INSTRUCTION GUIDE

NORTH & SOUTH™

INFOGRAMES

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DATA EAST

CREDITS

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CONTENTS

A BRIEF HISTORY OF THE AMERICAN CIVIL WAR

In 1860 Lincoln was elected President of the United States. He was in favor of the abolition of slavery, still very much a part of life in the southern states. The South feared that abolition would destroy its economy and way of life; the southern states were essentially agricultural, with cotton being the major cash crop. The labour was provided by a large black slave population. These slaves were more often than not ill-treated and their work was hard and unending. Slaves were the property of the landowners, in the same way as domestic animals. It may be, as many southerners claimed, that a good proportion of northern abolitionists were motivated less by humanitarian and democratic idealism than by the prospect of a large new addition to the available work force, thus pushing down pay and increasing production for their busy factories. Whatever the truth of that, LINCOLN's desire to end slavery was sincere and this caused much resentment down south.

North Carolina was the first state to recall its Congressmen. 10 other states followed suit and RICHMOND was declared capital of the new Confederacy. Jefferson DAVIS, defeated by LINCOLN in the 1860 presidential election, became the Confederate President.

MAP SHOWING THE MOVEMENTS OF FORCES PRESENT
1861 1862

The brewing conflict seemed one-sided from the outset: the Confederacy had a population of only 9 million, almost 4 million of whom were slaves, while the Union boasted 22 million. The South was also less developed industrially. This lack of manufacturing capacity and infrastructure was cruelly felt throughout the war. From 1863 the Union had 900,000 men in uniform, while the Confederates were never to exceed the 500,000 mark; they finished in 1865 with no more than 20,000 soldiers, the casualty and desertion rates were extremely high.

Hostilities were opened by the Confederates at Fort SUMTER, a Union military stronghold in Confederate country. The taking of that fort sparked off the four-year war. During the first year most of the engagements took place in the region of the two capitals which were separated by less than two hundred miles. The famous battle of BULL RUN and its outcome put paid to the North's dream of crushing the rebellion in a matter of days or weeks. Many Union soldiers were volunteers who had signed up for three months. A great many of them resigned after the battle. Conscription soon forced them back into the ranks.

1862 saw the Confederates winning great victories in MARYLAND (the battles of RICHMOND and FREDERICKSBURG). Battles were also fought along the Mississippi at CAIRO and MEMPHIS.
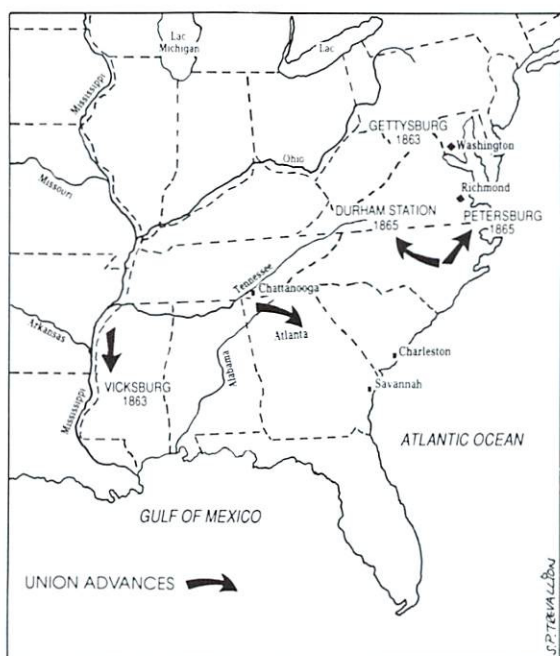
In 1863 General LEE, Commander in Chief of the Confederate armies, realized that the South's only hope of victory lay in a short war. He was determined to win a great pitched battle which would break the Northern army's back and open the road to WASHINGTON. Despite the courage of his soldiers and the undeniable quality of his generals (Beauregard, Johnston, Jackson, . . .), he was unable to carry the day at the decisive battle of GETTYSBURG on July 3rd. Thanks to a fine defensive action by General Meade, the Union army continued to block LEE's road to WASHINGTON. Meanwhile the Union General GRANT won battle after battle on the western war front (VICKSBURG in July an CHATTANOOGA in November). He managed in this way to bring those Confederate states west of the Mississippi back into the Union.

In 1864 GRANT was made Commander in Chief of the Union, being easily the finest of the Northern generals, most of whom had proven mediocre. GRANT placed SHERMAN (the man after whom the famous WWII tank was named) in charge of operations in the west. It was Sherman in the west who was finally to decide the tide of the war, since LEE continued brilliantly to defend RICHMOND, thus maintaining a constant threat to WASHINGTON in the east. No Union general was able to destabilise him until an overwhelming numerical advantage tipped the scales. SHERMAN attacked the Confederate rear, at ATLANTA. Having taken that city, his army undertook the famous forced march that took it to SAVANNAH in 24 days. SAVANNAH fell on December 21st. SHERMAN then went on to CHARLES-TON, preventing the Confederate armies of LEE and JOHNSTON from joining together.

In April 1865, following a tough 4-day battle, GRANT took PETERSBURG. This defeat signalled the end for the South. Many deserted. Supplies were practically inexistant. Most of the Confederate soldiers thought only of going home to pick up their lives in the South that SHERMAN's army had methodically pillaged and devastated. Out of ammunition and supplies, LEE finally surrendered on April 9th 1865 at APPOMATOX. On April 26th the last surviving Confederate army, under the command of General JOHNSTON, laid down its weapons at DURHAM STATION. JOHNSTON was able to obtain the right for his soldiers to go home with their horses and mules.

The North tried for some time to impose severe conditions on the defeated South, demanding reparations and strict political control. This policy proved so disastrous, however, that it was gradually abandoned. All the rebel states were reincorporated into the Union with the same duties and privileges as before. The North instituted a number of aid plans to redress the grave economic situation in the South.

The Civil War was the first modern armed conflict, both in terms of the casualty figures (more than 600,000 dead) and in the use of modern weaponry, trains and maritime blockade. Despite the freeing of millions of black slaves, their integration into American society was not accomplished. Whatever eventual plans LINCOLN might have had to deal with that problem, he was not to live long enough to put them in practice; he was assassinated by a fanatic on April 14th 1865.

MAP SHOWING THE MOVEMENTS OF FORCES PRESENT
1863   1864   1865

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GETTING STARTED

IBM PC/COMPATIBLES

This version lets you use the Hercules card in monochrome; the 4-color CGA card or the EGA card with 16 colors and the TANDY card with 16 colors; or you can use the 4-colors mode with the TANDY. Mouse and Joystick Supported.

Loading: Switch on your system and load DOS. Install your Mouse Driver to use the Mouse. Insert the "North & South" number 1 disk. Then type "TATOU" and hit RETURN. The game will then load.

If your system uses two disk drives, insert the first disk in drive 1 and the second in drive 2. The program will automatically call the appropriate drive. For 1-drive systems, just follow screen instructions.

After a few moments, the program will ask you to choose the graphic card. Then a mini-menu will appear on the screen.

Graphic Mode Selection:
F1 . . . . Lets you start play.
F2 . . . . Lets you select the graphic card.
F3 . . . . Lets you set your joystick. If you select this, then simply follow screen instructions. Afterwards, you will automatically return to this menu.
F4 . . . . Returns you to DOS.

Special functions for PC during the game:
F9: Switch on/off the music and sound FX.
F10: changes the color palette of your monitor for better contrasts (CGA mode only).

ATARI ST

Insert the "North & South" disk 1 into the drive; switch your computer on; the game will auto-load. When invited by a screen message, insert the second disk in place of the first.

AMIGA

Amiga 500 & 2000: Switch off your system. Insert "North & South" disk. Switch the computer back on. The game will auto-load.

Amiga 1000 only: Switch off your system, and after a little while switch it back on. Load Kickstart 1.2 or 1.3. Press CTRL and both Amiga keys simultaneously.

Anti-virus measure: In order not to infect your original disk by mistake, make sure you switch your system off and on before loading the game.

THE GAME

GLOSSARY OF GAME TERMS

SIDE: The SOUTH (Confederacy) or the NORTH (Union).

TERRITORY: Geographical representation of States on the strategic map.

CLICK: Press the left mouse button or the space bar or the fire button. This action is used to confirm according to cursor position.

CURSOR: This is a screen pointer which you can move around on the strategic map using mouse, joystick or keyboard.

FIRE: Press the space bar, fire button or TAB key.

ARMY: A force made up of a number of units represented by a soldier on the strategic map.

UNIT: The basic element of an army. There are three types of units: Cavalry, Infantry and Artillery.
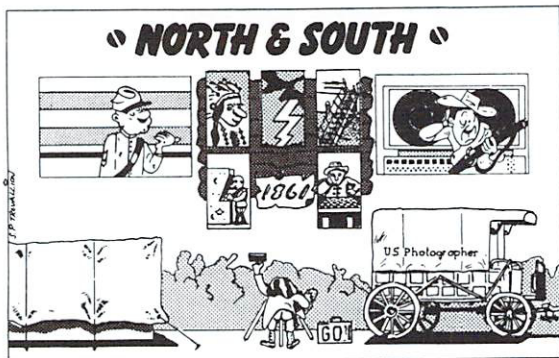
THE OBJECT OF THE GAME

Your objective is ensure victory for your side (North or South) by eliminating all the enemy armies. You will be controlling armies across all the combat zones of the Civil War. You may respect history or not, as you like.

While "North & South" does not try to reconstitute history and places playability over realism, Data East has made every attempt to emulate the atmosphere and overall strategic conditions of the Civil War. Thus, as in reality, the player may choose to advance deep into the South or North, to attack in the center or to attempt a turning movement.

THE GAME AND HISTORICAL ACCURACY

As has been stated above, Data East has above all tried to privilege gameplay rather than strict historical accuracy. Our wish has been to recreate the atmosphere. You will therefore find some game details which do not respect historical reality, notably in the case of borders, the positions of towns and the railroad.

We hope that these modifications will ensure a great deal of playing pleasure. Let's turn now to the most important part of this booklet: HOW TO PLAY "NORTH & SOUTH".

○ NORTH & SOUTH ○

THE MENU

HOW TO START PLAY

Using your cursor, click on the case marked "GO". You can now play using the following configuration:

- You are playing at CAPTAIN level. You play Corporal STARK against a Confederate Corporal played by the computer. The start year is 1861 and no catastrophe is activated. North plays first.

If you want to alter the current configuration, you may act on the following parameters:

- 1 or 2 players.
- Change difficulty level.
- Change start year.
- Activate (or not) all or some of the catastrophes and events.
- Play (or not) in strategic mode (no arcade) only.
- Define which player will use the joystick (for 2 player game).

The order given here is only an example; you need not respect it.

Difficulty level and Selecting 1 or 2 player mode: These two parameters are selected in the same procedure.

Difficulty Level: Click on the character head in the window.

BLUTCH for the Union, MATHIAS for the Confederacy. SERGEANTS: CHESTER-FIELD for the Union and CANCRELAT for the Confederacy. CAPTAINS: STARK for the North and PHILIP for the South.

NOTE — SPECIAL FEATURE OF NORTH & SOUTH: Two players of differing skill can play against each other without losing play balance. The Northern player can, for example, choose CORPORAL level, while his opponent, a novice at this game, can choose the Southern CAPTAIN. In that case, the fort and train sequences will be of differing difficulty according to the player; the Confederate player will have a tougher job than his Northern enemy.
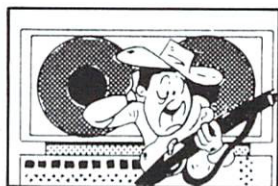
This possibility will allow experienced and beginning players to fully enjoy fighting it out.

CORPORAL is the most difficult, CAPTAIN the easiest game level.

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1 or 2 players: Click on the window flag behind the character; a computer will appear, signalling that your computer will play that side. Reclick on the computer to switch to human mode.
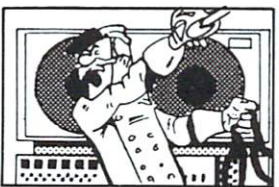

Union player
against
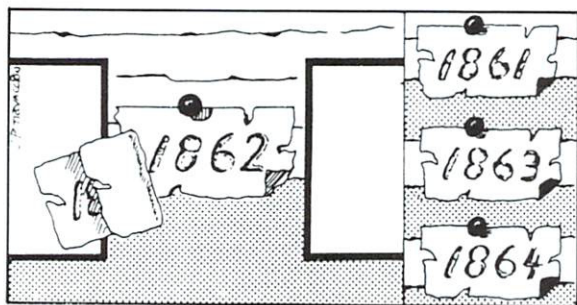Confederate computer

Union computer
against
Confederate player

Two human
players

Computer
against
itself!

Change start year: To choose the year when your game begins, click on the calendar to scroll the years from 1861 to 1864. 1865 is not available, since the situation was too unfavourable for the South. Each year corresponds to a certain number of armies and territories owned by each side; the situation reflects actual historical conditions for that year.
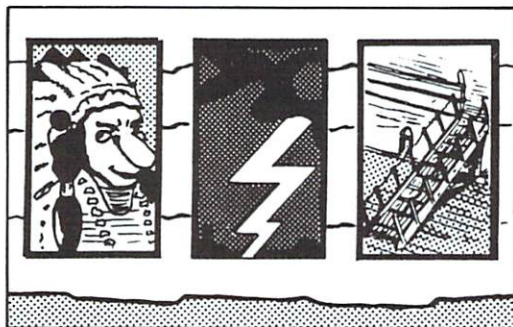
DISASTERS

These options are available in order to allow you to create some of the elements that may have impacted the war. These disasters will modify the strategic situation.

To activate a disaster, just click on it.

When in play, you will not be able to cancel the disaster.

INDIANS

They occasionally attack armies in neighboring territories. When the Indians have spotted their prey, they send smoke signals before launching their attack.

The army thus attacked may lose only some of its units or could be completely wiped out.

THE MEXICAN

If you have activated the Indian mode, the Mexican will also be present. He will throw a bomb on the State of Texas, just to calm down whatever army happens to be there at the time. The poor army will lose some or all its units.

STORMS

A storm cloud travels around above the map. Any army under the cloud is unable to move until the cloud leaves the territory.

EUROPEAN REINFORCEMENTS

Both sides in the Civil War were diplomatically very active in Europe. The side who owns South Virginia will receive a ship containing reinforcements. Once on dry land, they will constitute an army (1 Cannon unit, 3 Cavalry units and 6 Infantry units) if there is no army currently in that territory; if there is already an army, then the newcomers from over the ocean will reinforce that army up to maximum limits (3 Cannon, 9 Cavalry and 18 Infantry). Any extras are lost.

STRATEGIC OR ARCADE MODE

Click on the Arcade icon to deactivate the Strategic mode and vice-versa. In the Arcade mode there are three challenges to face : the battle, the train and the fort. In the Strategic mode, these three arcade challenges are replaced by an automatic system for determining the outcome of each challenge, using a random decision based on the respective strength of the opposing forces. This option caters to those players who prefer to concentrate on the purely strategic aspects of the simulation.
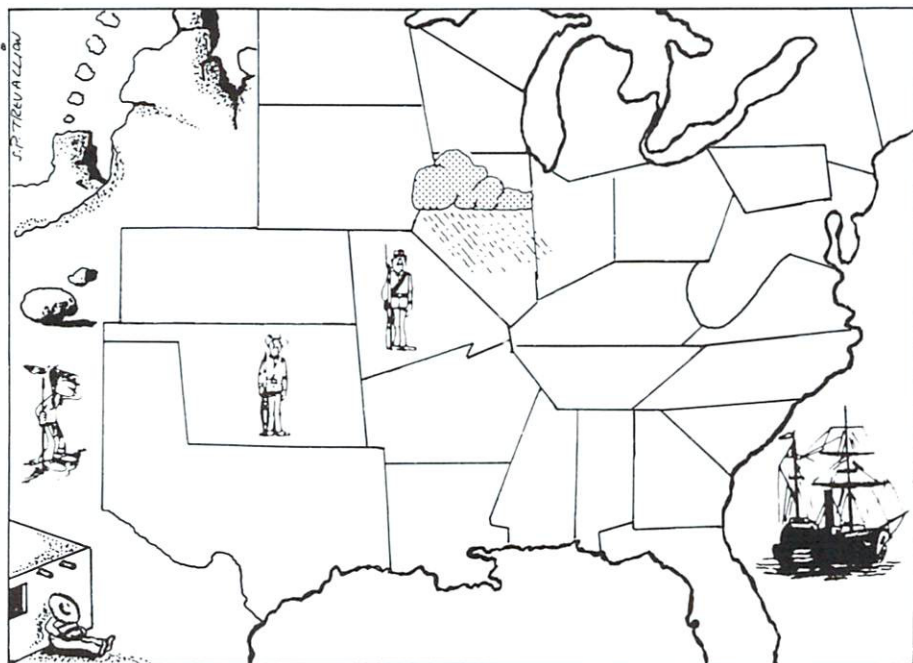
WHO PLAYS WITH THE JOYSTICK?

When there are two players, an extra icon is available on the screen. It lets you specify which of the two sides will play using the joystick. By default, the Northern (Union) player uses the joystick. Just click on the South's grey rectangle to switch. To return the joystick to the Northern player, click in the blue rectangle.

If you're playing 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.

The mouse may be used by both players for movement on the map (see Unit Movement).

When you have decided on all the parameters above, in whatever order suits you, click on "GO" to start play.
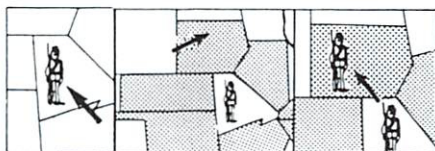
HOW TO PLAY

STRATEGIC MAP AND GAME

According to the start year chosen, the number and positions of armies vary.

What is an ARMY in the game? An army is made up of a number of units of Infantry, Cavalry and Cannon. According to the number of units in an army, the soldier who represents that army on the screen map has a greater or lesser number of cannon balls at his feet.
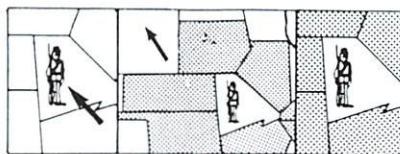
UNIT MOVEMENT

Play is organized into Game Turns. Players play one after the other. When each has played his turn, the Game Turn is then completed. During each of his turns a player may move some or all his armies; he may move each army from its current territory to a neighboring territory (a territory sharing a border with it). Here are a few examples:

A) Moving to another territory.
- Click on the unit you want to move.
- The possible territories where your chosen unit may move will flash.
- Click on the territory you wish the unit to move to.
- The unit moves to the selected territory. That unit may not move again until the next Game Turn.

B) Cancel a move so that another unit may first be moved.
- Click on a non-flashing territory.
- The army will stay on its territory and may still be moved this Turn.
- You may also click on the original territory.

C) You decide not to move one, or several particular units.
- This operation may ONLY be done when ALL movement has been played. When one or more armies remain which you don't want to move, to finish your turn, click on the Months and Years band at the bottom of the screen. It is now your opponent's turn to play.

If you have moved all your units, your turn ends automatically.

CONQUERING A TERRITORY

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

1) The territory is VIRGIN.
- The territory is owned by the first player to move an army onto it.
- If the army moves away from the territory, then the player's flag will appear in it.

2) The territory is enemy-owned but currently unoccupied by an enemy army.
- The new army conquers the territory and the enemy flag disappears.
- When the new army leaves, the owning side's flag appears.

3) The territory is already occupied by an enemy unit.
- In this case there will be a battle. If the attacker wins, then the territory will change sides.

4) The territory is already owned by the player. Nothing changes.

5) The territory has a town and is occupied by an enemy army.
- The enemy army must then be defeated in the battle or forced to retreat.
- You must then win the fight in the fort.
- If you win in the fort, your army may stay in the territory. If not, it will stay in its original territory.

6) The territory has a town and is enemy-owned but no enemy army is present.
- You must win the fort game to conquer the territory.
- If you fail, your attacking army will remain in its original territory.

FUSING TWO ARMIES TOGETHER

It can sometimes be a good idea to fuse two or more armies into one big force. This is done during movement:

- Click on an army.
- Move that army to an adjacent territory containing an allied army in order to be fused with.
- You now have a new reinforced army which you'll be able to move next turn.

NOTE: *The same system of maximum possible force as with European Reinforcement is used here. You cannot have an army greater in strength than 18 Infantry, 9 Cavalry and 3 Cannon.*

ATTACKING AN ENEMY ARMY

- Click on the army you want to use.
- Click on the territory containing the enemy unit you wish to attack.
- The two opposing armies will now switch to the arcade "Battle" mode, unless the players are in strategic mode only.

ATTACKING AN ENEMY ARMY WITH SEVERAL ARMIES
If more than one allied unit can move onto the same enemy- occupied territory, then they may attack that enemy at the same time. Here's an example:
- Click on one of your attacking armies.
- Click on the enemy territory.

- All allied armies which can attack that enemy will automatically move to the enemy territory.

NOTE: Remember that the sum of attacking armies may not exceed the maximum of 18 Infantry, 9 Cavalry and 3 Cannon. If, after this fusion, there are extra units, they will remain as an army in one of the original territories. The computer is supreme judge in tricky cases!

RETREATS
We have already seen how a battle may be engaged. Let's now examine the possible strategic outcomes of a battle.

If you have taken the decision to retreat, there are two possible cases:
- You are the attacker: your army moves to its territory of origin.
- You are the defender and the computer moves your army back from the front line to one of your territories.
- If none of your territories are available to move back to, then the retreat won't be possible.

THE SUPPLY PHASE or GETTING NEW ARMIES

At the end of each Game Turn, according to the number of territories you possess, you should receive a certain number of bags of gold. You will only receive the gold, however, if two of your towns are connected by a railroad.

Getting the gold. If two towns are correctly connected, a train will travel at the end of your turn from one to the other. The bags of gold will then be deposited in the player's central Bank.

Getting new armies. When a player has 5 bags of gold in his bank, a new army is created in exchange for the 5 bags. The new army will flash at the bottom left of the map.
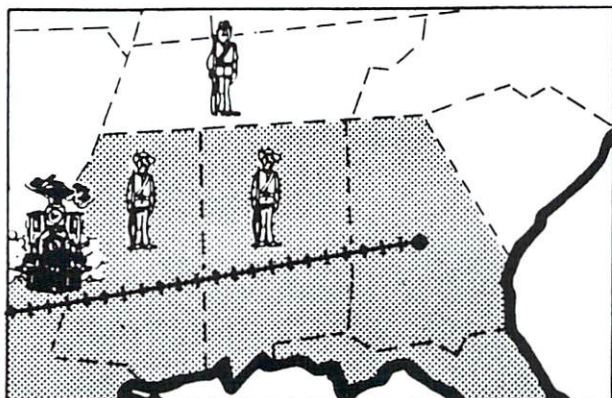
To move the new army into play, click on a flashing territory. The new army (6 Infantry, 3 Cavalry and 1 Cannon) can only move to a territory containing no other army and which lies on a railroad line that belongs entirely to the new army's player. The available territories will flash.

What happens if you cannot move a new army into play. If no appropriate territory is available, the bags of gold will remain in your Bank until you are able to move a new army onto the playing map.
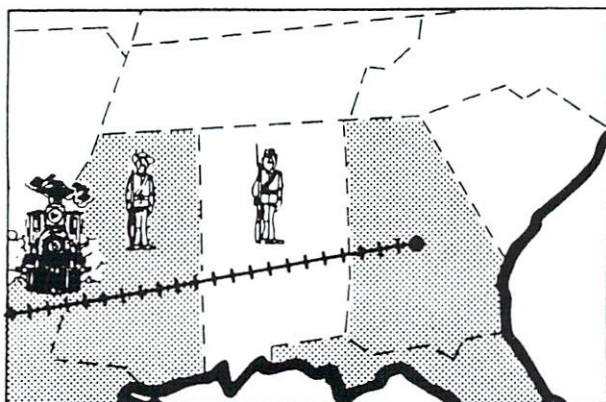
How to collect your enemy's taxes.
- You must block the line between the two enemy towns by capturing one of the territories along the line.
- No link between another two enemy towns must be possible (otherwise the train will always take the safest route, the one with no hostile army present).
- Once and once only, the enemy train will try to get through (if no other possible line exists). You will then switch to the Train arcade sequence. If you win the arcade (or strategic) sequence, the enemy's taxes will arrive in your Bank.
- If you are in strategical mode, refer to the probability chart and the end of the instructions to know your chances of victory.

● A safe railroad link: The Grey player's convoy is not cut off by a Blue-owned territory.

● Interception: A Blue army occupies a territory along the railroad line; the Blue army will attempt an Interception.
● The train takes another route: Another line exists which doesn't pass through hostile territory.
● One of your armies must block the enemy railroad line, like this

NOTE: *CANCRELAT and CHESTERFIELD are always detailed to intercept trains. In case of failure, there are no consequences to the intercepting army.*

THE TRAIN SEQUENCE: Arcade mode

The character you control is on the ground. First you must climb up the back end of the passing wagons onto the roof of the train. If you fail to climb on, then your interception attempt is over.

How to climb onto a wagon . . . . ☞
How to move on the wagon . . . . ← and →
How to jump from one wagon to the next . . . . ☞

Your objective is to reach the front of the train in order to stop it and overcome the driver.

To defeat your enemies:
- Space bar or Fire button: you throw a knife at your enemy, unless you are in hand to hand combat.
- Space bar or Fire button: you punch your enemy in hand to hand combat.

NOTE: The number of knives available is limited by the difficulty level.

The race against time. The amount of time available varies according to the difficulty level. Time is symbolised by a clock and your progress towards the locomotive is represented by a boot.

You must get there before your time runs out; your boot must reach the right edge before the clock.

If an enemy pushes you off the train, you must climb back on as fast as you can before the train gets away!

2-Player version. The player who owns the train, and who defends it against the attacking player, can send men onto the roof to fight off the attack.
- To send a man up to the roof: Direction UP or DOWN (joystick or keyboard).
- To throw a knife or give a punch (in hand to hand combat), use the Fire button if play with a joystick, if not press the space bar.

NOTE: The man moves by himself from right to left. The defending player controls the moment when the soldier appears and fires.

THE FORT SEQUENCE

Possession of at least two towns connected by a railroad link is vital for both players. These towns are protected by forts.

To capture an enemy territory containing a fort, the player must defeat any enemy army present in the territory (in Battle mode) and also win the fort game.

If no enemy army currently occupies the territory, the attacking player will still have to take the fort in order to capture the territory. If you are in strategical mode, refer to the probability chart and the end of the instructions to know your chances of victory. If the attack fails, then the attacking army stays where it was at the start of the turn. A failure has no other consequences.

The arcade game: Time is limited; the more difficult the level, the less time you have.

Once again, a boot symbolizes your progress in the fort. Your objective is the enemy flag situated at the far end of the fort. If you get there in time, the enemy flag will come down, to be replaced by yours. You have captured the town.

You move and fight according to the same principle as in the Train sequence. Some of the obstacles can only be conquered by climbing a ladder.

Guard-dogs will appear from time to time and try to stop the attacker.

If the attacker steps on a box of explosives, he will be stunned for several seconds.

2-Player version: The same commands are used as in the Train sequence.

NOTE: If the defender uses DOWN direction to bring on a soldier, he will arrive at ground level. Using UP direction will bring the soldier into play on the ramparts.

THE PITCHED BATTLE

A battle is fought when two opposing armies occupy the same territory. The aim is to eliminate the enemy force or force it to retreat. The winner keeps the territory where the battle is fought.

Battle play:

1) Choose the unit which is to move or fire;
   If you are using the joystick or keyboard 2: press Left SHIFT.
   If you control Keyboard 1, press Right SHIFT.
   The selected unit is represented by its symbol. It is displayed at top left screen for the Union player and top right screen for the Confederate player.

Artillery

2) Moving the unit: Use the directions provided by keyboard 1, or joystick or keyboard 2.
   - Artillery moves only up or down.
   - Cavalry begins facing the enemy, either right or left. Backward movement is impossible for horses; the most they can do is stay where they are.
   - Infantry can move in any direction.

Cavalry

3) Firing and Charging
   - Artillery: 1 player — Press Fire button or Space bar.
     2 players — Joystick player: Fire button.
     Keyboard 1 — Space bar.

Infantry

Press and keep the key or button pressed; a gauge will display at the top of the screen. The fuller the gauge, the greater the range. When the gauge reaches the bottom, you reach the end of the enemy screen.

To fire, release the key or button. The cannon balls will land at a distance corresponding to the gauge level.

NOTE: *The cannons possess only 9 cannon balls. When the artillery has exhausted its ammunition, it will automatically leave the field of battle.*

Cavalry: The same principle applies to commands. The first button-press positions the charge, facing the enemy.

Further key/button pressing is used for sabre-slashing the enemy troops. When the Cavalry reaches the opposite screen edge, it will go round the battle field and return to its original position, assuming of course that there are survivors!

Changing formation: To switch Cavalrymen to normal or to single-file formation, direct them once in the opposite direction to the direction of their charge (right or left).

This particular maneuver is vital for crossing bridges and canyons!

Infantry: The same command principle applies. The first press places the footsoldiers into firing position. Further pressing will make the firers shoot straight ahead.

Changing formation: To return to the original formation, just direct them once in the direction opposite to their marching direction (left or right). If you continue taking that direction, the formation will move back.

RETREAT

If the battle situation seems grave enough to suggest an orderly retreat, the joystick/keyboard 2 player should press the ESCAPE key; the keyboard 1 player should press BACKSPACE.

When is it possible to retreat?
As soon as his units are in place on the battle field, the player may retreat. The retreating army will lose all its cannons.

If the attacker retreats, his army will retreat from its territory (see Retreat rules).

If the defender retreats, his army will retreat from the territory (see Retreat rules).

If retreat is impossible, the Retreat keys (ESCAPE and DELETE) are inactive.

SURROUNDING THE ENEMY

To capture a territory without fighting a battle, you can encircle it. When enemy territories with no armies stationed in them are encircled by one or more of your armies, those territories change sides.

You cannot "surround" a territory which has a town.

BATTLE TIPS

EXCLUSIVE: Captain STARK's considered advice — CHAAARGE!!!

Due to a number of misunderstandings, we've run out of experts to question. So here are some ideas which may or may not help.

If you begin a battle with more cannons than your enemy, then fire from the start and keep firing. Aim to wipe out the enemy cannons.

If the enemy charges your cannon, use your Infantry to stop him, because it's not easy to stop a charge with artillery fire unless you can judge where the horses will be when you fire.

If you command at least three Cavalry units, don't hesitate to charge the enemy ranks; you'll wreak havoc!

Finally, try to vary your tactics, otherwise your enemy will learn your method and won't hesitate to lay traps for you.

Don't forget that the outcome of a battle is never a foregone conclusion; even a single Cavalry unit can turn the tide!
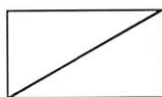
GENTLEMEN, DRAW SABRES!

VAL ALEA \ R	0,5/1	1/1	1,5/1	2/1	2,5/1	3/1
1	0 / 1	0 / 1	0 / 1	0,5 / 1	1 / 1	1 / 0,5
2	0 / 1	0 / 0,5	0,5 / 0,5	1 / 0,5	1,5 / 0,5	1,5 / 0,5
3	0 / 0,5	0,5 / 0,5	1 / 0,5	1 / 0,5	1,5 / 0,5	2 / 0
4	0,5 / 1	0,5 / 0	1,5 / 0,5	1,5 / 0,5	2 / 0,5	2,5 / 0
5	0,5 / 0,5	0,5 / 0	1,5 / 0	2 / 0	2,5 / 0	3 / 0
6	0,5 / 0	1 / 0	1,5 / 0	2 / 0	2,5 / 0	3 / 0

R = RELATION OF FORCES (IN UNITS) ATTACKER/DEFENDER
VAL ALEA = RANDOM VALUE

Remaining attackers / Remaining defenders (in units)

LIMITED WARRANTY