

NORTH AND SOUTH

LOADING THE PROGRAM

Atari ST/STE, Amiga
P.C.

Insert disk into drive and switch on computer.
Boot up DOS, insert disk into drive A:, type TATOU and press RETURN.
Choose configuration from menu.

THE MENU

(Top) Activate disasters.

(Bottom) Arcade or strategy modes.

DIFFICULTY LEVEL

Click on character for difficulty level. CORPORAL is difficult, CAPTAIN is easiest.



1 OR 2 PLAYERS

Click on background to select player vs player or player vs computer.

CHANGE YEAR

Click on year to alter start date. Each reflects the actual historical conditions for that year.



GO Click on this to start the game.

USING THE JOYSTICK For 2 players, an extra icon is available on screen. It lets you specify who will use the joystick. By default, the Northern (Union) player uses the joystick. Click on the South's grey rectangle to switch. If you play alone against the computer, you automatically possess the mouse, keyboard 1 and the joystick. In a 2 player game, the player with the joystick also has keyboard 2. The other player has keyboard 1

KEYBOARD LAYOUT

RETREAT

FIRE

CHANGE FIGHTING UNIT

DIRECTION

PLAYER 1 (left keys)

ESC

TAB

LEFT SHIFT

W,A,S,Z (up, left, right, down)

PLAYER 2 (Right keys)

BACKSPACE

SPACE

RIGHT SHIFT

CURSOR KEYS (up, left, right, down)

DISASTERS

INDIANS: May attack armies in neighbouring territories. When they have spotted their prey they will send smoke signals before launching an attack.

STORMS: A storm cloud travels around the map. Any army under the cloud is unable to move.

MEXICAN: When Indians are activated, the Mexican will be present. If woken from his siesta he will throw a bomb on Texas just to calm down whatever army is there. The army may lose all of its units.

EUROPEAN REINFORCEMENTS: The side who owns South Virginia will receive a ship carrying reinforcements. Once on dry land they will constitute an army if there is no army present. If there is an army present it will reinforce that army to maximum strength.

UNIT MOVEMENT

The game is organised into player turns, each moving all or some of his armies from its current territory to a neighbouring territory as follows:

A. MOVING TO ANOTHER TERRITORY

Click on the unit you want to move. The territories where your chosen unit may move to will flash.

Click on the territory you wish to move to. The unit moves to the new territory until the next game turn.

B. CANCEL A MOVE

Click on a non-flashing territory and the army will stay in its territory - You may still have your game turn.

C. YOU DECIDE NOT TO MOVE ONE OR SEVERAL PARTICULAR UNITS

Only available when **ALL** movement has been played. When you wish to leave remaining armies positioned, click on the Months and Years band (screen bottom). It is now your opponent's turn to play.

CONQUERING A TERRITORY

6 cases are possible when a unit moves into a territory :

- 1 Territory is 'VIRGIN'. It is owned by the first player to move onto it. A player's flag then appears.
- 2 Territory is enemy-owned, but currently unoccupied. A new army conquers the territory and the enemy flag disappears. When new army leaves, its flag will appear.
- 3 Territory occupied by enemy unit. There will be a battle. If attacker wins, territory changes sides.
- 4 Territory already owned by player. Nothing changes.
- 5 Territory has a town and is occupied by enemy army. The enemy army must be defeated in battle or forced to retreat. You must then win the fight in the fort. If you win, your army may stay in the territory. If not, it will stay in its original territory.
- 6 Territory has a town and is enemy-owned but no enemy army present. You must win the fort game to conquer the territory. If you fail, your attacking army will remain in its original territory.

COMBINING ARMIES TOGETHER

You may wish at sometime to combine your armies. Click on an army and move it to an adjacent territory containing an allied army. You may move this reinforced army in your next game turn.

ATTACKING AN ENEMY ARMY

Click on the army you want to use, click on the territory containing the enemy you wish to attack. The two opposing armies now switch to arcade "battle" mode unless players are in strategic mode only. If more than one allied unit can move onto the same enemy occupied territory, then they may attack the enemy at the same time.

RETREATS

If you are the attacker, your army moves to its original territory.
If you are the defender, the computer moves your army back from the front line to one of your territories.

GETTING NEW ARMIES

If two of your towns are connected by railroad, you receive gold according to the number of territories you possess. Gold is placed in the bank. A new army is created in exchange for 5 bags of gold. To move the army into play, click on a flashing territory.

TO COLLECT YOUR ENEMY'S TAXES

Block the line between the enemy towns, so that no link is possible. The enemy train will only try to get through once. You will switch to Train Arcade Sequence. If you win, the enemy's taxes arrive in your bank.

TRAIN SEQUENCE

Your objective is to reach the front of the train and overcome the driver to stop it. If you fail to climb on, your attempt is over. SPACE BAR or Fire button throws a knife or a punch. A clock symbolises time, and a boot represents your progress. In the 2-player version, the defenders can send men on the roof.

FORT SEQUENCE

Each player must possess at least two towns which are defended by forts. To win the territory you must defeat the army and win the fort game. If no enemy currently occupies the territory, you have to take the fort. Your objective is to reach the enemy flag at the right-hand side of the fort. For the 2-player version the defender can bring on soldiers. Avoid guard dogs and boxes of explosives.

THE PITCHED BATTLE

Occurs when two opposing armies occupy the same territory. The winner keeps the territory.

| | |
|----------------------------|--|
| CHOOSE THE UNIT | Left SHIFT or Right SHIFT. Unit is shown by a symbol in corner of screen. |
| MOVING THE UNIT | Artillery moves up or down, Cavalry forwards only and Infantry any direction. |
| FIRING AND CHARGING | Artillery - Fire button. Keep button pressed for range and release to fire. Cavalry : First button-press positions horses, keep pressing for sabre use. Infantry : First press places soldiers into position, next press shoots weapons. |
| CHANGING FORMATION | Direct them once in the opposite direction to the direction of their charge. for single-file formation. Repeat for Infantry (Vital when crossing bridges) |
| RETREAT | Press BACKSPACE (keyboard 1) or ESC (keyboard 2) |

SURROUNDING THE ENEMY

To capture a territory without fighting a battle, you can encircle it. When enemy territories containing no armies are encircled by you, the territories change sides. You cannot surround territories containing towns.