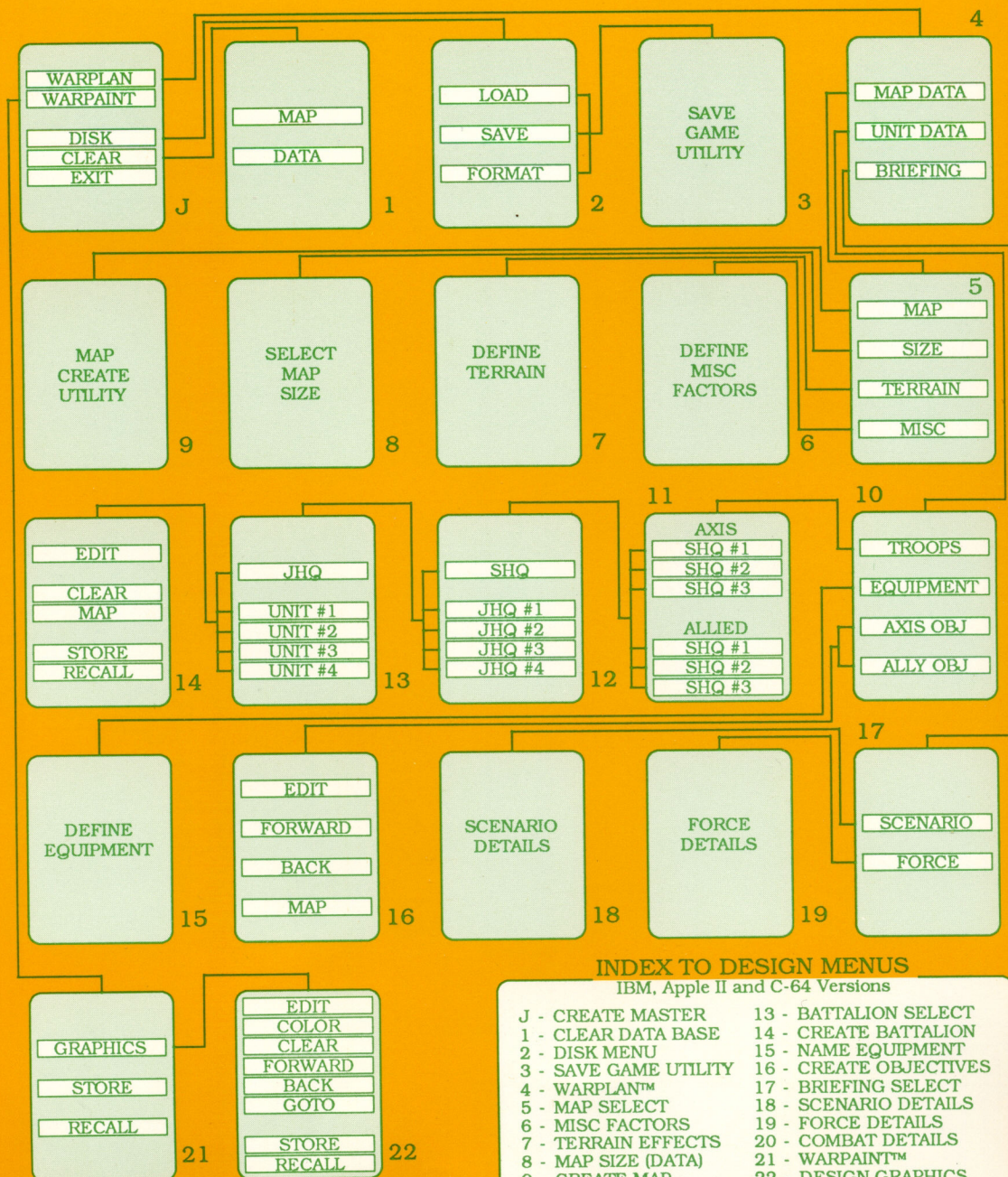


BATTLEFRONT GAME SYSTEM

DESIGN MENUS

Apple II, C-64 Versions



INDEX TO DESIGN MENUS

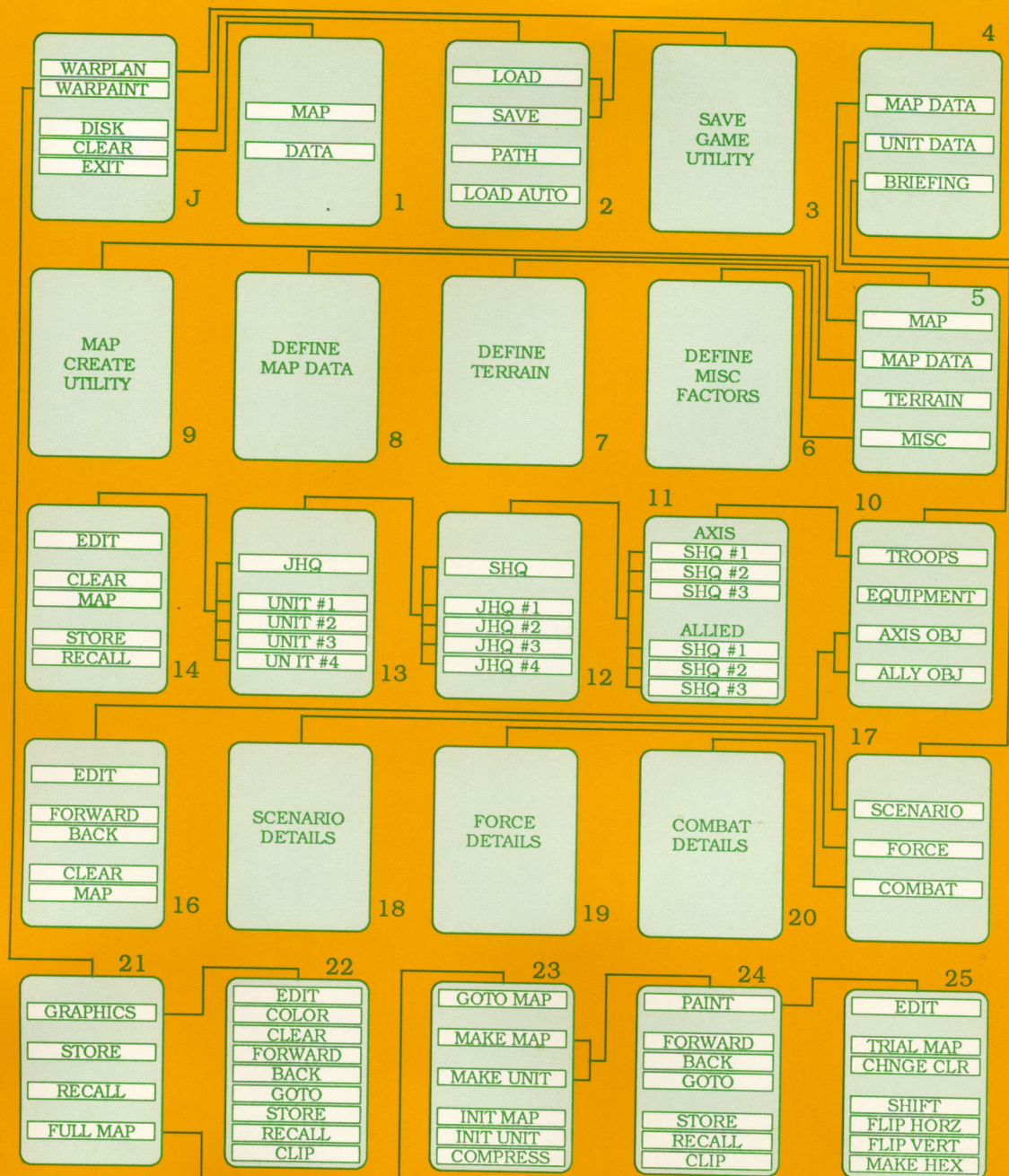
IBM, Apple II and C-64 Versions

- | | |
|-----------------------|--------------------------|
| J - CREATE MASTER | 13 - BATTALION SELECT |
| 1 - CLEAR DATA BASE | 14 - CREATE BATTALION |
| 2 - DISK MENU | 15 - NAME EQUIPMENT |
| 3 - SAVE GAME UTILITY | 16 - CREATE OBJECTIVES |
| 4 - WARPLAN™ | 17 - BRIEFING SELECT |
| 5 - MAP SELECT | 18 - SCENARIO DETAILS |
| 6 - MISC FACTORS | 19 - FORCE DETAILS |
| 7 - TERRAIN EFFECTS | 20 - COMBAT DETAILS |
| 8 - MAP SIZE (DATA) | 21 - WARPAINT™ |
| 9 - CREATE MAP | 22 - DESIGN GRAPHICS |
| 10 - UNIT SELECT | 23 - "FULL-MAP" GRAPHICS |
| 11 - DIVISION SELECT | 24 - SELECT ICON |
| 12 - REGIMENT SELECT | 25 - PAINT "FULL-MAP" |

DESIGN MENUS

IBM Version

BATTLEFRONT GAME SYSTEM

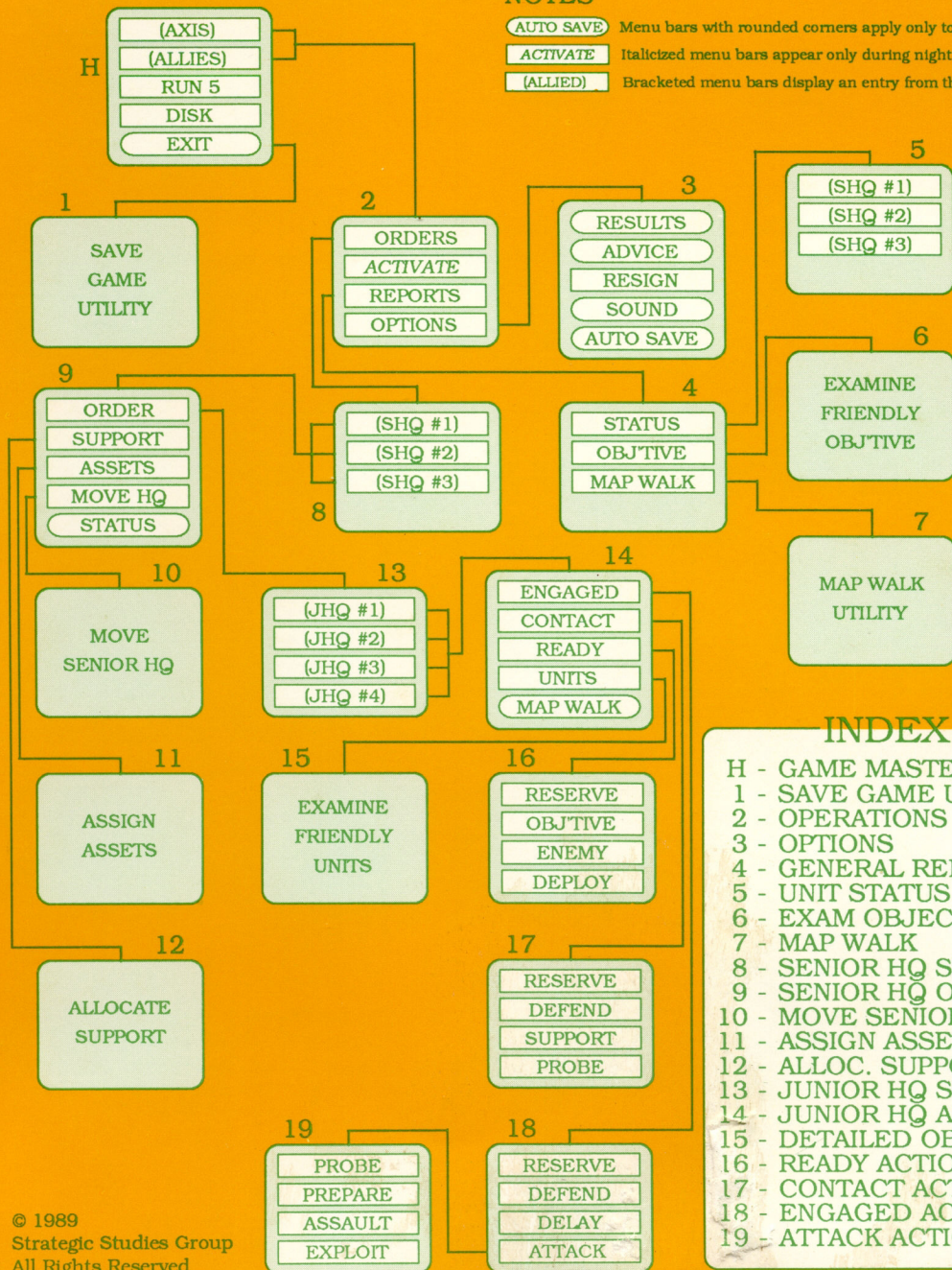


BATTLEFRONT GAME SYSTEM

GAME MENUS IBM, Apple II and C-64

NOTES

- AUTO SAVE** Menu bars with rounded corners apply only to the IBM version
- ACTIVATE** Italicized menu bars appear only during night turns
- (ALLIED)** Bracketed menu bars display an entry from the data base



INDEX

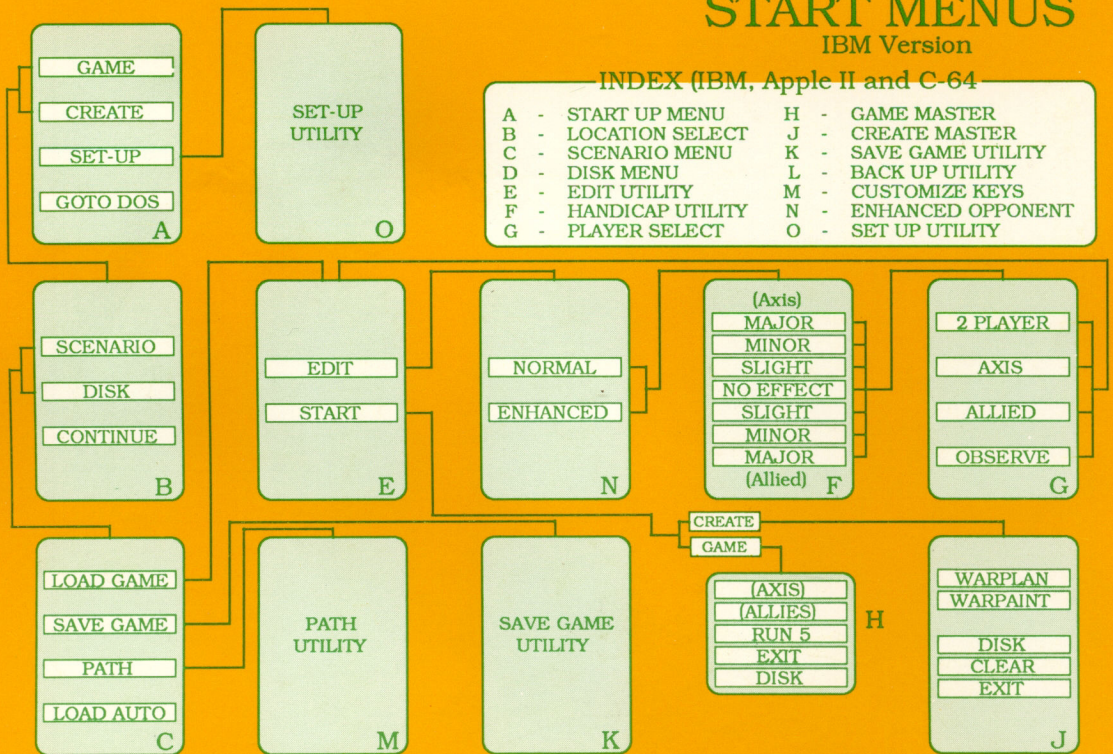
- H - GAME MASTER
- 1 - SAVE GAME UTILITY
- 2 - OPERATIONS
- 3 - OPTIONS
- 4 - GENERAL REPORTS
- 5 - UNIT STATUS
- 6 - EXAM OBJECTIVES
- 7 - MAP WALK
- 8 - SENIOR HQ SELECT
- 9 - SENIOR HQ ORDER
- 10 - MOVE SENIOR HQ
- 11 - ASSIGN ASSETS
- 12 - ALLOC. SUPPORT
- 13 - JUNIOR HQ SELECT
- 14 - JUNIOR HQ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

START MENUS

IBM Version

INDEX (IBM, Apple II and C-64)

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



START MENUS

Apple II, C-64 Versions

NOTE - Menus L and M do not appear in the C-64 version

