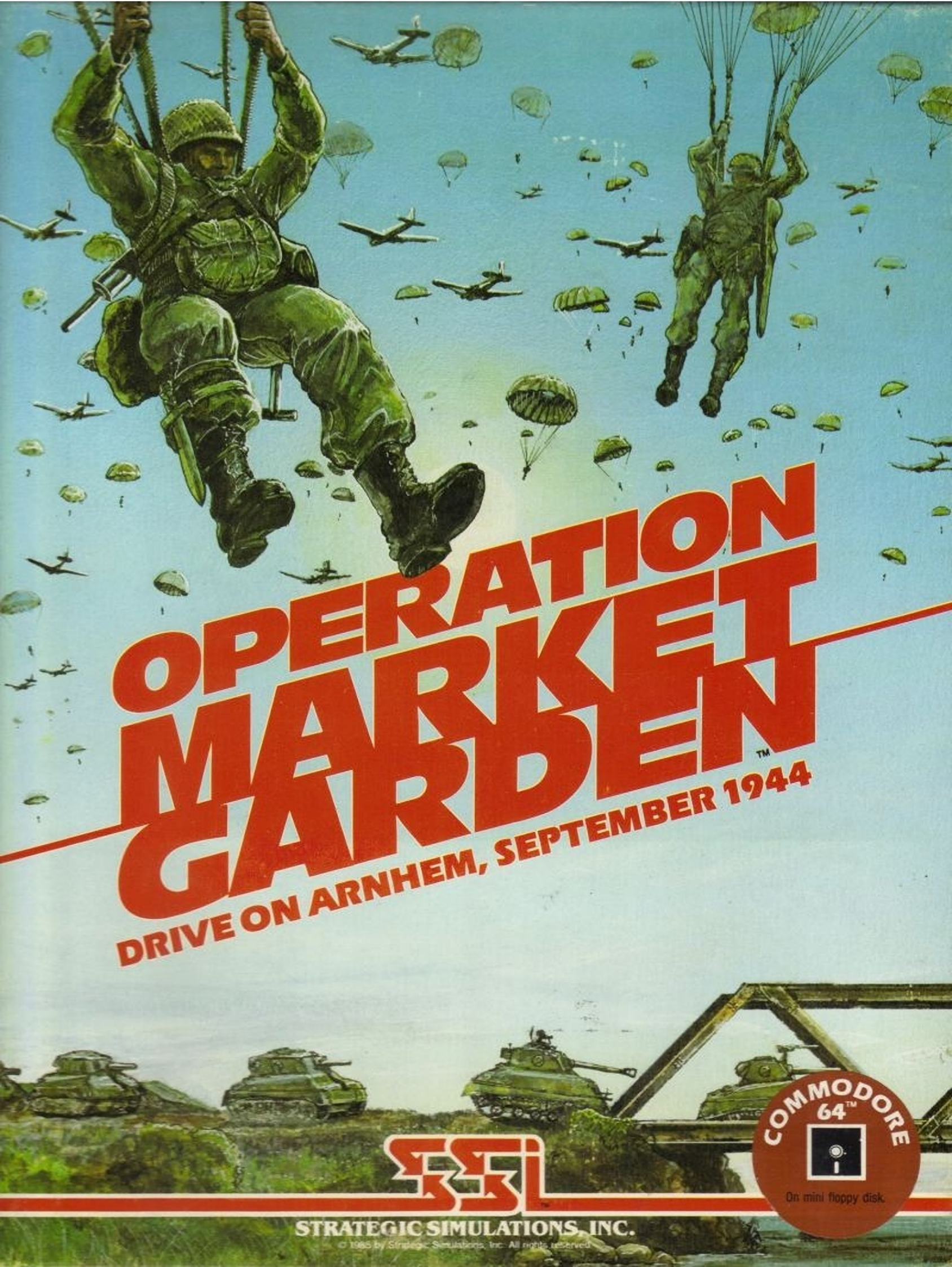




OPERATION MARKET GARDEN™

DRIVE ON ARNHEM, SEPTEMBER 1944



STRATEGIC SIMULATIONS, INC.

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COMMODORE
64™



On mini floppy disk.

AIRBORNE ASSAULT

OPERATION MARKET GARDEN was Field Marshal Montgomery's brainchild, a brash — and as judged by history, uncharacteristic and ill-advised — plan to accelerate the Allied invasion of Germany. Its objective was to secure the crossings over the great Dutch rivers, Maas, Waal, and Lower Rhine, thus opening a path for an armored advance into northern Germany before the onset of winter.

Launched September 17, 1944, Operation Market required the U.S. 101st, 82nd and British 1st Airborne Divisions to capture the bridges at Eindhoven, Nijmegen, and Arnhem, respectively. At the same time, Operation Garden demanded a 64-mile ground advance to Arnhem by the British armored 30th Corps.

Due to hasty strategic decisions and bad luck, Montgomery came up one bridge too short — and failed.



Scrolling Hi-Res color display covers the 31 x 32 hexgrid mapboard, showing your units, the complete road network, terrain, bridges, towns and cities.

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1) BR GDS HQ DIV ADV: 0 ART: 170
CP: 30 FORT: 0 EFF: 100 ORG: 0
SUPPLY: 0 STACK: 2 REPL: 0 CC: 1
ROUGH OP: 20 TRAVEL SUPPLIED

2) BR 2IG/5GDS ARM BATT ADV: 0
CP: 190 FORT: 0 EFF: 100 ORG: 0
SUPPLY: 0 STACK: 3 REPL: 0 CC: 1
ROUGH OP: 20 TRAVEL SUPPLIED

3) BR 3IG/5GDS INF BATT ADV: 0
CP: 65 FORT: 0 EFF: 100 ORG: 0
SUPPLY: 0 STACK: 1 REPL: 0 CC: 1
ROUGH OP: 20 TRAVEL SUPPLIED

(1-3) SELECT UNIT (Q)UIT
    
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Unit statistics of three British battalions.

Screen displays shown are from the Apple® Displays from other computer(s) may vary.
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For the armchair general who'd like to try his hands at directing the historic operation — and possibly changing its outcome, SSI presents this realistic and exciting simulation.

It is really two games in one. The Advanced Game gives hardcore strategists full control of the action: For example, you plot artillery barrages and determine supply drops. The simpler Intermediate Game uses the computer to handle these chores. Hidden movement is an option in both versions.

From the battleground terrain to the original "cast of characters," every historical detail has been painstakingly recreated. Each engineer, infantry, mechanized infantry, tank, artillery, recon, elite glider and paratroop unit is rated for combat strength, effectiveness and fortification level.

Game play covers air strikes, combat, cross-river assaults, and bridge construction/destruction. Units can change between normal and travel modes, and are supplied along an extensive road network. You can build battalions into brigades and regiments, or break them down as you wish. As in the real battle, weather conditions will affect the availability of air strikes and reinforcement/supply drops.

Defensive/offensive fire phases and HQ command control impart a strong tactical flavor, further enhanced by such features as order of battle and time of battle. The former lets you decide which of your units goes first into combat; the latter determines how effectively they fight

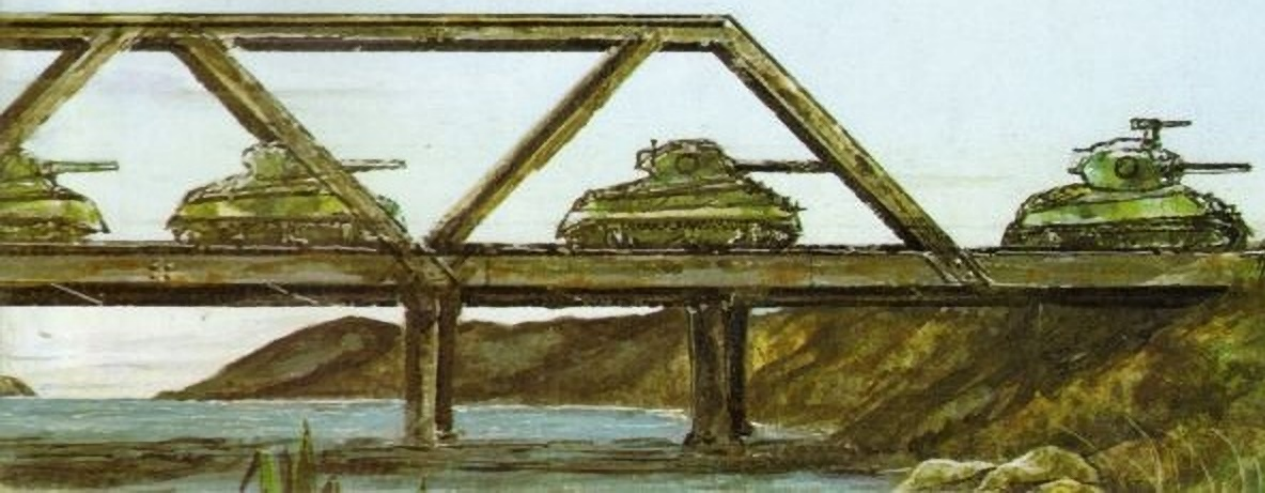
as a function of the length of time they have been in a given position.

The computer not only handles all administrative drudgery to make this simulation playable and fun, it also plays one mean game. If you opt for solitaire play, it directs the Germans.



A four-color laminated mapboard showing the entire battlefield is provided to help you plot strategy.

ARMORED ADVANCE



Made in U.S.A.