

# Civil War Generals II: Grant, Lee, Sherman DEMO

Version 2.0  
9/17/97

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### I MINIMUM REQUIREMENTS

486/66  
8MB RAM  
Soundcard  
Windows95

Please note that this Demo has not yet been fully optimized for speed on low end systems

### II HOW TO START THE DEMO

To start the Civil War Generals II Demo, simply go to your Start Menu, select the "Programs" group, then the "Sierra" group, and finally on "Civil War Generals II Demo". The game will load and the Intro will begin to play (PLEASE NOTE!!! We have not optimized the intro for low end machines, so you might have problems with play back). After the video is done playing you will come to the main screen. Click on "Battles" to start playing, or "Editor" to play around with the Scenario Editor. You can also reload a previous game by selecting "Load Game".

In the interest of keeping this demo's size manageable, we have removed most of the files not required to play the game. For instance, there is no music and none of the 140 combat video clips that full game has.

NOTE: This demo shows a work in progress since, at the time of this CWG2 Demo version 2.0, the full game is not 100% done. We know of a few bugs that aren't in time for the demo - although these should be subtle enough that most players won't notice them. Every aspect of the game is being enhanced and polished, even as this ReadMe is being typed.

### III HOW TO PLAY THE DEMO

We pride ourselves on having a simple, clean, intuitive game that still packs in all the cool game features strategy gamers want. You will learn the game's basic elements quickly, and will find the battles fun and challenging from the first time you play. But there is much more to CWG2 than that. Repeated play will unveil more subtle layers, and your strategy will evolve as you learn.

The following sections will give you a quick course in the game's basics. CWG2 ships with a detailed manual explaining all the intricacies that we haven't the space to mention here, but reading this document should get you up and playing quickly.

Some Changes from Robert E. Lee: Civil War General

Gamers familiar with our first "Generals" title will be able to jump right in to CWG2. The interface has changed only marginally. All you will need to know about are the new features incorporated in this demo:

Headquarters units. The command structure in Robert E. Lee was highly abstract. CWG2 makes it more concrete by including headquarters units. These units have two formations: Movement (mounted) and Deployed. When deployed (use the Change Formation button, as you do with any unit), the headquarters icon will change to several officers standing around a desk. A deployed headquarters provides a morale boost to nearby unit leaders, and serves as a rallying point for routed units. You should move your HQ as near to the front lines as you can safely do before deploying them - but take care not to expose them to danger. HQ units can't attack, have only a weak defense, and can't absorb much damage before being destroyed. A damaged or destroyed headquarters will cause a serious decline in morale for your whole army

Scouts. These small cavalry units are lightly armed; they cannot attack at all, and defend poorly. Use them to find enemy positions, and try to keep them out of combat.

Engineers. Engineers can build abatis - wooden barricades that increase a unit's defenses, and they can erect pontoon bridges across rivers. (They can also destroy forts, although that is not a factor in this demo). To employ your engineers, change them from their marching formation, then order them to dig in. The dig in button will not be available on terrains that they cannot affect. If an engineer unit builds a pontoon bridge, it is removed from the map, having used up all of its supplies.

Victory point hexes. There are two types of VP hexes: pre-set, and spontaneous. Pre-set VP hexes begin the battle controlled by one side or the other (identified by the appropriate flags), or uncontrolled (marked with a yellow flag). To capture a VP hex, simply move any unit onto the flag. All VP hexes generate points for the side that controls them each turn, and they grow in value each turn for the side currently in control, as long as there is at least one enemy unit within a 10-hex radius. Most of these hexes have different values for each side, based on the overall objectives of the battle - generally, the more difficult it is for a side to capture and defend, the more points it is worth. Spontaneous VP flags appear in any hex that sees combat for three consecutive turns. Note that the overall objective of CWG2 is to inflict maximum casualties on your enemy while suffering minimal damage; VP hexes are supplemental to this goal. Unlike many wargames, CWG2 is not a simple shoving match over predefined terrain.

Supply hexes. Supply in CWG2 is less abstract than it was in Robert E. Lee. Supply hexes (identifiable by the wagon icons at the edges of the map) are usually the entry point for reinforcements, as well as a place for units to exit the map. Routed units will ultimately run toward these points and leave the battle if they are not rallied first. However, capturing supply hexes is not a game objective. You cannot choke off your enemy's ability to resupply or to receive reinforcements simply by capturing these hexes.

Zones of control. Some units exert a zone of control over the hexes immediately surrounding it. You can always move into an enemy ZOC, and you can always move out of one, but you can never move from one enemy-controlled hex into another enemy-controlled hex. The effect of this rule is to tighten up your lines, and make it more difficult for enemy units to squirt through small holes in your line. ZOC also affects your units' ability to resupply themselves. If you are adjacent to two or more enemy units, you will be limited as to the amount of supply you can receive, and if you're surrounded, you can't receive any resupply. You will be advised of these restrictions when you choose to rest & resupply an affected unit.

CWG2 contains many other new or revised features, but they are too numerous to include in this readme.

#### Navigating The Game:

Civil War Generals II is a very easy game to use. Information is presented in easy to understand terms, with icons and simple text being used to explain what each is. If you have questions, put your mouse over the item you want to know about and check out the Help Text at the bottom center of your screen.

To select a unit, right click on it. To move it, left click on an empty hex. Hexes too far away to reach will be grayed out. To attack, left click on an enemy unit that is not under the grayout.

The buttons along the bottom of the information panel have these functions:

Dig in uses your turn to prepare defenses. Units that are dug in receive a defensive bonus. You also get the option to resupply a unit that is digging in.

Rest & resupply uses your turn to refresh a unit. Each turn that a unit rests, its statistics improve a little bit.

Change formations toggles between movement formation and attack formation. As the names imply, you are better off moving in movement formation, and you have to be in attack formation to attack. Cannon

units can't move at all unless they're in movement formation.

The charge button allows your attacking unit to perform a special attack that causes more damage. You usually need very high morale to perform a charge.

All of these items will be explained in proper detail in the game manual. The above sketch should give you enough of the basics to play the game. Have fun.

#### About Your Units:

Your unit's statistics appear on the unit data panel at the bottom of your screen. You will see four green bars of varying height next to a representative image of a soldier. This information represents the unit's Organization, Health, Morale, and Effective Men. To the right of this information are several icons which represent your Movement Points, Supply, and Firepower. Left clicking on the unit's information or leader panels will toggle them from a graphical look to one that gives hard numbers.

Organization is the level of coherence in your unit. On levels above Beginner, your Org will decrease almost every time you do anything except rest. On Beginner level, your Org should only fall when you engage in combat.

Health represents the overall fitness of the men in your unit. On Beginner level, it will decline only with combat; on higher levels, any action except resting will hurt it. Health is used mainly as a factor in other calculations and doesn't have a clearly describable effect on your units in and of itself.

Morale is by far the most important statistic in the game, just as it was crucial in the Civil War. You increase morale by resting, by digging in, by oversupplying a unit and by winning combats. Just about every other action you can take will lower morale. Units with poor morale will not charge, often won't attack, and might not even accept movement orders.

Living/Effective Men shows the fighting strength of your unit. Note that the bar is two shades of green. The light green portion, which will stretch to the top of the display at the beginning of the battle, shows the number of living men. As you take casualties, that will gradually fall (with the black portion at the top of the bar representing dead men). The dark green part of the bar shows the number of effective men. This distinction is crucial. At any given time, only a portion of the living men in your unit are actually capable of fighting. The rest of them are foraging, binding up wounds, looking for cover, etc. The percentage of your living men who are actually effective is determined by your Org and Health.

Movement points (MP). Different units have different amounts of action they can perform, represented by movement points. You need to have your full amount of MP to dig in, to rest & resupply, or to fire your cannons. Other actions, like moving, changing formations and attacking, require something less than your full MP.

Supply (SP). Each attack you make, and each attack you have to defend against, uses one unit of supply (one bullet). You can replenish these bullets by choosing to rest & resupply - although you won't be able to do anything else with that unit on that turn. Don't let your units run out of bullets if you can help it!

Firepower (FP). This number shows comparative strengths of units. As you select potential targets (by right-clicking on enemy units), your firepower rating will go up or down based on how your men stack up against theirs. You generally want to attack enemies whose firepower is less than or equal to your own, and avoid engaging units whose firepower is much better than yours.

You will quickly develop a feel for what effect these displays have, and how they rise and fall. All the information you need to successfully play the game is present on this one concise display.

#### Skill Levels:

The demo assumes that you have at least a passing familiarity with wargames. Below you will find just enough basic instructions to get you up and running.

The CWG2 Demo is preset to start you out with easier game options. Once you become familiar with the easier settings you may want to start up a more challenging game. Most of these options must be set before you actually start a game. To do this, click on the "Options" button while in the Battle Selection screen (the one where you choose the battle and your side). A panel will appear allowing you to select your skill level,

visibility, and other options. Different combinations of these settings will give you very different gaming experiences.

Beginner/Intermediate/Advanced: affects the amount of damage you take from common actions like moving, changing formation or digging in (this will be explained below). On Beginner, you will not be penalized for these routine actions, nor will your units' leaders have any effect.

Full Visibility means you'll be able to see all of the units on the map. When you turn on Line of Sight, you will see only your own units, plus the enemy units that are close enough to your own units to see (and that aren't blocked from sight by terrain features).

Turning off Line of Fire means you will be able to attack any enemy within range of your weapons, without regard to terrain obstructions.

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