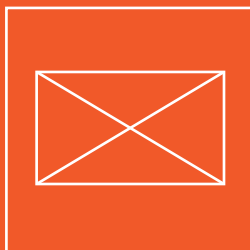
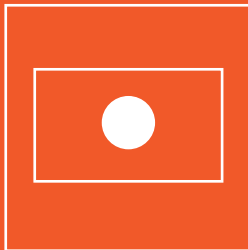

THE WAR OF THE WORLDS

COMPUTER GAME

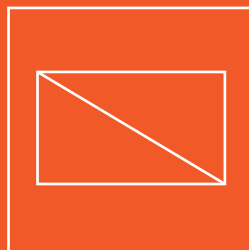
UNITS OF PLAY



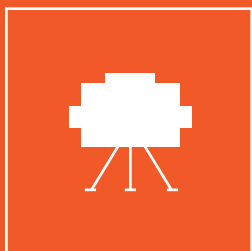
HUMAN INFANTRY



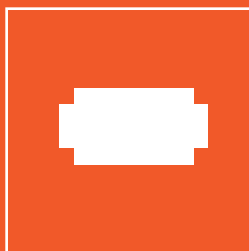
HUMAN ARTILLERY



HUMAN CAVALRY



MARTIAN TRIPOD



MARTIAN CYLINDER

SEQUENCE OF PLAY

During each of the 12 turns in the game the following events take:

1. Martian Cylinder Lands (first 10 turns only)
2. Human Movement and Attacks
3. Human Troop Arrival
4. Martian Cylinders Attack
5. Martian Tripods Move and Attack