

TIGERS IN THE SNOW

CBM
64/128



RE-WRITE WORLD HISTORY AS YOU ASSUME COMMAND OF THE ALLIED OR GERMAN FORCES IN THE ULTIMATE OFFENSIVE ON THE WESTERN FRONT!

TIGERS IN THE SNOW



CBM64/128



TIGERS IN THE SNOW

TIGERS IN THE SNOW is a computer simulation of the Battle of the Bulge which took place during World War II in December, 1944. The program allows you to recreate this famous battle assuming command of either the Allied or German forces. You have the option of choosing either the computer or another player as an opponent. You can also play both sides or have the computer play against itself. The simulation contains the following features:

Detailed Terrain Map
Historical Units
Attack/Defense Strategies
Weather
Air Power
Artillery

Supply
Combat Readiness
Second Combat
Reinforcements/Replacements
Fuel Limitations

The program gives you the option to save the game at the end of each turn. Careful attention to detail and accuracy truly makes **TIGERS IN THE SNOW** a tense and exciting game as Germany desperately tries to regain the offensive.



Manufactured in U.K. under licence from Strategic Simulations
Incorporated by Transatlantic Simulations,
Unit 10, Parkway Industrial Centre, Kingsgate Street, Birmingham B7 4LX.
Telephone: 021 359 8831

© 1986 Transatlantic Simulations. All rights reserved.
Unauthorized copying, lending or resale by any means strictly prohibited.

5 013442 531631

