



## Test your mind— not your reflexes— with **SQUADRON LEADER Games**

Command a Fighter Squadron  
in any of six of the decisive  
campaigns of World War II:

### **RAF: The Battle of Britain**

*Will this be your finest hour?*

### **MIGs and Messerschmidts**

*Russians vs. Germans on the Eastern  
Front.*

### **Jagdstaffel**

*The Daylight Bomber Offensive over  
Germany*

### **Winged Samurai**

*Rabaul Island, key to the Southwest  
Pacific.*

Squadron Leader games are not just shoot 'em up arcade games, but detailed historical simulations. Each of these games gives you a choice of dozens of combinations of friendly aircraft (controlled by you) and enemy aircraft (controlled by the computer). Each is carefully researched and simulated for factors of speed, maneuverability, firepower, sturdiness, and rate of climb. Success or failure depends on your ability to learn and exploit the advantages and weaknesses of every aircraft. Bookshelf storage case, player's manual, loading instructions and 16K machine language cassette for TRS 80 MI LII and MIII, PET and CBM, Apple II and II+, and ATARI 400 and 800.

**\$19.95**

... or DISK for 48K Apple II+ with autostart ROM

**\$24.95**

**Discovery Games • 936 W. Hwy 36 • St. Paul, MN 55113**

★ NEW IN '82/83 ★

## CHENNAULT'S FLYING TIGERS

Recreate the adventures of Don Winslow, Smilin' Jack, Buzz Sawyer, Terry Lee and other comic strip heroes of the '40's! Become a flight leader in **Chennault's Flying Tigers**! This expanded version of our **Squadron Leader** series game features REAL TIME ANIMATED ACTION GRAPHICS. Now you can hunch forward over your computer as the ZERO you are tailing twists and turns, attempting to avoid the tracers of your P40 **Tomahawk**—watch a **BETTY bomber** go into a fatal spin as a burst from your P38E **Lightning** tears into it—or desperately duck and dodge as a light of TOJO's pounce on your hapless F2A **Buffalo**!

More than three dozen different Allied and Japanese aircraft types, all carefully modeled for their historical firepower, maneuverability, rate of climb, speed, sturdiness and diving ability are involved in this historical simulation of the air war over China and the Pacific 1937-42. (The later war period will be covered by a companion title now under development.)

CHENNAULT'S FLYING TIGERS is now available as a machine language 5¼ inch disk for 48K Apple II and Apple II+ with autostart ROM. (An Atari 400/800 version is in preparation.) The game includes loading instructions and player's manual and may be played with keyboard, paddles or Joystick.

RETAIL PRICE \$29.95

## LAFAYETTE ESCADRILLE

**Loaded with bombs**—your DH4 struggles into the air, narrowly clearing the trees at the end of the runway. The big bomber climbs steadily as you head eastward towards the rising sun. To the south a troop train chuffs hastily back from the front as you level off and turn southeast towards your objective. You hug the bottom of a concealing cloud layer as you cross the zig-zag trenches of the Western Front. So far—so good—the bridge you seek becomes visible in the distance. You throttle back and descend for a bombing run. But wait—look out! A Fokker Triplane has been stalking you! He closes in—guns blazing—you nose up, heading for the clouds—STALL!

Too bad, you didn't make it, but there's always a next time in LAFAYETTE ESCADRILLE. Fly any of a dozen WWI Allied or German bombers or fighters in this REAL-TIME ANIMATED ACTION computer game. Great graphics!

LAFAYETTE ESCADRILLE—Now . . . available for 16K TRS 80 Model I and Model III computers. Player's manual and cassette in attractive bookshelf storage box.

RETAIL PRICE \$19.95

## COMMANDS:

In each turn you will be given a list of commands from which you will choose a maneuver for your squadron. You will select the command you wish to give by typing its corresponding abbreviation. These commands are as follows:

- BC Fly toward bombers and climb.
- BL Fly toward bombers and maintain present altitude.
- B1 Fly toward bombers and dive 1,000 feet.
- B2 Fly toward bombers and dive 2,000 feet.
- B3 Fly toward bombers and dive 3,000 feet.
- B4 Fly toward bombers and dive 4,000 feet.
- FC Fly away from enemy fighters and climb.
- PL Fly away from enemy fighters and maintain present altitude.
- F1 Fly away from enemy fighters and dive 1,000 feet.
- F2 Fly away from enemy fighters and dive 2,000 feet.
- F3 Fly away from enemy fighters and dive 3,000 feet.
- F4 Fly away from enemy fighters and dive 4,000 feet.
- AC Attack bombers and climb.
- AL Attack bombers and remain at their altitude.
- A1 Attack bombers and dive 1,000 feet.
- A2 Attack bombers and dive 2,000 feet.
- A3 Attack bombers and dive 3,000 feet.
- A4 Attack bombers and dive 4,000 feet.
- DB Dogfight with bombers.
- EF Attempt to engage enemy fighters.
- C Fly away from bombers and climb.
- 1 Fly away from bombers and dive 1,000 feet.

Also, the following may be typed in without losing the opportunity to select some other command:

- ID Reveals identity of enemy aircraft.
- SV Causes Side View of situation to appear.
- CL Causes the list of commands which are legal that turn to appear.