



THE BATTLE OF BRITAIN

THE GREATEST AIR BATTLE **2** IN THE HISTORY OF WARFARE

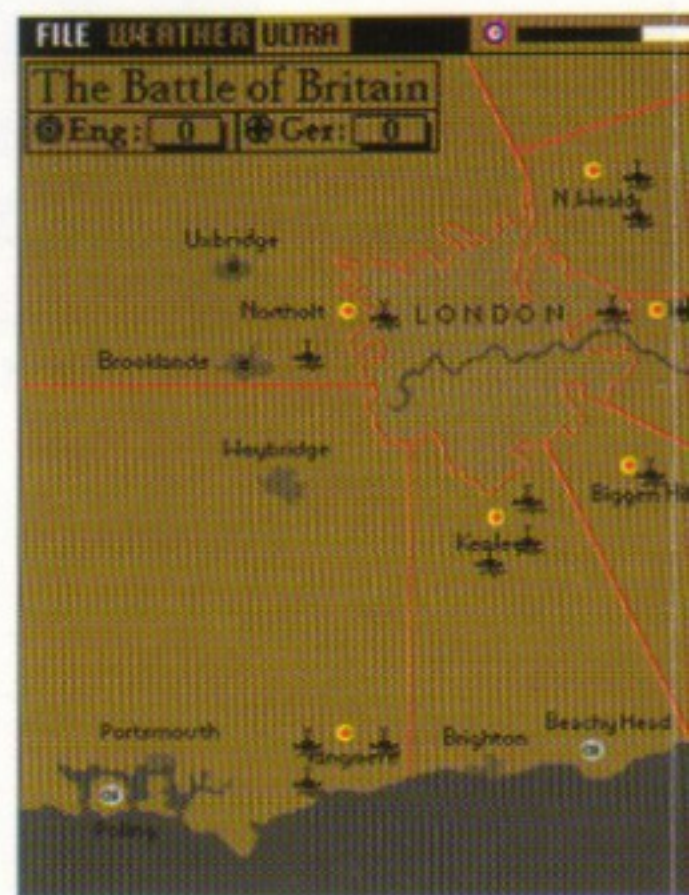




High, high above the green fields of England, in the clean clear skies of the finest summer seen in years, a battle raged. Hardly more than specks in the air, they swooped and swirled and trailed great

sinuous plumes of white smoke in a slow and deadly ballet. Through the whole of that fine summer of 1940 an island country's tiny air force with its young and inexperienced pilots held off the incessant attacks of the German Luftwaffe — the

mightiest air armada the



world had ever known. This was the battle that many say decided the fate of the world. This was The Battle of Britain.



THE BATTLE OF BRITAIN II is an historically accurate recreation of the greatest air battle in the history of warfare. It employs the identical plotting map used by RAF Fighter Command in the summer of 1940 to track incoming raids, and the identical tote-board system to quickly vector the



precious few Hurricane and Spitfire Squadrons to intercept those raids. The player will have his hands full tracking Radar and Ground Observer reports, analyzing the size and potential threat of "UNIDENTIFIED AIRCRAFT 200+ SPOTTED VICINITY BIGGEN HILL...", interpreting the daily "Ultra" intercepts, and coping with

the weather, dwindling resources, and the Luftwaffe's sometimes uncanny ability to out fox you at every turn.

By BOMBER author, Rene Vidmer.

HORN CHURCH		54[M]	65[M]	266	74
	RELEASED	RELEASED	RELEASED	RELEASED	RELEASED
	AVAILABLE	AVAILABLE	AVAILABLE	AVAILABLE	AVAILABLE
	AT STANBY	AT STANBY	AT STANBY	AT STANBY	AT STANBY
	ORDERED ON PATROL	ORDERED ON PATROL	ORDERED ON PATROL	ORDERED ON PATROL	ORDERED ON PATROL
SQUADRONS No 54 Spitfire S.L. James Leathart No 65 Spitfire S.L. A.L. Holland No 266 Spitfire S.L.R.L. Wilkins No 74 Spitfire S.L. Francis White	DETAILED TO RAID	DETAILED TO RAID	DETAILED TO RAID	DETAILED TO RAID	DETAILED TO RAID
	ORDERED TO LAND	ORDERED TO LAND	ORDERED TO LAND	ORDERED TO LAND	ORDERED TO LAND
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	SORTIES	SORTIES	SORTIES	SORTIES	SORTIES
	54	54	54	54	54

"I found a game simulation that blew me away. That super game is called The Battle of Britain II and it may very well make you forget all about whatever ails you... It's a superb, thinking person's computer game that proves you don't need arcade graphics to have fun playing computer games." DON CRABBE, CHICAGO SUN-TIMES

"If you're in the market for an entertaining, easy-to-play military-strategy game — one that forces you to act and react quickly to sudden attacks — look no further." MACWORLD

"The documentation in The Battle of Britain is superb, it is also remarkably brief... Frankly, the game is easier to learn than Chess and, in many ways, more absorbing... Don't miss it if you want a gaming distraction that is, at once, enjoyable, pleasant, easily learned, historical and *lite*." COMPUTER GAMING WORLD



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A CHAOS TECH COMPANY

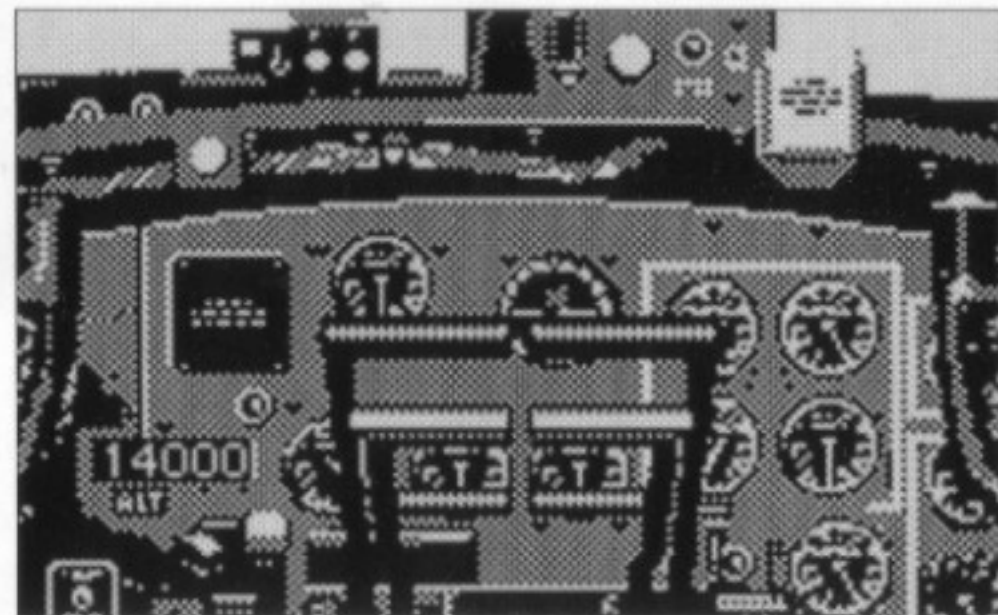
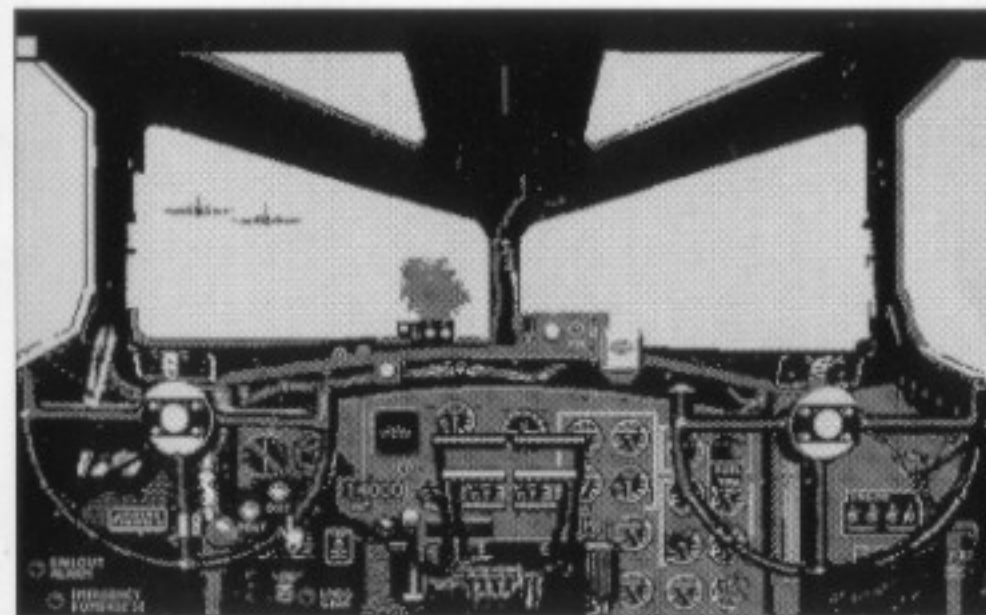
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AVAILABLE AT YOUR LOCAL SOFTWARE DEALER OR CALL: 516-433-9800



DEADLY/GAMES AWARD WINNING WWII SIMULATION

BOMBER²



Gentlemen, today's target...the oil refineries at Magdeburg. Takeoff in one hour.....

Flak ahead, Skipper.

No.4 engine hit!.....

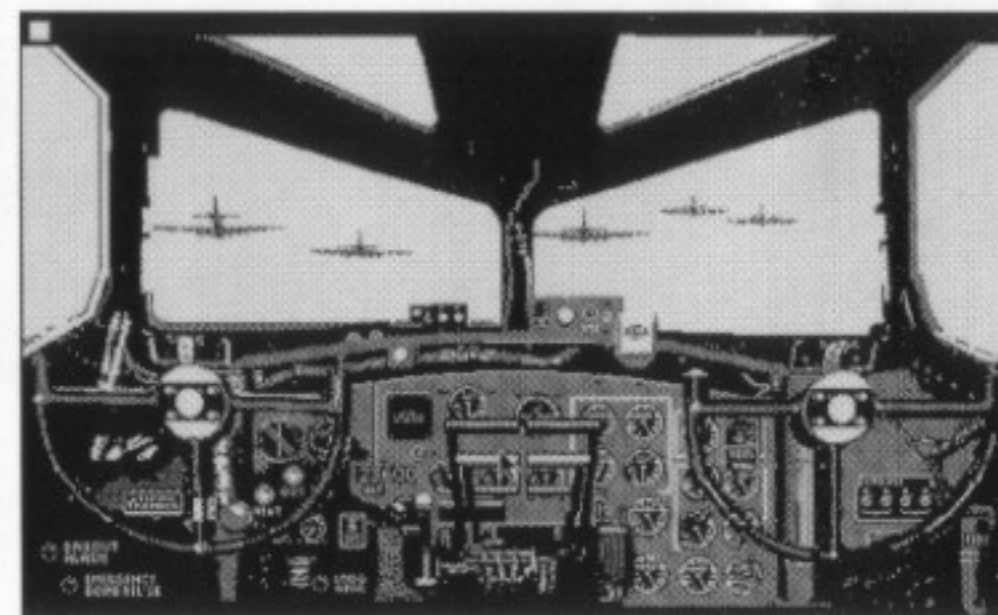
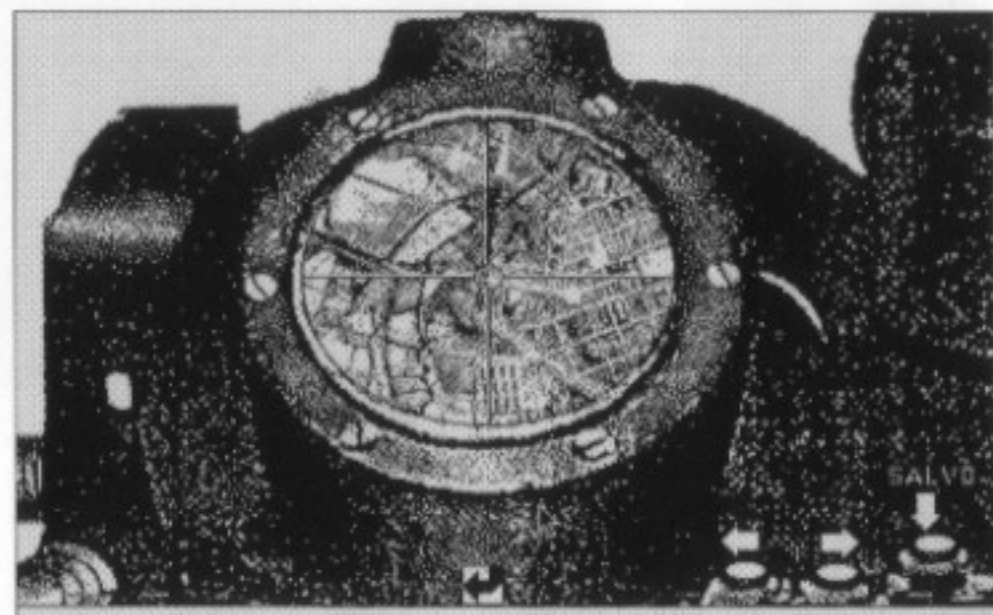


.....Prop feathered, Skipper.

Bandits nine o'clock!!!

Get'im Portwaist.

Go'im!



Thirty seconds to target.....Fifteen seconds.....Bombs away!

Nailed it, Skipper!

Let's go home, crew.

"YEAR'S BEST SIMULATION: BOMBER.

A great simulation, provides more than an entertaining escape: it evokes an entire world. Stacked at the top of the list is BOMBER by Deadly Games."

GAME HALL OF FAME, MACWORLD

"Combining digitized sound with realistic graphics, it has the look and feel of real bomber missions... BOMBER is extremely enjoyable and is recommended for all Mac gamers." DRAGON MAGAZINE

"BOMBER is a great simulation... Great sound." MACUSER

"The game is fun to play, easy to learn, unpredictable enough to maintain interest, and — the hallmark of a good game — highly addictive... The temptation to fly just one more mission is very strong..." M.U.D.SLINGER



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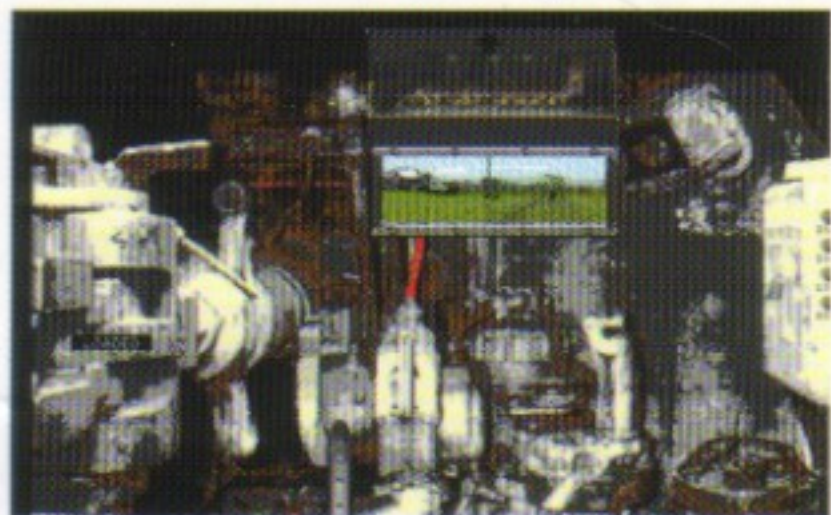
"WE'LL WIN THE WAR WITH THE M4."



**M4™
SHERMAN
TANK
SIMULATOR**

16 DECEMBER 1944: SOMEWHERE IN THE ARDENNES

A pale dawn is just breaking over the distant tree-lined hills when your M4's radio receiver suddenly crackles to life: "Charlie two, Charlie two, this is Charlie



SWING THAT MOTHER 10 DEGREES LEFT. CRANK IN ANOTHER 2 DEGREES ELEVATION. HIT THE FIRE BUTTON. BRACE FOR THE RECOIL. KABOOM! LIKE SITTING DUCKS. ONLY THESE DUCKS SHOOT BACK.

one... Message... over." Reaching down through the open turret hatch your gunner hits the transmit button. "Charlie two... You will proceed to and secure sector coordinates 5206... Confirm... over." All five of you breathe a collective sigh of relief. No mention of a counterattack. No mention of Tigers nor Panthers on the prowl. While the other four members of your crew load and store a new supply of armor-piercing shells, you hunker down in front of the transmitter and dial up the Recon Company four or five clicks down the road. "Recon One, wait... I got nothing to the North of you... I got light weapons, personnel carriers, trucks due East of your position..." No sweat. A quick glance at the map, a weather check with the Met office in Paris, and you're ready to go. Sector 5206 reveals itself to be the village of St. Hubert, half a day's drive to the East along pretty good roads. No need for air support today; no need to call in the artillery. You can handle the next few hours on your own.



A FULLY OPERATIONAL RADIO RECEIVER/TRANSMITTER. YOUR VITAL LINK WITH BATTALION HEADQUARTERS, YOUR COMPANY LEADER, ARTILLERY AND AIR SUPPORT, AND THAT RECON UNIT DOWN THE ROAD.



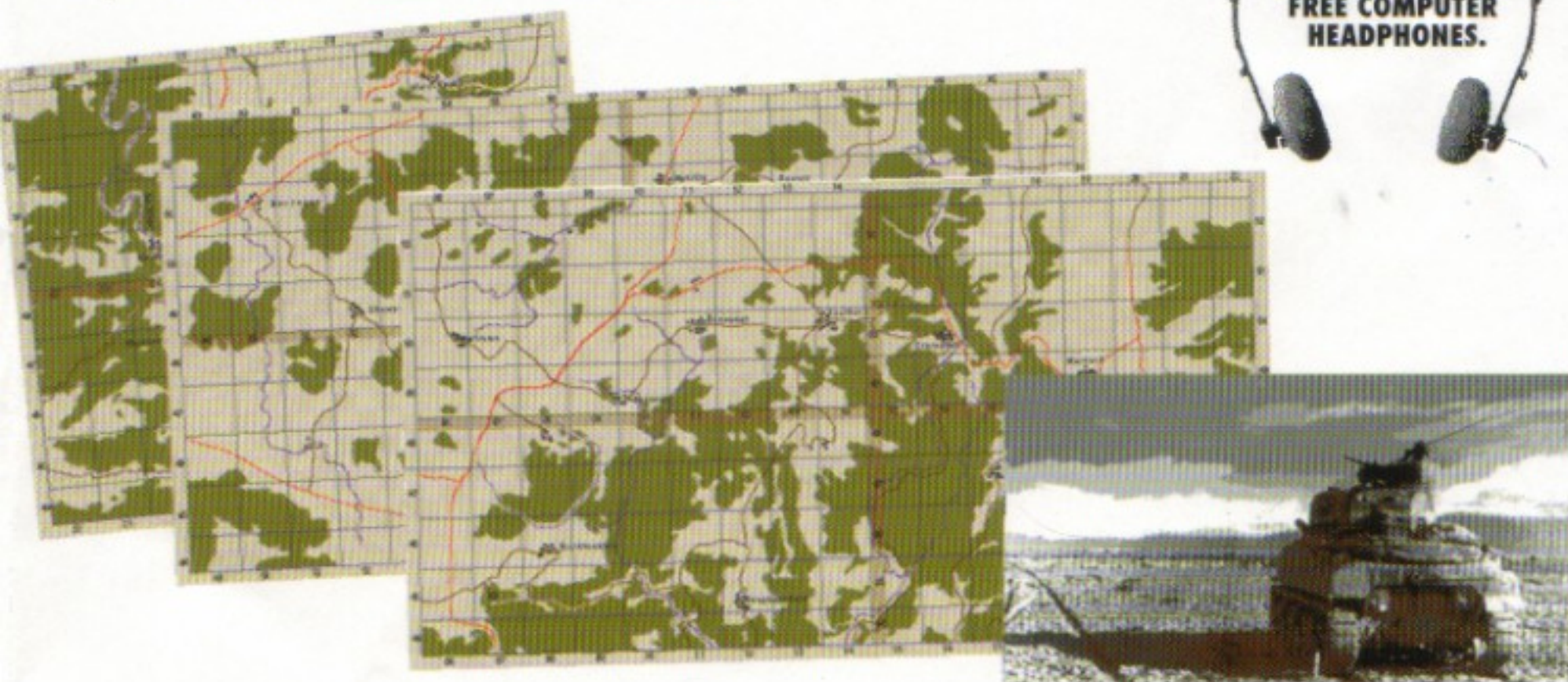
THEY'VE GOT EVERYTHING FROM LIGHT WEAPONS SQUADS TO TIGER TANKS. YOU'VE GOT AN M4 SHERMAN. BUT HOLD ON, STAY ALIVE LONG ENOUGH AND THERE JUST MAY BE N M4A3(JUMBO) IN YOUR FUTURE.

“Load a round of HE in the main gun, Harry, we’re moving out in five minutes.” Your Gunner, Loader, Driver, and Assistant, clamber aboard and settle in. “Driver, due East.” The engine roars to life. The tank pivots out of it’s hiding place in the tree-line. The familiar squeak of the track links lend a rhythmic note to the motor’s rumble

as you move slowly down the road — one day closer to Germany. One more day of trying to stay alive. One more day of never really knowing what lies ahead. Is **M4™** a game? Was WWII... a game?

By “BOMBER” author, Rene Vidmer.

**FULL SCREEN.
FULL COLOR.
FULL SOUND.
AND
FREE COMPUTER
HEADPHONES.**



"The gritty 'You Are There' perspective is played out as much more of a strategy game and less of a simulation, with a feel for capturing the era and topic that may well be unsurpassed. M4 Tank Simulator has all of the best elements of a tactical military campaign game with the looks and sounds to sell it."

COMPUTER GAMING WORLD

"In this unassuming olive-drab box that looks like a K-ration is a brilliantly packaged game that's perfect for an hour or two of enjoyable wargaming... the game does have an arcade feel to it, but even die-hard wargamers will find it appealing."

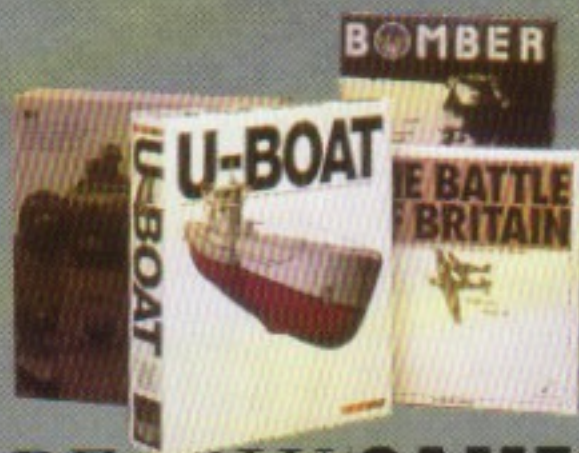
STRATEGY PLUS

"M4 has the most lavish and clever use of sound in any Mac game I've seen... I found M4 fascinating, challenging and entertaining."

MUG

"Consistently challenging and fun. Load it up and play it. You will like it."

COMPUTER GAME REVIEW



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