

= Battlefield Germany =

Battlefield Germany is a turn @-@ based strategy video game developed and published by Personal Software Services for the Commodore 64 released in April 1987 . It was also ported to the Amstrad CPC and ZX Spectrum later that year . It is the eighth instalment to the Strategic Wargames series . The game is set during a fictional scenario in which the powers of NATO and the Warsaw Pact engage in a conventional war throughout Europe , mostly centring in West and East Germany .

The game is a turn @-@ based strategy and focuses on the player building and training units that are used to attack the opposing side . The game was released for 8 @-@ bit consoles as well as 16 @-@ bit consoles . Battlefield Germany received mixed reviews upon release . Reviewers mainly criticised the tempo of the gameplay and lack of innovation from the original . Some critics , however , praised the graphics and viewed the hard difficulty favourably .

= = Gameplay = =

The game is a turn @-@ based strategy and revolves around a fictional conflict between the powers of NATO and the Warsaw Pact . The player has the choice of choosing to control either NATO or Warsaw Pact forces at the beginning of the game . The player will begin the game on either side of Europe depending on which side was chosen ; if NATO was picked , the player will start at western European countries (France , West Germany , Denmark) whereas if the player sides with the Warsaw Pact , the game will begin in eastern Europe . The map is hexagon @-@ shaped and allows the player to move their units in six directions . Each side has a variety of units ; infantry move at a slower pace than mechanised infantry however armoured units are able to withstand more damage than regular units . The game displays two maps on screen ; the larger , central map displays the current situation whereas a smaller map to the corner of the screen displays a mini @-@ map of Europe , which runs north from Denmark to southern France .

There are seven types of units in the game . Each unit has a set of statistics which is displayed in the interface once selected . The statistics range from combat strength , fatigue , efficiency , supply and movement points . During the game , both sides have the option to request air support that can be used to attack enemy units . If the other side uses their air support , the player will be given a warning of an oncoming air strike and will have the option to retreat . The game has two endings depending on the side chosen . If playing as NATO , the main objective is to stall Soviet forces long enough until American reinforcements arrive . However , if playing as the Warsaw Pact , the objective is to destroy all NATO forces .

= = Setting = =

The events leading up the stand @-@ off between NATO and the Warsaw Pact are detailed in a pre @-@ game text ; Iran declares war on Iraq and subsequently invades the latter nation , whilst Egypt succumbs to a civil war and establishes Islamic law over the country , culminating in an Egyptian invasion of Israel . The events in the Middle East prompt the superpowers of the United States and the British Empire to intervene , leading up to a conventional war in Europe against the Eastern bloc . The game is set in 1989 .

= = 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 reviews upon release . Richard Blaine of Your Sinclair praised the graphics as " wonderful " and the gameplay as " tough " , adding that the game should be aimed at advanced players . Philippa Irving of Crash criticised the graphics as repetitively " dull " , despite admitting that they were " clear enough " visually . Gary Rook of Sinclair User heralded the graphics as " superb " , adding that the game was one of the " best looking " wargames he had ever seen at that time . A reviewer of Computer and Video Games criticised the presentation , stating that the screen was too small and the lack of visual understanding made the game " completely unplayable " . Mark Reed of Computer Gamer praised the graphics as being superior compared to Theatre Europe , heralding it as " much more detailed " . However , Reed criticised the originality of the game and the lack of manual for the ZX Spectrum version .

A reviewer of ZX Computing praised the game 's difficulty , suggesting that it was " recommended " for advanced gamers in the wargame genre . Irving criticised the game 's value for money and playability , stating that £ 12 @. @ 95 was " a lot " of money to spend on a game that the player would most likely dislike . However , Rook heralded the gameplay as " smooth " and " challenging " , contrary to other critics .