

SPECIAL OFFER

YOU CAN BUY ANY OF THE GAMES DESCRIBED BELOW AT £ 2.99 UNBOXED OR £ 3.99 BOXED FOR A LIMITED PERIOD ONLY.

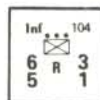
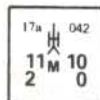
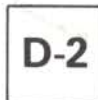
Panzer '44

Tactical Combat in Western Europe, 1944-45

All of the thirteen scenarios in *Panzer '44* have been derived from actual battles which took place on the Western Front from D-Day to early 1945. In addition to American formations, Commonwealth and Free French forces are represented in their fight against the Germans. Each Player is cast in the role of commander of a battalion or regiment sized Task Force (or Kampfgruppe). Most of the scenarios picture mobile battles between the opposing tank-infantry teams.

Combat is simultaneous, with both Players plotting and then executing fire in mutual Phases. Each Player must commit his units to fire without knowing his opponent's intentions. Movement, on the other hand, is sequential. First one Player, and then the other, moves his units as he sees fit. There is no time-consuming plotting required. This game system allows a Player to handle more units than in a purely simultaneous game, while preserving the essential flavor. The game scale is 200 meters per hex and one to five minutes per Game-Turn, and the Combat values were derived from the same base as *Mech War '77*, making the two games compatible.

- Mobile battles between tank/infantry task forces
- New Simultaneous-Sequential Play System
- 400 Unit Counter mix



World War Three

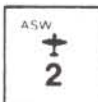
Total Conflict in the 70's

World War Three is SPI's hypothetical conflict simulation of what could happen tomorrow, in ten years or, hopefully, never - a third world war.

Each counter in *World War Three* represents an entire army or fleet. These forces can engage virtually anywhere in the world on air, land or sea. The East Bloc Coalition, i.e., the Russian-dominated Communist world, is faced with the task of overrunning as much of the globe as possible while their submarines, both nuclear and conventional, attempt to inflict so much damage on the shipping of the Western Alliance, i.e., US-dominated nations, that American-led forces will not be able to invade and liberate the conquered areas.

World War Three also includes two short "mini-games", one on the naval war and the other on the land conflict. The "mini-games" are an excellent way to learn the unique game system while providing complete, enjoyable games in themselves.

- Nuclear weapons and brinkmanship
- Strategic level, global warfare
- Economic Warfare



THIS OFFER IS OPEN ONLY TO S&T AND PHOENIX SUBSCRIBERS. THE CLOSING DATE FOR ORDERS IS SEPT. 30th 1977. NO DISCOUNTS MAY BE TAKEN ON THIS OFFER.