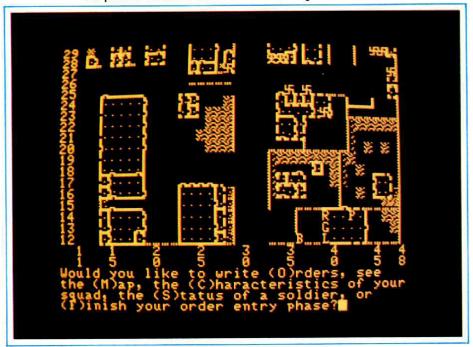
The platoon defends a barn from an onrushing German attack.



more involved than you have ever been in any other game or simulation.

As in most war games, the key to a successful strategy is to combine fire and movement. Each soldier's indi-

vidual movements must be a coordinated part of the entire squad's efforts. Some computerists will find it useful to mark down important time-points when they want to see some actions of

various soldiers all happening together

There's a temptation, at first, to simulate the full 250 time-points on every turn. That does give players the opportunity to program long and complex movements. Experience suggests that this does not really allow the soldiers to respond fluidly to the everchanging challenge of the battlefield.

Instead, we recommend that your turn simulate no more than 40 to 80 time-points (four to eight seconds of real time). In this way, you will "see" what happens in time to respond. On a real battlefield, after all, what soldier plans his action 25 seconds in advance, closes his eyes and moves blindly? Answer: A soon-dead one.

Computer Ambush is an excellent war game. As a computer game, it is an almost unbelievable programming feat. Considered as a computerized war game, the only word that truly fits is "masterpiece". Once again, Strategic Simulations proves itself a leader in the electronic war games field

Don't just sit there — go and liberate a village!

