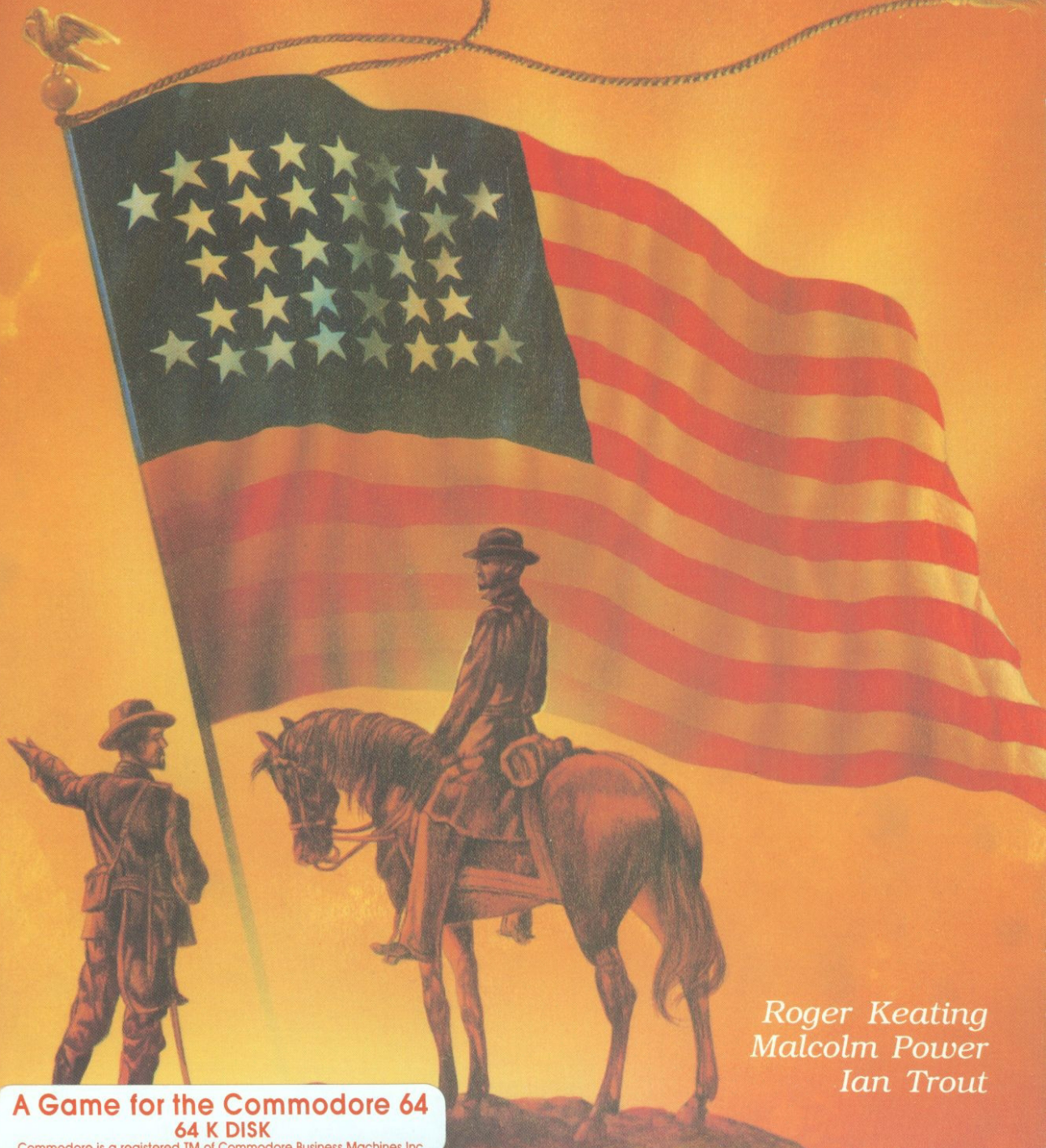


DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

Volume III. Wilderness to Nashville



*Roger Keating
Malcolm Power
Ian Trout*

**A Game for the Commodore 64
64 K DISK**

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WILDERNESS SPOTSYLVANIA COLD HARBOR ATLANTA FRANKLIN NASHVILLE

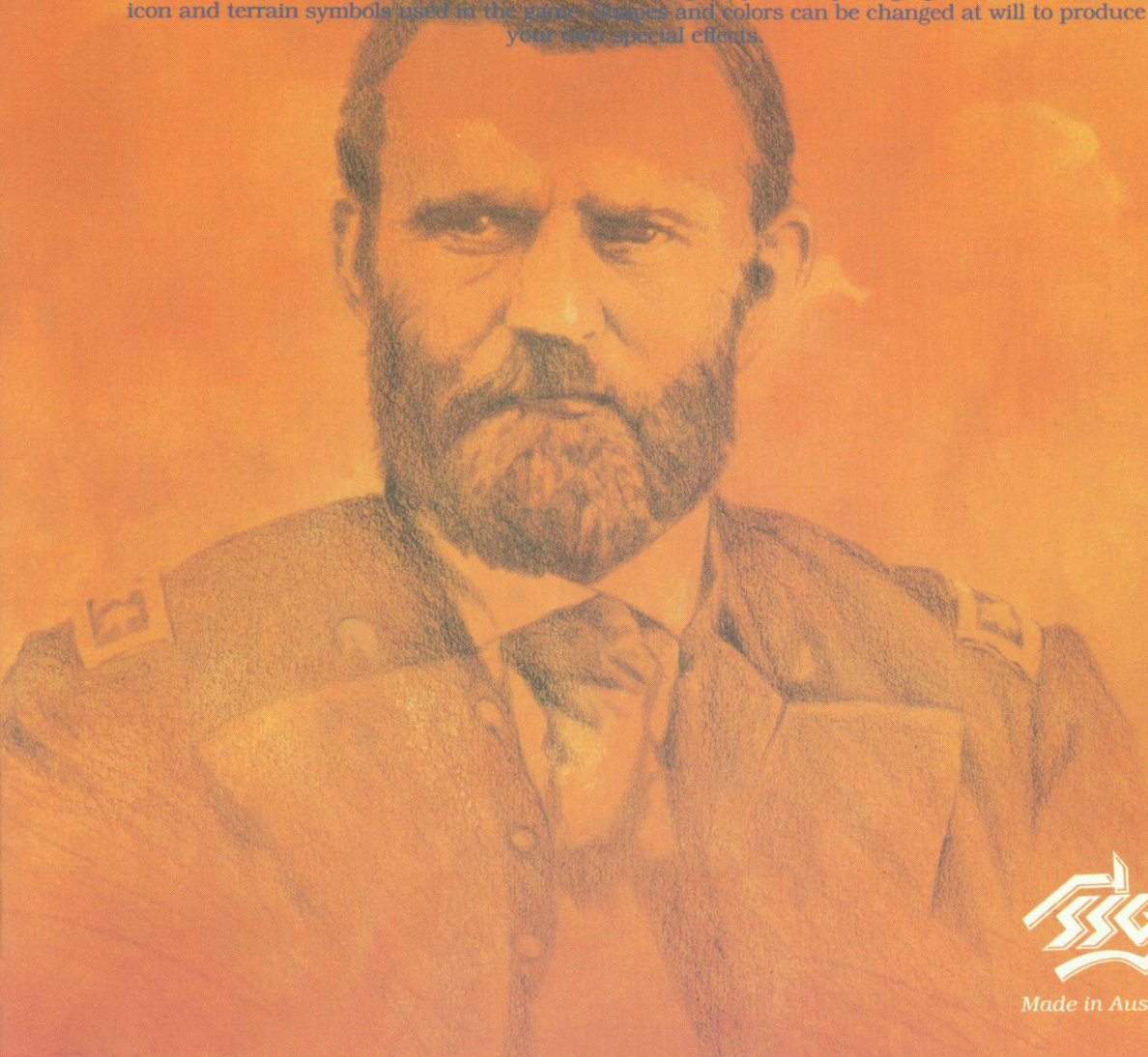
In 1864-65, the last years of the Confederacy, some of the toughest, bloodiest battles of the war took place.

Can you, commanding the battle-hardened veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond... ?

Or will you, as William Tecumseh Sherman, defeat Joe Johnston, destroy Atlanta and march to the sea... ?

The **Decisive Battles Game System** lets you step into the past and command the armies which fought out these great battles. The simple menu structure which drives the game is so easy to use that you'll be issuing orders like a veteran ten minutes after booting up the disk. You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WARPLAN™**, and our unique graphics editor, **WARPAINT™**.

WARPLAN™ lets you construct original battles of your own design as well as creating endless variations to the historical scenarios. **WARPAINT™** gives you complete graphic control over the icon and terrain symbols used in the game. Shapes and colors can be changed at will to produce your own special effects.



Made in Australia