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It is similar in concept to 1942, where the player assumes the role of a German officer responsible for the extermination of the European Jews during World War II. Players take control of a series of camps that are used to house the political prisoners of the player's choice. These camps are built with the intent of inflicting maximum pain and suffering upon the prisoners until they are eliminated. Once the player has exterminated all of the prisoners, the game is over.

**Gameplay** The Nazi KZ Manager is a resource management game in which the player takes on the role of a concentration camp commandant. The objective of the game is to eliminate the political prisoners of the player's choice while avoiding discovery by the Allies, in order to claim victory and win the game. As the player makes their plans, the game proceeds in real time. The player has a limited number of resources with which to manage the game; these resources include food, clothing, security, medical care, sleep, labor, and fuel.

When a prisoner's condition deteriorates, they begin to waste away, causing them to die. The player can either allow the prisoners to die slowly over time, or they can feed the prisoners to an incinerator so that they can be killed instantly. The objective is to slowly empty out each of the player's camps to a pre-set number of prisoners, regardless of what the Allies may do to interdict the player's operations. There are four different factions that the player must deal with during the game. These factions are not present in chronological order, but rather in the order of which the player is likely to encounter them. The Allies

are the earliest group to appear, followed by the Red Army, the Allies of Europe, and the White Rose. Each faction has a distinct set of weapons that can be used to kill prisoners. The Allies are equipped with weapons that they are able to purchase from the Depot, which the player must allocate a portion of their supply of resources. The Allies of Europe and the White Rose

are able to capture camps, and have access to much more equipment than the player. They will attack camps owned by the player if they determine that the player has met their requirements to eliminate the camps. **Reception** The first version of the game was reviewed in 1983 in the November–December issue of Paracide 2. The reviewer called the game "a very sophisticated type of simulation of the usual Christmas-time quiz, "time management". However, the reviewer reported that while playing the game, the 82157476af

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