

POWER AT SEA ACCOLADE

The image features a stylized illustration of the bow of a ship, viewed from a low angle. The ship's hull is white with a prominent red stripe running along the bottom. The number '315' is painted in large, bold, grey characters on the white part of the hull. The ship's superstructure, including the mast and various antennas, is visible in the background. The entire scene is set against a dramatic, deep red background with swirling, cloud-like patterns. The title 'POWER AT SEA' is arched over the top of the ship, and 'ACCOLADE' is arched below it, both in a bold, yellow, sans-serif font.

1541 / 1571
Disk Drive
Commodore
64/128
Joystick Controlled

WWII
MILITARY
SIMULATION

Power At Sea: Relive the greatest naval battle in history!

It is the twilight of October, 1944. The Japanese Navy launches a top secret bid for victory in the Pacific. Some 70 Japanese warships and 716 planes split into three separate commands and silently converge on Leyte Island in the Philippines. As dawn breaks, the kamikaze pilots dutifully recite their common goal. "Annihilate the American Fleet!"

Accolade's **Power At Sea** whisks you back to World War II and places you at the helm of a U.S. convoy. Before you lies the chance to be a Commander in the greatest naval battle of all time — the Battle for Leyte Gulf.

As Commander, you direct one of the most imposing arsenals of firepower in the Pacific. A battleship, an aircraft carrier and a troop ship all await your orders. Pummel enemy positions on the beach with your big guns, then send in the Marines to mix it up or mop up. Shell the fearsome Japanese destroyers then finish them off with an air strike from your fighter bombers. Each wave of action in **Power At Sea** thunders across the screen as the graphics and sound bombard the senses.

Will history repeat itself or can a cunning enemy rewrite it? In **Power At Sea**, the destiny of the free world is in your hands.



Issue orders from the bridge. Monitor damage to the fleet, then formulate your strategy. Wait... enemy destroyers sighted! "Battlestations! Prepare to attack!"



Better weaken that beachhead before you try to secure it with your leathernecks. "Kaboom!" The ship's deck trembles as the massive guns pound each enemy stronghold.



You're off on a mission to drop a torpedo bomb down this Japanese destroyer's smokestack. Stay sharp! A direct hit can send your fighter bomber into the drink.



A kamikaze attack is heading right into your sights. If you don't knock out these suicide planes with anti-aircraft fire, you could be sunk.

Actual game screens and graphics from Commodore 64/128 version of the game. Other screens may vary. Licensed from Distinctive Software, Inc. © 1987, 1988, Accolade™ Inc. All rights reserved. Commodore 64/128 is a registered trademark of Commodore Business Machines, Inc. IBM is a registered trademark of International Business Machines, Inc.



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