

= Iwo Jima (video game) =

Iwo Jima is a turn @-@ based strategy video game developed and published by Personal Software Services for the Commodore 64 and ZX Spectrum in 1986 . It is the second instalment to the Strategic Wargames series . The game is set during the Battle of Iwo Jima in the Pacific Ocean theatre of World War II and revolves around the United States Marine Corps ' objective to secure the island of Iwo Jima from the Imperial Japanese Army .

The game is a turn @-@ based strategy and focuses on the player using their units to attack Japanese forces in order to capture the island . The player assumes control of the Marine Corps and must eliminate all Japanese forces by ground , air , or naval combat . The game received mixed reviews upon release . Critics praised the game 's value for money and easy difficulty for novice gamers ; however , many criticised the graphics and mechanics .

= = Gameplay = =

The game is a turn @-@ based strategy focuses on the invasion and land battles of Iwo Jima . The player commands the United States Marine Corps against the Imperial Japanese Army , who are occupying the islands as part of the Pacific Ocean theatre of World War II . The game is menu @-@ based and only allows the player to use four command functions ; move , attack , land and pass . Depending on the difficulty set , the game lasts 32 to 36 turns and can only be won by eliminating all Japanese forces from the island before the final turn ends . During the game , the enemy may fortify their positions , launch air strikes against the United States Navy fleet or may perform suicide attacks if their unit is about to be wiped out . The player also has the ability to order air strikes against the enemy , if weather permits .

At the beginning of the game , the player has to allocate a number of American troops in order to establish a beachhead on one of the six beaches of the island . However , many of the beaches are scattered with land mines and may provide an initial disadvantage to the assault . Throughout the game , the player may call in air strikes and other assaults , however they are only available after the American forces are attacked or if the enemy retreats to an inaccessible location . At any time in the game , the player is also able to request troop reinforcements from the fleet . Furthermore , Japanese air forces may sink American battleships throughout the game , although the player will be given the opportunity to shoot them down . In addition , a Japanese submarine will sink American gunboats at random intervals , and cannot be destroyed in any way . There is no save function in the game .

= = Background = =

Personal Software Services was founded in Coventry , England , by Gary Mays and Richard Cockayne in 1981 . The company were known for creating games that revolved around historic war battles and conflicts , such as Theatre Europe , Bismark and Falklands ' 82 . The company had a partnership with French video game developer ERE Informatique , and published localised versions of their products to the United Kingdom . In 1986 , Cockayne took a decision to alter their products for release on 16 @-@ bit consoles , as he found that smaller 8 @-@ bit consoles such as the ZX Spectrum lacked the processing power for larger strategy games . The decision was falsely interpreted as " pulling out " from the Spectrum market by video game journalist Phillipa Irving . Following years of successful sales throughout the mid 1980s , Personal Software Services experienced financial difficulties , in what Cockayne admitted in a retrospective interview that " he took his eye off the ball " . The company was acquired by Mirrorsoft in February 1987 , and was later dispossessed by the company due to strains of debt .

= = Reception = =

The game received mixed reviews form critics upon release . Both Gwyn Hughes of Your Sinclair

and a reviewer of ZX Computing praised the game 's value for money and heralded it as a " good introduction " to the wargaming genre , although Hughes believed that Iwo Jima was unlikely to provide established tacticians with a " major challenge " and the reviewer of ZX Computing was concerned that the game was " too easy " . Sean Masterson of Crash criticised the graphics , stating that it was " let down by poor unit markers and terrain features " . Gary Rook of Sinclair User asserted that the game was overall " competent " , however he summarised it as " failing to excite " . Rook also added that the game was well implemented and " inspiring " .

A reviewer of Computer and Video Games criticised the game for having an " awkward mechanism " due to the lack of a save feature and neglecting historic realism . However , he compared the historical accuracy of the Battle of Iwo Jima for being more accurate than Falklands ' 82 's interpretation of the Falklands War . Mark Reed of Computer Gamer stated that the game is " ideal " for novice players and also praised the simplicity of the controls , despite suggesting that experienced gamers of the genre would prefer " something more complex " . Masterson similarly criticised the game 's suitability for experienced gamers , suggesting that any appeal for a more experienced player is likely to be " very limited " .