

**GALACTIC ATTACK™**

"Galactic Attack is tough to beat and fun to play"

— Creative Computing

**R**emember the last time you played a strategy-type space game? You learned how to maneuver. How to fire at the enemy. And how to avoid their attack. Lots of fast hand work, but not much thinking.

We invite you to play GALACTIC ATTACK — a true thinking person's game. It should be. It was created by Robert Woodhead, one of the creators of the WIZARDRY game.

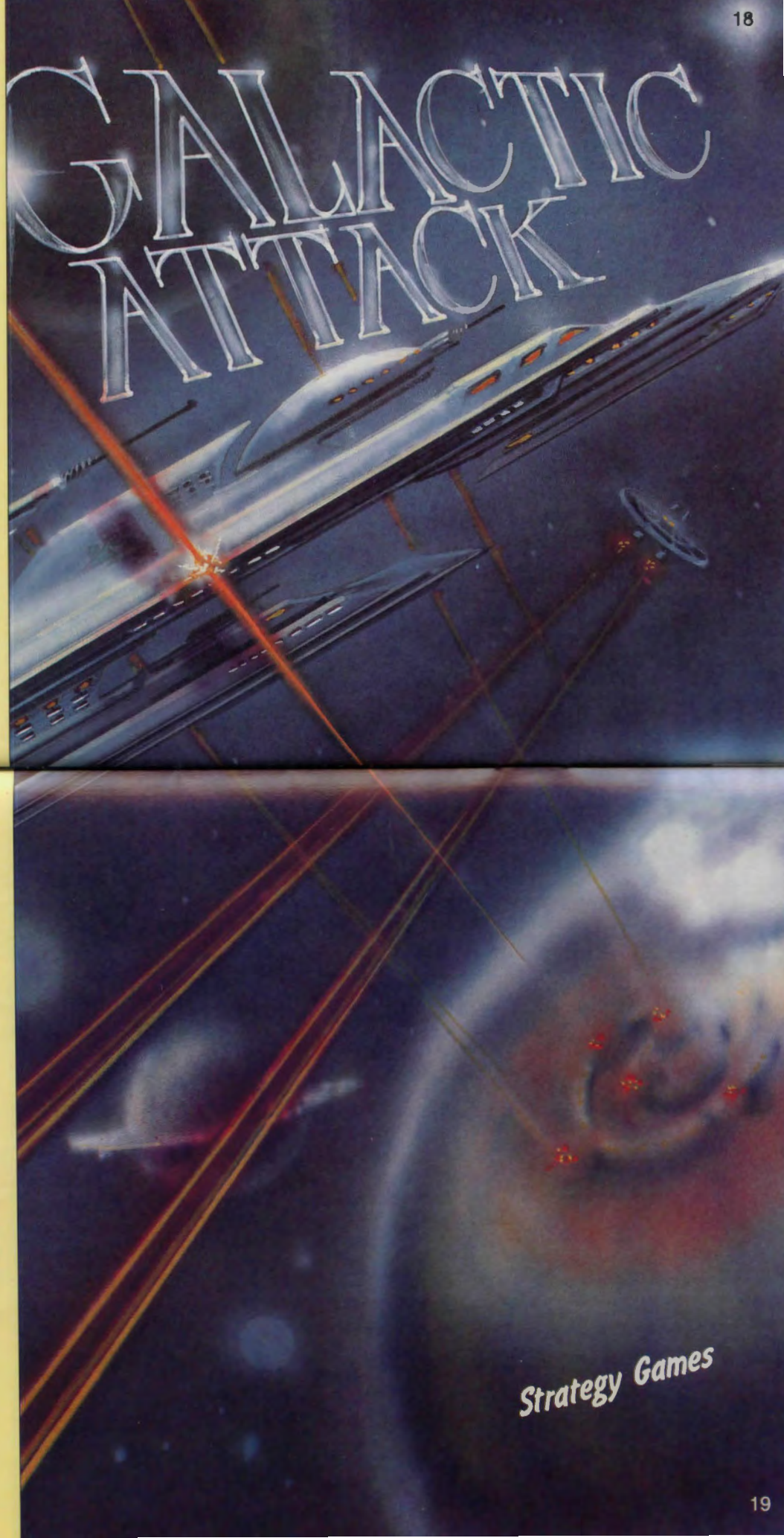
Intelligent enemies, no fixed paths to victory and the necessity to carefully plan both offense and defense are some of the big game features that make GALACTIC ATTACK the only space war simulation where your brains as well as your brawn get a piece of the action.

As commander of the earth-based space-ships, you must destroy the dreaded Kzanta invaders before they overrun the

solar system. But don't stop too long to admire the view of Jupiter or Uranus. GALACTIC ATTACK is a real-time game, and action continues even as you pause to plot strategy. So you'll need cool, quick thinking as well as fast reflexes.

Handy game features allow you to save a game to disk and to pre-program the game duration. Adjustable levels of difficulty will keep you coming back for more extra-terrestrial action and enjoyment. GALACTIC ATTACK will tantalize you. It's light years ahead of its time.

Works on the Apple II Series 48K \$29.95



Strategy Games