ACTIVISION
HOME COMPUTER SOFTWARE

Cassette for Commodore 64/128

Designed by Ian Bird developed in collaboration with Alan Steel.