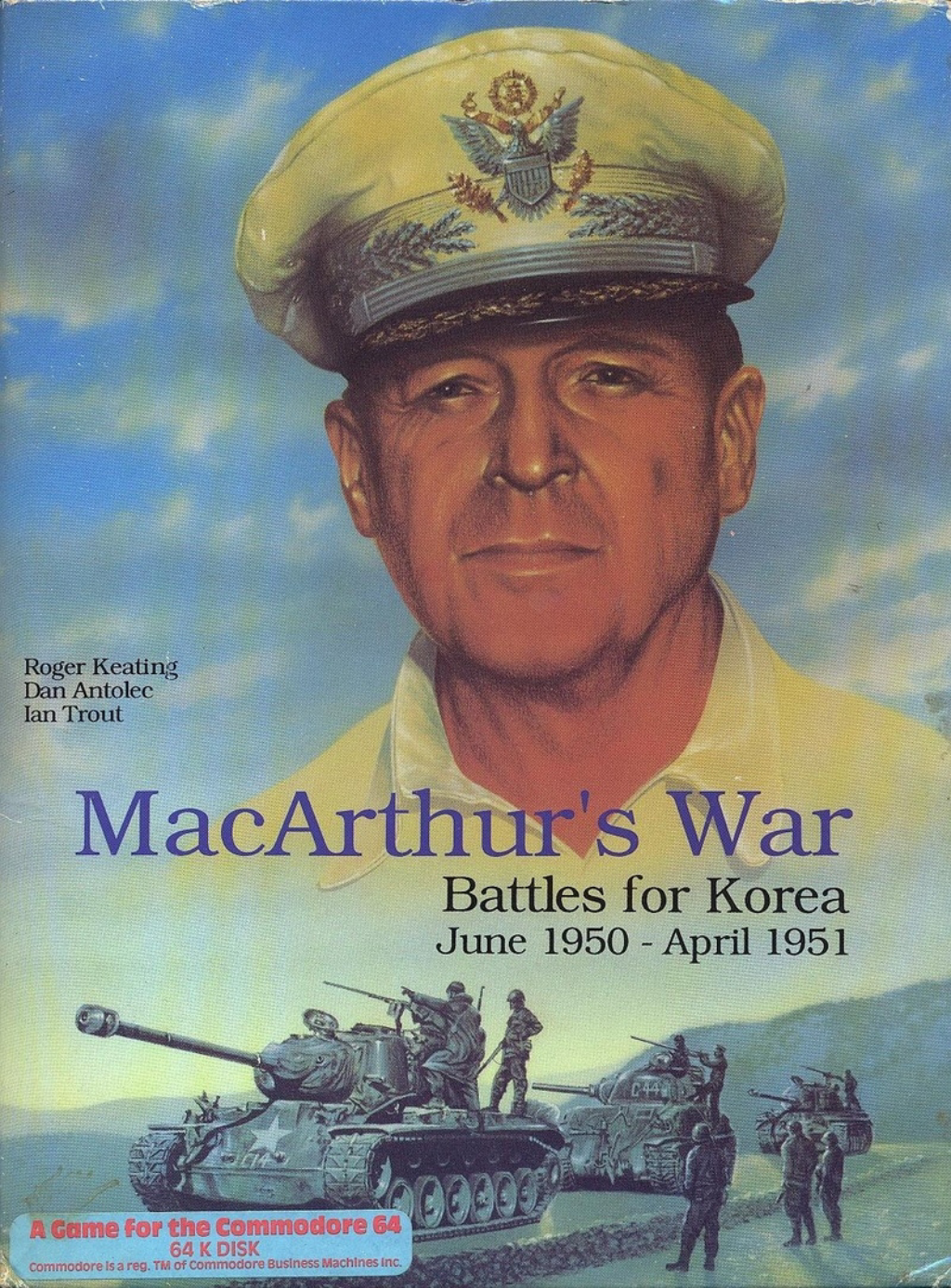




Roger Keating
Dan Antolec
Ian Trout

MacArthur's War

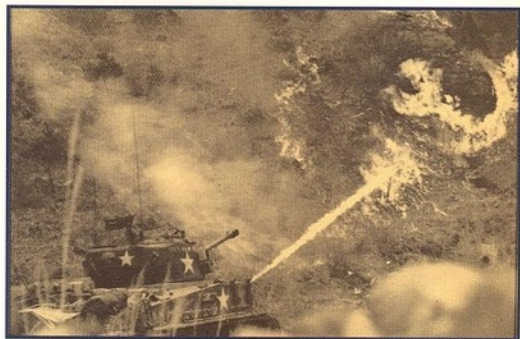
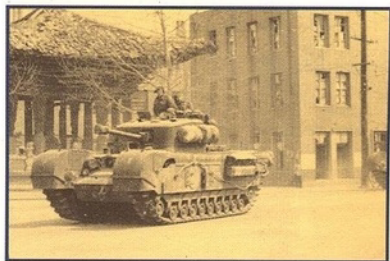
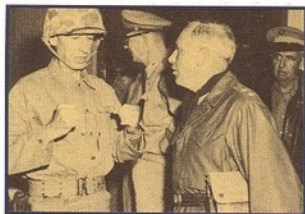
Battles for Korea
June 1950 - April 1951

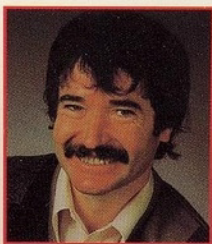
A Game for the Commodore 64

64 K DISK

Commodore is a reg. TM of Commodore Business Machines Inc.



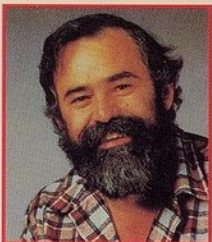




Roger Keating



Dan Antolec



Ian Trout

AUTHORS' NOTES

Since SSG began inviting scenario submissions (mostly by way of competitions in our **Run 5** magazine) a couple of years ago, one of the most prolific contributors has been Dan Antolec.

Well, we couldn't let all that talent go to waste. Dan has come up with eight action-packed scenarios from the Korean War spanning the first, mobile year of conflict.

The Keating-Trout team have adapted the flexible **Battlefront** system to accommodate the battles of **MacArthur's War** and the resultant package is sure to excite everyone with an interest in the Korean conflict.

DESIGN CREDITS

Program Design - Roger Keating

Game Design - Ian Trout

Scenario Design and Development - Dan Antolec

Scenario Testing - Gregor Whitley, Malcolm Power, David Cox, Danny Stevens, Luke Stevens, Stephen Hart, Nigel Slater, Hans Schiller, Roger Keating, Ian Trout

Album Painting - Nick Stathopoulos

Album Manufacture - C. C. Merritt Pty Ltd

Scanning and Film - Graphus Pty Ltd

Printing - Preston Print Pty Ltd

Across the 38th parallel...

In June of 1950, the North Korean Peoples Army struck suddenly at the Republic of Korea with the intention of re-uniting the Korean Peninsula under one government. After dramatic initial successes, the North Korean forces were poised to complete their triumph with the capture of the last bastion, Pusan.

United Nations forces, spear-headed by America, rushed to the scene and in desperate fighting stalled the NKPA. The tide turned. MacArthur's brilliant capture of Seoul cut the NKPA forces from the supplies and within a month the North Koreans had been routed back to the 38th parallel. UN troops pursued the foe, notwithstanding the danger of Chinese and/or Russian intervention.

The tide turned again. The valour of the Chinese Army surprised everyone. UN forces were pushed back to the 38th parallel once more before a strong defensive line was established.

MacArthur's War recreates the great battles of the war. You can command either United Nations or Communist forces against human or computer opponents in the battles of . . .

**'Across the 38th' Taejon Nakdong Bulge Unsan
Chongchon Chosin Reservoir Chipyong Imjin**

The **Battlefront Game System** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WarPlan™**, and our unique graphics editor, **WarPaint™**.



Made in Australia