

LUCASFILM GAMES™ PRESENTS

STRIKE FLEET™

THE NAVAL TASK FORCE SIMULATOR



COMMODORE 64 & 128*

C64 emulation mode

51 or 1571 disk drive required

STRIKE FLEET

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ELECTRONIC ARTS®

Only 5 Ships Left... And a Dozen Missiles Headed Your Way



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You've lost 3 frigates, a destroyer and a pair of Seahawks. \$2 billion in state-of-the-art hardware and hundreds of lives lost. The enemy has you in its sights and a dozen Kingfish missiles are headed toward your fleet. Your Ticonderoga class flagship is crippled. And the Phalanx system on your remaining destroyer is inoperative. Only quick thinking and decisive action can make the difference between decoration and court-martial.

Hunt down the enemy with phase-array radar and ultra long-range sonar surveillance systems. Launch Seahawk, Lynx or Seasprite helicopters for remote targeting or anti-submarine warfare.



Choose from 10 individual missions or fight a gut-wrenching campaign spanning 4 separate conflicts. Today's hot spots—the Persian Gulf, the Falklands and the North Atlantic—are your theater of operations.



Command your fleet from the Combat Information Center. Take control from the bridge of any vessel. Or strap yourself into hi-tech helicopters for a bird's-eye view of the battle.



Configure your task force from a dozen different classes of vessels like Oliver Hazard Perry frigates, Spruance destroyers and Belknap cruisers. Deploy up to 16 vessels in your strike fleet.



Take out enemy subs with torpedoes and ASROC. Modern weapon systems include Phalanx auto-cannons, Harpoon, Exocet and Tomahawk cruise missiles.

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