

= The Battle For Midway =

The Battle For Midway is a turn @-@ based strategy video game developed and published by Personal Software Services . It was first released in the United Kingdom and France for the MSX in 1984 , and was re @-@ released for the Amstrad CPC , Commodore 64 and ZX Spectrum in 1985 . It is the second instalment of the Strategic Wargames series . The game is set during the Battle of Midway in the Pacific Ocean theatre of World War II and revolves around the United States Navy attacking a large Imperial Japanese fleet stationed at Midway Atoll , in retaliation for the attack on Pearl Harbour .

In the game , the player assumes control of American forces and must eliminate all Japanese forces around the atoll by air or naval combat . The Battle For Midway received largely negative reviews upon release . It was criticised for its incompatibility with black and white television sets , as the game was only accessible in a limited range of colours . The easy difficulty of the gameplay was also criticised .

= = Gameplay = =

The game is a turn @-@ based strategy and focuses on naval battles during the Battle of Midway , which is initiated in response to the Japanese attack on Pearl Harbour . The player commands three American task forces ; two United States Navy forces and one United States Air Force unit , which are stationed on Midway Atoll . The objective of the game is to defeat three attacking Imperial Japanese naval forces . Each American task force has an aircraft carrier , whereas the Japanese have four . The player begins the game with two American search aircraft used to locate and track the attacking Japanese forces .

When the main attacking Japanese force has been located , the player must send all available air units to engage them in combat . Air combat takes place over real time , and may take up to a minute of travel time once launched from an aircraft carrier . Aircraft will run out of fuel over time and will crash if not refuelled at a carrier . The game contains elements of arcade gameplay , which will automatically enable once the player comes into contact with the enemy . The arcade sequences involves the player utilising an anti @-@ air machine gun in order to shoot down Japanese aircraft . The game ends once all four Japanese aircraft carriers have been destroyed .

= = Background and release = =

Personal Software Services was founded in Coventry , England , by Gary Mays and Richard Cockayne in 1981 . The company was known for creating games that featured 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 machines , as he found that smaller 8 @-@ bit computers , 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 .

Upon release , The Battle For Midway was packaged with an exclusive ring @-@ binder and a manual detailing the nature of the Battle of Midway . It was later re @-@ released as part of a Strategic Wargames compilation cassette known as Conflicts 2 , published by Personal Software Services .

= = Reception = =

The game received negative reviews upon release . Angus Ryall of Crash criticised the game 's incompatibility with black and white television sets , stating that , despite a growing British economy , Ryall expected the developers to have designed games for " the lowest common denominator " . Gwyn Hughes of Your Sinclair criticised the tactical elements of the game as too light , stating that the success of the player depends on dexterity , and not " brainpower " . Clare Edgely of Sinclair User praised the game 's historical accuracy , however she felt that its late release in comparison to other wargames made The Battle For Midway feel " ordinary " . A reviewer of Your Computer stated that the game was a " flawed " attempt to recreate the famous Battle of Midway , despite admitting that it contained " some nice touches " . A reviewer of Australian Commodore Review praised the game 's wide range of features such as the save and load functions . However , they criticised menu designs and " insufficiently integrated " arcade sequences , calling them both " poor " .

Two reviewers of Your Spectrum criticised the combat sequences ' reliance on the speed of pressing keys instead of the use of strategy . One reviewer considered the game to be sophisticated , however the other reviewer viewed the game 's slow pace and graphics negatively . Despite the criticism , Ryall praised the real time element of the game and accessibility , saying that The Battle For Midway is up to " current standards " . A reviewer of Amstrad Action praised the game 's " accurate " reproduction of events and different levels of speed , however criticised the easy predictability of Japanese forces . A reviewer of Amtix stated that the game suffered from " average " graphics and " poor " sound , and also questioned the inclusion of the arcade sequences . A reviewer of Your 64 recommended The Battle for Midway for beginners to the genre , despite stating that it was " not a simple game " . A reviewer of Commodore Horizons called it an " enthralling " game .