Edward Grabowski's

THE BLUE & THE GRAY

Technical Supplement and Tutorial

Impressions

Committed to Excellence in Strategy Entertainment

Edward Grabowski's

THE & BLUE
THE & GRAY

Technical Supplement and Tutorial

Congratulations on your purchase of Edward Grabowski's *The Blue and The Gray*, CD-ROM version. Our goal is to produce strategy games of the highest quality, and to that end we are always working to our improve our products. This CD-ROM version contains several revisions to *The Blue and The Gray* since its initial release in disk format. The revisions are highlighted in gray boxes in this Technical Supplement and Tutorial. You may see discrepancies regarding game play between this tutorial and the other game manuals in *The Blue and The Gray*. In this case, you should treat the Technical Supplement and Tutorial as the most up-to-date source.

Technical Difficulties?

If you have problems installing or running any of our games, please consult the back of this manual. If problems persist, call our Technical Support Line at (617) 225-0848, and a member of our support staff will assist you. Hours are 9 a.m. to 5:30 p.m. E.S.T., Monday through Thursday and 9 a.m. to 5 p.m. E.S.T. Friday.

On-Line Technical Support

Information about Impressions can be found on several of the major on-line services. If you have questions about installing or running any of our games, or want to find out about our latest releases, try the following:

CompuServe:	Type "GO GAMEPUB" and look for the Impressions section
GEnie:	Type "M805;1" and watch Category 9 — "Strategy & War Games" for the IMPRESSIONS topic.
Prodigy:	JUMP to "GAMES BB" and look in "Strategy/War Games" topic

Impressions can also be contacted directly through the following addresses:

CompuServe:	71333,463
GEnie:	IMPRESSIONS
Prodigy:	BCFP34A

If you are not a member of any of these services, these are the numbers to call for more information:

CompuServe:	Dial 1(800) 524-3388 and ask for operator #417 to receive a free introductory membership, $15 usage credit, and a month's worth of basic services free
GEnie:	Dial 1(800) 638-9636 for a service representative from 8 a.m. to 12 midnight Monday thru Friday, and from 12 noon. to 8 p.m. weekends
OR	use your modem between 8 a.m. to 6 p.m. to connect GEnie directly at 1(800) 638-8369
Prodigy:	Dial 1(800) 776-3552 and ask for extension 518

Installation and Loading
— IBM PC

DOS Installation

To play The Blue and The Gray, you must first install a small portion of the program onto your hard drive. This will require 3 MB of RAM.

1. Turn on your PC, and wait for DOS prompt (C:\ etc.) — **exit** Windows or Dos-Shell if they run automatically on startup.

2. Insert *The Blue and The Gray* disc into your CD-ROM drive (usually **D:**).

3. Access that drive by typing the drive letter, a colon, and <Enter>. For example:

      D: <ENTER>

4. Type **INSTALL** and press **<ENTER>**.

5. Follow the on-screen instructions. The procedure is self-explanatory.

Windows Installation

(Note: This game is not designed to be a windows product. We recommend that you install it from DOS.)

1. Insert The Blue and The Gray disc into your CD-ROM drive.
2. Run windows.
3. Select **File... Run** from the Windows Program Manager.
4. Run the setup program included on the CD by typing the CD-ROM drive letter, colon, backslash, then **install**. For example, **D:\install** where the CD-ROM drive letter is **D**.
5. Follow the onscreen instructions to complete the installation.

Playing from the hard drive

To play *The Blue and The Gray*, you must first have installed a portion of the game to your hard drive. Turn your computer on and place the game disc in your CD-ROM drive. From the DOS prompt, access the directory on your hard drive where you installed the game. You would type **C:***<path name>* if your hard drive is **C:**. The *<path name>* is the directory you established when installing the program. For example, **C:\CIVIL**.

Then type CIVIL**<ENTER>** to begin.

Changing your Soundcard Setup

If you change your computer's sound setup after installing the game, you can reconfigure your computer by accessing the directory where the game is stored and typing

      SETUP <ENTER>

This configuration program works identically to the one you used when installing the game.

Sound and Soundcards

With the proper sound setup installed in your computer, this game can produce a variety of sounds (including music and digitized sound effects). However, if you intend to use your computer's internal PC speaker instead of a soundcard, you may find the game's sound effects to be garbled or inaudible. If this is the case, you can turn them off by toggling the **Sound FX** command on the Options menu.

Memory Requirements

The memory requirements for running this game will be listed in the text file README.TXT included with the game. For instructions on viewing this file, see "Additional Features and Documentation," below.

If you cannot run this program on your machine, you may not be fulfilling the game's memory requirements. You can check this by running either of the utilities included with DOS; **CHKDSK** or **MEM**. Both will display the amount of **available** conventional memory you have. To run one of these utilities, just type its name from the DOS prompt or consult your DOS manual.

If you require more memory, the first thing to do is try modifying your AUTOEXEC.BAT and CONFIG.SYS files. (**NOTE:** Copy them to a floppy disk before making any changes, so you can undo them if you make a mistake.) If you have any unnecessary Terminate-and-Stay-Resident (TSR) programs loaded by these files, try removing them. If you have DOS 5.0 or higher, make sure that you have loaded DOS and as many drivers as possible into high memory. See your DOS manual for more information on these items.

After you have done this, reboot the computer and try to run the game. If it still does not run, the next step is to make a **boot disk** which you will use to start the computer "clean" of all extraneous programs and drivers. For information on making a boot disk, see your DOS manual.

Additional Features & Documentation

Some game features have been added or modified since this game's documentation went to press. Information on these new features has been included in the text file "README.TXT." To access this file, load it into any text editor (like Windows' NOTEPAD or Dos 5's EDIT utility), or access the directory where this game was installed and type

TYPE README.TXT | MORE <ENTER>

The character before the word "MORE" is a **vertical bar**, which is generated by holding down the **Shift** key and pressing the **back-slash** key. This text can also be read directly from your game disks.

Game Setup

When you start the game, the first thing that appears is the game's title screen; click the mouse to skip past this. The campaign screen will then appear, and on top of that will be an **options panel** with the following three choices:

Play Standard Game Begin a game at the start of the Civil War.

Load Saved Game Resume a game started earlier.

Historical Battle Play a self-contained **Micro Miniatures** historical battle. You will then need to choose a panel from the **Directory** panel that appears; see the chapter on **Game Options** in either manual for information on using the Directory panel.

Click on the choice that you wish to play. Another panel will appear, letting you choose to play either the **Federal** and **Confederate** side of the conflict. After you click on your choice, the panel will clear and the game will begin.

NOTE: If you chose "Historical Battle," then you should look to the **Micro Miniatures Manual**, for information on how to fight a battle. Otherwise, look to the **Campaign Manual** for guidance.

Controlling Difficulty

There are a few ways that you can control the difficulty level of this game:

Federal vs. Confederate — Because the North had more resources to work with than the South, you will find the game **easier** to win if you play the **Federal** side.