IN 1965 VIETNAM SEEMED LIKE JUST ANOTHER FOREIGN WAR... BUT IT WASN'T

PART ONE

BOOT CAMP
NINETEEN
PART ONE
BOOT CAMP

Imagine it's 1965 and you're 19... an American kid
in an American town. Your family and friends.
College. Girl friends. The people and things you
know. Comfortable...

And then one morning your world is shattered.
You're young... You're content... You're
comfortable... but you're drafted.

At the start of 1965 there were 23,000 United
States service personnel in Vietnam. By December
there were 184,000 and the figure was still rising.
To each and every one, Vietnam was a turning point
in their life and each would deal with it in a different
way.

In Part 1 - Boot Camp we take you through
the rigours of basic training. The preparation for war.
Never allowed to rest, your drill sergeant will take
you through a series of exercises
expressing different
characteristics - Grunts,
Moro's. And if you survive

In Part 2 - Combat Zone we take you to war.
Coming soon from Cascade.

Inspired by the Paul Harcass song of the same
name, 19 is a tribute to the young men who fought
in Vietnam.

- Original concept - Paul Harcass
- Game concept - John Lewis
- Game Producer - Sean Connan
- Game Design - John Lewis, Sean Connan
- Graphics - Sean Connan, Damon Redmond
- Coding 260 - Paul Laidlaw, Tony Warriner
- Coding 8000 - Lee Bostic, Mark Greenshields
- Coding 8000 - Alex Edge
- Music 260 & 8000 - Sean Connan
- Music 8000 - Rob Hubbard
- Cover artwork - Chris Collingwood and
- The Ad-Art Company.

Special thanks to Charlie Gillett, Oval Music
and John Cokall, Chrysalis records.

Cascade Games Ltd., 1,3 Haywre Crescent, Harrogate, North Yorkshire H1 5BG, England.
Tel: 0423 525325 Fax: 0423 530054 Tel: 265871 (MONREF) OQuote MAG 31320