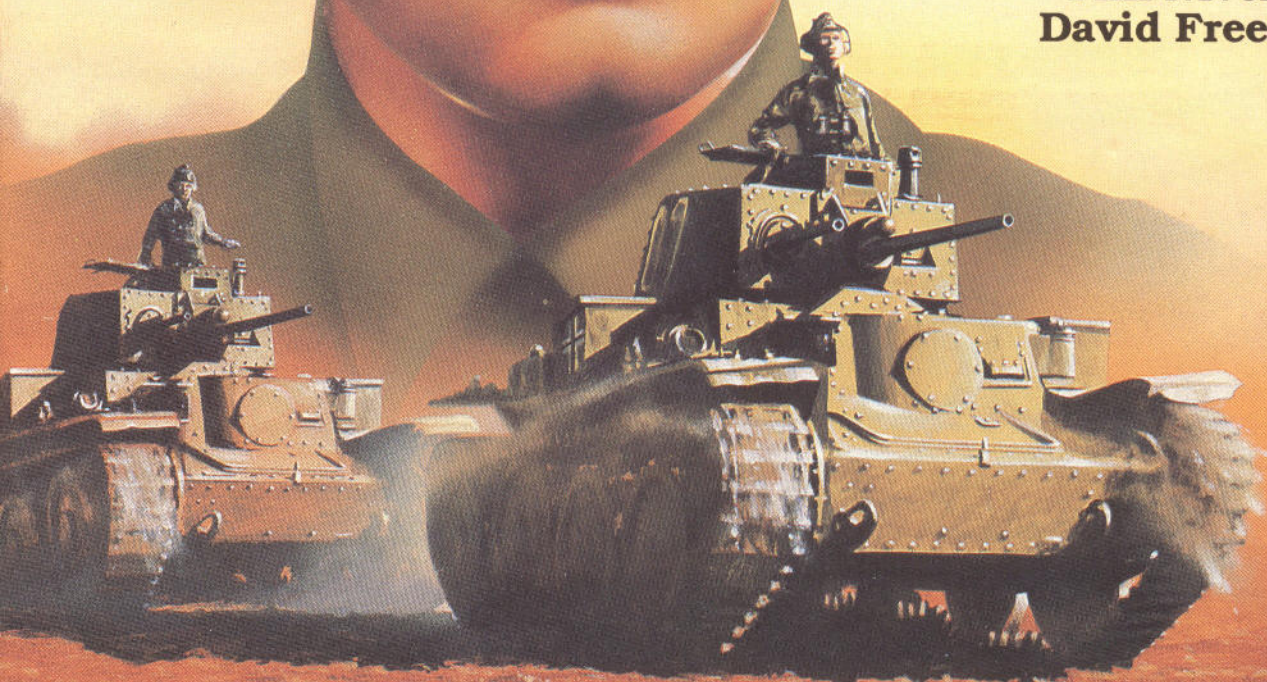


ROMMEL

Battles for North Africa

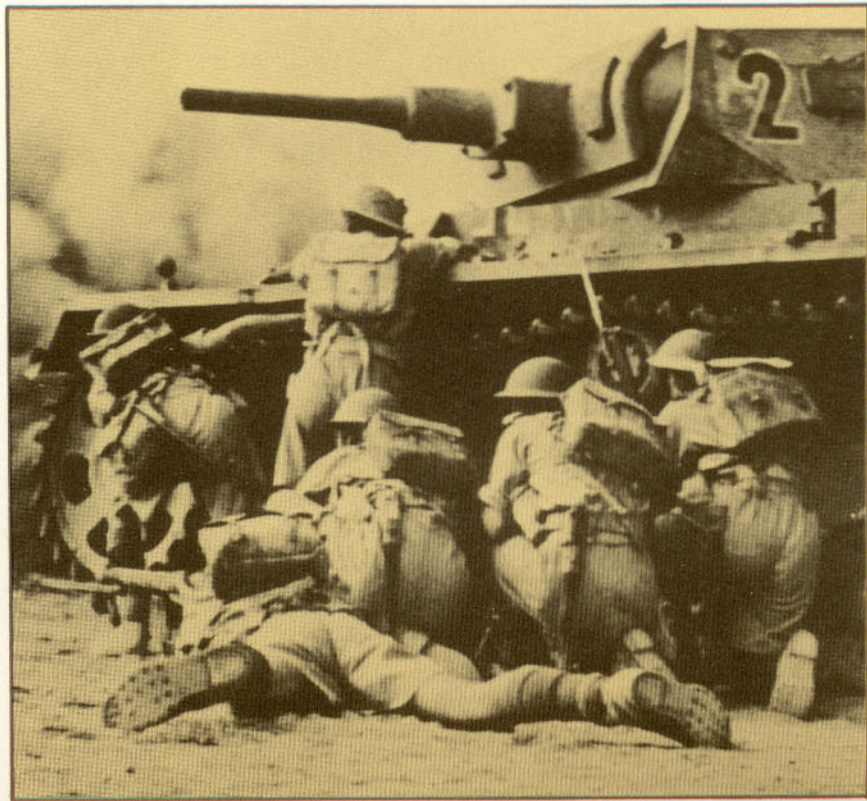
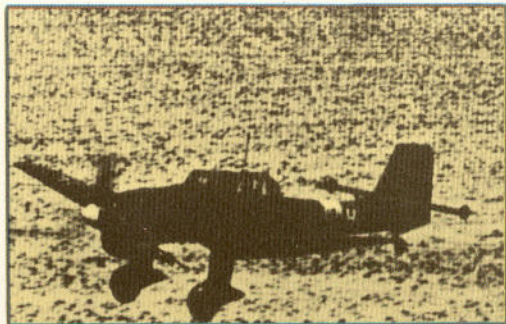
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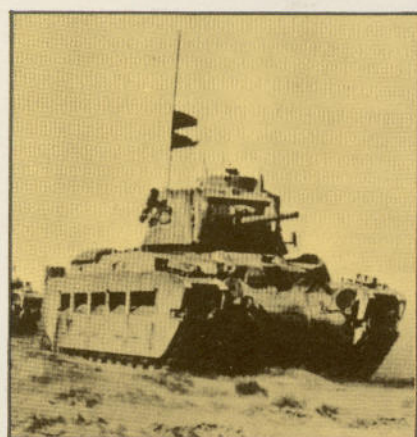
**Roger Keating
Ian Trout
Mark Holman
Phil Niven
David Freer**



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

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AUTHORS' NOTES

The photograph tells it all. The sartorially resplendent gents in the front row are accountants. Mark Holman (left) created the Syria, Kasserine and Tebourga Gap scenarios and generally coordinated the project. David Freer designed the Sidi Rezegh, Cauldron and Alem el Halfa scenarios and had the privilege of typing up the scenario articles and notes.

The somewhat shabbier back row is Roger Keating (left), Phil Niven and Ian Trout. It's no surprise they all are (or were) school teachers. Phil designed two scenarios, Malta and Maknassy; apparently superior guile explains his lighter load. The programming and game design were completed by Roger and Ian using the tested **Battlefront** system with only minor modifications.

We hope you have as much fun with the **Rommel** scenarios as their creators did in designing them. What with the pittance SSG pays them, there has to be some reason for their enthusiasm.

DESIGN CREDITS

Program Design - Roger Keating

Game Design - Ian Trout

Scenario Design and Development - Mark Holman, Phil Niven, David Freer

Scenario Testing - Gregor Whiley, Malcolm Power, Phillip Bradley, Danny Stevens, Luke Stevens, Hans Schiller, Roger Keating, Ian Trout

Album Painting - Nick Stathopoulos

Album Manufacture - C. C. Merritt Pty Ltd

Scanning and Film - Graphus Pty Ltd

Printing - Maxwell Printing Co. Pty Ltd

The Legend of the Desert Fox

By January 1941, the War in North Africa was going very badly for the Axis powers. The Italian army had been routed out of Egypt and almost out of Libya as well.

A small German force was scraped together to try and stem the tide. Command of this force was given to General Irwin Rommel. . . and for the next two years, outnumbered and poorly supplied, the Desert Fox out-witted and out-generalled all of his opponents.

ROMMEL recreates his greatest victories as well as other battles from the North African Theatre.

You can command either Axis or Allied forces against human or computer opponents in the battles of. . .

**Syria Sidi Rezegh Cauldron Alem al Halfa Kasserine
Maknassy Tebourga Gap**

A scenario for the hypothetical **Invasion of Malta** is also included.

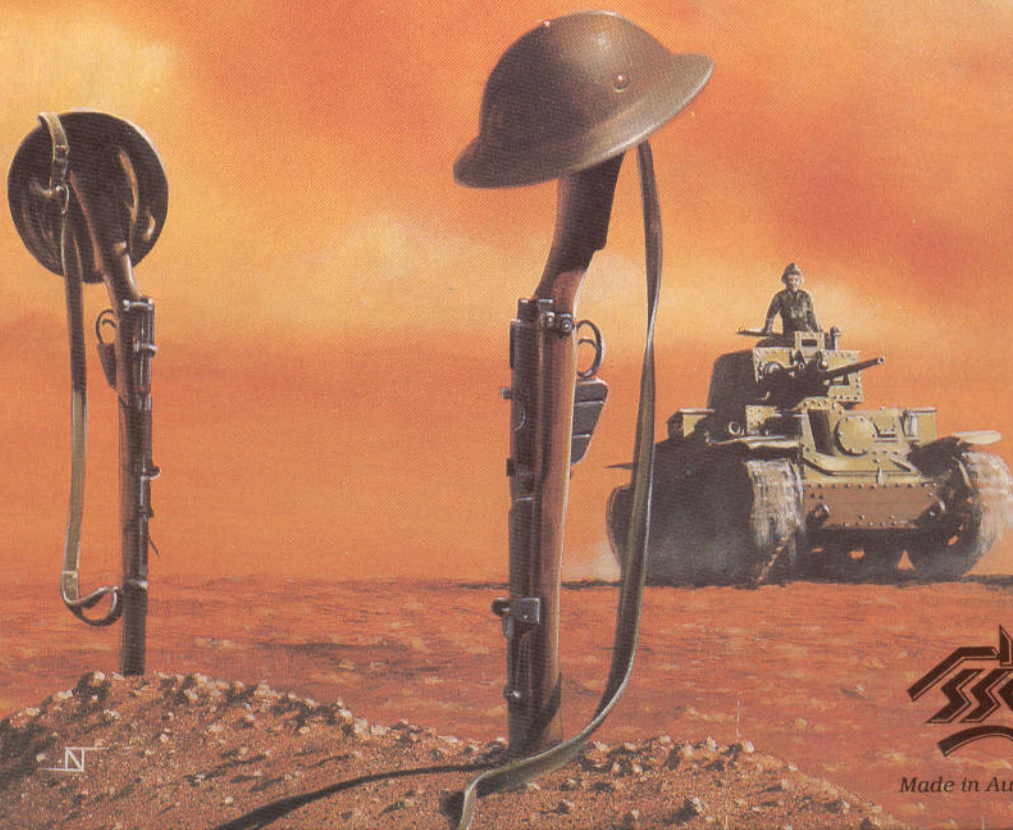
The **Battlefront Game System** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

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

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.

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