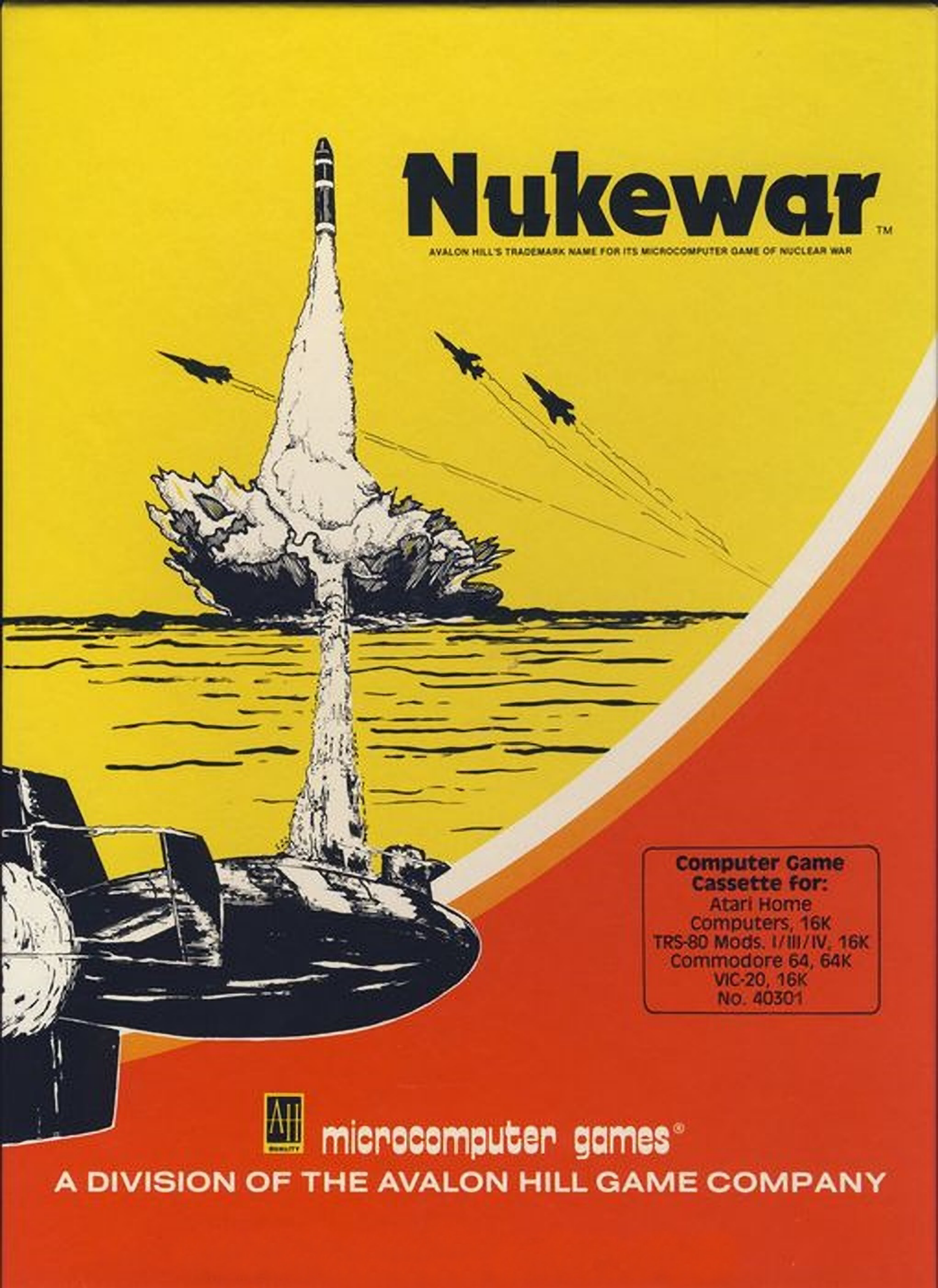


The cover art features a stylized illustration of a nuclear submarine on the water's surface, launching a missile. A large, billowing cloud of smoke and debris rises from the launch point. Three other missiles are shown in flight, trailing smoke as they move across the sky. The background is a solid yellow color, and the bottom right corner of the cover is a solid red color.

Nukewar™

AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF NUCLEAR WAR

**Computer Game
Cassette for:**
Atari Home
Computers, 16K
TRS-80 Mods. I/III/IV, 16K
Commodore 64, 64K
VIC-20, 16K
No. 40301



microcomputer games®

A DIVISION OF THE AVALON HILL GAME COMPANY



Nukewar

COMPUTER SIMULATION GAME

The time is the late twentieth century. Your country and a neighboring country have recently developed nuclear capability. Never the best of friends in the first place, your countries are now engaged in a massive nuclear arms build-up that has come to be known as "cold war". The stakes are as high as they come: literal survival for your citizens and your democratic way of life.

Your neighboring country is controlled by a cold and calculating computer whose sole objective is to annihilate you utterly! Tension mounts until either you or the computer launches a preemptive first strike. The nuclear destruction will then continue until either all weapons are expended or a truce is negotiated. Victory is determined by population remaining and world political opinion, which is usually against the side that started the war. If both sides lose enough people, neither one will win!

Each year, you must decide to allocate some resources into massive espionage efforts to locate enemy bases and industrial centers, or concentrate effort into producing more engines of nuclear destruction. You must choose among jet fighter-bombers, land-based missiles, missile submarines, or anti-ballistic missiles.

This computer simulation creates a hypothetical conflict between two abstract countries. NUKEWAR is very fast-paced and easy to learn, and can be enjoyed equally by game players of all ages and levels of experience. Best of all, once the nuclear war is over, you can bring the two countries back to life and try it all over again!

NUKEWAR is ready to run on the following computer systems: Commodore 64®, Atari 4/8/1200® with 16K Memory, VIC-20® with 16K Memory and TRS-80® Models I & III with 16K Memory.

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This game package contains a complete set of instructions and software for the above computer.