

= Battle of Britain (video game) =

Battle of Britain is a turn @-@ based strategy video game developed and published by Personal Software Services for the Commodore 64 in 1987 . It was also ported to the Amstrad CPC and ZX Spectrum later that year . It is the seventh instalment to the Strategic Wargames series . The game is set during the Battle of Britain campaign of the Second World War and revolves around Britain 's defence and prevention against a Nazi invasion . In the game , the player commands the Royal Air Force as they must defend key cities against the Luftwaffe .

The game contains elements of first @-@ person shooting ; during some sequences the game requires a certain number of aircraft to be shot down . Battle of Britain received mixed to positive reviews from critics upon release . Critics praised the fast pace of the gameplay and features , however , one reviewer was divided over the historical accuracy of the battle .

= = Gameplay = =

The game is a turn @-@ based strategy and focuses on air battles during the Battle of Britain campaign of the Second World War . The player commands squadrons of the Royal Air Force and the main objective of the game is to defend key cities and radar installations from the Luftwaffe . Unlike previous games in the series , Battle of Britain is the first to include cursor movement , a scrolling interface and elements of first @-@ person shooter gameplay . At the start of the game , the player is given the option of how many RAF squadrons they wish to allocate for offensive and defensive purposes ; a proportionate amount must be sent to attack Luftwaffe squadrons whilst the others will be left to defend key cities from air raids .

The game has three individual scenarios ; training mode , Blitzkrieg mode , and campaign mode . Training mode is set on the lowest difficulty and allows the player to finish the game by using any strategy over an indefinite period of time . Blitzkrieg mode only lasts one in @-@ game day and features the Luftwaffe going out for an " all @-@ out " attack simultaneously on every target and city . The campaign mode takes place over a period of 30 days and is set on the highest difficulty . In addition , the campaign mode features historically accurate movements and strategies used by both the RAF and Luftwaffe .

At the start of the game , a wave of Luftwaffe aircraft (in the appearance of Balkenkreuz sprites on the map) will cross the English Channel and proceed to bomb various cities , air bases and radar installations . In response , RAF squadrons are automatically scrambled and will await orders to either engage invading Luftwaffe fighters or to defend key cities from bombers . When a RAF squadron has successfully engaged a Luftwaffe unit on the map , the game will shift to a first @-@ person shooter perspective , in which the point of view is portrayed from a cockpit of either a Spitfire or Messerschmitt Bf 109 , depending on the side chosen . During the dogfight sequence , the number of Luftwaffe casualties will depend on how many aircraft the player was able to shoot down .

The game features a changing weather system , which will vary from every hour and will provide obstructions for various forces and installations . For example , fog will close runways whereas storms will temporarily disrupt bombing runs and dogfights . Over time , RAF squadrons will run out of ammunition or fuel , and thus must replenish at the nearest RAF station , which will render them vulnerable to a Luftwaffe bombing run . In between turns , the player has the opportunity to request reinforcements from RAF reserves , however the longer the campaign progresses , the quality of the reserves will diminish .

= = 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 " pull @-@ out " from the Spectrum market by a video game journalist . 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 to positive reviews from critics upon release . Gwyn Hughes of Your Sinclair praised the game 's fast pace and tempo of gameplay , stating it to be " fast and furious " . However , he criticised the arcade @-@ style flying sequences , referring them as " dodgy " due to the system 's lack of processing power . Philippa Irvine of Crash praised the " all @-@ action " theme of the game , and heralded the campaign as " impressive " in both terms of content and length . Gary Rook of Sinclair User similarly praised the gameplay , suggesting that it had a " workmanship " quality to it , however he noted that it lacked a " certain sparkle " . Gordon Hamlett of ZX Computing found some aspects of the gameplay confusing , comparing it to juggling .

A reviewer of Computer and Video Games stated that the game " isn 't very good " , nor the best Battle of Britain recreation on the market , and criticised on how interceptions were " far too easy " to make . Reviewing the ZX Spectrum version of the game , a critic from Advanced Computer Entertainment cited the game as historically inaccurate due to it lasting only 30 days , whereas the actual Battle of Britain was considerably longer . However , they praised the gameplay as an " enjoyable challenge " and a good value for money .