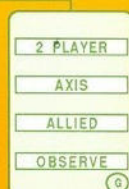
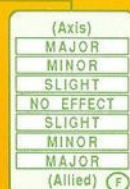
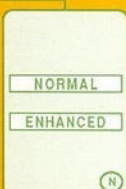
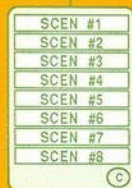


BATTLEFRONT GAME SYSTEM

START MENU (C-64/128)



KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC).

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INDEX TO START MENUS

- A - START UP MENU
- B - LOCATION SELECT
- C - SCENARIO MENU
- D - DISK MENU
- E - EDIT UTILITY
- F - HANDICAP UTILITY
- G - PLAYER SELECT
- H - GAME MASTER
- I - CREATE MASTER
- J - SAVE GAME UTILITY
- K - ENHANCED OPPONENT

STARTING THE GAME

Place the game disk into the disk drive. Close the disk drive and turn on the monitor, disk drive and computer.

Type in the following instructions.

LOAD "SSG", 8 (RET)
RUN (RET)

Menu A (the Start Up Menu) will appear on the screen after a short delay. Please see the Player's Manual for what to do next.

FEATURES

1. The left/right and up/down arrow keys referred to in the Player's Manual are replaced by the cursor arrow keys on the C-64. For example, to move the cursor upwards, hold down the (SHIFT) key while tapping the up/down cursor key. To move the cursor downwards, just tap the up/down cursor key.

2. When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text.

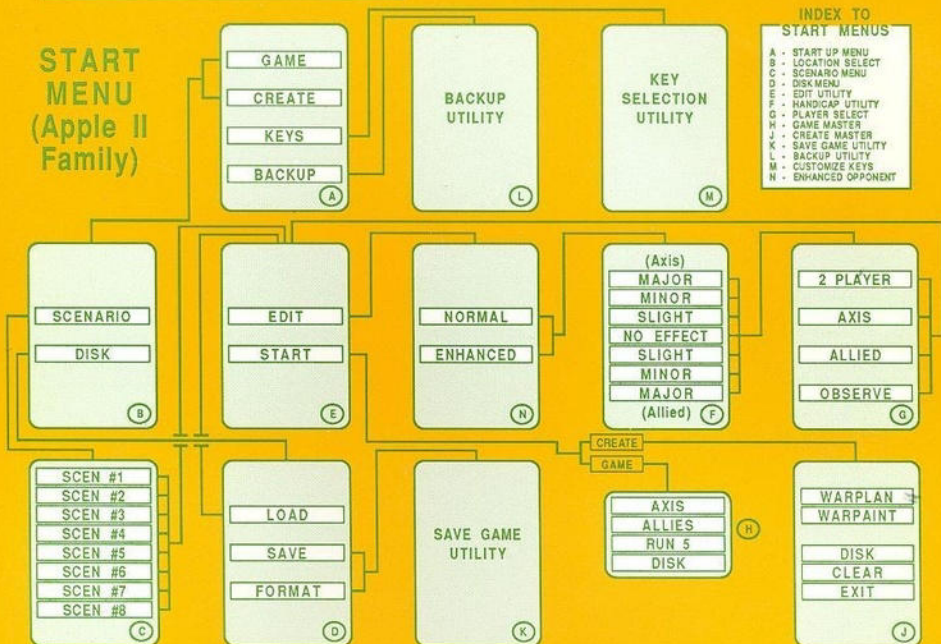
BATTLEFRONT GAME SYSTEM

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC).

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START MENU (Apple II Family)



INDEX TO START MENUS

- A - START UP MENU
- B - LOCATION SELECT
- C - SCENARIO MENU
- D - DISK MENU
- E - EDIT UTILITY
- F - HANDCAP UTILITY
- G - PLAYER SELECT
- H - GAME MASTER
- J - CREATE MASTER
- K - SAVE GAME UTILITY
- L - BACKUP UTILITY
- M - CUSTOMIZE KEYS
- N - ENHANCED OPPONENT

STARTING THE GAME

Place the game disk into your disk drive. Be sure the Master side is facing up. Close your disk drive and turn on your computer. Menu A (Start Up Menu) will appear on your screen.

SYSTEM SET UP

The Master disk is configured for Apple IIc's and IIe's with one disk drive and no printer. If this description fits your system, please skip this section. To change the set up use the arrow keys to locate the <KEYS> line and type (RET) to select Menu M (Customize Keyboard). Locate the <EDIT> line with the arrow keys and type (RET) to enter the keyboard display.

(a) **The Arrow Keys.** Apple II+ owners will have to select keys to substitute for the (UP) and (DOWN) arrow keys. We suggest the (*) and (/) keys. This substitution is made by typing (*) (RET) (RET) (/).

(b) **The Data Drives.** If you have two drives, position the cursor on the <Data Drive> line and type (2). This will instruct the computer to look at the second disk drive for scenario, save game and backup disks.

(c) **The Print Slot and Dump Code.** Ctrl(P) will activate a high resolution screen dump routine reproducing the current screen image

onto an attached printer. Enter the slot # of your printer. The words <Enter dump code now> will appear and you should enter the appropriate dump code for your printer. Type (RET) when you have finished entering the code. An incorrect entry may cause the program to hang so please check that you know the correct dump code for your printer. (See your printer manual or ask at a computer store). Apple IIc owners should note that their machine does not have this facility.

Type (ESC) to go back to Menu M. Use the arrow keys to locate the <SAVE> line and type (RET). The set up information is saved to your Master disk. Type (ESC) to return to Menu A.

BACKING-UP YOUR DISKS

The Master disk may be backed up once. Use the arrow keys to locate the <BACKUP> from Menu A and type (RET) to obtain Menu L (the Backup Menu). Locate the <MASTERS> line and type (RET). Follow the instructions given on the screen until the duplication is complete and Menu A is recovered. The Scenario disk, on the reverse side of the Master disk, may be backed up any number of times. At least one backup of the Scenario disk is essential if you wish to make use of the two disk drive option. Save game disks can always be backed up.

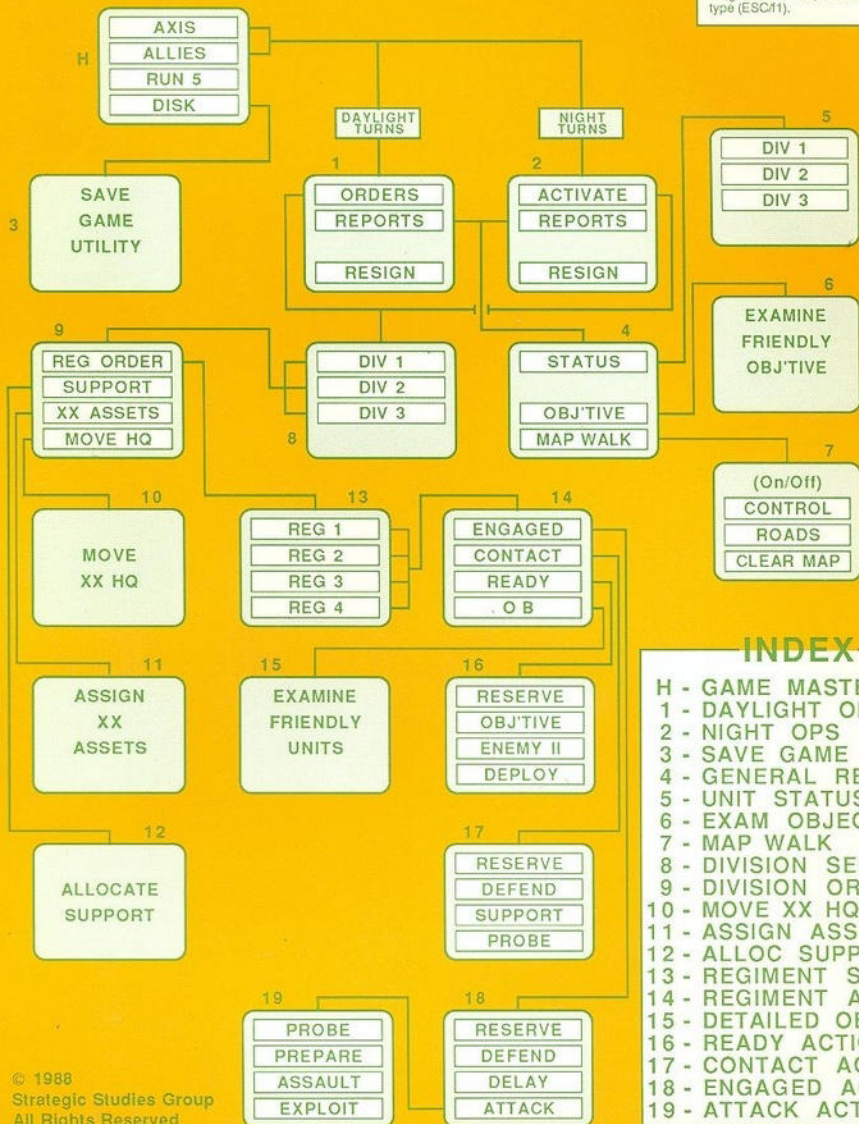
As an additional precaution we suggest you write-protect your disks once your backups have been made.

BATTLEFRONT GAME SYSTEM

GAME MENUS

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET).
To go back to the previous menu, type (ESC/1).



INDEX

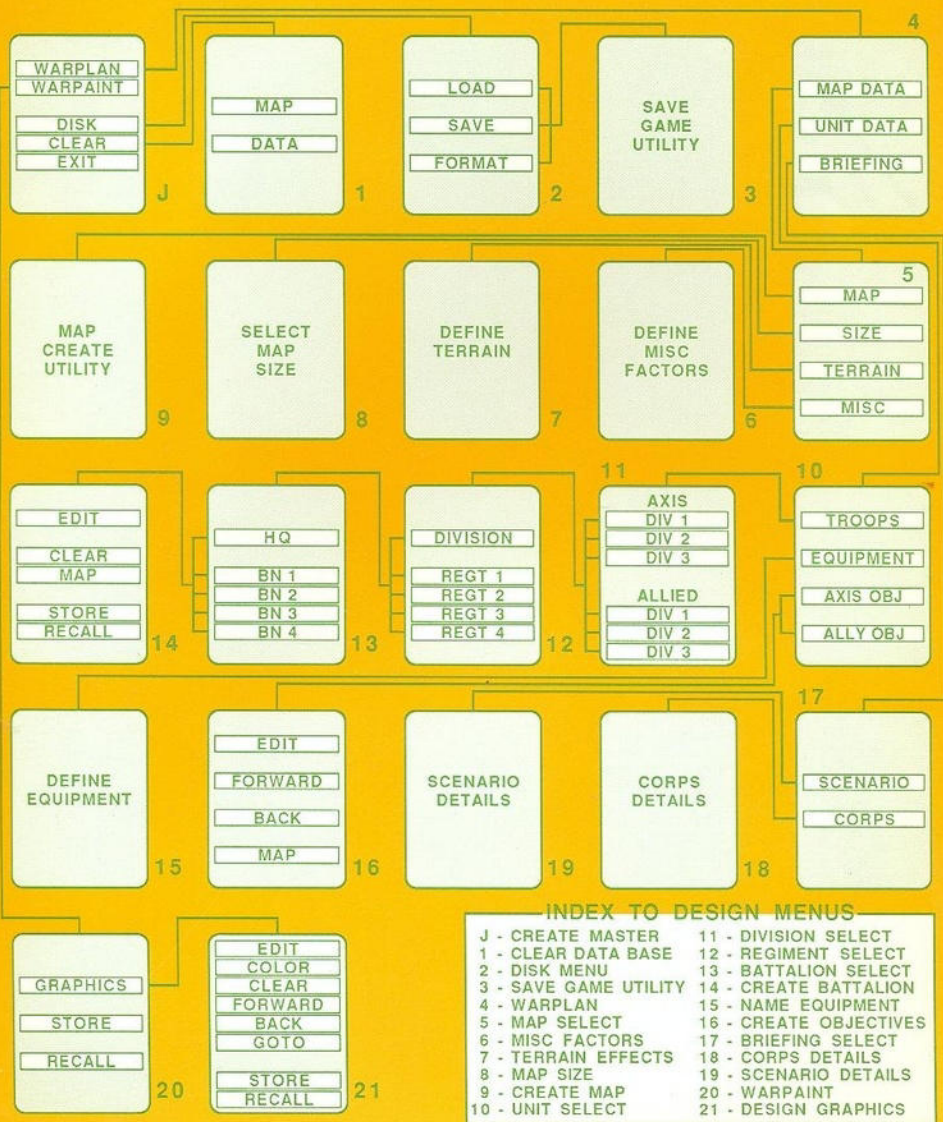
- H - GAME MASTER
- 1 - DAYLIGHT OPS
- 2 - NIGHT OPS
- 3 - SAVE GAME UTILITY
- 4 - GENERAL REPORTS
- 5 - UNIT STATUS
- 6 - EXAM OBJECTIVES
- 7 - MAP WALK
- 8 - DIVISION SELECT
- 9 - DIVISION ORDER
- 10 - MOVE XX HQ
- 11 - ASSIGN ASSETS
- 12 - ALLOC SUPPORT
- 13 - REGIMENT SELECT
- 14 - REGIMENT ACTION
- 15 - DETAILED OB
- 16 - READY ACTION
- 17 - CONTACT ACTION
- 18 - ENGAGED ACTION
- 19 - ATTACK ACTION

BATTLEFRONT GAME SYSTEM

DESIGN MENUS

KEY SUMMARY

To choose from a menu, use the arrow keys to position the cursor over the chosen selection and then type (RET). To go back to the previous menu, type (ESC/1).



INDEX TO DESIGN MENUS

- | | |
|-----------------------|------------------------|
| J - CREATE MASTER | 11 - DIVISION SELECT |
| 1 - CLEAR DATA BASE | 12 - REGIMENT SELECT |
| 2 - DISK MENU | 13 - BATTALION SELECT |
| 3 - SAVE GAME UTILITY | 14 - CREATE BATTALION |
| 4 - WARPLAN | 15 - NAME EQUIPMENT |
| 5 - MAP SELECT | 16 - CREATE OBJECTIVES |
| 6 - MISC FACTORS | 17 - BRIEFING SELECT |
| 7 - TERRAIN EFFECTS | 18 - CORPS DETAILS |
| 8 - MAP SIZE | 19 - SCENARIO DETAILS |
| 9 - CREATE MAP | 20 - WARPAINT |
| 10 - UNIT SELECT | 21 - DESIGN GRAPHICS |