

Twitter Thread by [foone](#)

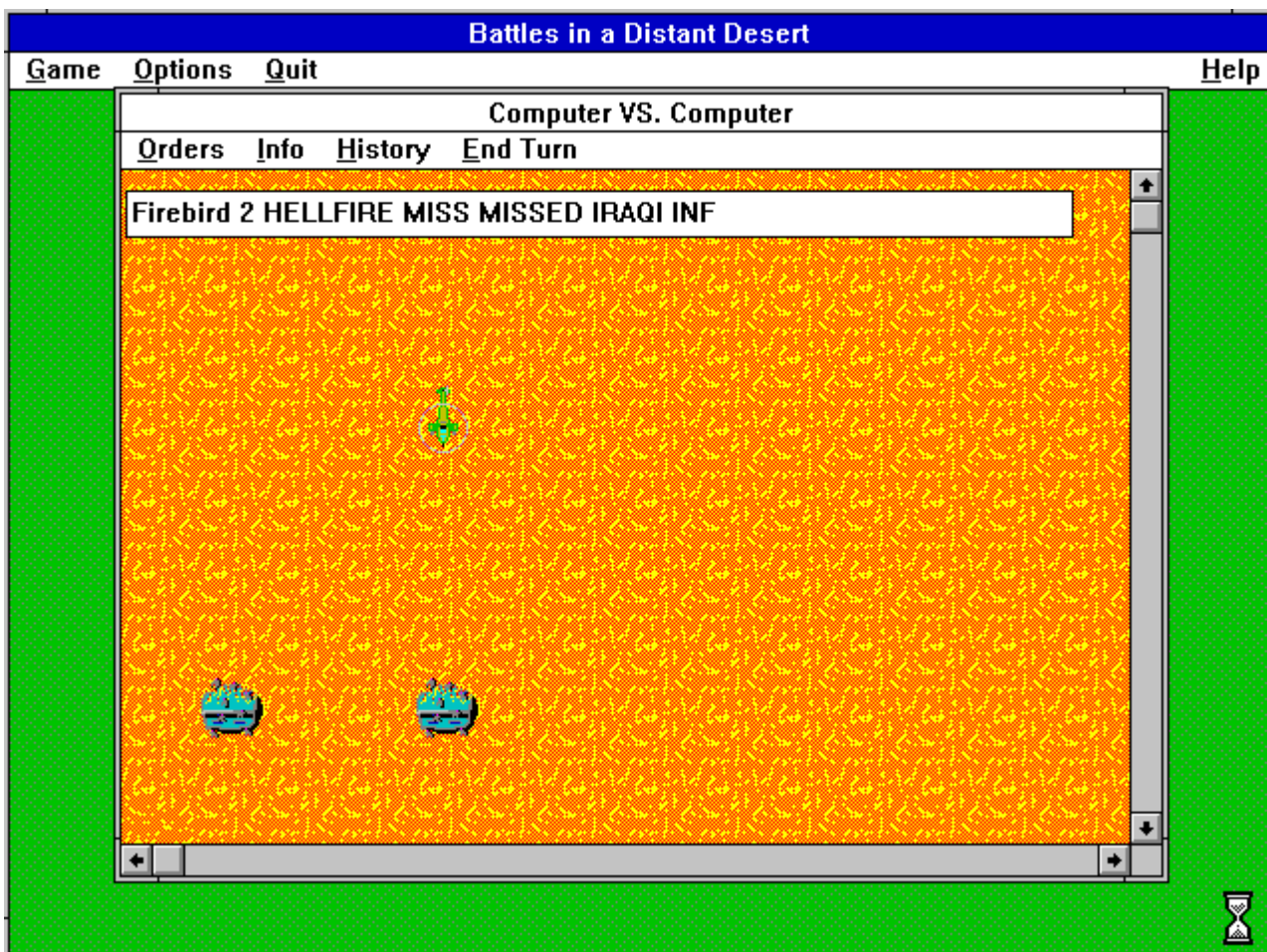


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An interesting set of games that I've been vaguely interested in since I was a kid, after seeing one at a friend's house and never being able to find it again, was the BATTLES IN A DISTANT DESERT/BATTLES ON DISTANT PLANETS series.



These are turn-based wargames for windows 3.x, sharing the same engine.

Battles in a Distant Desert is from 1992, and is based on the first Iraq war (Desert Storm)

Battles in a Distant Desert

Game Options Quit

Help



**A Great SHAREWARE Game
downloaded from CompuServ
This game contains implied violence.**



and Battles on Distant Planets is from 1991, and takes place in SPACE!
I'm pretty sure this is the one I played as a kid.



**A Great SHAREWARE Game
downloaded from CompuServ
This game contains implied violence.**

They've got 3 options to play with:

- * Player vs. Player
- * Player vs. Computer
- * Computer vs. Computer

So it's a 0-2 player game!



They also did a DOS strategy game called "STARDATE 2140.2: GALACTIC CONQUEST" in 1990, but it seems to be lost. All the games share an experimental AI system based on neural networks.

There's also CRUSADE IN SPACE from 1993, which is on the internet archive but doesn't seem to work:
<https://t.co/LsXXGlcxTD>



There's WORLD WAR II BATTLES: NORMANDY from 1994, (which seems to be lost but I have some leads, so I'll keep looking), and finally LANDS OF SWORDS AND SORCERY, which was in development in 1995 but then halted so it could be revamped for Windows 95 (which never happened)

So those are the six shareware games from Glacier Edge:

Three we have, two missing, one incomplete and never released.

But who was Glacier Edge?

They were basically one person: Eric Dysband, of Glendale, CO. He was a freelance AI consultant working on a bunch of games.



He was a playtester on *The Perfect General* (1991) by White Wolf Productions.
and the lead developer on *Enemy Nations* (1996) by Windward Studios.

Another Mark Baldwin Triumph!!

Can You Be? . . .

The Perfect General

The Ultimate Challenge of Strategy and Tactics!



AMIGA 500/1000/2000/2500/3000

Requires: 1024K RAM, Blank floppy disks or hard disk
Kickstart 1.2 or above (2.0 compatible)

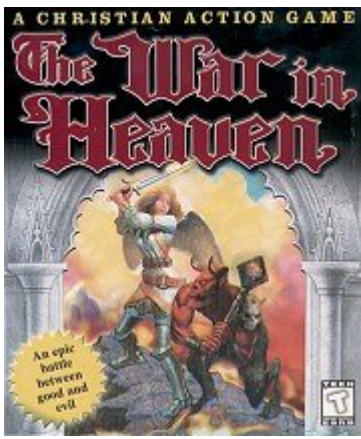
Optional: Joystick
Modem or Null-modem cable with two machines

No Disk Copy Protection
Supports MODEM Play

QQP
Overturn Quality Productions, Inc.

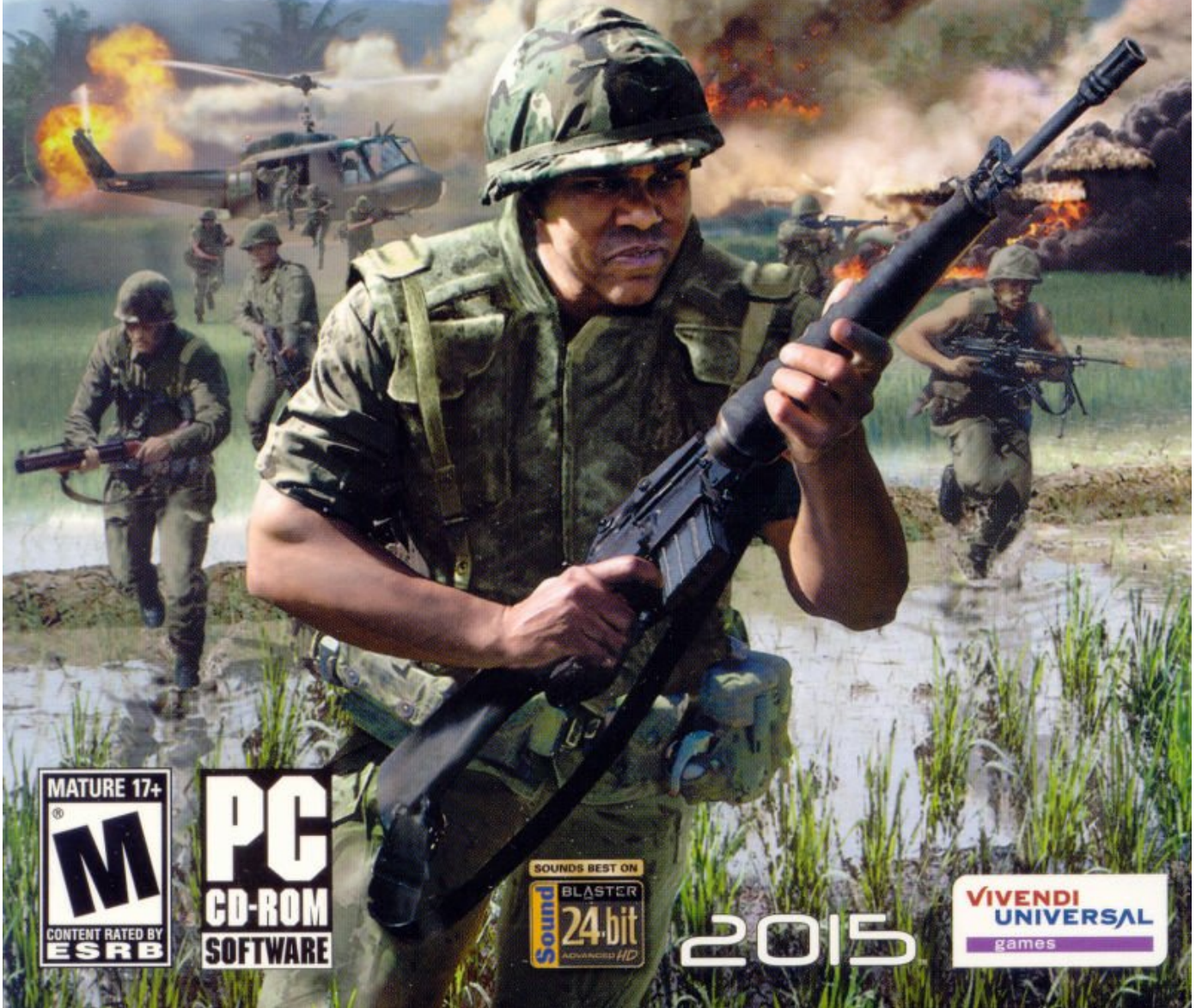
He programmed The War in Heaven (1999), a Christian FPS from Eternal Warriors/ValuSoft.

He was the AI programmer for NHRA Drag Racing 2 (2000)



His final game was Men of Valor (2004), a Medal of Valor spin-off game. Sadly, he passed away on April 15, 2004, due to an aneurysm.

MEN OF VALOR™



MATURE 17+
M
CONTENT RATED BY
ESRB

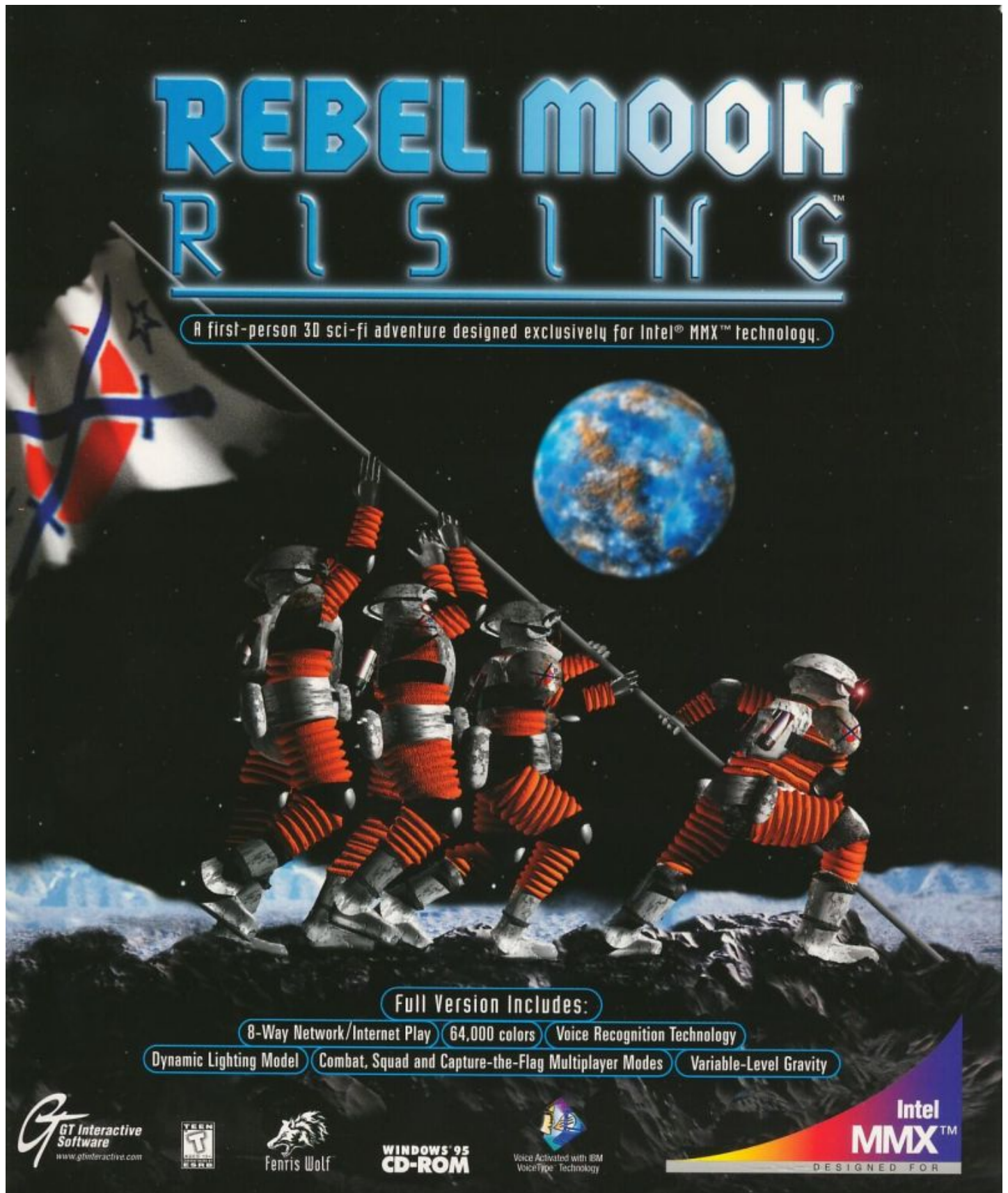
PC
CD-ROM
SOFTWARE

SOUNDS BEST ON
BLASTER
Sound 24bit
ADVANCED HD

2015

VIVENDI
UNIVERSAL
games

He also worked on the AI for Rebel Moon Revolution, which was supposed to be the third game in the Rebel Moon series, which was canceled before release.

The image is the cover art for the video game 'Rebel Moon Rising'. It features four astronauts in orange and silver suits standing on a dark, rocky lunar surface. They are holding a flag with a red and blue cross design. In the background, the Earth is visible in the blackness of space. The title 'REBEL MOON RISING' is written in large, glowing blue letters at the top. Below the title, a blue banner contains the text 'A first-person 3D sci-fi adventure designed exclusively for Intel® MMX™ technology.' At the bottom, a blue banner lists features: 'Full Version Includes: 8-Way Network/Internet Play, 64,000 colors, Voice Recognition Technology, Dynamic Lighting Model, Combat, Squad and Capture-the-Flag Multiplayer Modes, Variable-Level Gravity'. The bottom left corner has logos for GT Interactive Software, a 'TEEN' rating, Fenris Wolf, and Windows 95 CD-ROM. The bottom right corner features the Intel MMX logo with the text 'DESIGNED FOR'.

There is footage from the demo version, showing the squad-based combat it was going to use. It turns out the engine for War in Heaven is the same as Rebel Moon Revolution, too.

<https://t.co/wbyeSOYZ0j>

A correction: I misread what he was saying on Usenet, his games were trying to do AI WITHOUT a neural-network based approach.

He also made some commercial games under the Glacier Edge name:

PARACHUTES AT KANEV (1987) was a DOS wargame based on the Kanev board game, under contract for World Wide Wargames.

He also wrote a series of articles for Gamasutra on AI middleware:

<https://t.co/i5IDxELoNb>