

WARGAMERS SERIES

THE ULTIMATE CONFLICT SIMULATION
THEATRE EUROPE



Wargaming for the Commodore 64

DATE: 14 October 1985
TIME: 0500 Hrs
PLACE: Europe

TELETEXT MESSAGE:

MASSIVE US INTERVENTION IN SYRIA.....
BONN DECLARES DESIRE FOR
REUNIFICATION OF TWO GERMANY.....
NATO BUILD UP IN WEST GERMANY.....
RUSSIAN TANKS CROSS WEST GERMAN
BORDER.....THEATRE EUROPE

THE PSS WARGAMERS SERIES

The PSS Wargamers Series has been created to combine elements of a strategy game like chess with the added excitement of Graphic Arcade Sequences.

The games require skill and mental agility and are designed for the person who wants a serious but stimulating game.

The Strategic Level of the games is played on a map system whilst the tactical elements of the game can if wanted be played in an arcade style with you actually firing guns and missiles etc.

Your role as commander of the forces is to outwit your computer opponent via the allocation of military resources in order to achieve your overall objectives.

THEATRE EUROPE - THE GENERAL SCENARIO

Theatre Europe portrays the next war in Europe. The player can choose to take the role of either the supreme commander of N.A.T.O. Forces or of the Warsaw Pact and has command of ground, air and nuclear units. The Battlefield is from Portugal in the West to the Crimea in the East, from Finland in the North to Yugoslavia in the South.

THEATRE EUROPE - THE GAME

Theatre Europe simulates the first 30 days of the war. In addition to being able to command either side, the player is able to choose the style of his opponent (The Computer). The 1st level is a beginners level, where the computer opponent will not use the nuclear option. If he selects level two, the computer will play a "Rational" game following the accepted strategies of NATO or the Warsaw Pact. In level three it will play a highly unpredictable game.

Features: Command either NATO or Warsaw Pact forces.
Three level game option
Music by Lennon & McCartney (Give peace a chance)*
Full colour Map/Poster included
Fully detailed instruction booklet.



Also available in the
PSS Wargamers series -
BATTLE FOR MIDWAY
Available for CBM64,
Amstrad, MSX, Atari.



THEATRE EUROPE - SCREEN DISPLAYS

(A) **MAP MODE:** This Displays the map of Europe and enables the player to see and control his ground units. It also shows any areas that have been dusted (subjected to persistent gas).

(B) **RADAR MODE:** Displays nuclear strikes, air attacks, fireplans of players own attacks and tracks incoming mis-

siles.

(C) **DECODE SCREEN:** Displays coded text messages and automatically decodes them.

(D) **AIR ALLOCATION SCREEN:** Allows the player to allocate his reserve air units to a variety of missions and/or army groups.

(E) **ACTION SCREENS:** Allow the player to take part in tactical level conflict.

Theatre Europe is available for the following machines: Commodore 64, Amstrad CPC464, Atari, MSX. Phone for details.

Whilst the producers of Theatre Europe have taken every care in researching this program to ensure the accuracy of details, we must stress that the events depicted in this conflict simulation are entirely fictitious - They must never be allowed to happen, the danger is that they might!

* © Northern Songs Ltd

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WARGAMERS SERIES

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THORN EMI Computer Software

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