

Change History.



Who will you pick to head the Continental army?







Will you unite 13 separate colonies behind one common goal: freedom?

verthrowing a government takes more than just military strength and strategy. It also takes political and economic saavy. As well as courage. And a bit of luck.

You must keep your people united. Keep your outnumbered armies from becoming discouraged. And keep from falling under another nation's rule.

You'll lay the groundwork for a new nation. And set the tone of society for generations to come. Do you have what it takes to build a new nation?

Play Revolution '76 and see.

- •Historically authentic •Large detailed map
- Multiple endings
- •What if? decisions
- Mouse Interface
- •Multi-windowed
- •In-depth analysis of the American Revolution
- •Complete user's guide



*Actual screen

What kind of **European alliances** will you forge? And can you avoid entangling the colonies in European affairs?



Viet Nam †, Decision in the Desert † and Crusade in Europe.†

Another classic by Ed Bever. PhD History and co-author of Conflict in

How will you pay your fledging Continental Armyand avoid economic collapse?



Where will you send your troops? And when?







*All screen shots from Apple IIGS †Microprose Simulation Software





REVOLUTION '76 ™

Disk 1

Apple IIGS

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REVOLUTION '76 ™

Disk 2

Apple IIGS

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Disk 3

Apple IIGS



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