

A CONSTRUCTION SET OF WW II COMBAT FEATURING

TYPHOON STEEL

AMERICAN, JAPANESE, BRITISH & GERMAN FORCES



C-64/128

5 1/4" disk

* Disk for the Commodore 64/128
with 64K minimum.

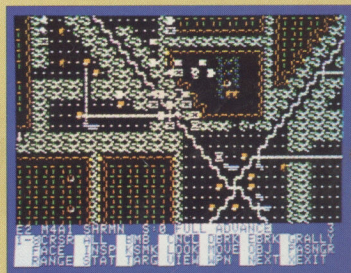


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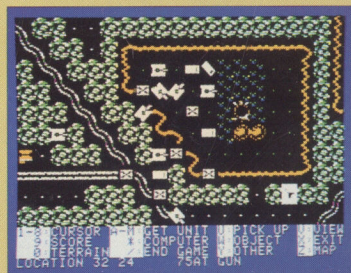
CAN YOU SURVIVE A BANZAI CHARGE?



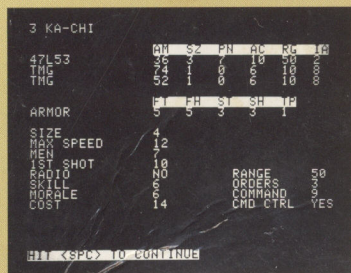
American forces struggle ashore at Iwo Jima.



Zoom out for a strategic view of a battle in the bocage...



Or zoom in for a tactical view of the same battle.



Weapons data for a Japanese Ka-Chi tank.

TYPHOON OF STEEL is a sequel to our best-selling **PANZER STRIKE!** game. The action is so detailed, you'll feel like you're caught in the middle of a banzai charge of the Japanese Army! Each unit symbol represents either one tank/gun or a squad of infantry; each square of the 60x60 map, 50 yards.

It also offers so much play flexibility that it qualifies more as a construction set than game. Powerful tools are provided to let you easily create your own maps, troops and missions.

Three theaters are covered: The Pacific Theater (Americans vs. Japanese); the Asian Theater (British vs. Japanese); and European Theater action involving American troops vs. German troops. This tactical game includes practically every ground weapons used in those theaters — from tanks, tank destroyers and artillery to trucks, mortars and machine guns. Pillboxes, mine fields, dragon's teeth, flamethrowers, and naval gun support are also included.

The ratings for armored vehicles go beyond even our usual high standards for realism. For example, armor is segmented into front and side of hull, front and side of turret, and top. Tracks can also sustain damage.

You can choose to simulate single battles or an entire campaign. The former lets you play against another player or the computer and to depart from the historical setups already provided by making use of the construction features.

The campaign scenario pits you against the computer. It creates the maps and determines the type of battles and offensive/defensive missions. You "buy" tanks, infantry and support units (such as artillery and anti-tank guns).

The ultimate objective of the campaign game is to fight — and win — as many battles as possible before the war ends. If you suffer heavy losses during one battle, it will take a long time for you to replace and upgrade your forces before you can fight the next battle.

TYPHOON OF STEEL.

It's the best construction set of World War II American, Japanese, British and German combat!

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

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