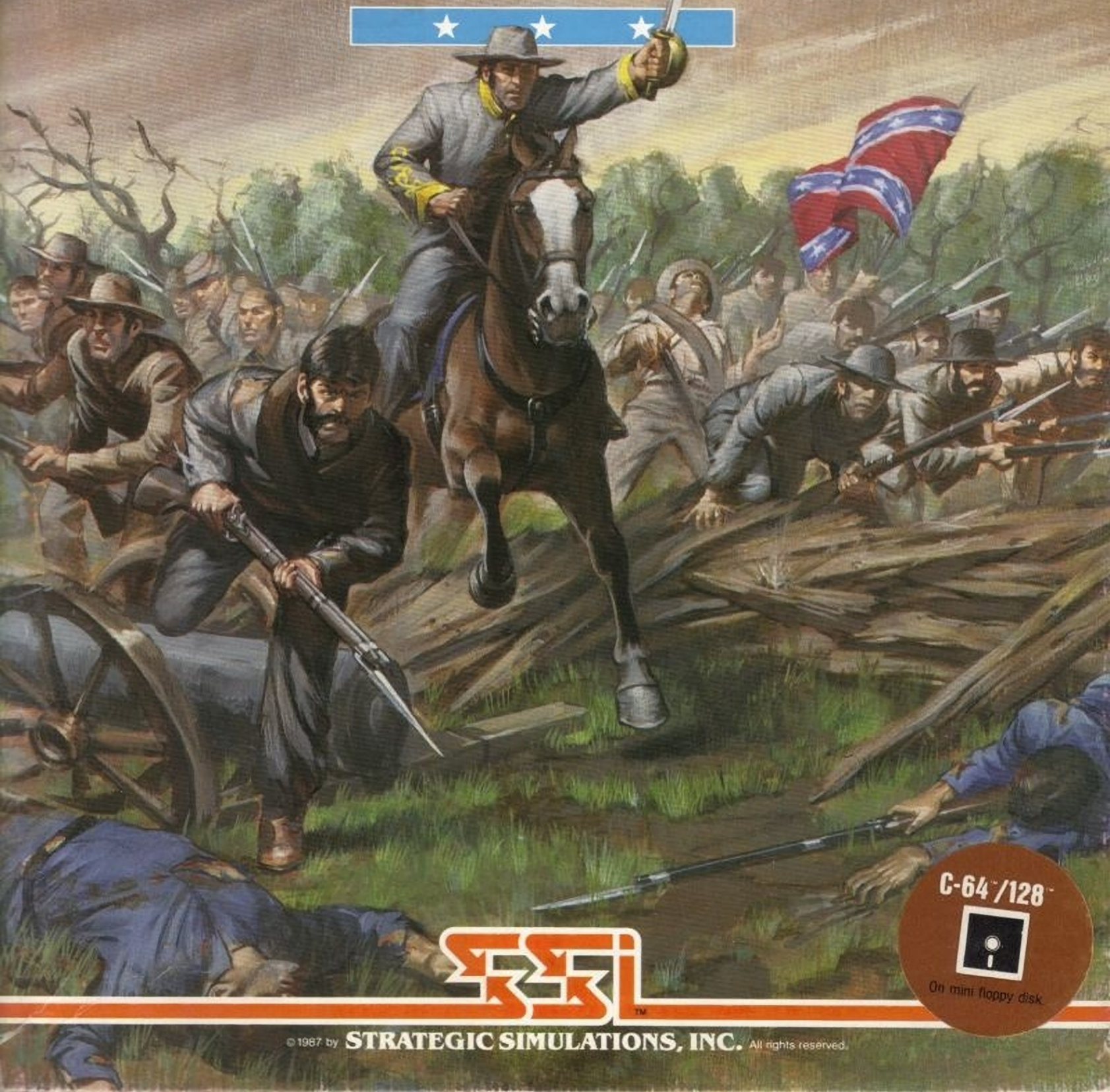


REBEL CHARGE AT CHICKAMAUGA™



C-64/128



On mini floppy disk

THE BLUE:

By August 1863, after the victories at Gettysburg and Vicksburg, the Union had the full momentum of the war behind it. The Federal Army of the Cumberland under Major General William Rosecrans was sent eastward to march against Chattanooga, the rail center of the South, and against General Braxton Bragg's Army of Tennessee.

THE GRAY:

Bragg was more than prepared to take on the Union. He had Longstreet's corps sent down from Virginia to reinforce his planned attack against Rosecrans' invading force. So it was that at dawn on September 19, both sides were poised around Chickamauga Creek, prepared to prove its Cherokee name prophetic — 'River of Death.'

Rebel Charge at Chickamauga is the definitive simulation of what was the South's last major offensive thrust — the Battle of Chickamauga. Using a refined version of the superb game system seen in SSI's *Gettysburg: The Turning Point*, this game faithfully recreates the two-day battle in 13 turns, each representing two hours of real time. For all its realism and detail, this game is extremely playable and fast moving.

"ZOOM IN" TACTICAL MAP, "ZOOM OUT" STRATEGIC MAP.

The battlefield is represented by a large 64x54 square-grid map (which also comes as a four-color, laminated card). One of the most significant refinements we've made to the *Gettysburg* system is the ability to switch back and forth between a strategic and tactical display during play. The former fills the screen with a 40x20 map to give you an excellent overall view; the latter zooms in for greater detail by providing a 20x10 square-grid area. Both are truly usable since you can play the entire game in either mode.

HISTORICAL ACCURACY.

The map accurately reflects the densely wooded nature of the areas around Chickamauga Creek during the Civil War. Hidden movement in the game effectively simulates the historical fact that neither commander could determine the strength and position of his enemy. In fact, it was difficult for corps commanders to gauge their own position — a factor that played a major role in determining the outcome of battle on September 20, 1863. The cat-and-mouse feel of the actual battle has been fully preserved.



Strategic map allows you to see a larger view of the battlefield.



Tactical display zooms in for a closer look.



Tactical view using icons instead of symbols.

A variable reinforcement feature, where divisions and corps can become available up to four hours earlier or later than the historical schedule, simulates the uncertainty of battle that commanders actually faced.

THREE GAMES IN ONE.

Rebel Charge at Chickamauga is actually three games in one. The Basic Game, with simple rules and options, is for anyone who wants to get into the action without delay. (A separate Tutorial is available for the beginning wargamer.)

The Intermediate and Advanced Games allow you to make more complex decisions and deal with more intricate rules. But playability is never sacrificed. As an example, line-of-sight is simplicity itself: Press the "V" key and all the squares a given unit can see are instantly highlighted.

HISTORY REPEATED OR REVISED?

The real battle ended in a Union defeat, mainly due to a fatal error by Rosecrans in moving one of his divisions at the wrong time — a poor judgement caused by the equally poor visibility in the dense woods. This game sets up all the proper conditions to give you the unique opportunity to try and repeat — or revise — history. Find out how you would have done at the Battle of Chickamauga by playing against another player or against the computer, which can direct either or both sides.

Screen displays shown are from the APPLE®. Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

MADE IN U.S.A.

