

The cover art depicts a dramatic scene from a simulation. A large white naval ship is engulfed in intense orange and yellow flames, with thick black smoke rising from the deck. In the upper left, a dark-colored jet aircraft is shown in flight, banking towards the right. The entire scene is framed by a red circular targeting reticle with a central crosshair. The background is a dark, overcast sky. At the top, the word 'FUTURA' is written in a stylized, metallic, blocky font within a rectangular frame. At the bottom, the title 'ADS' is rendered in large, bold, red 3D block letters with a metallic sheen. Below this, the full name 'ADVANCED DESTROYER SIMULATOR' is written in a smaller, yellow, sans-serif font. On the left side, there is a vertical bar with a yellow and grey checkered pattern, containing the text 'MANUEL' and 'ENGLISH' in white.

FUTURA

MANUEL

ENGLISH

ADS

ADVANCED DESTROYER SIMULATOR

MANUAL

**ADVANCED
DESTROYER
SIMULATOR**

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WHO'S WHO



PROGRAMMERS:

ATARI ST & COMMODORE AMIGA:Didier ARNAUD

IBM PC & COMPATIBLES:Patrice BEAUDOING

AMSTRAD CPC:Tony HUGUENOTTE

GRAPHICS:Didier ARNAUD

MANUAL:Christophe PERROTIN

TRANSLATION:Dominique FRIEDMAN

PROJECT MANAGER: Pascal JARRY



A.D.S. THE SOFTWARE:

Congratulations, you just bought a FUTURA game !

A.D.S (Advanced Destroyer Simulator) is the first naval simulator using the new techniques of animation in filled 3-D .

The game recalls the main naval engagements of World War II during which the DESTROYERS of the Royal Navy played a major part.

The different missions you will have to carry out will take place:

1- In the Mediterranean, from the English base at Malta located in a zone occupied by the enemy (Italians to the north, Germans to the south).

2- In the English Channel, from the English bases; you must evacuate Allied forces gathered in Dunkirk.

3- In the North Sea *: your mission is to sink the enemy vessels which are hiding in the NORWEGIAN FJORDS.

Sole master on board, you will have to manoeuvre to perfection to avoid sinking. Every fire and piloting post of a DESTROYER are reproduced in A.D.S so it is up to you to make the best use of them when the situation calls for it.

To fight the enemy, you can choose between 18 available missions already set (12 on AMSTRAD CPC) with each time a precise target or with a DELTA mission: in which you are the one to choose your target in an environment and date which differs each time.

The Admiralty and Admiral Walkirie are always on your side to report any ship spotted by the R.A.F .

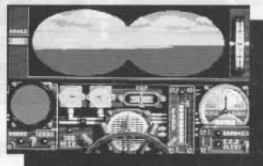
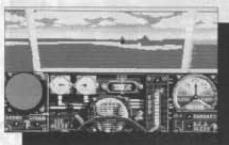
You have the possibility to alter the intensity of realism given by the simulation, so that younger players may have a lot of fun too. But we advise the other players not to change the parameters so they can feel the true sensations of the simulation.

A. DESTROYER TWARE:



CATEGORY:	H.M.S ONSLAUGHT
FIRST LAUNCHING:	1939
TYPE:	DD 231
DISPLACEMENT:	2200 TONS, 3200 TONS fully loaded
LENGTH:	110 m
BREADTH:	12 m
DRAUGHT:	4. 80 m
PROPULSION:	2 PROPELLERS, GEAR TURBINES 60 000 HP
SPEED:	35 KNOTS
ARMAMENT:	3 TURRETS EACH WITH 2 CANNONS OF 120 MM 2 TORPEDO-TUBES WITH 4 TUBES EACH

It was one of the first TORPEDO-TUBES DESTROYER of World War II, and 176 warships were built to the same pattern. Easy to recognize by the shape of its funnel, it participated in battles in the North Sea, in the English Channel and in the Mediterranean.



3.1 COMMAND POST



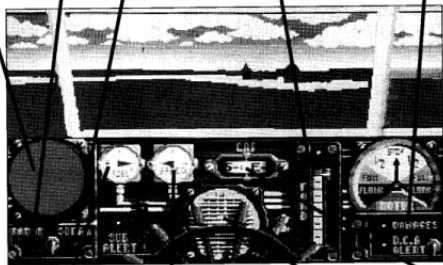
RADAR

INDICATORS

DEPTH- GAUGE

DAMAGE-INDICATOR

RADAR / SONAR/



FUEL- GAUGE

SPEED-INDICATOR

TRANSMITTER

COMPASS



3.2 RADIO

Allows you to receive information from:

- the Admiralty (H.Q) located in MALTA for the MEDITERRANEAN and by the THAMES for the ENGLISH CHANNEL and the NORTH SEA.

- the engine-room, about possible damage
- the look-out man, to get information about ships spotted.



3.3 BINOCULARS °

Double your range of vision.

3.4 DAMAGES

Your destroyer can suffer more or less serious damage during a battle. These damages can affect:

-THE RADAR: you can no longer spot ships on the radar screen

-THE SONAR: no more submarines visible on the sonar screen

- THE PUMPS: they are out of order. This damages can lead to the destruction of the ship if it occurs simultaneously with a leak.

-THE CANNONS: the fire post is no longer operational. Be careful, if the cannons overheat, the fire post will be out of order.

- THE RADIO: interferences in the messages.

- THE TORPEDO-TUBE: the fire post is no longer operational. You have to wait until the next dock at your base to repair.

- THE RUDDER: the ship is out of control. Most of the time the crew members can fix this type of damage.

-THE ENGINE: the ship is stuck until repairs are carried out.

NOTE: All repairs are automatically carried out by the crew members. You do not have to intervene.

3.5 CANNON FIRE

Your DESTROYER is equipped with 3 turrets, each with 2 cannons of 120 mm: two forward, one aft.

These turrets can rotate 270° (refer to diagram) and can fire two shells simultaneously. 300 shells are in stock.

In every fire post an overheating indicator displays the temperature of the cannons.

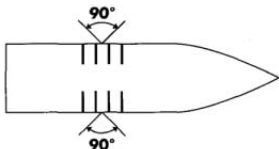


3.6 TORPEDO FIRE

Your DESTROYER is also equipped with two torpedo-tubes (4 tubes each): one on the port side, the other on the starboard side.

The tubes can rotate 90° (refer to diagram), and each time they fire, 4 torpedos are launched. 80 torpedos are in stock.

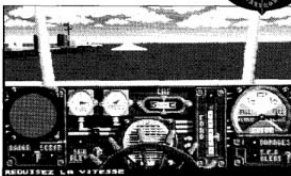
Torpedos have an impact far more powerful than the shells. One or two torpedos launched to the right spot can destroy a ship when otherwise ten or twenty shells would be required for the same result.



ATTACK STRATEGY

Chapter 4

The tactics you use to attack an enemy vessel depend on the category of the ship. For example, the fire options are different between a FREIGHTER and a CRUISER.

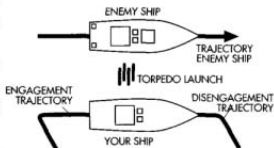


To sink an enemy vessel you must think of different parameters like: Speed differences: 15 to 20 Knots for a FREIGHTER or a TANKER; 30 to 35 Knots for a DESTROYER; 32 to 37 Knots for a CRUISER

You can carry out a frontal attack against a unarmed FREIGHTER or a unarmed TANKER and sink them with some successful cannon fire.

With a DESTROYER or a CRUISER, it's better to start by launching a torpedo either to port or to starboard and by keeping a course parallel with the enemy boat at a similar speed.

Watch out for the distance between you and the enemy boat: the closer you are, the more risks you run to come under its fire (refer to diagram).



Two or three torpedos may be enough to sink a DESTROYER whereas you may need four or five to sink a CRUISER.

A torpedo launched at the right spot can break the rudder of a ship or even stop it. Then you can sink it with cannon fire.

To rapidly sink an enemy ship you should maintain a non-stop fire cadence to keep the enemy crew from repairing the damage you cause.

But in any case, observe one rule if you want to hit the enemy during your attacks: try to avoid being spotted.

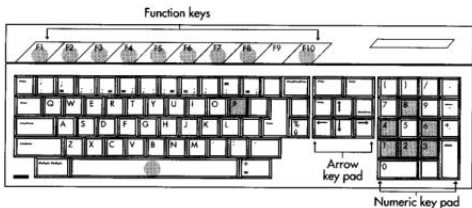
To locate a SUBMARINE, use the sonar; it is easier to hit it with a torpedo when it surfaces to renew its oxygen.

Chapter 5

LOADING AND FUNCTION KEYS

LOADING

Insert disk in the disk drive and switch on your computer.

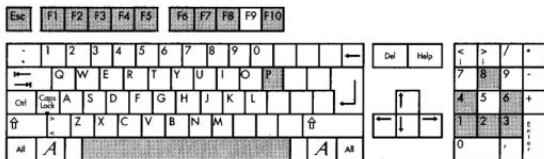


5.1 ATARI ST & AMIGA: FUNCTION KEYS:

- F1:** COMMAND POST
- F2:** BINOCULARS and keys 4 and 6 of numeric key pad to rotate 360°
- F3:** CANNONS and keys 1 2 and 3 to change fire post
keys 4 and 6 of numeric key pad to train the turrets
keys 2 and 8 of numeric key pad to raise/lower the cannons.
SPACE BAR to fire
- F4:** TORPEDO TUBE port side and key 2 for TORPEDO TUBE starboardside
keys 4 and 6 of numeric key pad to train the TORPEDO TUBE
- F5:** DAMAGE INDICATOR
- F6:** MAP keys Z or F7 to zoom in the map. Arrow keys or joystick to move on the map.
SPACE BAR in zoom mode: center the map on your ship.
ESC key to quit the map.
- F8:** SPEED UP the game when you are in map mode. This option is available when you are 1 mile offshore.
- P or F10:** PAUSE
- R:** RADAR
- S:** SONAR

5.1 ATARI ST & AMIGA: ARROWS KEYS:

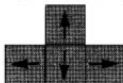
Insert disk in the disk drive and switch on your computer.



ARROW KEY PAD

ENGINES AHEAD

RUDDER TO PORT

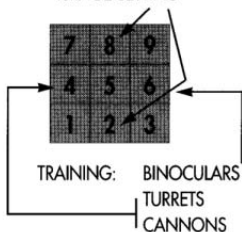


RUDDER TO STARBOARD

ENGINES ASTERN

NUMERIC KEY PAD

RANGE SETTING



IBM PC & COMPATIBLES



LOADING AND HARD DISK INSTALLATION DISK

Insert disk A in drive A and type: ADS

INSTALLATION ON HARD DISK C

Insert disk A in drive A and type: INSTAL

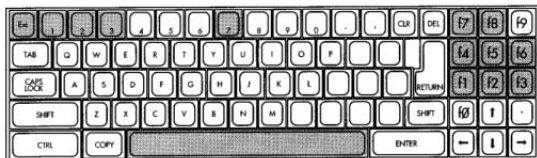
RUNNING THE PROGRAM FROM A HARD DISK C

Go to the ADS index of your hard disk, insert the disk in drive A and type ADS.

FUNCTION KEYS

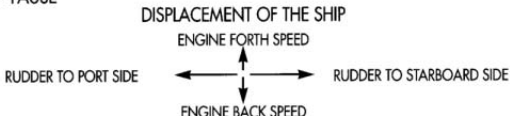
- | | |
|---|---|
| <p>F1: COMMAND POST
 F2: BINOCULARS and keys 7 and 9 of key pad to rotate 360°
 F3: CANNONS and keys 1 2 and 3 to change fire post
 keys 7 and 9 of key pad to train the turrets
 keys 1 and 3 of key pad to raise/lower the cannons.
 SPACE BAR to fire
 F4: TORPEDO TUBE PORT and key 2 for TORPEDO TUBE STARBOARD
 keys 7 and 9 of key pad to train the torpedo tube
 F5: DAMAGES INDICATOR
 F6: MAP keys Z or F7 to zoom in the map. Arrow
 keys or joystick to move on the map.
 SPACE BAR in zoom mode centers the map on
 your ship.
 ESC key to quit the map
 F8 : SPEEDS the game in map mode. This option
 available one mile offshore.
 P or F10 : PAUSE
 R : RADAR
 S : SONAR</p> | <p>NUMERIC KEY PAD
 1: RAISE CANNONS
 2: ENGINES ASTERN
 3: LOWER CANNONS
 4: RUDDER TO PORT
 6: RUDDER TO
 STARBOARD
 7: TRAINING:turrets,
 cannons, torpedo tubes,
 binoculars
 8: ENGINES AHEAD
 9 : TRAINING turrets,
 cannons, torpedo tubes,
 binoculars</p> |
|---|---|

AMSTRAD CPC



LOADING RUN "ADS" FUNCTION KEYS

- F1** : COMMAND POST
- F2** : CANNONS FIRE POST N°1. Keys 2 and 3 for POSTS N°2 and N°3
 RANGE SETTING H: UP J: LEFT
 B: DOWN K: RIGHT
 SPACE BAR to fire
- F3** : PORT SIDE TORPEDO TUBE. Keys 1 and 2 to go from port post to starboard post.
 RANGE SETTING H: UP J: LEFT
 B: DOWN K: RIGHT
 SPACE BAR to fire.
- F4** : DAMAGES INDICATOR
- F5** : MAP. ESC key : back to preceding control post.
- F6** : ZOOM IN THE MAP. To move on the map in ZOOM mode, arrow keys .
 ESC key: back to preceding control post.
- F7** : SPEEDING UP DISPLACEMENT. This option is available when you are on the high seas, and you cannot see the shores.
 Key 7, back to regular speed.
- F8** : PAUSE



Keys **F1, F2, F3, F4, F5, F6, F7, F8** = 1, 2, 3, 4, 5, 6, 7, 8 on numeric key pad for AMSTRAD CPC 464.

Chapter 6

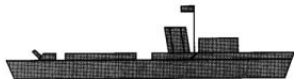
BOATS



FREIGHTER



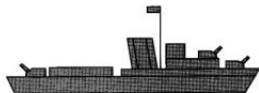
CRUISER



GERMAN
TORPEDO-BOAT



GERMAN
DESTROYER



ENGLISH
DESTROYER



FREIGHTER



ITALIAN DESTROYER



SUB MARINE

ITALIAN DESTROYER

MAXIMUM SPEED: 35 KNOTS
CRUISING SPEED: 28 KNOTS
ARMAMENT: 6 CANNONS OF 120MM EACH

ENGLISH DESTROYER

MAXIMUM SPEED: 34 KNOTS
CRUISING SPEED: 27 KNOTS
ARMAMENT: 6 CANNONS OF 120 MM EACH

GERMAN TORPEDO-BOAT

MAXIMUM SPEED: 38 KNOTS
CRUISING SPEED: 28 KNOTS
ARMAMENT: 4 CANNONS OF 150 MM EACH
8 TORPEDO TUBES ON DECK

GERMAN DESTROYER

MAXIMUM SPEED: 35 KNOTS
CRUISING SPEED: 28 KNOTS
ARMAMENT: 6 CANNONS OF 150 MM EACH

TANKER

CRUISING SPEED: 18 KNOTS
ARMAMENT: NONE

FREIGHTER

CRUISING SPEED: 18 KNOTS
ARMAMENT: NONE

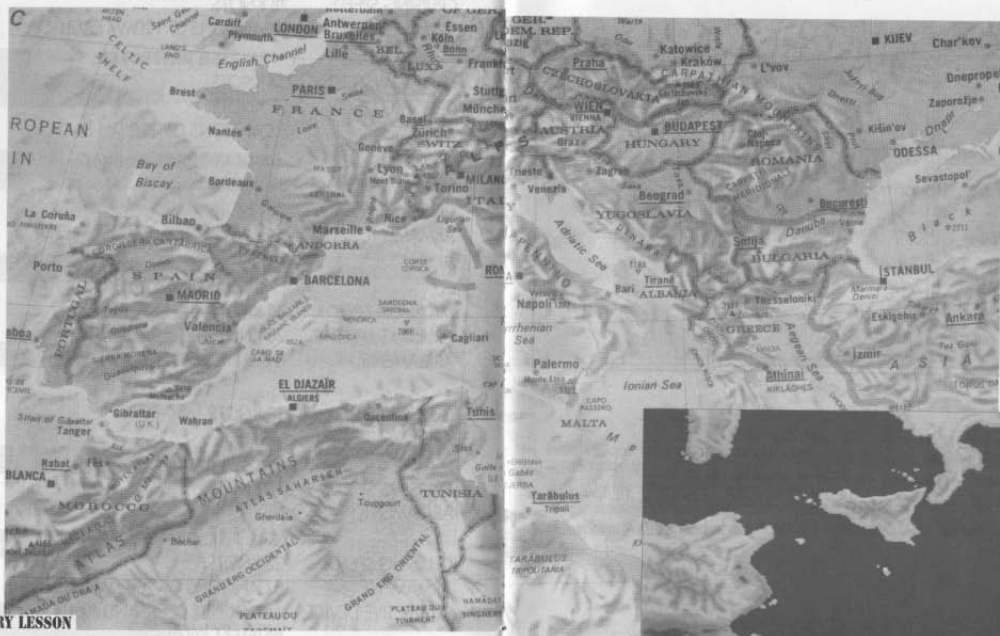
CRUISER

CRUISING SPEED: 32 KNOTS
ARMAMENT: 8 CANNONS OF 200 MM EACH
PROTECTIVE DEVICE: ARMoured DECK AND HULL, RESISTANT TO THE ARTILLERY IMPACT.

SUB MARINE

MAXIMUM SPEED SUBMERGED: 8 KNOTS
MAXIMUM SURFACE SPEED: 17 KNOTS
ARMAMENT: 4 TORP.T

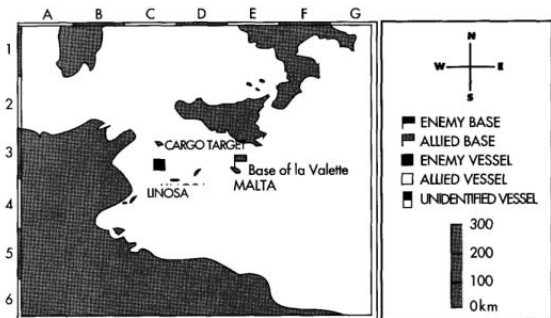
MEDITERRANEAN CAMPAIGNS



A SHORT HISTORY LESSON

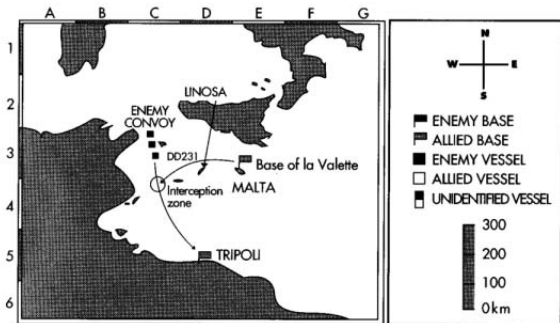
The concentration of ships in this part of the world creates an atmosphere of extreme tension. The German and Italian naval forces based in TARANTO, PALERMO, SYRACUSE and TRIPOLI confront the Allied forces based in MALTA and in the strait of GIBRALTAR. These two positions are of prime importance for Allied ships in the Mediterranean to repair and resupply. The geographical position of these bases is the cause of frequent attacks. Men are permanently on the alert. In the A.D.S. game, we've grouped some typical missions of that time; their realism will make you feel the deep anxiety which overcomes the Captain of an English DESTROYER facing the enemy ships, these being most of the time faster and far better armed.

7.1 MEDITERRANEAN MISSION N°1



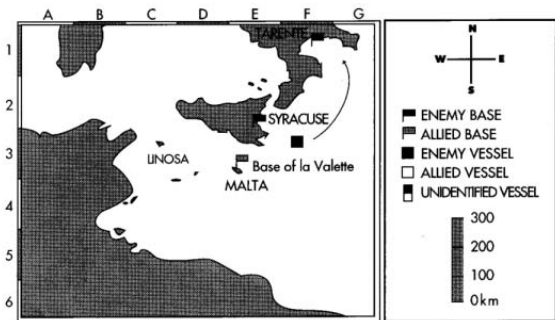
Pilotage training mission. This mission allows you to estimate your capacities in battle. At 6.30 am, you leave the base of LA VALETTE in MALTA (E-3). Your mission is to destroy a freighter cruising off LINOSA ISLAND (D-3). You must then get back to your base before 8.00 am.

7.2 MEDITERRANEAN MISSION N°2



You sail from the base of LA VALETTE in MALTA (E-3). Your mission is to intercept and destroy a convoy of enemy ships spotted at 9.15 am by the R.A.F to the south of PANTELLERIA ISLAND (C-3) and on its way to the enemy base of TRIPOLI. This convoy is composed of 2 freighters and 1 tanker. It has an approximate speed of 10 Knots. Once your mission is over, you must return to your base.

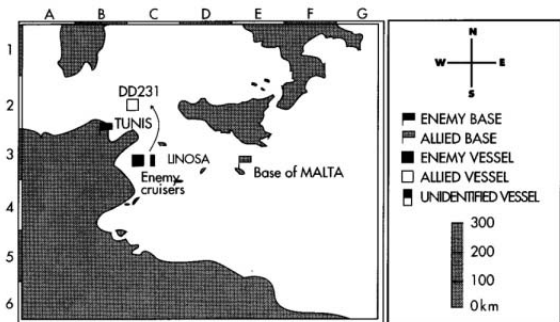
7.3 MEDITERRANEAN MISSION N°3



You sail from the base of LA VALETTE in MALTA. Your mission is to sink an Italian cruiser already heavily damaged by the R.A.F, off SYRACUSE (F-3).

The last report from the admiralty states that the vessel was at cruising speed on its way to the Italian base of TARANTO. You must intercept it before enemy destroyers arrive in reinforcement.

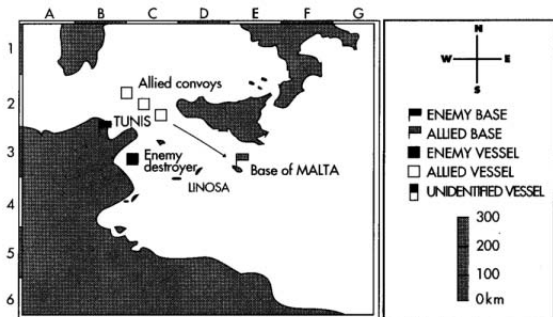
7.4 MEDITERRANEAN MISSION N°4



You are cruising off TUNIS. The reconnaissance aircraft reports 2 Italian cruisers spotted close by PANTELLERIA ISLAND (C-3). Feeling the threat, they are now sailing in the direction of CAP BON to escape the R.A.F .

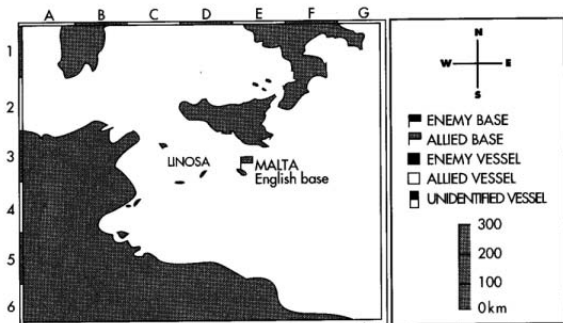
Your mission is to attack them by surprise and to immediately head for MALTA.

7.5 MEDITERRANEAN MISSION N°5



You sail from the base of LA VALETTE in MALTA (E-3). Your mission is to protect a supply convoy coming from GIBRALTAR and now cruising off TUNIS (B-3). You must go to meet it and destroy any enemy ship heading in its direction. Watch out: the R.A.F have spotted an enemy destroyer in the sector (C-3).

7.6 MEDITERRANEAN DELTA MISSION



Mission of surveillance. You sail from your base, fully laden with fuel and munitions. You must patrol in the area demarcated by the map. You may stop in Allied ports to repair and resupply. The Admiralty counts on you to inflict heavy losses on the enemy. But make sure that you have identified the ship before firing.

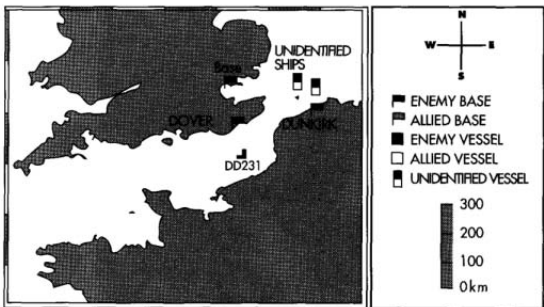
ENGLISH CHANNEL CAMPAIGNS



A SHORT HISTORY LESSON

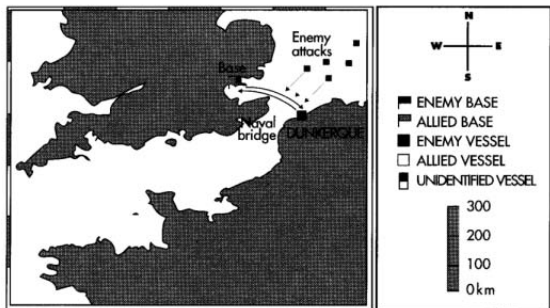
During World War II, the ENGLISH CHANNEL is one of the most important strategic positions. For the German naval forces, this channel, whose narrowest part is 30 kilometers, is an opening to the world so it is imperative for them to control it. Nevertheless, you must maintain a real presence too. With the help of the Allied fleet, your DESTROYER is commissioned to watch over and protect supply convoys. Once these missions are over, maybe you will understand why some DESTROYER captains and their crews were decorated with the Military Cross.

8.1 ENGLISH CHANNEL MISSION N°1



You are patrolling south of DOVER. Your mission is to identify 2 vessels which our coastal radars have spotted to the north of DUNKIRK (G-2). Then you head back to your base, in the THAMES estuary. Be careful, they are probably enemy vessels; in that case, your mission is to sink them.

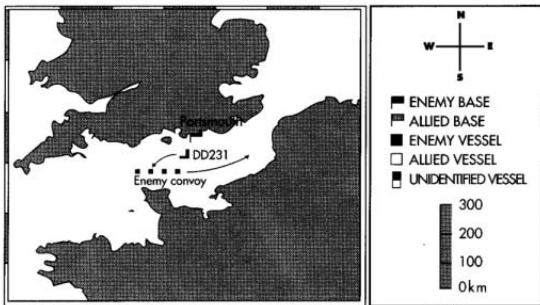
8.2 ENGLISH CHANNEL MISSION N°2



MONDAY, MAY 27th, 1940 : You sail from the base in the THAMES. Your mission is to protect the evacuation of the Allied forces gathered in DUNKIRK (G-2).

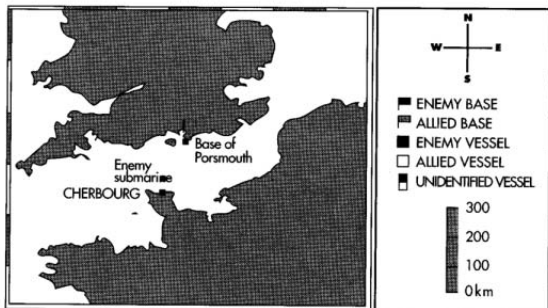
You must protect the transport ships sailing between DUNKIRK and the THAMES from the attacks of the German DESTROYERS. As soon as you are short of fuel or munitions you must get back to DUNKIRK.

8.3 ENGLISH CHANNEL MISSION N°3



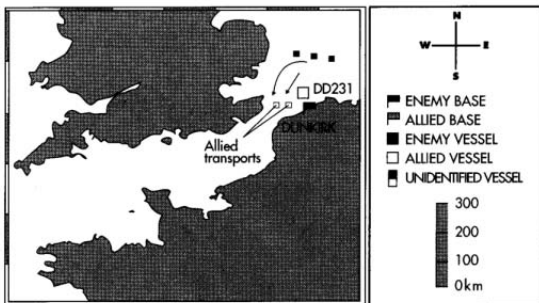
You are cruising off PORSMOUTH (E-3). Your mission is to attack an enemy convoy composed of freighters and tankers which the R.A.F has spotted close by CHERBOURG (D-4) sailing EAST. You must inflict heavy losses on the enemy before heading back to PORSMOUTH.

8.4 ENGLISH CHANNEL MISSION N°4



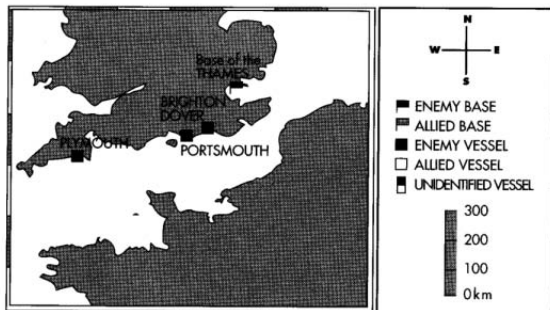
You sail from the base of PORSMOUTH (E-3). An enemy submarine has been seen off CHERBOURG (D-4). Your mission is to spot it with the sonar and to follow it until it surfaces again, and then to sink it.

8.5 ENGLISH CHANNEL MISSION N°5



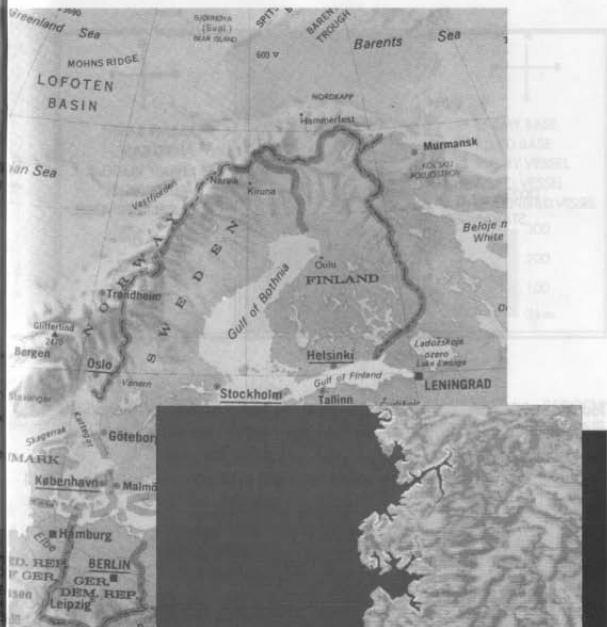
JUNE 4th, 1940. DUNKIRK (G-2) is surrounded by the enemy. Fortunately the troops evacuation is almost completed. Your mission is to protect the last two ships transporting Allied troops and about to leave DUNKIRK.

8.6 ENGLISH CHANNEL DELTA MISSION



Mission of surveillance. You must leave your base fully laden with fuel and munitions. You will patrol in the area demarcated by the map. You may stop in Allied ports to repair and resupply. The Admiralty counts on you to inflict heavy losses on the enemy.

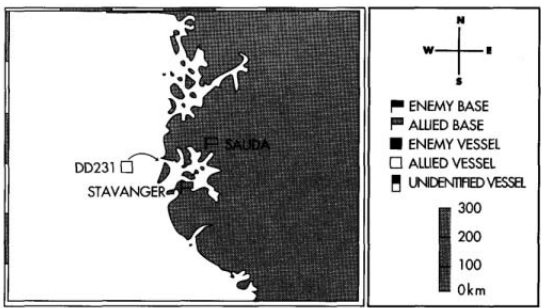
NORTH SEA CAMPAIGNS



A SHORT HISTORY LESSON

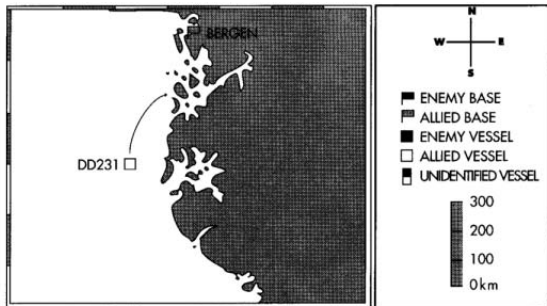
The Scandinavian countries are not spared by World War II. The geography of this part of the world is specifically interesting for camouflaging enemy ships. On several occasions the information you receive tell you about the position of enemy vessels which anchored because of damage or because they are waiting for new missions. These ships represent a permanent danger for the Allied forces, this is why you must attack them by surprise and sink them before they become operational. This "stock" of enemy ships is one of the priority points in World War II. The main bases of the sector are BERGEN located north in the Fjords, STAVANGER on the coast and FARSUND in the south.

9.1 NORTH SEA MISSION N°1 °



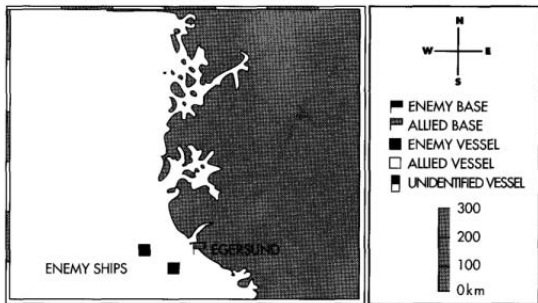
You are cruising, west of STAVANGER (E-4); the radio informs you that a light enemy cruiser, damaged by our artillery, has taken refuge in the fjords close by SAUDA (E-3) to repair. You must spot it and, if possible, attack.
Be careful, enemy destroyers are probably coming in reinforcement.

9.2 NORTH SEA MISSION N°2 °



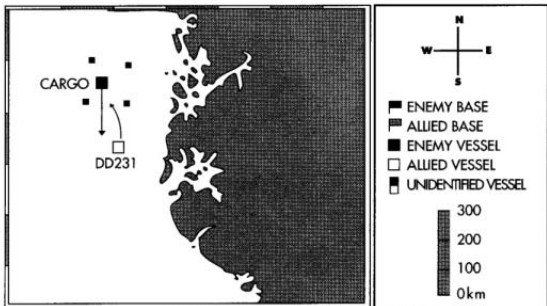
You are sailing off NORWAY. You must patrol along the shores, up to BERGEN (D-1) to spot and destroy enemy ships which are hiding in the FJORDS (ZONE E-2).

9.3 NORTH SEA MISSION N°3 *



You sail from EGRSUND (E-5) in NORWAY. You are the sole armed unit of Allied forces in the sector. Your mission is to run the blockade set by the German destroyers at the fjord's exit. You must sink every enemy ship, to allow our supply convoy to sail safely. If important damage occurs, you can head to EGRSUND to repair.

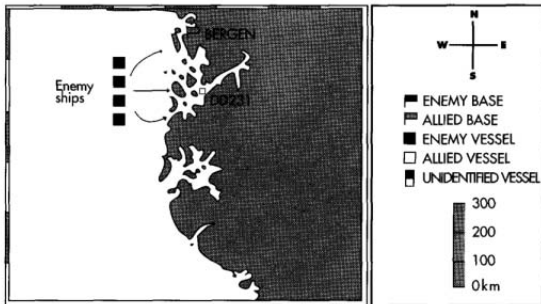
9.4 NORTH SEA MISSION N°4 °



The enemy is in possession of heavy water, used in the making of atomic bombs.

The freighter transporting the containers and the 5 warships escorting it have been spotted south of BERGEN (D-1). Your mission is to attack the convoy and to sink the freighter, at all costs.

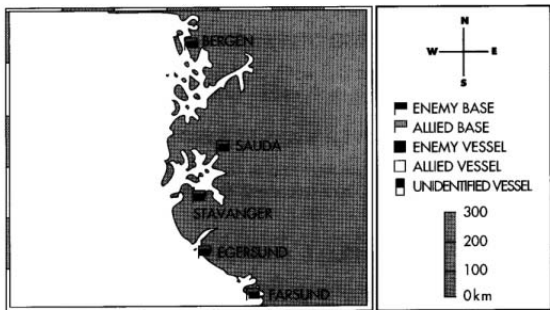
9.5 NORTH SEA MISSION N°5 °



The LUFTWAFFE have badly damaged your ship. You took refuge in the FJORDS (E-2) to repair. The radio informs you that enemy ships are heading for you at full speed.

You have no alternative: you must confront them and then sail back to the base of BERGEN (D-1).

9.6 NORTH SEA DELTA MISSION °



Mission of surveillance. You leave your base, fully laden with fuel and munitions. You will patrol in the area demarcated by the map. You can stop in Allied ports to repair and resupply. The Admiralty counts on you to inflict heavy losses on the enemy.

SOME ADVICE FROM ADMIRAL WALKIRIE

SAILING WITHIN SIGHT OF LAND:

Reduce your speed by half and watch carefully your depth gauge. In these areas of the map, the bottom depth varies a lot and you might run aground.

REDUCING SPEED WHEN SAILING INTO PORT:

To promptly reduce speed you must reverse the engines. Go from 1/2 or FULL in forward speed to FLANK in reverse speed, then when the ship speed is at its lowest, go to STOP position.

FLANK POSITION:

Is equal to full power of the engines. You can stay on this position only a few minutes. When the mechanics detect an overheating of the engines, power is reduced to FULL position. For security reasons, it is better to use the FLANK position during battles or during an emergency withdrawal.

RUDDER OUT OF ORDER:

If your rudder is damaged, reduce speed a maximum to allow the crew to repair it.

SUDDEN CHANGE OF COURSE:

Reduce your speed (1/2 position) and change your course. Any type of manoeuvring is more easily carried out at low speed.

ATTACK FROM THE ENEMY AIRCRAFT:

When you are sent on a mission close by the enemy bases, it may happen that the German aircraft sends STUKAS to sink you. These planes drop bombs when they are at your vertical. Cannons are the only weapons you have to defend yourself.

GLOSSARY




A.D.S:	Advanced Destroyer Simulator
R.A.F:	Royal Air Force
H.Q:	Head Quarter
T.T:	Torpedo tube
ADMIRALTY:	Superior Command of the Navy
CRUISER:	Fast moving warship in charge of surveillance
DESTROYER:	Light battleship with heavy artillery
RANGE:	Graduate scale to adjust the fire
MILE:	Nautical measure (1852 meters)
KNOT:	Nautical speed measure = 1 mile per hour
DRAUGHT:	Cubic measure of water displaced by a ship

TO PLAY RIGHT AWAY

After loading the game (refer to chapter V), the presentation screen appears, then the MAIN MENU, where you make your selection with the joystick or with the arrow keys. With the RETURN key, validate the "BATTLES THE MEDITERRANEAN" option and the "MISSION #1" option.

Validate the "START THE GAME" option. Then, a BRIEFING * gives you the instructions about the MISSION OF SURVEILLANCE you must achieve in a limited time.

Spot your target on the map and press the  key if you wish to go back to the BRIEFING. You are now in the command post of your DESTROYER. Position the engines on 1/2 forward and turn the RUDDER TO PORT (left) to leave the port. When you reach the high seas, select the MAP with the F6 key and trace your course to reach your target as fast as possible.

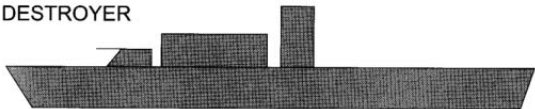
To get familiar with all the piloting and firing controls, refer to chapters 4 and 6.

And good luck!

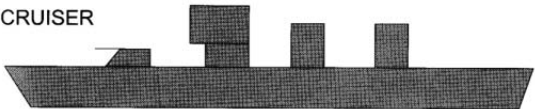
BOATS: AMSTRAD VERSION



DESTROYER



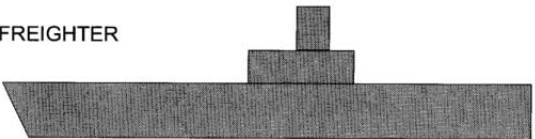
CRUISER



TANKER



FREIGHTER



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ADS

ADVANCED DESTROYER SIMULATION

1942, le conflit entre la France, l'Allemagne et l'Italie fait rage depuis des mois.

En Méditerranée et dans l'Atlantique Nord, les forces navales belligérantes s'affrontent dans des combats acharnés et sans relâche.

Au commandement de votre destroyer, réussissez en 15 missions différentes à détruire les forces navales et aériennes ennemies.

Pour vous y aider, une multitude d'options sont à votre disposition : cartes détaillées, rapport des armées, avions torpilles, poste de D.C.A., etc.

A.D.S est une fantastique simulation de combats maritimes réalisée avec les nouveaux algorithmes de FUTURA en 3D faces cachées temps réel.

Grâce à une recherche historique poussée, allée à des graphismes superbes, ce logiciel est époustouflant de réalisme.

Bateaux de guerre, civils, avions et sous-marins, tout est là. A.D.S. DES HEURES ET DES HEURES DE SIMULATION AVEC UN LOGICIEL EXCEPTIONNEL.



PHOTOS ATARI

1942, the battle between France, Germany and Italy has been going on for months.

In the Mediterranean and the North Atlantic, belligerent naval forces face each other for an unrelenting battle.

With the control of your destroyer, succeed beating the naval and air forces in 15 different attacks.

Multiple options are available to help you : detailed charts, failure reports, torpedo launchers, anti-aircraft stations, etc.

A.D.S is a fantastic sea-battle simulator, using new algorithms offered by Futura in 3-D and in real time.

You will find this software astoundingly realistic, thanks to in depth historical research and superb graphics.

ADVANCED DESTROYER SIMULATOR



GRUPE LORICEL

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