

= Pegasus Bridge ( video game ) =

Pegasus Bridge is a turn @-@ based strategy video game developed and published by Personal Software Services . It was released exclusively in the United Kingdom for the ZX Spectrum , Amstrad CPC and Commodore 64 in 1987 . It is the ninth instalment of the Strategic Wargames series . The game is set during the landings in Normandy on D @-@ Day in the Second World War and revolves around the British 6th Airborne Division 's attempts to secure a bridge over the Caen Canal .

The game was designed by Alan Steel , who developed all of the games in the Strategic Wargames series . The player can assume control of either British or German forces , in which gameplay of Pegasus Bridge focuses on British forces securing various locations in Normandy or German forces defending the area from the attacking British . The game received mixed reviews upon release , with praise being directed at its " attractive " graphics , however a major bug which caused the game to crash was discovered during one reviewer 's initial testing .

= = Gameplay = =

The game is a turn @-@ based strategy and revolves around the British 6th Airborne Division 's attempts to secure Bénouville Bridge ( later renamed Pegasus Bridge , in honour of the battle ) over the Caen Canal during the Normandy landings on 5 June 1944 . The player is able to command either the British or German side in the game . Regardless of the side chosen , British units will not appear on the map at the beginning of the game as the British 6th Airborne Division have not yet made their parachute drops . German forces are distributed around the four far corners of the map , with a few units positioned near Bénouville Bridge . If playing as the British , the objective is to defeat all German forces and secure all bridges in the area , with the capture or destruction of the Merville Battery being the ultimate goal . If playing as the Germans , the only objective is to hold off all British attacks for 18 hours , which is the equivalent to 36 in @-@ game turns .

Pegasus Bridge features ten different types of terrain , which affect the movement of the troops and the defensibility of certain areas . If units are situated in towns or woodland areas , their attacks will be less effective . High wind speeds will also render British parachuting troops temporarily ineffective . Units on the map are presented as small squares and can be stacked together to increase defence . While British forces may destroy various bridges throughout the game , certain bridges such as those over the Caen Canal and Orne river must be preserved in order to win the game .

= = Background = =

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 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 . The Strategic Wargames series was conceptualised by software designer Alan Steel in 1984 . During development of these titles , Steel would often research the topic of the upcoming game and pass on the findings to other associates in Coventry and London . In 1983 , the company received recognition for being " one of the top software houses " in the United Kingdom , and was a finalist for BBC Radio 4 's New Business Enterprise Award for that year .

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 upon release . Owen Bishop of Your Sinclair found a major bug during testing of the game which caused the game to crash , and ultimately affected his experience , stating that " being Brits [ we ] were obviously too gentlemanly to take advantage of such a situation " . Bishop also criticised the high speed at which the in @-@ game messages flash as " excessive " . Philippa Irving of Crash criticised the presentation of the game , saying that the " annoying " key action ruined playability and that its controls were limited by a cursor . However , Irving praised its graphics and historical accuracy , stating that it was " attractive " yet " unatmospheric " and clearly based on the historical situation . A reviewer of Computer and Video Games called it an " excellent game " , and praised its value for money . However , the reviewer criticised the " slow moving " pace of the game , as opposed to the fast tempo of the historical battle .