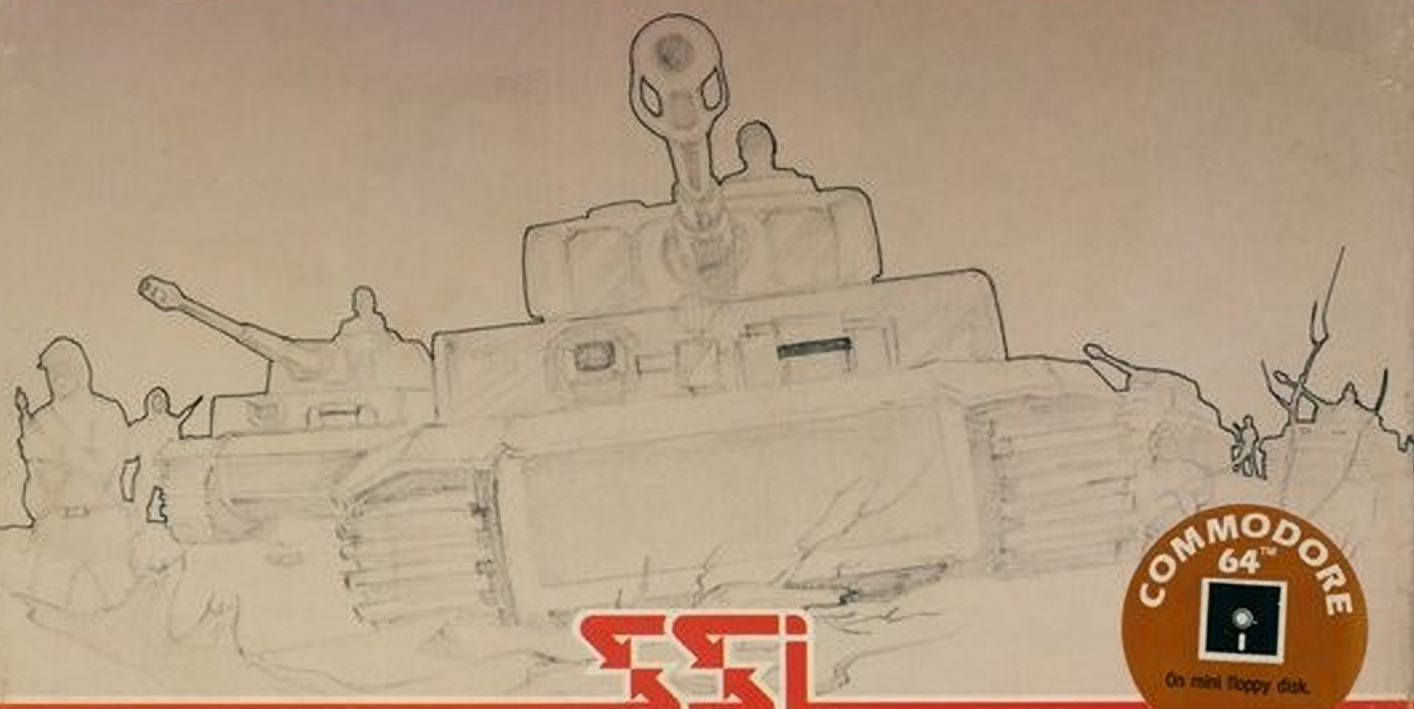


THE BATTLE OF THE BULGE: TIGERS IN THE SNOW



SSI

STRATEGIC SIMULATIONS INC



Through the eerie winter mist came a nightmarish rumble... **TIGERS IN THE SNOW!**



On December 16, 1944 — in the twilight of his Third Reich — Hitler played his last desperate hand and launched a massive surprise assault against the thin Allied lines in the Ardennes forest of Belgium and Luxembourg. Thus began the Battle of the Bulge.

The German infantry and armor units did enough damage and covered enough ground in the next three days to cause near panic among American generals. While the Allied forces regrouped and reinforcements prepared to move in, the Germans rumbled steadily toward the Meuse River and the open ground on the other side.

However, shortages of fuel and supplies seriously impeded Hitler's advance, and his troops never reached the Meuse.



The colorful ATARI® display of the battle-field can be scrolled in every direction. Germans face left and Allied forces face right. Displays from other computer(s) may vary.



The APPLE® display uses Hi-Res graphics to give you a colorful battle-ground in this excellent simulation of the Battle of the Bulge. Displays from other computer(s) may vary.

How would the Germans have fared if they had been led by a clear-thinking strategist such as yourself rather than a madman? On the other hand, would the German units have gotten as far as they did if the Allies had been under your command instead of the American generals?

Here's your chance to find out in this realistic and entertaining simulation of the Battle of the Bulge. ... **TIGERS IN THE SNOW!**

As the German commander, your goal is to cross the Forest of Ardennes and get to the other side of the Meuse River.

With division/regiment-sized units, you must storm through the Allied forces taking as many towns as possible. The game

contains a step-reduction combat system and attack/defense strategies, allowing you to choose among an all-out, medium, or light attack before each confrontation. The German mechanized units — which include the feared "Tiger" tanks — are permitted to move through enemy zones of control during an advance/retreat phase. Changing weather conditions are very important factors as they are your best defense against Allied air cover.

The computer unerringly calculates your expenditure of fuel and supply as you move across the map. It will subtract movement points if you get too low on fuel and combat points if you start running out of supplies (this is in addition to casualty losses).



There are even special rules regarding river-crossings and blown bridges, which will affect the strategy you choose for your final exit.

As leader of the Allied forces, your goal is the same as that of the American commanders in 1944: to hold out against the attacking Germans until your reinforcements arrive.

You want to keep the enemy from taking towns and prevent them from exiting the map. Your air cover will help you protect towns — if the weather is clear. You also have a choice of combat strategies: when you are attacked, you can either counter-attack, withdraw, or hold your ground. Your own artillery can offset the Germans' vicious barrage.

The game lasts fifteen turns, each turn historically representing one day.

If you choose not to play the two-player scenario, you may face the computer in solitaire; it does an admirable job playing either the Germans or the Americans. And if you just want to watch, your computer can assume both roles and show you how it would have fought the Battle of the Bulge!