

# BULL RUN

## BATTLEGROUND 7

## LOADING INSTRUCTIONS

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Your *Battleground: Bull Run* historical strategy game should contain a Players Guide, a CD-ROM, Quick Start instructions, a TalonSoft Reg. card and a TalonSoft product catalog with a separate price list.

### INSTALLING FOR WINDOWS 95

1. Launch Microsoft Windows 95®.
  2. Place the *Battleground: Bull Run* CD in the CD-ROM drive.
  3. From the Desktop, click on the "Start" button on the Taskbar and select "Run".
  4. When the "Run" window appears, type E:\BGBR\SETUP and click "OK".
- NOTE:** If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., D:\BGBR\SETUP).

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:\BGBR. 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: Bull Run* permits three levels of installation: TYPICAL, COMPACT, or CUSTOM (for optimum performance, select CUSTOM and click all four 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 installation is complete, click on the Start button on the Taskbar. Then select Programs, then *Battleground: Bull Run*. Finally, select *Battleground: Bull Run* again to begin.

### INSTALLING FOR WINDOWS 3.1

1. Launch Microsoft Windows®.
  2. Place the *Battleground: Bull Run* CD in the CD-ROM drive.
  3. From the Program Manager, open the File pop-down menu and select Run.
  4. When the "Run" window appears, type E:\BGBR\SETUP and click "OK".
- NOTE:** If your CD-ROM drive letter is not E: (as shown above), then substitute the appropriate letter (e.g., D:\BGBR\SETUP).
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 directory by clicking the Next button, or see the following note.

**NOTE:** The default directory for installation is C:\BGBR. 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 directory you specify does not exist, the program will prompt you to create it.

*7. Battleground: Bull Run* permits three levels of installation: TYPICAL, COMPACT, or CUSTOM (for optimum performance, select CUSTOM and click all four 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.

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

8. *Battleground: Bull Run* requires that you have Microsoft Video For Windows 1.1 installed. If the installation process detects that it is not installed, you will be prompted to install it.

9. When installation is complete you will have a new Program Group called *Battleground: Bull Run* in your Program Manager. To launch the game, double-click on the *Battleground: Bull Run* icon.

### MEMORY NOTES (for Windows 3.1 only)

*Battleground: Bull Run* requires that Windows 3.1 Virtual Memory be currently active. If you are not sure if it is active, perform the following steps prior to installation.

1. Launch Microsoft Windows®.
2. In the Program Manager, double-click the "Main" program group.
3. Next, double-click on the "Control Panel" icon.
4. Next, double-click on the "386 Enhanced" icon.
5. Then click on the "Virtual Memory" button. Next to the word "Size" ensure that at least 10,000 KB is allocated.
6. If you do not have at least 10,000 KB set, select the "Change>" button.
7. Enter the recommended size in the "New Size" box.

**NOTE:** Windows 3.1 performs best if the Virtual Memory "Type" is set to "Permanent".

8. Click the "OK" button and follow the prompts. If you changed the "Size", Windows must be restarted for the change to activate.
9. On an 8 Mb RAM machine, *you'll need at least 6 Mb free XMS memory* in order to open the larger scenarios and maps.

### TROUBLESHOOTING

The performance of *Battleground: Bull Run* will depend on how "fast" your video card is, how "fast" your system is, and how much total system memory is available. Be sure to add the latest available drivers for your system hardware to ensure optimal performance.

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

**REMEDY:** Either you have an old Windows video driver, or you don't have at least 6 Mb free of XMS memory. You should either update your Windows video driver (by downloading a new one or contacting your video card manufacturer), or reconfigure your memory so that you can free up more XMS memory (for Win 3.1 users, try running Memmaker in DOS).

**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, or you don't have at least 550K of free conventional memory. Win 3.1 users can free up more conventional memory by running Memmaker in DOS. Alternately, try playing the game directly from the CD. *Here's how:*

If using Win 3.1, create an icon in your Program Manager and attach it to the BG\_Start.EXE on the *BGBR* CD. If using Win 95, create a shortcut on your Desktop and attach it to the BG\_Start.EXE on the *BGN* CD.

**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 File menu in Win 3.1 or the Start button in Win 95. Type D:\BGBR\FW\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:**

**WIN 95:** 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".

**WIN 3.1:** Select the Main Program Group from the Program Manager, then select the dows Setup icon. From the Options pull-down menu, select Change System Settings. Pres the arrow button and select SVGA 640x480x256, and close the window.

**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 or make sure your video drivers are the most current.

**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: Bull Run* before 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 immedi-

ately cracks and stops.

**REMEDY:** Your sound card drivers are too old. Call your sound card manufacturer for new drivers, or download them from an on-line service.

**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 in Windows.

**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".

## Lean & Mean Basics...

### Game Overview

So, Bull Run is installed and you're ready to go? 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: Bull Run*™ recreates both battles of Manassas, Virginia during the American Civil War in July, 1861 and August, 1862. 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

Double-click on the *Battleground: Bull Run* icon (found within the *Battleground: Bull Run* program group now appearing in your Windows Program Manager; if in Windows 95, from the "Start" button select "Programs" then "Battleground Bull Run" and "Battleground Bull Run" 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: Bull Run*, allow us to suggest the "Blackburn's Ford" scenario, 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), 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

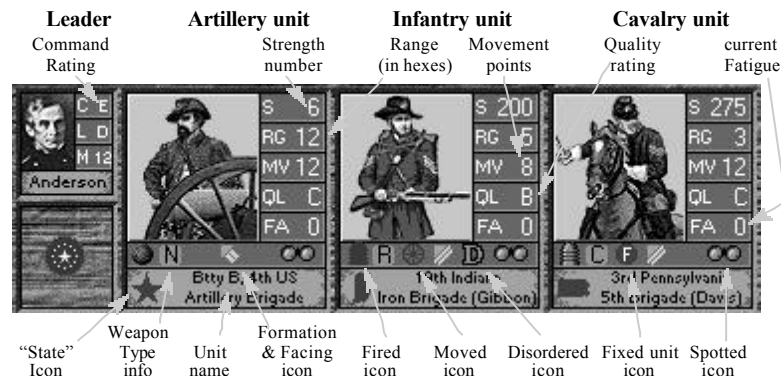
## THE MOVEMENT PHASE

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 hexgrid is "off" by default, it is suggested you make it visible by selecting Hex Outlines from the Options pop-down menu.

## 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.



## 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 Battlevue™ 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

### Supply Wagon\*



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

## 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 section 6.6 of the *HGBR* 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.

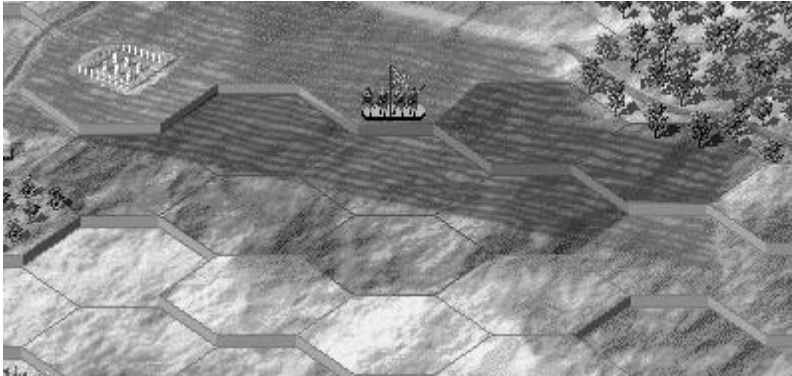
## Firing Qualifications

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: Bull Run* 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 BGR 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 BGR 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 uncrowded 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).



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## Free! Demo Games and Upgrades!

Included on the *Battleground*:

*Bull Run* CD-ROM are free Interactive Previews of our best-selling games, and the latest upgrades for our other *Battleground™* games, and *Age of Sail™*.

- To install a demo name, click on the appropriate **Install Demo** icon. Note: demo games do not install on your HD; they run from the CD.
- To upgrade a previously purchased *Battleground™* game, click on the appropriate **Install Upgrade** icon.

For the upgrades to work properly, you *must* ensure that the game you are upgrading was installed using a Typical installation, or via a Custom installation with *at least* the Battle and Map files checked. In other words, if you did a Custom install with no options selected, or a Compact install, the upgrade may not properly install or work.

## 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:BullRun* 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.