

THE COLLECTION

The PSS WARGAMERS SERIES has been created to combine elements of a strategy game like chess with the added excitement of a graphic arcade game. They are for the player who wants a serious but stimulating game requiring both manual dexterity and mental agility. The strategic level of the games is played on a map system, whilst the tactical can be played in an optional arcade style with you actually firing guns and missiles.

THEATRE EUROPE - STRATEGY GAME OF THE YEAR 1985 - CRASH/ZZAP/AMTIX.

Theatre Europe portrays the next war in Europe. Command either NATO or the WARSAW PACT forces and control air/ground/nuclear and chemical units. Optional arcade sequences put you actually in the hot seat. 3 Level game where Level 1 is for beginners (the computer opponent will not use the Nuclear option). Level 2 is a "rational" game following the accepted strategies of NATO and the WARSAW PACT. In level 3 the computer plays a highly unpredictable game where anything can happen.

"THE ATMOSPHERE GENERATED BY THIS EXCELLENT GAME IS UNRIVALLED BY ANYTHING ELSE AVAILABLE" ZZAP 64 JUNE '85 - GOLD MEDAL AWARD.

"HEAD AND SHOULDERS ABOVE ALL OTHER WARGAMES - A POWERFUL LESSON" CCI JULY '85.

WARGAMERS SERIES



"IT MAKES YOU THINK MORE THAN MOST GAMES" - AA RAVE - AMSTRAD ACTION FEB '86.

A C At (S avail soon) £9.95

MIDAS



"GAME CONCEPT OF THE YEAR 1985" CRASH/ZZAP 64/AMTIX "GAME OF THE MONTH" - C & VG JAN '86

"CRASH SMASH" - JAN '86

S A (C avail soon) £9.95

MIDAS - The Midas series of role playing real time graphic adventures are totally expandable. Not only do you have stunning 3D fully animated graphics, real time interactive conflict and conversation sequences, but you can transfer your player character into different scenarios from the Midas range. A series of expansion modules are also planned to add new opponents, larger scenarios and different quests to increase indefinitely the playing life of each game written with MIDAS.

SWORDS & SORCERY - represents the first example of the Midas range. As with all role playing adventures, the aim of the game is to develop your character - you might want to become an expert swordsman, or perhaps a cunning thief - all things are possible with Swords & Sorcery. There are also quests within quests for those who want to follow them - some are given, others must be found - some are lost causes - the choice is yours!

Although possibly the most complex program yet attempted on a home micro, the controls are simplicity itself. Just six keys will control your progress around the dungeon and operate the menu system for all your other commands.

"SWORDS & SORCERY REPRESENTS THE MOST SOPHISTICATED D + D TYPE GAME YET SEEN ON A HOME MICRO" COMPUTER GAMER - GAME OF THE MONTH - DEC '85

BATTLE OF BRITAIN

A 3 level game with you in control of fighter command during the summer of 1940. Optional arcade sequences include flying a Spitfire in aerial combat and firing an anti aircraft gun in ground to air fighting.

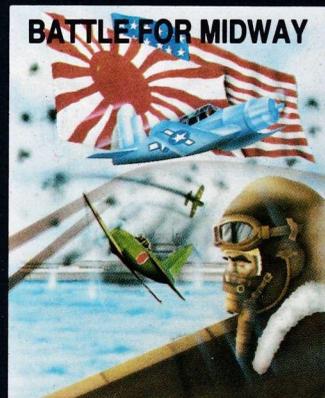


"ONE OF THE MOST PLAYABLE WARGAMES EVER" COMPUTER GAMER DEC '85 "GO AND BUY IT!" - AMTIX DEC '85 "SUPERB!" - ZZAP 64 XMAS '85

A C (S avail soon) £9.95

BATTLE FOR MIDWAY

You are in command of the US Pacific fleets 6 months after the attack by the Japanese on Pearl Harbour. It is a 3 level game depicting 3 different Japanese strategies.



"COMMENDED - STRATEGY GAME OF THE YEAR 1984 - C & VG "ONE OF THE MOST AMBITIOUS WARGAMES EVER RELEASED" ZZAP 64 DEC '85

A C S M £9.95

Strategic WARGAMES SERIES

THE STRATEGIC WARGAMES SERIES has been designed with the wargame "purist" in mind. The games are played on a map system, are "phased" and use symbolic representation of the units. Playability is the key note in the series with 5 levels of difficulty suitable for beginner and expert alike.

FALKLANDS '82

"A CLASSIC EXAMPLE OF HOW WARGAMES SHOULD BE PRESENTED" CBM USER JAN '86 "FALKLANDS '82 WILL CHALLENGE AVID WARGAMERS FOR MONTHS" COMPUTER GAMER JAN '86 AS

S C (A avail soon) £7.95

IWO JIMA - NEW RELEASE

In the closing stages of WWII, the US Marines fought their costliest and toughest battle of the entire war - the capturing of the island of IWO JIMA. You command those forces whilst the computer controls the Japanese.

C (S avail soon) £7.95

- A = AMSTRAD
- S = SPECTRUM
- C = CBM 64
- At = ATARI
- M = MSX



MACADAM BUMPER

Pinball Wizards will love this game. Playing the table provided will provide hours of fun, but with Macadam Bumper you can design your own layout - from positioning flippers and bumpers right down to adjusting the Tilt sensitivity. The possibilities are endless!

"THIS IS THE PINBALL GAME IN EXCELSIS!" RAVE OF THE MONTH - YOUR SPECTRUM NOV '85. "AN EXCELLENT PACKAGE" - 87% - CRASH SEPT '85

MACADAM BUMPER IS AN ERE INFORMATIQUE PRODUCT.

A S (C avail soon) £7.95



