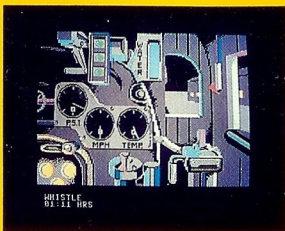


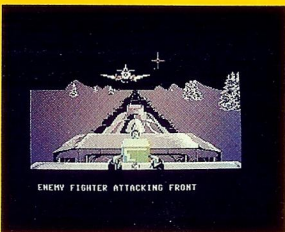
You and your accomplice must hijack the enemy war train. Wait! The Germans have spotted him! Hold them off with a spray of machine gun fire.



You control an armed WWII locomotive. Open the furnace, shovel coal, adjust the throttle. Blow the whistle to signal the Resistance fighters down the line.



Capture the station. Replenish your coal and water supplies. Intercept the enemy intelligence reports, then telegraph the Resistance forces with new orders.



To the Luftwaffe, an ordinary train is a sitting duck. But yours is anything but ordinary! Riddle the enemy fighter with rounds from your 50mm anti-aircraft gun.

These screen shots represent the Commodore C64/128 version. Other versions may differ.

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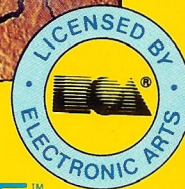
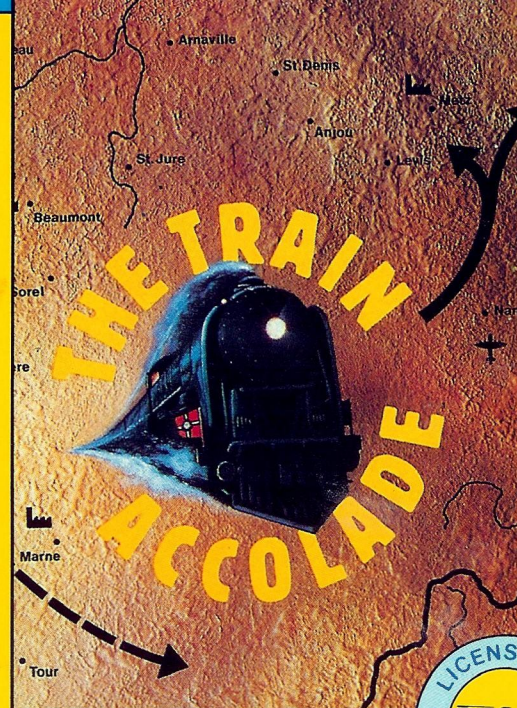
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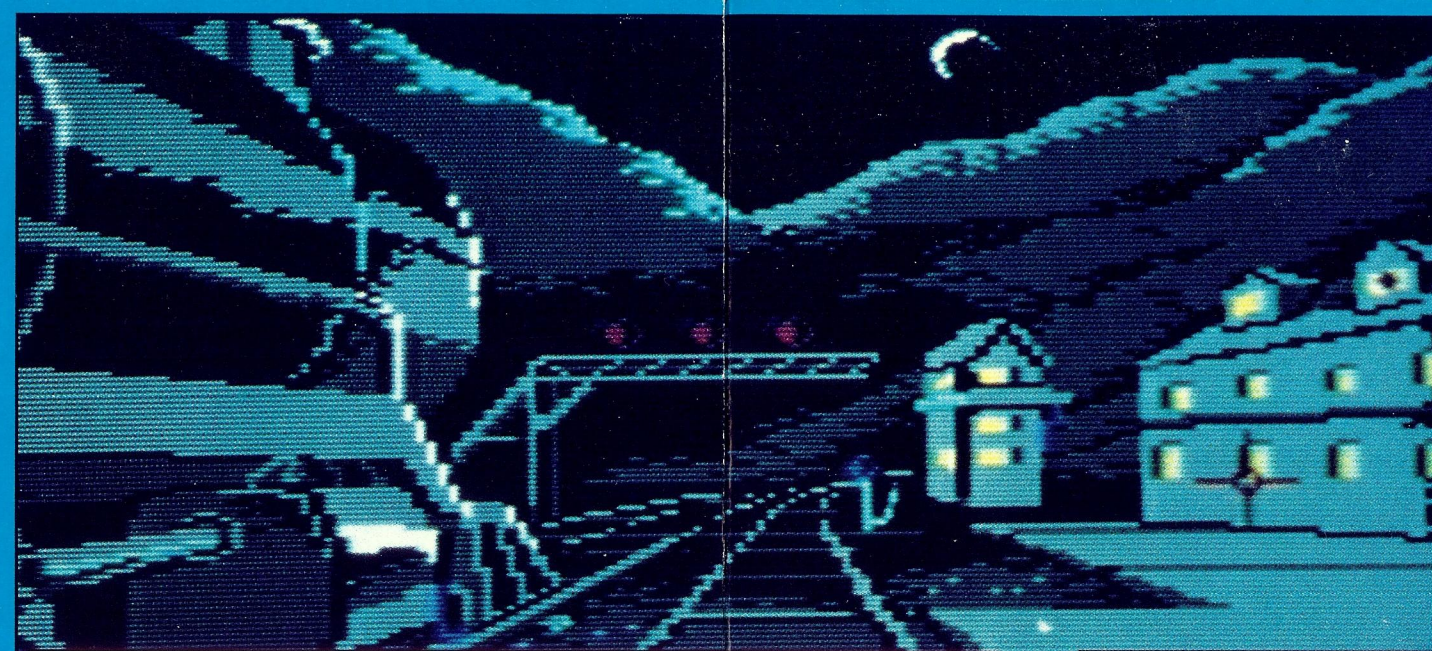
AMSTRAD

THE TRAIN ESCAPE TO NORMANDY

AMSTRAD



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THE TRAIN: A daring and deadly escape behind enemy lines!

August, 1944. The German stranglehold on Europe is slipping. The liberation of occupied France looms on the horizon. In an effort to escape the advancing Allied forces, the Germans begin a desperate evacuation of men, machinery and the spoils of war.

On the outskirts of Metz, a heavily armed train of the Third Reich sits sweltering in the dead of night. On board lies a secret cargo. Renoirs, Monets, Picassos—the entire plundered art collection of France—are to be smuggled to Berlin under a cover of darkness. Once in Hitler's clutches, these priceless masterpieces could be lost to mankind forever.

In The Train, you are a leader in the French Resistance. Your mission: capture the armored 'war train' and successfully commandeer it through enemy lines for a rendezvous with the Allies at Riviere, Normandy.

With the help of a brave corps of Resistance fighters, you'll actually engineer a WWII locomotive and engage in some of the most realistic and hostile combat simulations ever created for the personal computer. Traps, ambushes and sabotage may await you at any station, any bridge or any crossing. Enemy Planes will strafe you in heated pursuit. Gunboats can blast you right off the rails.

The Train. Shovel coal or shovel your own grave.

ACCOLADE™
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ABOUT OUR COMPANY:

Accolade was founded by game designers. Their attention to eye-catching detail, emphasis on the highest quality graphics, and understanding of challenging play has set the standard for all of our products. These standards, coupled with the imagination and vision of other designers and developers around the world who have joined us, have produced the finest software available today. In Europe our products are published by Electronic Arts Ltd. If you'd like a product brochure, please send a stamped, SAE to: Electronic Arts, 11/49 Station Road, Langley, Berks SL3 8YN, England.

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