

A COMPUTER SIMULATION GAME OF MAN-TO-MAN COMBAT IN WORLD WAR II



STRATEGIC SIMULATIONS INC.



THE SWEAT AND DEATH OF WAR



**U.S ARMY
SOLDIER
DOSSIER**
**SERGEANT
J.C. "BUCK"
PADOOKA**
Weight: 8
Strength: 7
Intelligence: 7
Dexterity: 5
**Power of
Observation: 8**
**Marksmanship
Throwing: 7**
Firing: 7
Hand-to-hand: 8



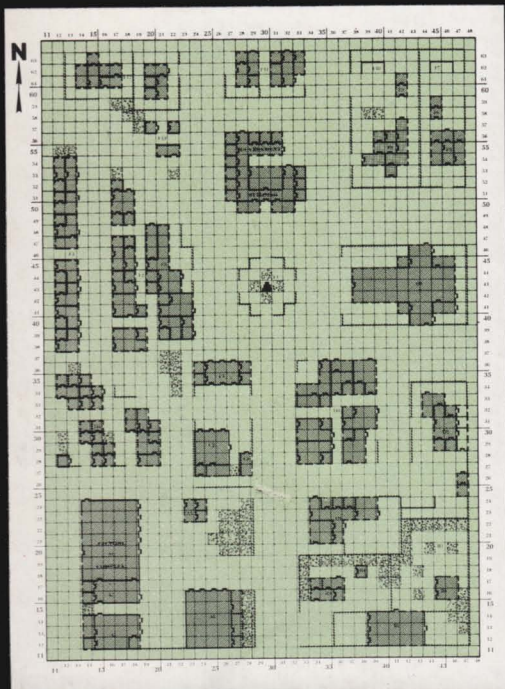
**WEHRMACHT
SOLDIER
DOSSIER**
**FELDWEBEL
KURT REICH**
Weight: 7
Strength: 7
Intelligence: 6
Dexterity: 6
**Power of
Observation: 7**
**Marksmanship
Throwing: 6**
Firing: 6
Hand-to-hand: 9

This second, improved version of **COMPUTER AMBUSH** gives you the toughest tactical situation in warfare — the gut-wrenching experience of man-to-man combat so realistic and detailed you'd swear you're in the middle of a half-ruined French town during World War II.

YOU'RE A SERGEANT. You command a squad of ten infantrymen (either American or German). Each man has a name and even a personal background and comes rated for such critical combat skills as footspeed, strength, intelligence, endurance, and marksmanship....all of which affect the success of every move you order.

For true flexibility, we've now provided the option to rate the soldiers to your own specifications.

WEAPONS. Your squad is armed with grenades, rifles, automatic weapons, plastic explosives, bayonets, and even garottes. You fight with carefully aimed shots, area bursts, explosions, and hand-to-hand combat. They can result in wounds or deaths, depending on time, distance, the skills of each soldier, and your ability as a squad leader.



**Simulated
video map
display.**
**Screen shows
a third of
this overall
map at any
given time.**
**Terrain
includes open
spaces,
buildings,
rubble,
hedges, doors,
windows,
walls, and
statue —
all of which
have different
movement
costs and
visibility
factors.**

BATTLEFIELD. Using "Higher Text," a character generator, the computer displays a map showing buildings (which your plastic explosives can turn into rubble during the game), walls, hedges, doors, windows (nasty sniper positions!), and each of your men by name. The enemy is usually hidden, depending on the extensive line-of-sight rules.

PLAY A FRIEND. You take turns examining the video map display, moving your men, and firing weapons. Your options are limited by casualties, wounds, physical exhaustion, ammo supplies, terrain, and the individual skills of your men. The same is true for your opponent.

After each turn, the computer displays the movements and weapons fire of both squads as tracks on the video map....just once, so watch carefully to figure out where the enemy is, or was.

PLAY THE COMPUTER. We've improved and expanded the solitaire version so that the computer plays the German squad leader (*Feldwebel Kurt Reich*) to perfection in multiple scenarios. You're Sergeant Buck Padooka. You maneuver your men and fire at revealed and probable German positions. The computer's a tough, experienced squad leader; so don't expect to win very often.

FAST ACTION. As unmatched in complexity and authenticity as this game is — where even the time for the flight of a grenade or bullet is taken into account — we've made sure the action proceeds at a brisk pace for undiminished enjoyment. Our new assembly language execution phase handles total simultaneity in execution orders twenty times faster than before.

STRESS AND SWEAT. The time pressure and meticulous detail of **COMPUTER AMBUSH** create the stress of actual battle command. Your palms sweat as you watch PFC Chuck Lawson get blown away by that damned Kraut machine gun you forgot when you ordered him to sneak across the alley. If you can imagine a game that's more complex than chess, requires faster decision-making, rewards courage and cruelly punishes foolhardiness....that's **COMPUTER AMBUSH!**