Battle Isle 2

Battle Isle 2 is a huge, futuristic wargame.   It has one of the most highly developed artificial intelligences in any simulation, ever, and also incorporates many new programming techniques and gameplay elements. This creates a far more coherent   and complete game than ever imaginable before, with a developing plot and a huge amount of depth.

Titan-Net has gathered its forces in a renewed attempt to deliver a decisive blow against the Drullian civilisation.   The armies of both sides are assembled, and the steel phalanxes face each other.   The final conflict is about to begin - and this time only one victor will emerge!

- Up to 400 units displayed simultaneously on the screen.
- 55 new tanks, ships and planes - all different!
- Detailed 3D display of ll units (ray-traced and vector graphics), as well as 2D icons.
- Animated background story to guide you through the game.
- Construct buildings, roads and railways in thousands of terrain modules.
- Weather simulation.
- Realistic attack mode incorporating high-speed vector graphics.
- Up to 7 players.

Nearly every suggestion from owners of the previous games, including the successful Battle Isle and History Line 1914-18, has been implemented   in Battle Isle 2.

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System Requirements

IBM PC and 100% Compatible
Required: VGA, Hard Disk, 80286 or higher, min, 580K
Supports: AdLib and extended Sound Blaster Functions
1 or 2 Player, Joystick, Mouse, Keyboard, 80386-25Mhz recommended.