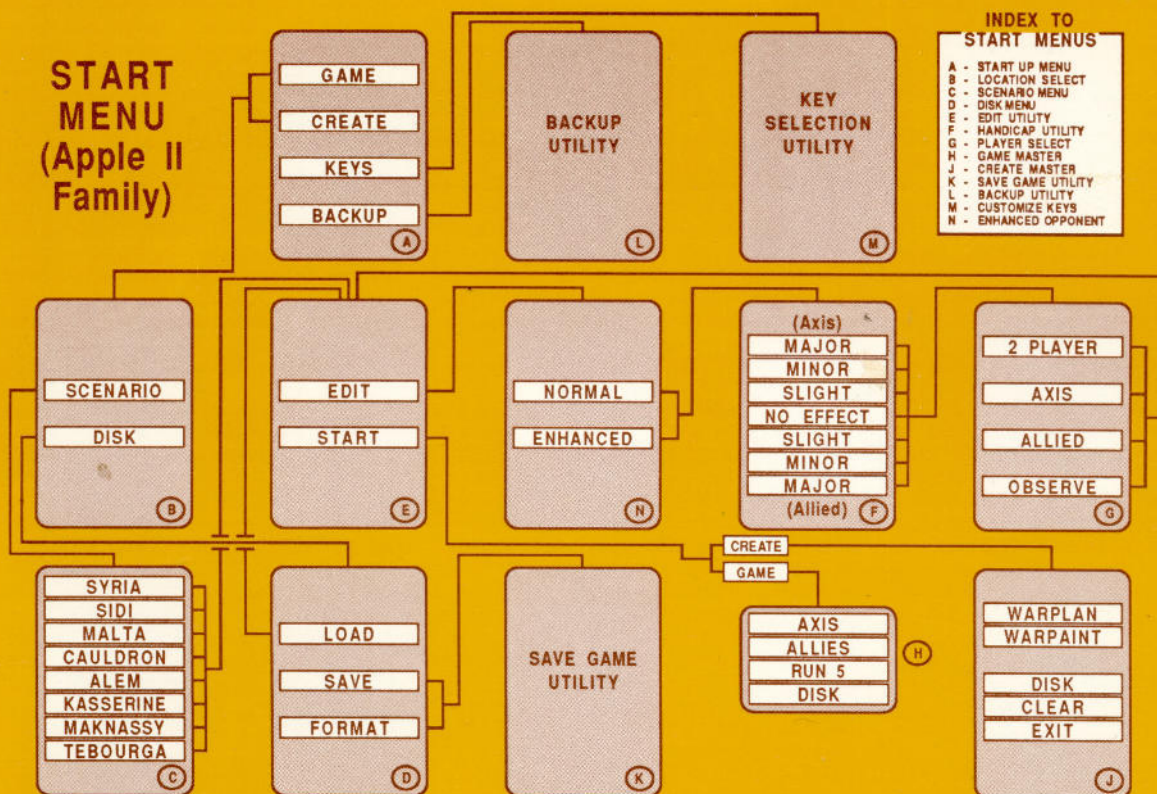


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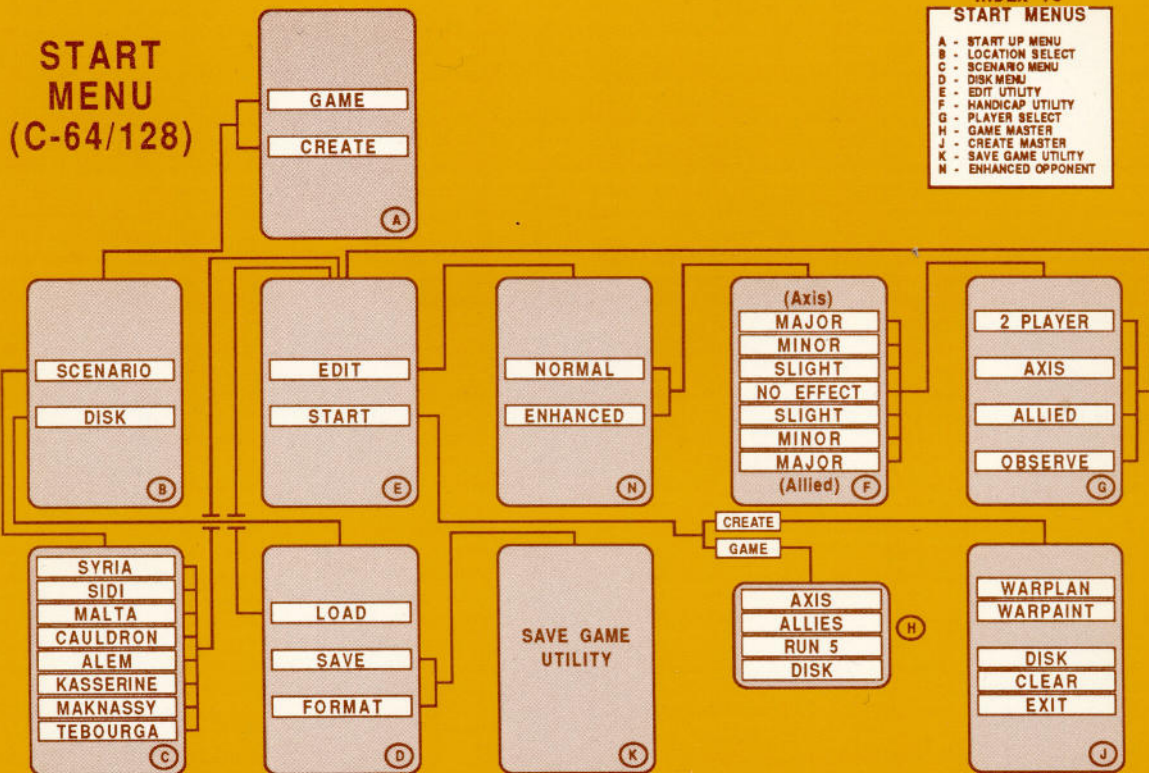
As an additional precaution we suggest you write-protect your disks once your backups have been made.

ROMMEL

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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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.

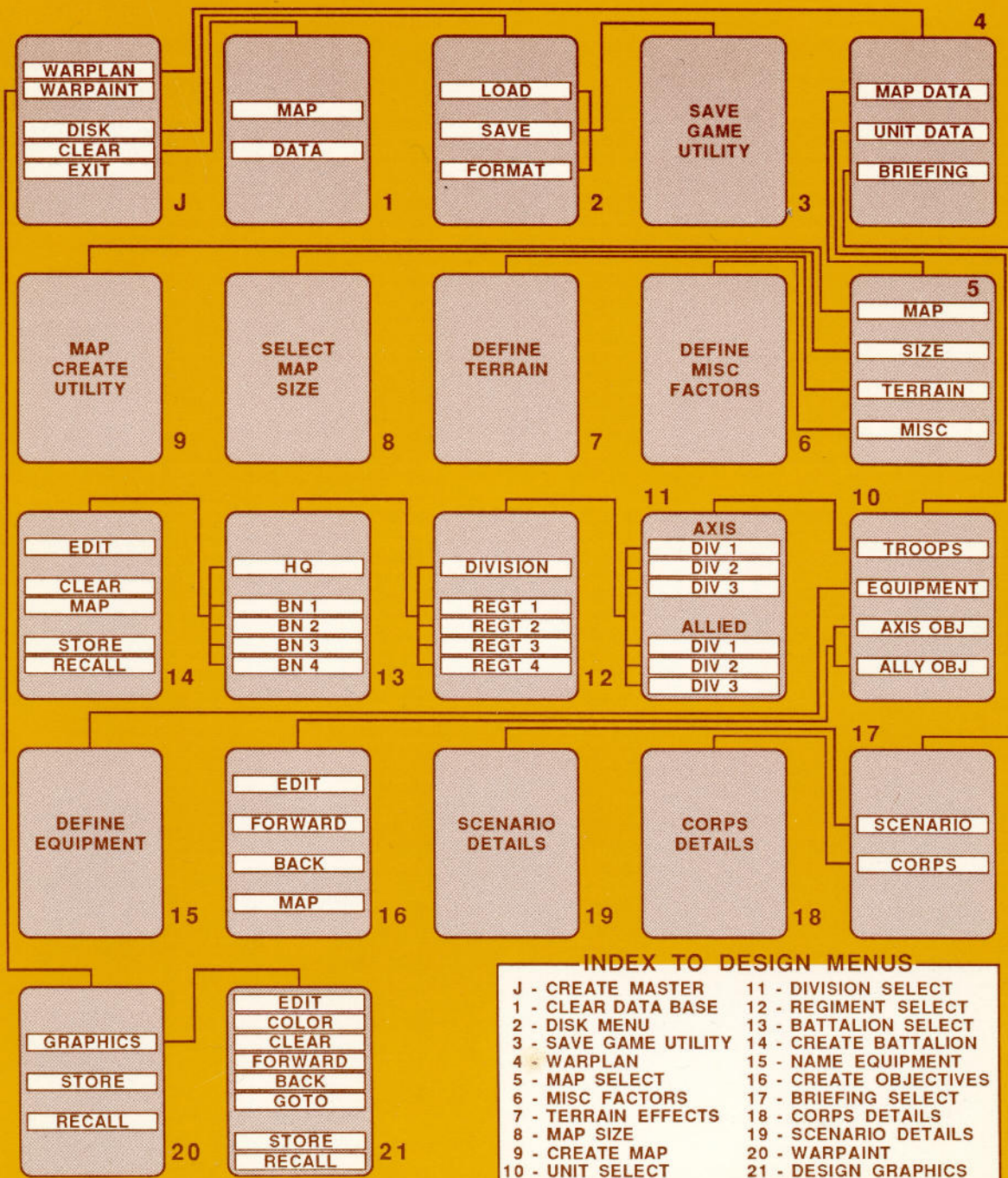
2. When editing the design routines you must hold down the (SHIFT) key should you wish to use lower case text.

ROMMEL

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/11).



INDEX TO DESIGN MENUS

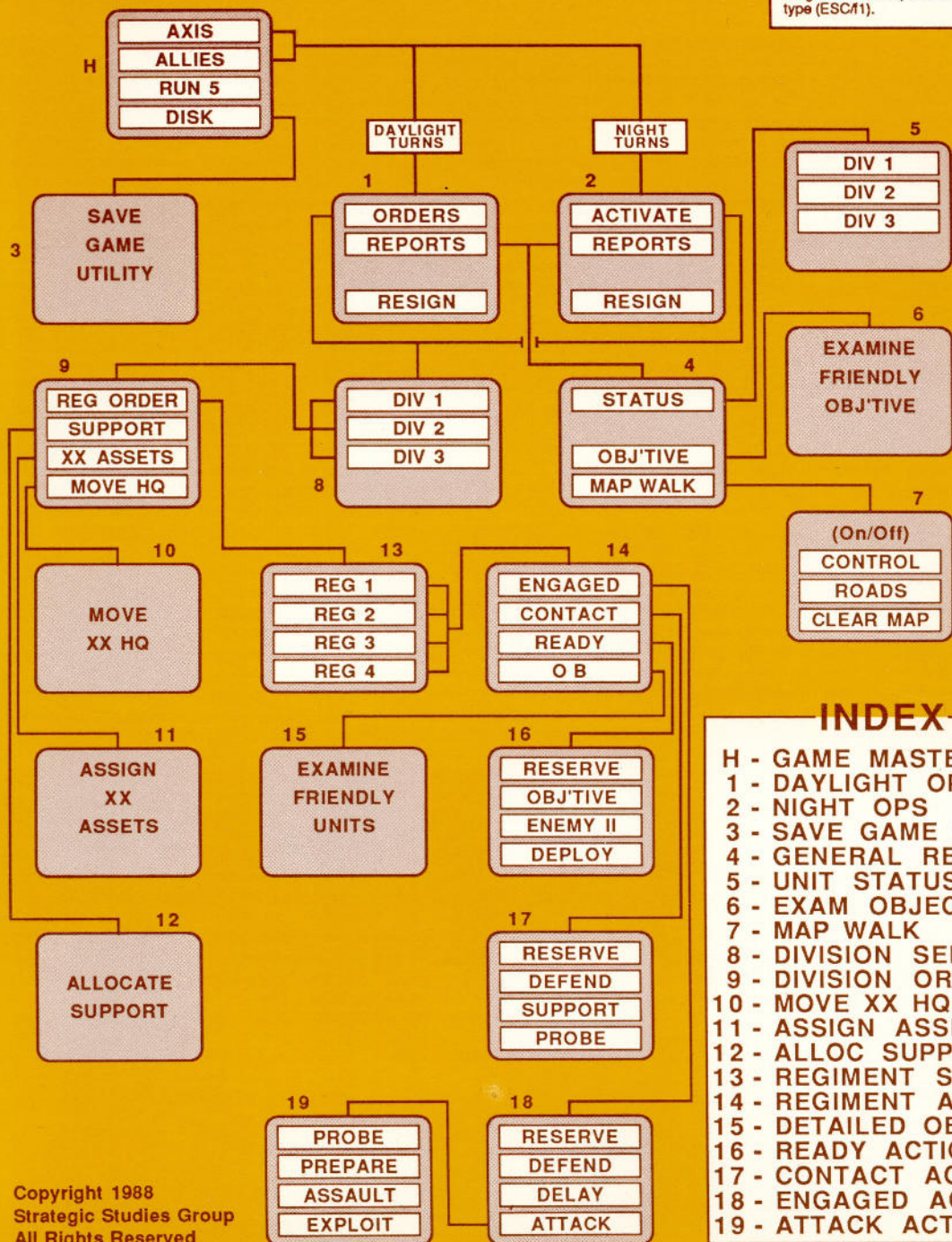
- | | |
|-----------------------|------------------------|
| J - CREATE MASTER | 11 - DIVISION SELECT |
| 1 - CLEAR DATA BASE | 12 - REGIMENT SELECT |
| 2 - DISK MENU | 13 - BATTALION SELECT |
| 3 - SAVE GAME UTILITY | 14 - CREATE BATTALION |
| 4 - WARPLAN | 15 - NAME EQUIPMENT |
| 5 - MAP SELECT | 16 - 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 |

ROMMEL

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/F1).



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