

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

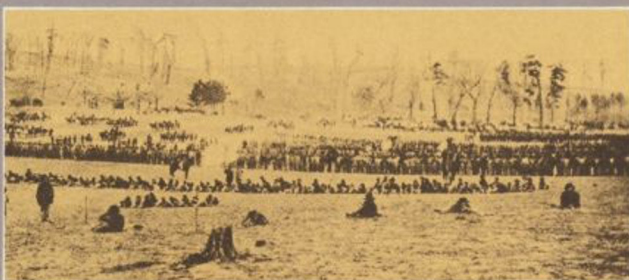
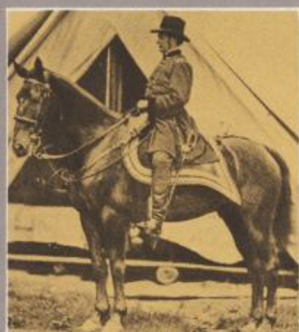
Volume One. Bull Run to Chancellorsville

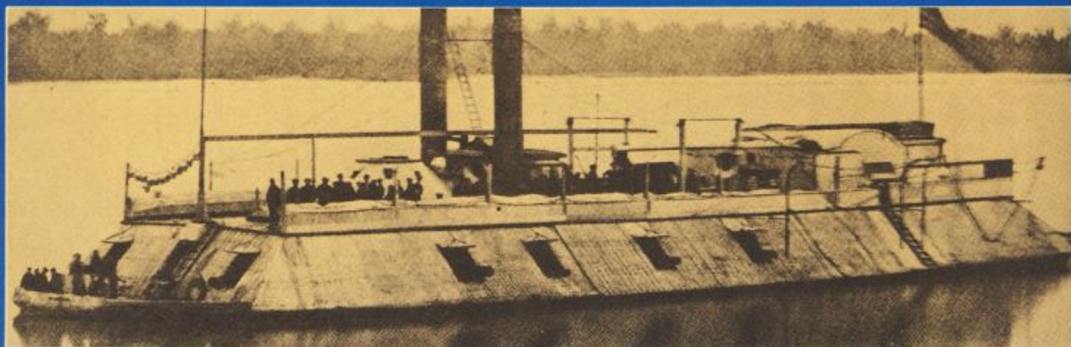
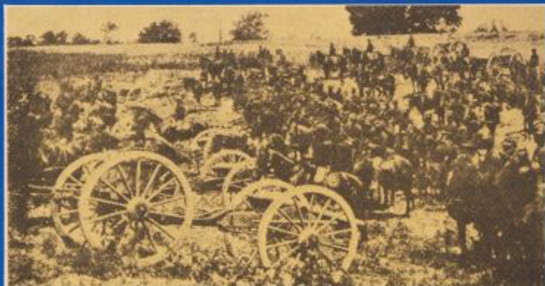
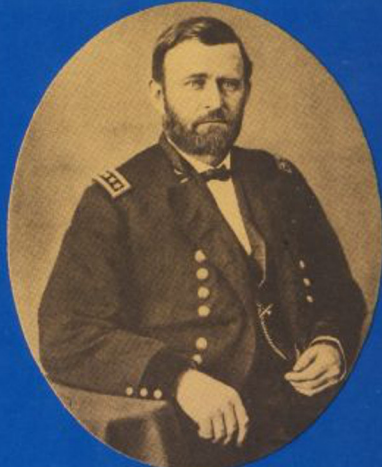
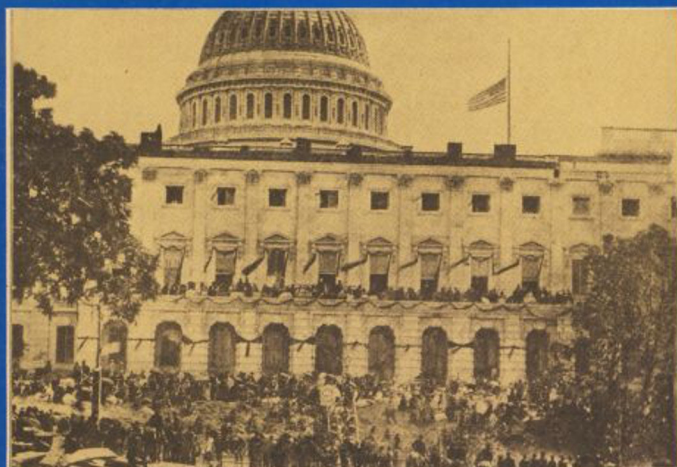
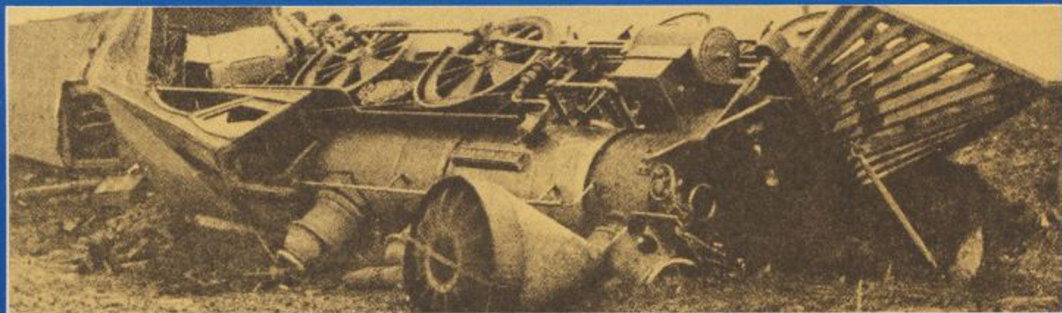
Roger Keating and Ian Trout

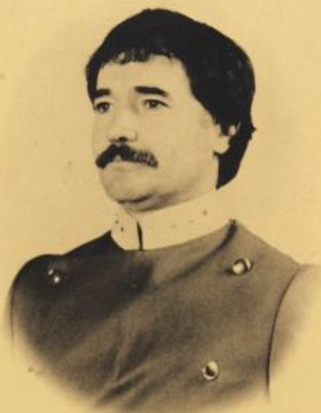


A Game for the Commodore 64
64 K DISK

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DESIGNER'S NOTES

With this publication of the first volume in SSG's Decisive Battles Series, the authors' celebrate five years of collaboration in computer game design. Is it that long ago that we published the first edition of *Reach for the Stars...?*

Among the most notable innovations in this game are the inclusion of a graphics editor, the aptly named WARPAINT,™ and the development of a command structure suitable for the pre-radio battlefield.

You're sure to have a lot of fun with the graphics editor. You can make some really weird shapes!

It won't be long before you experience the frustrations of trying to direct an Army in the nineteenth century. Communications are almost impossible to maintain over any distance and the wise commander will soon come to realize that he has to trust his subordinates. No-one will have any trouble getting the best out of Nathan Bedford Forrest; what you can do with Ambrose E. Burnside is another matter...

DESIGN CREDITS

Program Design — Roger Keating

Game Design — Ian Trout

Project Development — Roger Keating, Gregor Whiley, Danny Stevens, Ian Trout

Scenario Testing — Phillip Bradley, David Freer, Phil Niven, Danny Stevens, Mark Holman, Gregor Whiley, Andrew Taubman, Malcolm Power, Hans Schiller

Album Painting — Mitch Lovett

Package Artwork — D. Walter-Evans Advertising

Album Manufacture — C. C. Merritt Pty Ltd

Scanning and Film — Graphus Pty Ltd

Printing — Maxwell Printing Co. Pty Ltd

FIRST BULL RUN SHILOH SECOND BULL RUN ANTIETAM FREDERICKSBURG CHANCELLORSVILLE

Can you, as Ulysses S. Grant, stop the Rebs at Shiloh...?
Can you, as Robert E. Lee, save your Army from disaster at Antietam...?
Can you, as Fighting Joe Hooker, turn the tide in the East and smash the
Confederates at Chancellorsville...?

Compare yourself with America's greatest generals!
SSG's new Decisive Battles System allows you to step into the past and command
the forces of North and South in 6 great battles from the War between the States.

Decisive Battles' easy-to-use menu system will have you issuing orders like a
veteran within ten minutes of assuming command.

To give you even more authority on the computer battlefield, Decisive Battles
includes a comprehensive wargame construction set, WARPLAN,™ and a
complete graphics editor, WARPAINT.™

WARPLAN™ allows you to create endless variations to the historical scenarios as
well as designing your own original battles.

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