

# ANTIETAM

## BATTLEGROUND 5

### LOADING INSTRUCTIONS

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Your *Battleground: Antietam*™ historical strategy game should contain a CD-ROM. Included on the CD are a Players Guide and Quick Start instructions.

#### INSTALLING FOR WINDOWS 95/98

1. Launch Microsoft Windows 95/98®.
  2. Place the *Battleground: Antietam*™ CD in the CD-ROM drive. Auto-Run should launch the Install program. Click on **OK** and proceed to step 5.
  3. If Auto-Run is disabled on your computer you will need to run the Install program manually. From the Desktop, click on the **Start** button on the Taskbar and select **Run**.
  4. When the **Run** window appears, type **E:\BGN\SETUP.EXE** and click **OK**.
- NOTE:** If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., **D:\BGN\SETUP.EXE**).
5. When you reach the **Welcome** screen, click on the **Next>** button to continue.
  6. When the **Choose Destination Location** screen appears, either choose the default folder by clicking the **Next>** button, or see the note below.

**NOTE:** The default folder for installation is C:\BGN. If you wish it to be something other than that, click the **Browse** button and enter a new destination in the **Path** box. If the folder you specify does not exist, the program will prompt you to create it.

7. *Battleground: Antietam* permits three levels of installation: TYPICAL, COMPACT, or CUSTOM (for optimum performance, select CUSTOM and click all the option boxes that then appear). The installation time will vary depending on the level of installation selected, the transfer rate of your CD-ROM drive, and how much free memory you have during the install process. **Regardless of the installation method chosen, all game options will function (although sometimes slower with less installed to your HD and more on the CD).**

**NOTE:** If your HD does not have enough space for the selected options, the Installer will notify you to change the configuration.

8. When the installation is complete, click on the **Start** button on the Taskbar. Then select **Programs**, then *Battleground: Antietam*. Finally, select *Battleground: Antietam* again to begin.

#### UNINSTALLING FOR WINDOWS 95/98

If, for whatever reason, you should wish to uninstall *Battleground: Antietam*™ proceed with the following:

1. Click on the **Start** menu of your Windows Desktop, click on **Settings**, click on **Control Panel**, select **Add/Remove Programs**, and then click on the *Battleground: Antietam*™ entry in the list presented.
2. Click on the **Add/Remove** button. You will be asked to confirm your actions and you will be informed if any installed elements could not be removed.

#### TROUBLESHOOTING

The performance of *Battleground: Antietam* on your system will depend on how “fast” your video card is, how “fast” your system is, and how much total system memory is available.

**SYMPTOM:** When I open a scenario, the map area is white or only the units appear.

**REMEDY:** You probably have an old Windows video driver. You should either update your Windows video driver (by downloading a new one or contacting your video card manufacturer).

**SYMPTOM:** The install program hangs up, crashes, or stops after displaying the “Loading Battleground” dialog box.

**REMEDY:** There is probably an incompatibility issue with the Install program and *something* already running on your computer. Try shutting down all other programs, including virus programs, system utilities, etc.

**SYMPTOM:** When the (intro or action) video starts, the game locks up or a horizontal black line appears where the video should be.

**REMEDY:** Try reinstalling MS Video for Windows. This program is included on the BGN CD for your convenience. To reinstall the program, select **Run** from the Start button in Win 95/98. Type **D:\BGN\VF\SETUP** in the Run window’s Command Line (where D = the letter of your CD drive), then follow the on-screen prompts.

**WARNING:** We recommend that you don’t run the game in a display mode of *more* than 8 Bit mode (“256 colors”). If you attempt to run the game in 16 Bit mode (“Thousands of Colors”), or 24 Bit mode (“Millions of Colors”), you will probably see a noted decrease in scrolling and screen graphics speed; in fact, the game *may* not even load!

**To change your screen display:**

Press the **Start** button, then select **Settings** from the Task Bar, then select **Control Panel**. Double-click the Display icon, then select the **Settings** “folder” at the top of the window. In the Color Palette area, set your display to “256 Color”.

**SYMPTOM:** When I launch the game, I get an error message stating “Object Windows Exception, GDI Failure.”

**REMEDY:** This can happen if you inadvertently try to launch the game while it’s already running. It can also happen if you try to run the game at the same time as some other program that uses graphics. Be sure to exit all other programs prior to running the game. If all else fails, restart Windows; this will restore your GDI resources to their maximum value.

**SYMPTOM:** Map scrolling is very slow.

**REMEDY:** Check the Windows system settings for your video card. If it’s not set to 256 colors, change the settings to 256.

**SYMPTOM:** The sound effects don't work.

**REMEDY:** Check your Windows drivers in the Control Panel to ensure that your sound card is properly installed. If you hear the initial "chime" when Windows starts, your sound effects should work.

**SYMPTOM:** I am constantly tired and irritable when I finally wake up in the morning.

**REMEDY:** Quit playing *Battleground: Antietam* until 4 AM and get to bed earlier.

**SYMPTOM:** The pop-up videos seem to run slow or "jerky".

**REMEDY:** Your overall system performance is not "fast" enough to keep up with the video information coming from the CD-ROM. Re-install the game software and select "Custom" installation. When prompted, make sure the "Video Files" box has an "X" in it.

**SYMPTOM:** When playing modem-to-modem, the game loses connection.

**REMEDY 1:** If you have "Call Waiting" on your phone system, you must type \*70 at the beginning of your *opponent's* phone number. Otherwise, an incoming call will break your modem connection.

**REMEDY 2:** Check your phone line for a loose connection.

**SYMPTOM:** I'm having trouble connecting with my modem opponent.

**REMEDY 1:** Make sure that both systems are set to the same Baud rate.

**REMEDY 2:** Try a lower Baud rate selection.

**SYMPTOM:** The TalonSoft logo appears and the intro music starts but then immediately cracks and stops.

**REMEDY:** Your sound card drivers are too old. Download and apply the latest drivers for your soundcard.

**SYMPTOM:** I don't see any intro videos or videos during the game.

**REMEDY 1:** Make sure you have checks next to "Video Effects" and "Introduction" in the game's "Options" pop-down menu.

**REMEDY 2:** Try re-installing MS-Video from the CD. Run the Setup.exe file from the VFW folder.

**SYMPTOM:** The computer seems to "lock up" during the computer player's turn.

**REMEDY:** The size of the scenario, coupled with your computer's "speed", will have a direct impact on the computer player's performance/speed. Periodically during the larger scenarios the computer A/I may take a few minutes to reaccess its "strategy".

**SYMPTOM:** The 3D map icons seem to have a black "shadow".

**REMEDY:** This problem is associated with Diamond video products. Some Diamond Windows drivers have this problem. Either update your Diamond video driver, or switch to a generic Windows video driver.

## Lean & Mean Basics...

### Game Overview

So, Antietam is installed and you're itchin' to "get gunnin'"? Only thing is, you don't want to take some time to read our comprehensive Players Guide. Well, that's not unusual. However, you *would* like to know *some* of the basics of the game. Well, you've come to the right place!

*Battleground: Antietam*<sup>TM</sup> simulates the bloodiest, single-day battle of the Civil War, fought on September 17, 1862. The game CD also includes scenarios for several of the engagements on South Mountain, fought three days previous to Antietam. You, as the player, control regiment- and battery-sized units and individual leaders on the side of your choice. The map scale is approximately 125yds per hex.

**CONTINUOUS MODE:** If you'd rather sit back and just watch the computer play itself, select "Automatic" A/I for both sides in the A/I Selection dialog, and right-click on the Phasebox when it first appears. Then press the **Cancel** button on the A/I Action Dialog box. Next, on your keyboard, hold down the **Ctrl** key and hit the **C** key. When the "Continuous Mode On" message appears, right-click the on the "OK" button. Finally, click the "**A/I**" toolbar button to let the A/I resume.

To *cancel* **Continuous Mode** play, you must again hit the **Cancel** button of the A/I Action dialog to stop play. Then again depress the **Ctrl** key and hit the **C** key. A message should appear stating "Continuous Mode is off".

### Launch the game

Click on the "Start" button select "Programs" then "Battleground Antietam" and "Battleground Antietam" again ). You will soon see the Menu Options screen. Click the "Start New Scenario" button. This will bring up the "Scenarios" screen.

### Pick a Scenario

The "Scenarios" screen displays a list of the game's scenarios. As you highlight individual titles of this list, each scenario's historical introduction is displayed. Also displayed in this box is the number of Game Turns the scenario lasts (in general, the shorter the turn length, the simpler the scenario). Since this is probably your first experience with *Battleground: Antietam*, allow us to suggest the "South Mountain" scenario of "Take Them Anyhow!", then left-click on the **Play** button.

### Choose a Side to Play

After a brief pause, the scenario's map will appear and you will see the A/I Selection dialog box. Select **Manual** for the side *you* want to play, and **Automatic** or **Automatic with FOW** (Fog of War) for the side you want the *computer* to play. When "Fog of War" is in effect, you can see an enemy unit only if one of your units has a "line of sight" to it—a more realistic and more challenging method of play. Alternatively, to control all units of *both* sides, select **Manual** for each side.

**Historical Note:** In many of the scenarios of this game, the Union side is burdened with the task of attacking; in such scenarios they are therefore given the first "Player Turn". If you wish to take a more active role (i.e., attack) in the "Take Them Anyhow!" scenario, choose the Union; however, if you would rather "sit back" and defend, select the Confederates.

## Click the Phasebox



After you've set the A/I and clicked **OK**, a "Phasebox" appears announcing the **Union Movement Phase**. Left-click on the phasebox to begin the phase (or right-click on it to begin the phase and make it disappear automatically after a few seconds each time it appears). When the phasebox is gone, you will see part of the "3D" game map; closer inspection will reveal "units" on brown (Confederate), or blue (Union) bases. The bases of infantry and cavalry *regiments* are "lozenge" shaped; the bases of most other unit types are square-shaped.

## Turns & Phases (Briefly!)

Each scenario in the game has a set number of Game Turns. Each Game Turn consists of a *Player Turn* for each side (usually Union first, then Confederate). Each *Player Turn* consists of four phases:

MOVEMENT  
DEFENSIVE FIRE  
OFFENSIVE FIRE  
MELEE

## THE MOVEMENT PHASE

In the Movement Phase the phasing player can move his units; e.g., in the Union Movement Phase, only Union units can move. In order to move a unit, you must first *Select* it.

**Hex Outlines:** The various scenario maps of the game can be overlaid with a grid of hexagons, used to regulate movement and attack ranges. Since the hex-grid is "off" by default, it is suggested you make it visible by selecting **Hex Outlines** from the **Options** pop-down menu.

## Unit Types

Several different unit types are represented in the game; see the following illustrations. The basic Infantry or Cavalry unit represents a regiment of varying strength (the number after the "S" in the Unit List represents the regiment's strength in men rounded to 25, or the number of cannons in a battery). Each artillery unit represents a battery of 4 to 6 guns. Individual leaders are also represented; although a leader can't fire or attack by himself, he is important for rallying troops and is useful in melee.

Infantry and cavalry units can be in line or column ("mounted" if cavalry) formation; artillery are either limbered or unlimbered. Cavalry and leaders can be mounted or unmounted. Only regiments in line and unlimbered artillery can fire. See the following illustrations for a *brief* explanation of what effect a unit's formation has on its ability to move or fire.

## Formation Summary (3D Battleview™ map display)

### Infantry Formations



**Line**  
can fire/melee  
can move



**Column**  
no fire/can melee  
increased move



**Routed**  
no fire/defense quartered in melee  
*run away!*

### Cavalry Formations



**Dismounted (Line)**  
can fire/melee  
can move



**Mounted (Column)**  
no fire/can melee  
increased move



**Routed**  
no fire/defense halved in melee  
*run away!*

### Artillery Formations



**Unlimbered**  
can fire/no move



**Limbered**  
no fire/can move



**Routed**  
no fire  
*run away!*



**Uncrewed\***  
no fire/no move

\* An artillery battery can become Uncrewed only as an adverse result of an attack

### Leader Formations



**Dismounted**  
decreased move  
less vulnerable



**Mounted**  
increased move  
more vulnerable



**(no formation)**  
no fire/can move

## Selecting a Unit

To *Select* a unit, **left-click once** on the map hex it occupies (this will place the "Hot Spot" red-rectangle in the hex you just clicked). Below the map the "Unit List" will appear, showing any unit(s) in the "hot spot" hex. Next, **left-click once anywhere in that unit's data area in the Unit List** (see below illustration); a lighter shade of background color in the Unit List indicates the unit has been selected. Note that a double left-click in a hex will select *all* units in that hex. On the "3D" map, a *Selected* unit is shown by a *darker-colored* base.

Leader	Artillery unit	Infantry unit	Cavalry unit
Command Rating	Strength number	Range (in hexes)	Quality rating
current Fatigue		Movement points	
Anderson	S 6 RG 12 MV 12 QL C FA 0	S 200 RG 5 MV 8 QL B FA 0	S 275 RG 3 MV 12 QL C FA 0
	N Btry B, 4th US Artillery Brigade	R 19th Indiana Iron Brigade (Gibson)	C F 3rd Pennsylvania 5th brigade (Davis)
“State” Icon	Weapon Type info	Unit name	Formation & Facing icon
		Fired icon	Moved icon
		Disordered icon	Fixed unit icon
			Spotted icon

## Changing Formations

You can change a unit’s formation during its Movement Phase. A formation change for an *infantry* unit must be done before it has expended *any* movement points. All other units can move and then change formation, assuming such a unit has the required number of movement points remaining (as each change of formation by a non-leader unit requires an expenditure of movement points).

## Moving a Unit

**Right-Click:** Make sure the unit is Selected (see “Selecting a Unit”, above), then *right-click* in a hex adjacent to the selected unit. The unit(s) will enter the hex you right-clicked on if that hex is adjacent to the unit, the unit was Selected, the unit has movement points (the MV number in the Unit List) remaining, and it was that unit’s Movement Phase (e.g., you can’t move a Union unit in the Confederate Movement Phase!). Also, you can’t move an unlimbered/uncrewed artillery unit.

**Drag’n’Drop:** You can also move a unit using the “drag and drop” method. Select the unit; then, holding the left mouse button down, drag the mouse cursor to the hex you wish the unit to move toward, and release the mouse button.

**Column Movement:** Hold down the **Ctrl** key and right-click or drag’n’drop the “lead” unit of a column. This is also a real nifty way to move a “line” of units (usually regiments belonging to the same brigade). For more details on movement, see pp.7-8 (and section 6.6) of the *BGN Players Guide*.



**Facing Change:** The front facing of an infantry unit in line formation (or an unlimbered artillery unit) determines the hexes it can fire at. *To change the facing of a unit, Select the unit and click on the appropriate toolbox button.* Illustrated above are the “turn clockwise”, “turn counter-clockwise”, and “about-face” buttons, respectively. *Units can only change facing during their own Movement Phase.*

## Error Message

If you attempt to do something that the program won’t allow, you should hear an error “beep”; a corresponding error message will appear in the status bar along the bottom of the display detailing the wrongdoing. The “Status bar” normally displays the current time and game phase.

## Advance to Next Phase



To end the Movement Phase, click on the toolbox button that looks like a pocket watch (or hold down the **Ctrl** key and press **N**).

## THE DEFENSIVE FIRE PHASE

In the Defensive Fire Phase, combat units of the *non-phasing* side are allowed to shoot (conduct “Ranged Fire”) at enemy targets.

## Firing Qualifications

There are several “qualifications” for a unit to conduct a Ranged Fire attack:

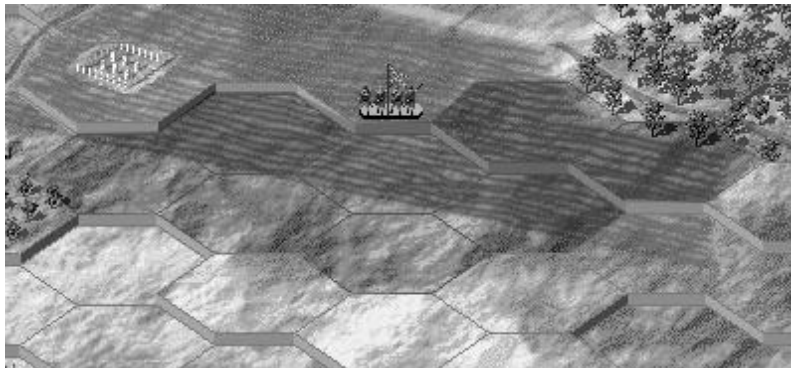
**Formation:** To conduct a Ranged Fire attack, an infantry or cavalry unit must be in line formation (“dismounted” if cavalry), and an artillery unit must be unlimbered. (Leaders, limbered/uncrewed artillery, mounted cavalry and Routed units cannot conduct Ranged Fire.)

**LOS:** The target must be within the firing unit’s line of sight.

**Range:** The target must be within the firer’s range. A unit’s range is the “RG” # in its Unit List data. Most regiments in *Battleground: Antietam* have a range of “5” and can fire at a unit up to five hexes away.

**Facing:** The firer must be *facing* the target. A unit can fire only within an arc defined by the three hexes it is “facing”. See the following illustration:





In the illustration above, the infantry regiment (armed with smoothbore muskets with a “range” of only 2) can conduct ranged-fire only at a target in the darker-shaded hexes. The “front facing” consists of the three hexsides covered by the white-dashed line.

## Firing a Unit



To find a unit eligible to fire, click the “Next Unit” toolbox button. The program will automatically find a hex with a unit eligible to fire! However, you still *must Select* that unit in order to fire it. To *Select* the unit, left-click once in that unit’s data area in the Unit List (or double left-click in the hex to select all units in the hex). Next, right-click on a nearby enemy unit. If that enemy unit is in the firer’s range *and* LOS, the attack will be performed (if not, check for an error message along the bottom of the screen explaining the problem). You can also *Drag’n’Drop* a Selected firer onto an eligible target to carry out the attack. For more information, see section 6.7 of the *BGN* Players Guide.

## Combat Results

When an attack is performed, you will see a “Fire Report” giving details of the attack. The effect on the target can vary from no effect to increasing its battle fatigue to a strength-point loss (which also increases its fatigue). Furthermore, a unit that suffers a loss can become disrupted or routed. A Disrupted or Routed unit has a **D** or **R** icon (respectively) printed in its icon area in the Unit List.



To find another eligible unit to fire, click again on the “Next Unit” toolbox button.



When the message “All units have been considered” appears, it is time to advance to the next phase (click on the “timepiece” toolbox button).

## THE OFFENSIVE FIRE PHASE

Firing in the Offensive Fire Phase is identical to firing in the Defensive Fire Phase, except that in this phase only the eligible infantry and artillery units of the *phasing* side (the side that moved in the current Player Turn) are allowed to fire.

## THE MELEE PHASE

Melee represents hand-to-hand combat between opposing units. The meleeing unit(s) attempts to enter the location of an adjacent enemy and displace it.

### Who Can Melee?



Only *Good Order* (i.e., non-Disrupted, non-Routed) infantry or cavalry units of the phasing side (even if in column or mounted) can initiate melees (i.e., advance into an enemy-occupied hex in the Melee Phase). To find a unit eligible to melee, click the “Next Unit” toolbox button. Having a leader attack (or defend) in a melee is beneficial.

### Conducting a Melee

**Drag’n’Drop:** Select all the units in one hex you wish to make a melee attack with; place the cursor on their hex, then (holding the left mouse button down), drag them into an adjacent *target* hex. An odds box is displayed if this is done properly. You can add more adjacent units to the Melee by this same method.

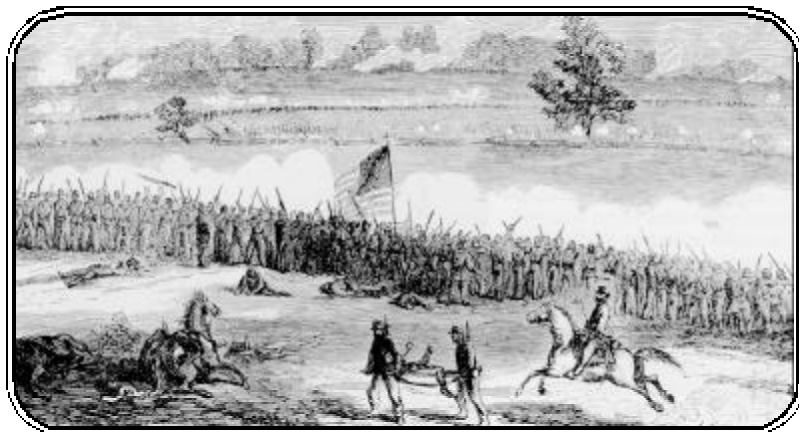


When all units have been added, click on the “Resolve Melee” toolbox button (the crossed rifle and sword with upward pointing red arrow), and the melee will be performed. For more details, see pages 49-51 in your *BGN* Players Guide.

### Next Player Turn



When all melees you wish to conduct have been resolved, click on the “Next Phase” toolbox button. Play will now proceed to the Player Turn of the next player (the non-phasing player of the turn just-completed). Once the first two Player Turns have been completed, Game Turn two will begin.





Advance the game to the next phase.

Change the screen display between the 2D Normal View and 2D Zoom Out, or the 3D Normal View and the 3D Zoom Out, mode.

Change the Facing of the Selected unit(s) one hexside in a counterclockwise direction.

Change the Facing of the Selected unit(s) one hexside in a clockwise direction.

Change the Facing of the Selected unit(s) by 180°.

Change the Formation of the Selected infantry unit from *column* to *line* (and back), *limber/unlimber* an artillery unit, or *mount/dismount* a cavalry regiment or leader.

Toggle (off or on) the on-map display of all units.

Toggle (off or on) the *bases* of all unit icons on the 3D map.

Make the Artillery Dialog appear.

Resolve the Melee in the Hot Spot hex.

Toggle (on or off) a highlight around all infantry/cavalry units suffering from low/no ammo and uncrewed artillery units.

Toggle (on or off) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one enemy unit.

Toggle (on or off) a highlight around all units that have moved during the current phase.

Toggle (on or off) a highlight around all units that have either fired at an enemy unit or fought in a Melee during the current phase.

Toggle (on or off) a highlight around all units that are Disrupted.

Toggle (on or off) a highlight around all units that are part of the same organization as the first Selected unit in the Unit List.

Hide (or display) the Unit List and Terrain Info Box.

Toggle (on or off) a display of which hexes are in the LOS of the current Hot Spot hex. An "X" in a hex indicates *no* LOS.

Display (or hide) the flag of the controlling side in each Objective hex.

Display the Jump Window. Select any spot on the jump map, and the game map will scroll to the corresponding spot.

Cycle the Hot Spot to another unit that has yet to (be designated to) perform an action pertinent to the current phase.

Activate the A/I (after you have halted it, or if you started the phase not using A/I but wish to activate it for the remainder of the phase).

## Updated Technical Support Information

*Note: Our technical support contact information has changed since the creation of the players guide. If you need to contact technical support, please use the following contact information.*

If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

TECHNICAL SUPPORT: 1-410-933-9191, M-F 9-5pm, EST

E-mail us at [tech@talonsoft.com](mailto:tech@talonsoft.com)

If you have internet access and would like to contact us on-line, you will find us at:

<http://www.talonsoft.com>

## Free Demo Videos!

Included on the *Battleground: Antietam* CD-ROM are free Demo Videos of our upcoming games.

- To view the demo videos, click on the **Start** button on the Taskbar, then select **Programs**, then **Battleground Antietam**, then **Demo Videos**, finally select the desired video.

*Note: demo videos do not install on your HD; they run from the CD*

## Interested in Civil War Re-enactment Videos?

If you are, please have a look at the promotional video by *Freedom Productions*, the supplier of video clips for our Civil War games.

To view it, insert the *BG:Antietam* CD into your CD-ROM drive. Open your Windows File Manager (or Explorer), navigate to your CD-ROM drive and open the BGN directory. Then open the FDMPROD directory, and double-click on the **PROMO.AVI** file.