

DECISIVE BATTLES OF THE CIVIL WAR
Strategic Studies Group (SSG)
TUTORIAL (VOL II)

1. GETTING THE GAME TO RUN

(a). System Requirements. This program requires an IBM PC/XT/AT or PS/2, a Tandy or other IBM compatible computer, with 512K of memory. The program supports the following graphics cards - EGA, CGA, MCGA, VGA, Hercules and uses the 16 colour version of Tandy CGA. The program disk does not include DOS and requires IBM/MS-DOS Version 2.1 or higher to run.

(b). Backup and Hard Disk Installation. The game disks are not copy protected. Floppy disk users should use the standard DOS commands to copy the disks before use. Do not use the original disks for game playing.

Hard Disk users should create a directory on their hard disk and copy all of the files from the floppy disks to that directory. All program files must be in the same directory for the game to run. The path to this directory should not be longer than 26 characters.

(c). Starting the Game. Boot your computer with DOS. Floppy disk users should insert their copy of Disk One in drive A: and type db2 followed by (RET). Hard Disk users should change to the directory containing the program files and type db2 followed by (RET).

Floppy disk users should note there is one scenario on Disk One as well as the program files. The other five scenarios are on Disk Two. The tutorial will explain how to locate and load in the scenario of your choice. There is a readme file on Disk One. All the program and scenario files are on the one disk in the 3.5" version.

(e). System Set Up. The Set-Up menu allows you access to the user options in the game. It is not necessary to worry about it while you're learning the game. Use the arrow keys to locate the <SET UP> line and type (RET).

Choosing <EDIT> will allow you to customise four options. Use the arrow keys to cycle through the options.

(i). Scrolling. The settings are 0-6. 0 = no scrolling; 1-6 = scrolling speed where 1 is slow and 6 is fast. The default setting is 3. CGA users have only one scroll speed (it doesn't matter which setting you choose). Type (RET) to cycle through the speed settings when the <SCROLLING> line is high-lighted. Type (ESC/DEL) to recover the menu window.

(ii). DEL = ESC. The default settings in the game allow the DEL key to substitute for the ESC key. If you dislike this

option, type (RET) to disable it.

(iii). Sound. This toggles the sound effects in the game to 'on' or 'off'.

(iv). Auto-Save. Setting this option to 'on' will automatically save the game as soon as <RUN 5> is selected. Only one file is maintained and it is overwritten each turn keeping the last turn always available. This file can be loaded using the <LOAD AUTO> command in the Save Game Utility.

Choosing <SAVE> will save your choices to disk in a special file.

Choosing <LOAD> will load the current options from that file, if it exists.

The <PATH> command sets the DOS path for all DOS operations like loading and saving files. It is restricted to 26 characters in length. When specifying drive names you must include the colon (:) as part of the path.

(f). Video Trouble Shooting. EGA and VGA systems will start up with our "full-map" graphic routines. Other graphic boards use our standard graphic routines. The program makes its best guess at your computer's video mode and should run. In the unlikely event that the program gets it wrong you can use a command line switch to force the program into the appropriate video mode. This takes the form (db2)(space)(n)(RET) where n is a single character; i.e. c = CGA, e = EGA, t = Tandy, m = MCGA, h = Hercules, v = VGA and f = switch off "full-map" graphics. The only reason EGA/VGA users would have to switch off "full-map" graphics (and instead use standard graphics) is for rapid testing of original scenarios or the initial creation of an original game map as described in the WarPaintô chapter of the Game Manual.

(g). DOS Details. In the real world of DOS, save game files are maintained with the name DF_nnn.DXG where nnn is a number between 001 and 050. Scenario files have the scenario name followed by a .DFX suffix. You can use normal DOS commands to delete or copy these files if necessary, but since you can save over existing files it should not be necessary to use DOS often. In addition, the "full-map" graphic routines use an additional file with the same prefix as the game file and a .LBM suffix. Again, see the WarPaintô chapter in the Game Manual.

2. LEARNING TO PLAY THE GAME

Following hard upon the Union disaster at Chancellorsville in May of 1863, Robert E. Lee took the Army of Northern

Virginia north into Pennsylvania, into the heart of the Union. The purpose of this hastily organised offensive was no less than the salvation of the Confederacy. With her coastline tightly blockaded, most of her ports in northern hands and her economy verging on disintegration, President Davis was desperate for some relief. This unexpected opportunity to put political pressure on Lincoln, to encourage European powers to grant diplomatic recognition and to follow up on a supposedly demoralised army could not be let go to waste.

President Lincoln viewed the Confederate drive with concern, ever pre-occupied with the security of his capital at Washington. The Army of the Potomac, eager to reverse the seemingly endless string of defeats it had suffered and with George Gordon Meade now commanding, was sent in pursuit of their Southern foe.

On the morning of July 1st, just a little north-west of the small, rural township of Gettysburg, the brigades of Henry Heth's division ran into a detachment of Union cavalry under the command of John Buford. The battle was joined and throughout the day troops from both armies poured in to reinforce the escalating struggle. Commanding the Union forces on this day was Maj-Gen John F. Reynolds; Meade did not arrive on the battlefield until July 2nd.

You are invited, in this tutorial, to take on the role of John Reynolds. You will command those elements of the Army of the Potomac which became available throughout the first day and you will be expected to blunt the Confederate drive on or about the historic Cemetery Hill. Your computer will command the Rebels.

As well as this manual, you'll need to have the data card in front of you.

(a). Starting Up

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it. IBM users may alternatively use a function key to locate and select a menu item. The <SET-UP> line in Menu A is the third line in the menu; therefore f3 will select it. Similarly, f4 will select the <GOTO DOS> line.

If you select the wrong menu, don't worry. Apple II and IBM users type (ESC) to go back to the previous menu; C-64/128 users type (f1). IBM and Apple II users should note that the

(DEL) key will serve as the (ESC) key in most situations. IBM users can turn the sound on/off through Menu 12 of the Game Routines. Apple II and C-64 users should type Cntl (S) to turn on/off the sound. Apple II and C-64 users with a B&W monitor should type Cntl (B).

(b). Selecting the Gettysburg Day 1 Scenario

Before we can start play, we have to select the Gettysburg Day 1 scenario, tell the computer that we will control the North forces and decide which game options we wish to use. Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select). At this point, IBM owners using 5.25" floppy disks should remove Disk One from the drive and replace it with Disk Two. Apple II owners with one disk drive should remove the game disk, turn it over and put it back in the drive.

Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu).

Use an arrow key to locate the <GETTY 1> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window. IBM users must select the <LOAD GAME> line and then position the cursor over the <Gettysburg Day 1> line and type (RET).

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Game Options). There are two (IBM) or three (Apple II and C-64) options available when you play the game.

(i). Exposed. When the exposed flag is set, all units on the map will be visible at all times. If the exposed flag is not set, only currently sighted units will be visible on the battlefield.

(ii). Enhanced (Apple II and C-64 Only). When the enhanced flag is set, computer controlled forces will be given certain bonuses. For example, unit size, leadership and staff ratings may be increased.

(iii). Radio. When the radio flag is set, you will have automatic communications with every unit in your command. If the radio flag is not set, only those units directly attached to the army HQ and within communications range can be given orders.

For tutorial purposes, we will choose to set the exposed and radio flags but leave the enhanced flag alone. Position the cursor on the <EXPOSED> line and type (RET). The cursor will return automatically to the <CONTINUE> line. Select <RADIO> in the same way. Select <CONTINUE> to go to Menu F (Handicap Utility). An Options in Effect box has appeared below the

menu window showing that the exposed and radio flags have been set.

Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the South, those above benefit the North. The effect of a handicap is to modify the victory point awards, it does not affect the artificial intelligence nor the composition of the forces. Note that the handicap structure for IBM users asks you to select a veteran, normal or novice opponent. Select a novice. AII/C64 users select the <MAJOR> north line.

You have been processed through to Menu G (Player Select). Locate the <NORTH> line and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the North has a major handicap advantage (IBM users will be opposed by a novice computer general which is an unfair description of Lee?), the South forces will be run by the computer and the exposed flag is set.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master).

That's the preliminaries over with. We're just about ready to play.

Turn your menu card over to the game side.

(c). The First Turn

This tutorial is a brief introduction as to how the game plays. It is not intended to be a description of everything that can happen. The Game Manual describes in detail the full use of each menu. Once you have some experience with the game menus, we recommend you read Chapter 5 in the Game Manual for an explanation of the major game systems controlled by the computer.

Back to Menu H. A current turn briefing appears above the menu window. The date is July 1st, 1863, it is 9 am and this is the first of the fourteen turns in the game. Below the menu window you can see it is daylight and the weather is clear.

In the centre of the map is the town of Gettysburg. Reynolds' head-quarters (that's you) is stationed in the middle of town.

The <SOUTH> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access

them. The solid bar will disappear from the <RUN 5> line after the <NORTH> line has been accessed. This is to guard against accidentally selecting <RUN 5> before issuing your orders. The <SOUTH> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <NORTH> line and type (RET). This brings up Menu 2 (Operations Master). Your choices here are <PERSONAL>, <COMMAND>, <ORDER>, <RESIGN> or <OPTIONS>, <MAP WALK> and <ROSTER> (IBM Only).

The map has not changed, just the information above and below the menu window. Above the menu window you can see the army I.D. Below the menu window you are given a casualty and victory point summary. The small number of casualties shown are stragglers from those brigades which have been force-marching since dawn. The VPs show what your score would be if the game was to end at this moment.

The <PERSONAL>, <COMMAND> and <ORDER> lines are the menus you use to give orders to your forces, the <RESIGN> line ends the game immediately and the <MAP WALK> line allows you to review your forces, enemy forces, the battlefield and objectives. The <ROSTER> line displays your complete Order of Battle.

(d). Reviewing Your Forces

Before issuing orders we'll examine the battlefield, the objectives and the enemy forces.

Select the <MAP WALK> line to go to Menu 3. The screen has centred on a hollow, flashing cursor. Use the arrow keys, the I, J, K and M or the 1-6 keys to move the cursor over the map. The map will scroll once the cursor reaches the edge. Type (0) to centre the screen on the cursor.

At the very bottom of the information panel, you will see a three-part icon display. From left to right this shows you the type of terrain in the hex, which sections of the map are in use for this scenario together with the relative position of the cursor and which side currently controls the hex. The name of the terrain type appears immediately above the display.

Move the cursor to Pitzer School. It is in the southeast corner of the map. IBM owners can use the f1 - f9 keys to scroll the map in large increments. Pitzer School is an objective. Its name appears above the terrain type name and its victory point details are described.

Move the cursor to any one of the Confederate brigades in the northwest sector of the battlefield. The icons at the

top of the information panel tell you it is an infantry brigade while below that you are told its formation and condition. Note that one of the four brigades is an artillery formation.

Type (RET) to bring up the map walk menu. Select <ROADS>; all roads are removed from the map. Type (RET) to bring up the menu again then select <ROADS> to replace the road network.

<CONTROL> allows you to see which side controls a particular hex. <CLEAR> removes all units on the map so you can see the terrain underneath.

Move the cursor to the Union brigade two hexes south-east of the northernmost Confederate brigade. This is Devin's cavalry brigade from Buford's cavalry division. The information provided is mostly self explanatory; more details are available in Chapter 5 of the Game Manual.

(e). Operations

Go back to Menu 2. The <PERSONAL> line is the place where you must decide where to put your army HQ and how personally involved you want to get in the battle. Select <PERSONAL>.

Below the menu window you will see that your current condition is OK. In the battle you can get captured, wounded or even killed!

Select <PROFILE> and you will be presented with the four profiles you may choose from. You may change your profile each turn. Your profile will not change from turn to turn unless you enter this menu and change it. You always begin with the default value set to <SENSIBLE>. The words here mean pretty much what they say. Heroic will inspire all troops within four hexes of your position while increasing the likelihood of a nasty accident. Cautious will keep you safe and sound but the effect on your men may prove disastrous. For this tutorial, keep your profile on <SENSIBLE>. Historically, Reynolds assumed a heroic profile on this day. At the end of it, he was dead!

Select <MOVE HQ>. This is the mechanism by which you move your HQ around the map. <STAND> tells the army HQ to remain exactly where it is. <CURSOR> gives you access to the cursor so that you can use the I,J,K,M keys, the arrow keys or the 1-6 keys to move your HQ to the location of your choice. Note that you will not be allowed to select an enemy controlled hex as your destination.

<CONTROL> directs the army HQ to move as quickly as possible to a friendly corps HQ for the purpose of placing it under direct command. <OBJECTIVE> allows you chose an objective as

the destination for the army HQ, using either the arrow keys or the name routine.

For the moment, leave your HQ in Gettysburg.

Now that the personal matters have been taken care of, it's time to give orders to your subordinates. Type (ESC/f1) until you get back to Menu 2 and then select <COMMAND>. The <COMMAND> line gives you access to all your division commanders presently on the battlefield. There is only one of them at the moment; Buford's cavalry division. Note that when the radio flag is set all corps commanders, and their icons, are removed from the game.

Buford's defensive order is to hold Herr Tavern. Type (RET) to bring up Buford's order menu. We will keep Buford on the defensive but move his defensive position from Herr Tavern back to the McPherson house. Select the <DEFENSIVE> line and you will see the data for the Herr Tavern objective. It's #23 of 23. McPherson is #22. Tap the left arrow key once or the right arrow key 23 times. You can also use the Name routine to find an objective. Type (n) then (mcp). As soon as the routine recognises an exclusive group of letters, it will jump to that objective.

Type (RET) again to get back to the Command Display. Buford's defensive order is now centred on the McPherson house.

Type (ESC/f1) until you get back to Menu 2 and then select <ORDER>. The <ORDER> line gives access to all the brigades currently on the map. There are just 2 at the moment.

Each brigade is identified by a 3 (IBM 9) character ID; the Order of Battle details in Part 2 of this booklet will tell you each brigade commander's full name. For example, Gamble's brigade (Gam) is cavalry, it belongs to Buford's division, it is in skirmish formation, it has 1600 men and 6 guns, its cohesion rating is excellent and its leadership and experience ratings are fair. Use the arrow keys to cycle through the two brigades so far on the battlefield.

Locate Devin's cavalry brigade (Dev). Type (RET) to bring up the brigade order menu. Just to be on the safe side, we will order Devin to fall back. Use the arrow keys to select the <WITHDRAW> line and type (RET). Likewise, order Gamble's cavalry brigade (Gam) to withdraw.

We are now ready to end the turn. Go back to menu H and select <RUN 5>. Battle reports are presented one after another and you should tap the <SPACE> bar to move on to the next report. A full explanation of the combat mechanics is given in Chapter 5 of the game Manual. Basically, firing units are shown as arrows pointing in the direction of the

target unit. Once the battles are over, the computer will begin moving troops. If the exposed flag had not been set, only those units visible to each other would have been seen.

(f). What to Do Next

Read the scenario notes for this battle in Part 2. You must try to delay the Rebs as long as possible before falling back to Cemetery Hill. Experiment with the order menus. If you're uncertain about what to do, accept the computer's advice and do not change the order. Refer to Chapters 4 and 5 of the Game Manual when necessary.