## <u>THE OPERATIONAL ART OF WAR – Volume 1:</u> <u>1939-1955</u> Press Release

Empire's allegiance with Talonsoft already offers impressive coverage of the strategy market and this is set to be strengthened by *Operational Art of War*. This latest game offers a battlefest to all die-hard wargamers and covers conflicts in every major international theatre involved in, and extending beyond, World War II.

The **Operational Art of War**, Volume 1 gives the hardcore strategy wargamer an unprecedented opportunity to create any battle of any war that occurred between 1939 and 1955. The game scale can range from individual companies of men (approx. 120) to whole Corps (40,000 men + equipment) from 2.5 miles per hex to 25 miles per hex. This flexibility is second to none for an operational level game.

Talonsoft has unleashed the legendary Norm Koger to create the ultimate wargame engine. After a 10 year relationship with SSI developing titles such as Age of Rifles, Tanks and Red Lightning, Norm Koger has joined Talonsoft to create the wargame of his dream, The *Operational Art of War*. Norm is confident that his tools, unmatched flexibility, complete scenario editing system and state of the art graphics, combined with a variable game scale, will prove to be the greatest achievement of his career.

The **Operational Art of War** Volume 1 covers all modern warfare from 1939 to 1955, including all of World War II and the Korean War along with the hypothetical wars of Patton vs The Russians, Hot War over the Berlin Airlife and NATO vs. Warsaw Pact in Europe during the early days of the cold war.

- 12 complete scenarios
- Full-function map and scenario editors enable players to create their own battles
- Stunning 16-bit High Color graphics
- Tons of player options that let each player choose the level of game complexity
- A follow up game, Volume II, 1956 to 2000 will be launched early in 1999.

Due for release in May 1998 For further information please contact Dawn Beasley on 0181 343 7337 or e-mail: dawn@empire.co.uk