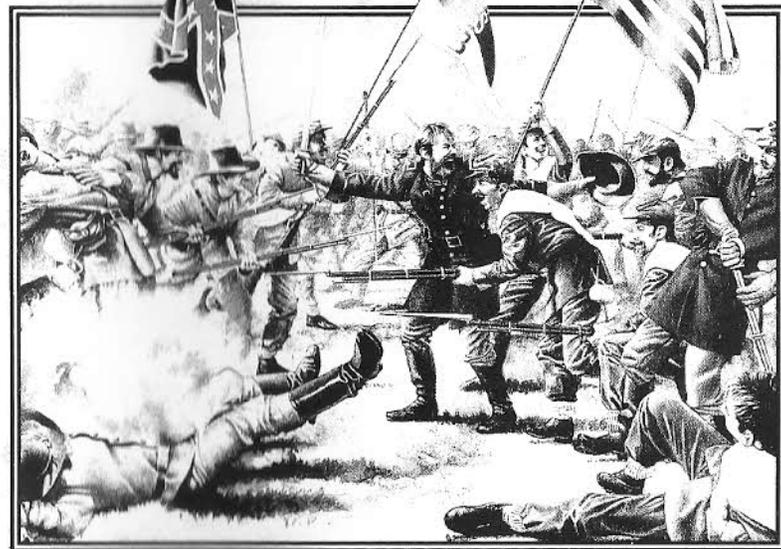


Edward Grabowski's

# THE BLUE & THE GRAY



***Impressions***

*Committed to Excellence in Strategy Entertainment*

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**Campaign Manual**

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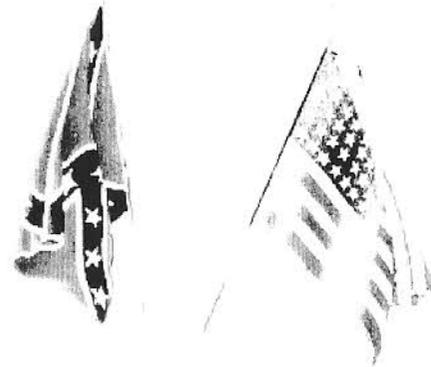
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## *Campaign Manual*



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# WAIT!!!

This booklet contains instructions for working **only** the campaign section of this game. If you are looking for instructions or an overview of the Micro Miniatures battle section of this game (where you act out battles using miniatures-style tactical combat), then you are looking in the wrong book. Turn to the booklet titled **Micro Miniatures Battle Manual** for information.

If you are looking for a quick start for the entire game, or for instructions on how to install the game, then take a look at the booklet titled **Technical Supplement and Tutorial**.

If you plan to try the **historical battle** which is included with the game, which is **First Bull Run**, you will find information about it in a chapter at the end of the **Micro Miniatures Battle Manual**. However, you should also review the rest of that manual before playing.

So, if you're ready to take charge of the entire Civil War, here's the place to find out how.

## INTRODUCTION

Edward Grabowski's **The Blue and the Gray** gives you your chance to fight the American Civil War. You control either the Federal (Blue) or Confederate (Gray) army, starting in July 1861; you have four years to defeat the other side by capturing the opposition's cities and winning military conflicts. Play takes place at **two** levels: first, you move your divisions across a map of America in a turn based game at the **campaign** level; then when two forces meet, a **Micro Miniatures** battle takes place with the result having its affect on the campaign level.

This game gives you the chance to rewrite history, by choosing the course that the war will take. The computer uses historical records to determine the recruitment of forces and availability of weapons over time, so that both sides have approximately the same "raw material" that they did in the real war. Whether you win or lose depends on how you use them.



## USING THE INTERFACE

Here are some notes on the interface used in this game:

- Whenever this manual instructs you to “click,” “left-click,” “press” or “select” an item from the game screen, it means that you should move the mouse pointer to that item and press the **left** mouse button.
- Additionally, you can repeatedly select an item without having to click repeatedly by pointing to it, then clicking the **right** mouse button and **holding** the button down.
- In some parts of the game, you will need to enter **text** (usually for a name) using the keyboard. Whenever this occurs, a small area of the screen will be blanked out and a small black **cursor** will appear; you can then type. The **Backspace**, **Delete** and **Insert** keys can be used to edit the text; press the **Enter** key or **click** the left mouse button when you are done.
- Some menu options can be toggled between two different settings; these are marked with an **arrow** graphic. When one of these options is displayed in a menu, the setting shown is its **current** setting; if you click on the option the menu will disappear and the option will switch to its **other** setting.
- Some parts of the game will call up a **query panel**, which is a small gray rectangle which lets you quickly answer yes/no questions. This panel will generally appear directly under your mouse pointer, with the pointer centered on the “default” answer. To respond to this panel, simply click on the “Yes” or “No” option.

## CAMPAIGN OVERVIEW

Here is some information you need to know when playing this game:

**Goal of the Campaign** — The game begins in early July, 1861 (when the Union’s Congress approved Lincoln’s war measures), and continues until the middle of April 1865. The status of the war is measured using the **victory bar**, which maintains a pointer between “F” (Federals **are beaten** by the South) and “C” (Confederates **are beaten** by the North). At the beginning of the war, this pointer is at the center of the bar; it takes **eighty** points to move the pointer from the center of the bar to one of its ends. Points are gained and lost when fighting and capturing cities, according to the following table:

Each battle won	gain 1
Each battle lost	lose 1
Each city captured or retaken	gain 5
Each city lost	lose 5
Richmond or Washington taken	gain 10
Richmond or Washington lost	lose 10

For victory, the North must try to move the victory bar to the “C” end before the game ends; likewise the South must try to move the pointer to the “F” end. If neither side can move the pointer all the way to one end of the victory bar within four years, political and economic pressures will force a compromise between them, and the side who has the best position on the victory bar will be **technically** declared the winner.

**Starting Positions** — Both sides have the same set of victory conditions — to push the pointer as far as they can towards their end of the bar. However, other circumstances affect the chances of success on both sides: the **South** has greater manpower to start with, since the North needs to keep some of its forces in the West. On the other hand, the **North** will gain better weapons — a technological “edge” — and a larger overall force as the war progresses.

