

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

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). 3.5" Disk Offer. If you need 3.5" disks for your system, please return the 5.25" disks to us together with \$5.00 plus \$2.50 for postage and packing. North American users should send their disks to our US Office, everyone else should use our Australian Office.

(d). Starting the Game. Boot your computer with DOS. Floppy disk users should insert their copy of Disk One in drive A: and type db1 followed by (RET). Hard Disk users should change to the directory containing the program files and type db1 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.

(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 (db1)(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

On July 21st, 1861, the first major battle of the American Civil War took place. In the rolling farmland north of Manassas Junction, Irvin McDowell's newly-raised army was confronted, and eventually routed, by the reinforced Army of the Potomac under the command of Pierre Beauregard.

The first battle of the war will be your first experience with the Decisive Battles Game System. The armies are not large and their internal structure is very simple. The Union army is organised into 4 divisions while the Confederate army is a loose collection of 14 independent brigades. A complete Order of Battle for both sides is given in Part Two of this manual.

In this tutorial, you are going to take command of the Confederate army while the computer controls the Union forces.

As well as this manual, you'll need to have the data card (if appropriate for your computer) 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 First Bull Run Scenario. Before we can start play, we have to select the First Bull Run scenario, tell the computer that we will control the South 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 <1ST BULL R> 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 <First Bull Run> 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). An Options in Effect box has appeared below the menu window showing that the exposed flag has been set. The cursor will return automatically to the <CONTINUE> line. Select the <RADIO> line to add this flag to the options box then select <CONTINUE> to go to Menu F (Handicap Utility).

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.

Use an arrow key to locate the <MAJOR> South line and type (RET) to go to Menu G (Player Select). Locate the <SOUTH> 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 South has a major handicap advantage (IBM users will be opposed by a novice computer general which is a fair description of McDowell), the North forces will be run by the computer and exposed and radio flags are 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 21st, 1861, it is 6 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 bottom centre of the map is the town of Manassas. Five Confederate brigades can be seen to the north. Your army HQ is at Manassas. Don't worry that you can't see it yet; you are still asleep and it won't be until turn 2 that your HQ appears.

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

Locate the <SOUTH> 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. Johnson is Beauregard's second in command. Below the menu window you are given a casualty and victory point

summary. Obviously, there are no losses yet. The VPs show what your score would be if the game was to end at this moment.

The <PERSONAL>, <COMMAND> and <ORDER> lines are over-printed with a solid bar because you are not present on the battlefield this turn. You will wake up in time to command your army next turn. The computer will direct your troops until you are able to command them yourself. Type (ESC/f1) to go back to menu H and then select <RUN 5> to activate the turn.

There will be a flurry of activity from the Union forces near Centreville. One or two of your brigades may redeploy slightly.

(d). The Second Turn. Back to Menu H again. It is now turn 2 (7 am). Select the <SOUTH> line. You will see that the <COMMAND> line is still over-printed with a solid bar. This is because you have no corps or division HQs to give orders to.

(i). 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 cantered 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. IBM users can use function keys f1-f9 to select 9x9 map sections; i.e. f1 will select the top left section, f3 will select the top right section.

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 Centreville. Centreville 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 Union brigades on the road to the stone bridge. 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.

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 Confederate brigade defending Ball's Ford. This is Cocke's infantry brigade. The information provided is mostly self explanatory; more details are available in the Game Manual.

(ii). 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 your menu window you will see that both yourself (P. G. T. Beauregard, that is) and General Johnson are 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>.

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. Since there are no Confederate corps at First Bull Run, this option has been over-printed by a solid bar. <OBJECTIVE> allows you choose an objective as the destination for the army HQ, using either the arrow keys or the name routine.

Since history tells us that McDowell is crossing Bull Run at Sudley Springs, we will use our foresight to prepare a tough reception for him around New Market. Select <OBJECTIVE>, cycle through the arrow keys until you locate New Market and then type (RET).

Now that the personal matters have been taken care of, it's time to give orders to your brigades. Type (ESC/f1) until you get back to Menu 2 and then select <ORDERS>.

Because the radio flag is set, you have communications with all of your brigades. Use the arrow keys to cycle through them. You may wish to compare the on-screen displays with the Order of Battle printed in Part Two of this booklet. IBM users have on-screen access to the Order of Battle via the <ROSTER> function.

Defending Union Mill's Ford is Ewell's brigade. His last order appears below his I.D. box; i.e. he has been ordered to defend the Union Mills Ford objective. Locate his brigade using the arrow keys and type (RET) to bring up the manoeuvre order menu. The <MAP WALK> option is exactly the same as the routine in Menu 2.

You may give Ewell's brigade any one of 5 orders. At the moment there is no need to change Ewell's orders.

Locate the following brigades and give them all <REGROUP> orders. This tells them to go the current destination of the army HQ; i.e. to New Market. The brigades are Bee, Early, Bartow, Jackson and Holmes. These are the men we will use to stop the Federals.

Go back to Menu H and select <RUN 5> to execute the turn.

(e). The Third Turn. Select <ORDER> from Menu 2. By now, Evans brigade defending the Stone Bridge has probably started a fight with some brigades from Tyler's division. Locate Evans brigade and type (RET). If he is engaged, then you will get the engaged order menu.

There are 4 combat choices. Evans will have already decided what he is going to do. Outnumbered, he will almost certainly withdraw. This is a sensible thing to do when faced by superior numbers so don't change his order. Options which for one reason or another are not currently available will be over-printed with a solid bar. If Evans has not yet engaged, leave him where he is. Bull Run is a good defensive position.

No-one will have reached New Market yet, so just make sure that the 5 brigades you gave regroup orders to haven't changed them and then select <RUN 5>.

(f). The Game Plan. Hunter and Heintzelman's divisions have arrived on the battlefield. Their lead brigades may have even crossed Bull Run. It's time to deploy your forces to meet them. Bee and Bartow's brigades should be at New Market. <SELECT> deploy from the manoeuvre order menu and



you will get control of the indicator cursor.

You may move the brigade one hex in any direction you chose.

Use the arrow keys to select the direction, then type (RET)

to confirm it. Deploy the brigades so that they form a line

at right angles to McDowell's path.

Experiment with both the manoeuvre and engaged orders. Later

on in the battle you may wish to send a couple of brigades

on an offensive push to Centreville using the <OBJECTIVE>

order.