

= Falklands ' 82 =

Falklands ' 82 (released as Malvinas ' 82 in Spanish markets) is a 1986 turn @-@ based strategy video game developed and published by Personal Software Services for the ZX Spectrum and Commodore 64 . It is the fifth instalment of the Strategic Wargames series . The game is set during the 1982 Falklands War and revolves around the Argentine occupation and subsequent British re @-@ capture of the Falkland Islands . The player controls the British Task Force as they must either defeat all Argentine forces on the archipelago or re @-@ capture every settlement .

A port for the Amstrad CPC was advertised but never released . During development , the developers obtained information and statistics of the war from NATO . The game met with mixed reviews and controversy : critics praised the detailed graphics , but some were divided over the gameplay and authenticity ; others criticised the in @-@ game potential of an Argentine " victory " .

= = Gameplay = =

Falklands ' 82 is a turn @-@ based strategy game focusing on land battles during the Falklands War . The player commands the British Task Force against the Argentine ground forces , who are occupying the islands . The game begins by allocating fifteen Royal Navy ships for the task force ; a proportionate amount must be devoted for attack and defence purposes . The player must then choose four landing spots in northern East Falkland to begin the invasion : Port Stanley , Berkeley Sound , Cow Bay and San Carlos Bay . The SAS or SBS are available throughout the game to provide intelligence on Argentine movements ; however , intelligence is limited and may only be collected a certain number of times . At any time , the player may request reinforcements from either one of the two aircraft carriers , HMS Hermes or HMS Invincible .

The main objective of the game is to either defeat all occupying Argentine forces in the archipelago , or to capture and hold all ten settlements of the Falklands simultaneously . Depending on the difficulty setting , the game lasts 25 or 30 turns ; if every settlement has not been occupied or any Argentine forces remain by the end of the last turn , the game will end . The capital of the Falklands , Stanley , has the highest concentration of Argentine forces and is usually the last settlement to be captured . There are a total of four choices for combat : attack , move , pass , and " recce " . The game includes a weather system that changes from every turn and provides obstructions for various forces . For example , stormy seas will temporarily render naval vessels and troop reinforcements unavailable , while fog will render both naval and air forces unavailable .

During the course of the game , Argentine airstrikes will frequently sink Royal Navy ships , depending on how many of them were initially allocated to defensive positions . In addition , Argentine air forces will occasionally bomb and destroy British forces on the ground , which are represented as animated sprites on the map . The map also displays terrain details , including rivers and mountains . If troops are situated on top of a mountain , they will receive a defensive bonus once attacked ; however , due to the steep terrain , they will move more slowly . If the player chooses to enter an enemy @-@ controlled zone , the move will instantly end , leaving the unit vulnerable to an Argentine attack .

= = Background and release = =

Personal Software Services was founded in Coventry , England , by Gary Mays and Richard Cockayne in November 1981 . The company was known for creating games that revolved around historic war battles and conflicts , such as Theatre Europe , Bismarck and Battle of Britain . The company had a partnership with French video game developer ERE Informatique and published localised versions of their products to the United Kingdom . The Strategic Wargames series was conceptualised in 1984 by software designer Alan Steel ; during development of these titles , Steel would often research the upcoming game 's topic and pass on his findings to associates in Coventry and London . In 1983 , the company was recognised as " one of the top software houses " in the United Kingdom , and was a finalist for BBC Radio 4 's New Business Enterprise Award .

During development of both games , Cockayne and Mays obtained statistics for both the Cold War and Falklands War from NATO and the Soviet embassy in London . In an interview with Your Computer magazine , Richard Cockayne stated that both Theatre Europe and Falklands ' 82 received heavy criticism from the Campaign for Nuclear Disarmament and The Sun newspaper , respectively . An editor from The Sunday Press suggested that Falklands ' 82 was " distasteful " because of the game 's possibility of an Argentine victory . The game was planned for an Amstrad CPC port , but was never released for that computer . In Spanish markets , the game was released as Malvinas ' 82 (the Spanish name for the Falkland Islands) and included a manual which was never translated into English .

In 1986 , Cockayne decided to alter products for release on 16 @-@ bit consoles , since smaller 8 @-@ bit consoles , such as the ZX Spectrum , lacked the processing power for larger strategy games . The decision was falsely interpreted by video game journalist Phillipa Irving as " pulling out " from the Spectrum market . Following years of successful sales throughout the mid @-@ 1980s , Personal Software Services experienced financial difficulties , and 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 due to debt .

= = Reception = =

The game received mostly positive reviews from critics upon release . Rachael Smith of Your Sinclair praised the overall experience of the gameplay , stating that it was " ideal " for newcomers and plays " smooth " ; however , she criticised it for being " annoyingly slow " at times . Sean Masterson of Crash criticised the gameplay , stating that it fails to " offer a serious challenge " and prohibits the player from experimenting with choices the real commanders never had , such as planning tactical air strikes . A reviewer from Sinclair User praised the gameplay , stating that it was " swift " and had " nice touches " for beginners to the wargame genre . He sarcastically remarked that the inability to play on the Argentine side would help improve Anglo @-@ Argentinian relations . A reviewer from Zzap ! 64 criticised the game 's lack of authenticity and strategy , stating that the developer 's previous games had more credence if the player " played them with their eyes shut " .

A reviewer from ZX Computing heralded the graphics and details of the map but suggested that " hardened wargamers " would not be interested in graphical advancements . A reviewer from Computer Gamer praised its simplicity , stating that it was a " simple game " and would prove to be an " excellent " introduction to the wargame strategy genre . In a retrospective review , Tim Stone of Rock , Paper , Shotgun praised the game 's ability to display the war in a neutral manner ; however , he questioned the inability to play on the Argentine side . Stone concluded that the game had " greater significance " over other war strategy games at the time and had an " undeniable quality " . Upon release , The Sun newspaper criticised Falklands ' 82 for including a scenario where " Argentina could win , " but Cockayne maintained that his company 's video games did not trivialise the war .