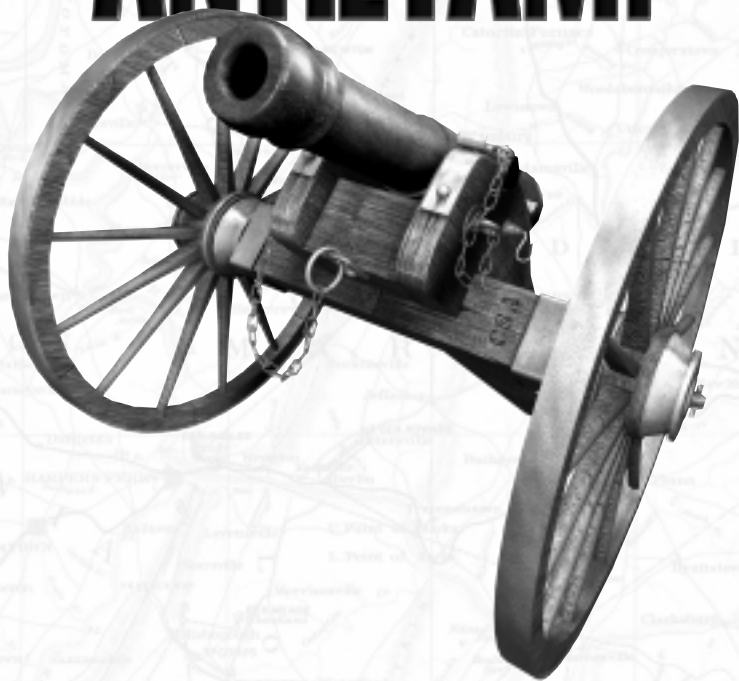


SID MEIER'S **ANTIETAM!**



GAME MANUAL



®



TABLE OF CONTENTS

What's New in Antietam	2
The Main Menu Screen	2
Scenario Selection, Options, and Info Screens	2
Choose Sides Screen	4
The Battlefield	4
The Armies	5
The Command and Status Bars	7
Combat	8
Keyboard Controls	9
Victory Point Screen	10
Preferences	11
Fight the Entire Battle	12
Moving Your Troops	12
Know Your Enemy	13
How to Fight the Battle	13
Winning the Scenario	15
What's Next?	15
Saving and Loading	15
How to Use the On-Line Manual	16
Multiplayer and Internet Play	16
Keyboard Controls	17
Warranty Information	20
Credits	21

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WHAT'S NEW IN ANTIETAM!

Antietam! plays very similarly to *Gettysburg!*, but those familiar with *Gettysburg!* should read the following section carefully to learn how *Antietam!* differs from its predecessor. However, if you have not played *Gettysburg!*, we suggest that you skip this section and proceed directly to the "Quickstart Scenario".

THE MAIN MENU SCREEN

Fight the Battle: In *Gettysburg!*, individual scenarios were linked so that they could be played in succession to simulate the entire battle.

However, *Antietam!* scenarios are not linked. Instead, if you wish to fight the entire Battle of Antietam, simply click on "Fight the Battle" just below "Play a Scenario". This will allow you to play through the entire struggle on September 17, 1862, from dawn to sunset, in one grand scenario. However, we recommend that before you jump into the entire battle, you familiarize yourself with the terrain and military situation by trying some or all of the more limited *Antietam!* scenarios on the Scenario Selection screen, reached by clicking on "Play a Scenario".

Read Carman's Battle History: If you wish to learn more about *Antietam!*, click on "Battle History". This can also be reached by hitting F11 during play. Ezra A. Carman devoted much of his life to studying this great struggle. He composed an 1,800-page handwritten history of the battle, which is maintained in the Library of Congress. It has never been published. Now, for the first time, the general public can read Carman's masterpiece, which was used extensively during the design of *Antietam!*

Help: Click on "Help" if you wish to consult *Antietam!*'s on-line Manual. This can also be reached by hitting the F8 key during play of any scenario.

SCENARIO SELECTION, OPTIONS, AND INFO SCREENS

As in *Gettysburg!*, click on "Play a Scenario" on the Main Menu screen to reach the Scenario Selection screen. Here you can choose one of many historical and speculative scenarios portraying key parts of the Battle of Antietam. The scenarios are listed in the order in which they actually occurred. Some, such as "Prelude to Battle" and "Dawn in the Cornfield", are very short and can be played in only a few minutes. Others, such as the three "Bloodiest Day" scenarios, are representative of almost half the battle and take much longer to play. As in *Gettysburg!*, if you wish to test your skills in a hypothetical fight with forces chosen randomly by the computer, click on "Randomized Scenario".

SID MEIER'S ANTIETAM!

South Mountain Map: If you select “Play Turner’s Gap” or “Play Crampton’s Gap” you will see that on the right side of the Scenario Selection screen is a map of the South Mountain battlefield drawn by U.S. Army cartographers sometime shortly after the Civil War. The South Mountain map works the same way as the Antietam maps (see below) on the Scenario Selection screen.

Antietam Map: On the right side of the Scenario Selection screen there is a map of the Antietam battlefield drawn by U.S. Army cartographers in 1867, only five years after the battle. As you select a scenario by clicking on its name, thereby highlighting it, actual Union and Confederate troop dispositions during that scenario are displayed on the map with blue (Union) and red (Confederate) arrows and icons. The scenario’s start time appears at the top of the map, along with its battle length. (This is the actual battle time simulated by the scenario; playing the scenario will be much shorter.)

Info Screen: If you click on the “Info” button at the bottom of the Scenario Selection screen, you will go to a new screen portraying detailed information about your selected scenario. On the right side of this screen, there is a focused portion of the Antietam or South Mountain map, displaying the actual troop movements of that scenario in detail. Except for the three “Bloodiest Day” scenarios, there is also a photo of a part of the battlefield on which the scenario actually took place. You may rotate this photo to obtain a panoramic view of the battlefield by clicking on either the left or right arrow next to the photo. On the left side of the Info screen, there is a detailed historical description of the scenario. If you click on any of the highlighted links within this text, photos of the generals involved and geographical objectives will appear on the adjacent map. To go straight to the scenario from the Info screen, click on “Play” to return to the Scenario Selection screen, click on “Cancel” or hit the Escape key.

Options Screen: If you click on the “Options” button at the bottom of the Scenario Selection or Info screens, you will go to the Options screen. You can also go the Options screen during play by opening up the Game Menu in the upper-left corner of the map and selecting “Options”, or by hitting the F10 key. The Options screen allows you to configure the scenario as you wish in four different ways:

History: If you click on the “Historical” icon, the scenario will always begin with both sides’ troops deployed as they really were on the battlefield at the scenario’s start time. If you click on the “Historical Variant” icon, the computer will randomly choose from among several scenario variants, deploying both sides’ troops in different positions at the start of the scenario, and sometimes bringing in new troops who were not actually involved. Two introductory scenarios, “Prelude to Battle” and “Dawn in the Cornfield”, have only historical versions.

Both sides' troops will be deployed in the same way at the start of these scenarios regardless of whether the Historical or Historical Variant icon is selected.

Enemy Skill/Characteristics: These two options function in the same way they did in *Gettysburg!*, enabling you to adjust the computer's AI skill and characteristics.

Rally Restrictions: If you click on the "Severe" icon, green troops and very small regiments which have routed due to battlefield stress are likely to leave the field and not return to the battle due to demoralization. If you click on the "Limited" icon, all routed units remain on the map and attempt to rally. If you are playing a long scenario, such as the full-day battle or the "Bloodiest Day" scenarios, you probably will find it easier to play with the "Severe" Rally icon selected, as the number of routed units under your control will be significantly reduced.

CHOOSE SIDES SCREEN

When you select a scenario either by double-clicking on its name or clicking on "Play", you will go to the Choose Sides screen. This screen functions the same way it did in *Gettysburg!*. Simply click on the icon corresponding to the side you wish to play.

THE BATTLEFIELD

Here's what is new on the *Antietam!* battlefield screen:

South Mountain Map: The Turner's Gap and Crampton's Gap scenarios are played on the South Mountain map. There are three distinct terrain features associated with this map set: a railroad, the Potomac River, and severe elevation changes. The railroad is for informational purposes only, it has no effect on play. The Potomac River is impassable and troops may not enter it. The South Mountain area is, as its name suggests, mountainous, and the battles were fought in the gaps between the mountain slopes. Since the elevations are more severe, troop movement tends to be slower on these maps.

Antietam Creek: Antietam Creek had a significant impact on the way the battle was fought. In the game, troops may only cross the Antietam at bridges and fords. The bridges are easy to find; the fords, indicated by the creek lightening and darkening in turn, are more subtle. As the troops in the real battle had a tough time finding the Antietam's fords, we'll leave it up to you to figure out where they're located. When you give your troops movement orders to cross the Antietam, the computer will figure out where they can cross the creek. Most likely the troops will then take an indirect path from their starting point to reach their destination. Also, units may only cross the creek in maneuver or

SID MEIER'S ANTIETAM!

road column, making them much more vulnerable to enemy fire just as Union troops really were when they attacked across the Burnside's Bridge. You don't have to worry about placing your troops in column when you order them to cross the creek; the computer does it for you.

Potomac River: The Potomac River appears only in the northwest corner of the battlefield. It is completely impassable, and troops may not enter it.

The Sunken Road: A simple shortcut between the Hagerstown and Boonsboro Pikes, used so frequently by local wagoneers that it had sunken below the level of the surrounding terrain, affected the battle dramatically and would forever after be known as "The Bloody Lane". In the game, the Sunken Road has a dark brown border on one road edge. Troops get two extra Entrenchment blocks on their Morale Bar in the Sunken Road, making it much more difficult to force them out.

Sharpsburg: Troops may enter the town of Sharpsburg only in skirmish or column formation. Routing troops will always retreat beyond the town before they rally. Don't worry about these limitations; the computer handles them for you, automatically changing your troops' formations appropriately as they enter the town. You may order your troops into line formations once they are in Sharpsburg, but they will automatically enter column formation when they move. Artillery may enter Sharpsburg with no restrictions, but its line of sight is severely restricted within the town. For these reasons, Sharpsburg is not a good place to deploy your troops. Your infantry will frequently find itself fighting in column formation, thereby critically reducing its firepower and increasing its vulnerability to enemy fire, and your artillery will not be able to observe many enemy targets.

THE ARMIES

The Union and Confederate armies in *Sid Meier's Antietam!* have a number of new features.

Uniforms: Whereas each army had a single uniform in *Gettysburg!*, the armies in *Antietam!* have a variety of uniforms, including the Iron Brigade, U.S. Sharpshooters, Louisiana Tigers, and various kinds of "Zouaves". Furthermore, in the Confederate army, uniforms within the same regiment are often different, so you will get a realistic feel in the game for the non-standard look of Rebel troops.

Artillery: Whereas each army had only two different types of cannon in *Sid Meier's Gettysburg!*, artillery in *Antietam!* is categorized into eight types: 10- and 20-pounder Parrott rifles, 3-inch Ordnance rifles, 10-pounder James rifles,

12-pounder Napoleons, 6-pounder Smoothbores, 32-pounder howitzers, and “mixed” gun-batteries (usually a mix of rifled types). Each artillery type has unique characteristics. Rifled guns are effective at long-range fire, but their capabilities are restricted at short (“canister”) range. Twenty-pounder Parrott rifles and 32-pounder howitzers are very heavy guns, potent for counter-battery fire at extreme ranges. Napoleons are not very powerful at long-range, but are effective weapons for close fire. Six-pounder Smoothbores, predating the Mexican War, are light guns with little usefulness except at very short range. Also, note that in *Antietam!*, one cannon icon represents a battery of three or fewer guns. Batteries of four or more guns are represented by two cannons. (In *Gettysburg!*, each cannon icon represented two actual cannons.)

Infantry: At Antietam, many infantry regiments, particularly Confederate regiments, were very small. For example, the 8th Virginia took only 34 men into battle on September 17, 1862. As a single soldier icon in the game represents about 40 men in *Antietam!*, we occasionally combined many small regiments into a single unit for game purposes. In the 8th Virginia’s case, we have joined it with the 28th and 56th Virginia to form a single “regiment”, although the combined unit still has only 169 men.

Morale: In *Antietam!*, some regiments and batteries are assigned a new “Elite” Experience category, adding one box to their Morale Bars. In order from worst to best, the Experience levels in use in the game are: Green (2 boxes), Trained (3 boxes), Veteran (4 boxes), Crack (5 boxes), and Elite (6 boxes).

Commanders: In *Antietam!*, some commanders are assigned a new “Legendary” command rating. In order from worst to best, the command ratings in use in the game are: Mediocre, Competent, Experienced, Superb, and Legendary. Furthermore, each time you select one of your division or corps commanders, his photo appears in the lower-left portion of your screen. Note: At Antietam, the Confederate army was divided into two “wings” rather than corps, but their commanders, Stonewall Jackson and James Longstreet, are considered corps commanders for game purposes.

JEB Stuart: Confederate General JEB Stuart, Lee’s cavalry commander, played a significant role at Antietam above and beyond his normal command function. Throughout most of the battle’s morning phase, Stuart acted as Stonewall Jackson’s subordinate, directing troop movements among units that were not nominally under his command. In the game, you can use Stuart as if he were a corps commander in charge of all the Confederate troops on the extreme left flank of the Rebel army.

THE COMMAND AND STATUS BARS

Command and Status Bars for troops and commanders have a new look in

SID MEIER'S ANTIETAM!

Antietam! The Command Bar, always displayed at the bottom of the screen as in *Gettysburg!*, is shown in *Antietam!* as a stone wall, on which the unit's or commander's eligible commands are listed. Note that the order of commands displayed on the Command Bar is different in *Antietam!* than it was in *Gettysburg!* The Status Bar is displayed in the grassy area beneath the stone wall, indicating the unit/commander's name, the type of terrain it currently occupies (engraved on a wood bar), and for regiments and batteries only, its Morale Bar. As in *Gettysburg!*, the Status Bar also displays a clock and a map compass, indicating the orientation of the battlefield in relation to due north. Here's what is new on the *Antietam!* bars:

Commanders' Command Bars: In *Antietam!*, brigade commanders have two new commands: Retreat and Fall Back. Selection of either of these commands will cause all regiments currently attached to that brigade commander to perform the indicated order, rather than selecting each regiment individually in turn to do so. Also, division and corps commanders have a new command called "Gather". If you click on this button, all artillery batteries directly subordinate to that leader will immediately start to move to that leader's location. (*Exception: If a battery is currently firing at an enemy unit, it will NOT move to the commander's location.*)

Infantry Command Bars: In *Antietam!*, infantry regiments have both a Halt and a Volley button on their Command Bars instead of a single Halt button that converts to a Volley button when the regiment is not in motion. The Halt button works the same as it did in *Gettysburg!* As in *Gettysburg!*, you can select the Volley button only when the regiment is not in motion, and when you do so it forces your selected regiment to hold its fire until very short range and to continue its fire only when every soldier has his rifle loaded rather than firing "at will". However, the use of the Volley button has been simplified from the *Gettysburg!* model: instead of clicking the Volley button once to order the men to hold their fire, and clicking on it again to order them to commence fire, you simply click on the Volley button once in *Antietam!* to initiate and indefinitely maintain a Volley command for your regiment. You can deselect a Volley command by ordering the regiment to move or by clicking on the Volley button once again.

Artillery Command Bars: In *Antietam!*, artillery batteries have a new button on their Command Bars designated "Canister". You may only select the Canister button if your battery is not moving. When the Canister button is selected, your battery will hold its fire until an enemy unit appears within its line of sight at very short range, indicating that the battery will use only canister ammunition when firing. You may deselect the Canister command by clicking on the Canister button again. The computer will automatically deselect it if you give your battery a movement command.

Status Bars: The following new types of information for units and commanders are provided on the grassy Status Bar (beneath the Command Bar) in *Antietam!*

Corps and Division Commanders: Information about the currently selected General is shown here. In certain cases a General's age and nickname will be included in this information.

Brigade Commanders: The division to which the brigade commander is attached is listed.

Infantry Regiments: A regiment's nickname (when available) is displayed. Sometimes the nickname applies only to a specific company within that regiment. If so, that company is specified in parentheses next to the nickname.

Artillery Batteries: In addition to the battery commander's name, the battery's official designation and state of origin are provided, along with its number and type of guns.

COMBAT

A number of significant enhancements have been made in *Antietam!* concerning the way combat is displayed and resolved.

Firing Damage: If you select an infantry or artillery unit and that unit fires, a "fire arrow" is displayed between the firing unit and its target. Similarly, if your selected unit is being fired upon by one or more enemy units, you will see fire arrows directed at your unit. (If you select a commander, fire arrows appear for each unit subordinate to that commander which is currently firing.) You can tell at a glance the effectiveness of your units' fire or the fire directed against your units by looking at the fire arrows' thickness and color: highly effective fire has broad, bright red arrows; relatively ineffective fire has very thin, dark arrows. The fire arrows enable you to tell immediately whether or not you should adjust the positions of your units to achieve better fire or to avoid devastating enemy fire. You can also set the computer to display a number within fire arrows indicating the fire's relative effectiveness (see "Preferences").

Line of Sight: Line of sight distance for some artillery units and commanders has been extended in *Antietam!*, enabling them to fire or see greater distances than in *Gettysburg!*. You will note that heavy Union artillery batteries have extraordinarily long lines of sight, making it possible for them to fire at very long ranges at Confederate positions as they actually did in the battle.

Melee: A unit is in "melee" when a small yellow icon displaying a charging soldier appears on its Status Bar immediately to the left of the wood bar listing

SID MEIER'S ANTIETAM!

the terrain the unit currently occupies. In *Antietam!*, a unit currently in melee can only be issued “Retreat” or “Fall Back” orders. It may not be given normal movement commands.

Fire Effectiveness: In *Antietam!*, an infantry regiment’s Experience level affects its firepower. Given regiments of equal size, Elite troops will fire most effectively; Green troops will fire least effectively. If you’re playing the Union side, don’t be fooled by what appear to be very small Confederate regiments: if they’re Crack or Elite, their firepower will be high despite their small size. Similarly, don’t expect very large Union regiments that are Green to have a firepower proportionate to their size.

Fall Back: Infantry regiments will only obey Fall Back commands if they are currently subject to enemy rifle fire.

Artificial Intelligence (AI): When playing against the computer in *Gettysburg!*, the AI freely and instantaneously switched its batteries’ fire to the most lucrative targets passing within their lines of sight. In *Sid Meier’s Antietam!*, however, each time the AI desires one of its batteries to switch targets, there is a chance that the switch will be disallowed. This prohibition more effectively portrays the chaos of the battlefield and more realistically duplicates the limited control that a human could exert over his units in the game. As a result, you will find that the computer is less likely in *Antietam!* to “gang up” on your units that have marched into vulnerable positions.

KEYBOARD CONTROLS

In *Antietam!*, keyboard shortcuts and sound cues are virtually identical to those in *Gettysburg!*. Note that the following shortcuts have been added or modified in *Antietam!*

On-Line Manual (F8): If you need to consult the game’s on-line manual during play, hit the F8 key. You may also reach the on-line manual on the Main Menu screen by clicking on “Help”.

Ezra Carman’s Battle History (F11): If you wish to consult Carman’s *Antietam* history, hit the F11 key. You may also reach Carman’s history on the Main Menu screen by clicking on “Battle History”.

Preferences (F9): If you wish to make changes to game controls, the battlefield’s appearance, or other Preferences, hit the F9 key. You may reach the Preferences on the Main Menu screen by selecting “Set Preferences”. You may also reach Preferences by clicking on the “Game” menu in the upper-left corner of the battlefield and then clicking on “Preferences”.

Firaxis Games Website (Shift-5): If you wish to visit the Firaxis Games website while *Antietam!* is open, hit Shift-5. (If you do not have an active internet connection.) Note that you will automatically exit *Antietam!* if you hit Shift-5 from the Main Menu screen.

Brigade Retreat (E) and Fall Back (F) Commands: If one of your brigade commanders is selected, you may order all regiments currently attached to that brigade to retreat by hitting the “E” key. You may also order those regiments to fall back by hitting the “F” key. (However, note that only regiments currently under enemy rifle fire will obey the command to fall back.)

Canister Command: If one of your artillery units is selected and not moving, you may issue a “Canister” command by hitting the “V” key, thereby ordering it to hold fire until enemy units appear at close range. (This is the same method by which an infantry regiment is issued a “Volley” order.)

Follow Brigade Commander: When moving a brigade commander, you can order all his attached troops to follow him to his destination by holding down the Shift and Control (“Ctrl”) keys while selecting and dragging him.

Refusing the Line: When a brigade line is in danger of coming under heavy fire on the flank, you may want to “refuse the line” (turn troops to meet the enemy) by ordering the regiments on the flank to fall back, thus curving the line away from the enemy. To refuse the line quickly, select the brigade commander and press “shift-comma” to refuse the left side of the line, or “shift-period” to refuse the right side of the line.

Changing Unit Figures to Blocks: If you wish to change your army from soldier figures to colored blocks, select CTRL-B while playing. This toggles the units on and off.

VICTORY POINT SCREEN

At the end of a scenario, the computer will evaluate your performance by taking you to the Victory Point screen. (You can also check on your performance during play by hitting F5.) Although the Victory Point screen in *Antietam!* is read as it was in *Gettysburg!*, the *Antietam!* screen uses fresh artwork as well as implementing a few other changes.

Artillery Casualties: In *Antietam!*, each enemy casualty you inflict belonging to an artillery unit gives you 2 (not 3 as in *Gettysburg!*) Victory Points.

Order of Battle Button: In *Antietam!* a new “Order of Battle” button replaces *Gettysburg!*’s “Next Scenario” button, which is no longer used. The Order of

Battle button displays the O.B. for all troops.

PREFERENCES

In *Antietam!*, there are a number of new choices available to you on the Preferences screen:

Artillery Graphic: On the Preferences screen you may set artillery units to appear on the battlefield in “Normal” or “Large” size. Normal-sized artillery units will of course take up less space and obstruct nearby units less obtrusively than Large-sized units.

Scenario Time: On the Preferences screen you may set a scenario for “Normal” or “Extended” length. We recommend that you typically set the scenario for Normal time because that is how the scenario best represents the historical situation. This preference is always set to Normal in multiplayer games.

True/More Units in Scenario: If, on the Preferences screen, you choose “True Units in Scenarios”, all units will fight with the actual number of men they had present at Antietam. If you choose “More Units in Scenarios”, all units will fight with about twenty percent more men than they actually possessed at the battle. We recommend that you typically keep this setting at True Units in Scenarios to reflect more realistically how the battle flowed. This preference is always set to True Units in multiplayer games.

Firing Damage: On the Preferences screen you may set Firing Damage to “Show” or “Hide”. If you set it to Show, fire arrows will display numbers indicating the relative effectiveness of that fire. Numbers indicating the effectiveness of your units’ fire are white; enemy units’ numbers are yellow. If you set Firing Damage to Hide, these numbers will not appear.

Trouble Explanation: If, on the Preferences screen, you select “Explain Trouble”, each time you attempt to issue an illegal order (such as attempting to charge with a unit beyond range of its brigade commander), a voice will warn you, “Can’t do that, General!” The game will pause and a text box will appear on the screen detailing the reason your order is not allowed. You may resume the game by clicking on “OK”, or by hitting the “Enter” key. If you select “No Trouble Explanation”, the game will not pause if you issue an illegal order, nor will a text box appear explaining why your order cannot be carried out. However, a voice will still warn you, “Can’t do that, General!”

Display Blocks/Figures: If you wish to play the game with soldier and cannon icons representing actual military units, select “Display Figures” on the Preferences screen. If you wish only colored blocks to represent both sides’

military units, select “Display Blocks” instead. The game functions the same regardless of which way you select to represent military units. You may also toggle from blocks and figures by selecting CTRL-B during play.

FIGHT THE ENTIRE BATTLE

If you wish to fight the entire Battle of Antietam as a single scenario, click on “Fight the Battle” on the Main Menu screen. You will go to a screen on which you may select one of several battle variants. For more information on each variant, click on the “Info” button. You will go to a new screen on which you will find a Battle Summary and a map of the theater in which the Antietam campaign took place.

MOVING YOUR TROOPS

Prelude to Battle

The following sections will lead you through the “Prelude to Battle” scenario in *Antietam!*. If you haven’t already done so, load *Antietam!*. From the Main Menu, click on “Play a Scenario” and select “Prelude to Battle”. When the Scenario Selection screen appears click “Play” and select the Union side.

Click on Seymour to select him, then click the “Advance” button in Seymour’s Command Bar (or hit the “A” key). Each regiment of Seymour’s brigade (except for the one in skirmish formation) begins marching forward, maintaining their column formations.

As you fight the battle, you may want to move some of your regiments individually. Select the 13th Pennsylvania Reserves (the regiment ahead of the rest of Seymour’s troops) by clicking on it. Then drag a line to the place you want the regiment to move. You may drag a line as long as you wish and may modify that line by dragging another one later on. You will see arrows trace the path the regiment will take, and a destination marker indicating its final position and facing. Clicking the “Wheel” button while the regiment is still selected changes the facing of the destination marker.

You may move an artillery battery in the same way as an infantry regiment. Even a battery that is currently unlimbered and firing may be selected to move this way. It will automatically stop firing, limber up and move to its destination, and then unlimber and resume firing. If a battery begins a scenario limbered, you must click “Unlimber” (or hit the “L” key) to order it to open fire upon reaching its destination.

You can reposition Seymour’s entire brigade by selecting Seymour, dragging him to a new location, and clicking on the Battle, Double, Skirmish, Maneuver, or Road button on the Command Bar. Seymour’s four regiments (not count-

ing the one in skirmish formation, which is currently “detached”) immediately begin moving to their new destinations. Sometimes the regiments will not be able to complete their orders if they come under enemy fire.

KNOW YOUR ENEMY

Somewhere in the East Woods is a regiment of Confederate infantry. You won't be able to see it for a while because it is hidden in covering terrain. A few Confederate artillery batteries and infantry reinforcements are nearby. The enemy is intent on preventing you from seizing the East Woods. As your troops enter the woods, the enemy will open fire, and your men will soon return that fire. The Confederate skirmishers are spread thin to cover a wide front and they will hold their positions until pressed. These skirmishers can inflict damage to your troops, but they will not be able to stand under heavy pressure. However, these Mississippi boys are good troops, so don't be over-confident.

HOW TO FIGHT THE BATTLE

Your primary concern in the game is maneuver, not fire. For the most part, the computer figures out the most logical targets for your troops to fire at, but you must get them to the places on the battlefield from where they can do the most good and you must get them there quickly, in the most effective formations.

The key to success in this engagement is speed. There's not a lot of time on the clock, and you must brush aside the Mississippi regiment in the East Woods quickly, before enemy reinforcements show up. To do this, you'll want to advance into the East Woods with Seymour's brigade, form into battle or double line, engage the enemy and drive him away. (Enemy skirmishers are especially susceptible to charges.) When your men are engaged, have Seymour nearby to enhance their morale. Keep moving forward until you drive the enemy away and seize the East Woods. This is tougher than you might think.

You may want to use the 13th Pennsylvania (the regiment in skirmish formation) to rush forward into the woods to “pin” the enemy before Seymour's main body arrives. Alternatively, you can put the 13th Pennsylvania into line and reattach it to Seymour's direct control by clicking on the 13th's (or Seymour's) “Attach” button. If you do so, the 13th will act obediently to Seymour's commands just like the other four regiments of the brigade. If you don't want to attach the 13th to Seymour, you might consider detaching one of his four regiments and sending it quickly into the woods in skirmish order to support the 13th. To do so, click on the regiment you wish to detach, click on the “Line”, “Column”, or “Skirmish” button on the regiment's Command Bar, and drag a line to place where you want the unit to move.

Understanding the strengths and weaknesses of the different formations is the key to *Antietam!*. In general, you'll always want your infantry regiments to be in line formation any time they are susceptible to enemy fire. Receiving enemy fire in column formation will quickly trigger heavy casualties and demoralize your troops. However, line formations move very slowly. If you have to get your troops to a key position in a hurry, put them in column formation. Weighing the pros and cons of each formation in relation to your objectives and the location of the enemy is the key to the game. For example, when you select Seymour at the start of "Prelude to Battle", you must judge the best time to shift his regiments from column into line. You'll want to get into the East Woods quickly, before enemy reinforcements arrive, but you definitely don't want to come too close to those Mississippi boys in the woods when your men are in column. If you do, you'll be hit hard!

Another key in this and all battles is to engage the enemy on his flank. This means firing into the end of his lines and results in double the damage to him. To achieve this it is essential to have two (or more) regiments firing at one of his. If you have only one, his regiment will turn and face yours head on, thus negating your flank attack. You will notice that your fire arrows (the arrows protruding from your regiments when they fire) become especially wide and bright red in color when you fire into an enemy unit's flank. If you see this, try to keep it up!

Finally, don't neglect your artillery. Note that one of your batteries (Cooper's) has four "Ordnance" guns. These are rifled cannon that are very effective at long-range fire, either at the enemy's infantry or his artillery. Your other battery (Ransom's) has four "Napoleons". These are non-rifled guns that are not very effective at long-range fire, but pack quite a punch when firing at enemy infantry at close range. Try to use Ransom aggressively, moving him fairly close to the enemy where he can do his best work. But be careful: you don't want to leave Ransom too near enemy infantry without support from one of your own infantry regiments. Otherwise, the Rebels might rush your guns and capture them.

Select one of your artillery units and click the "Line of Sight" button: you will notice the artillery can see a long way. (The colored terrain squares represent the places the battery can see and therefore fire at.) You don't have to take any action to make a battery fire; it automatically finds enemy targets.

WINNING THE SCENARIO

In this scenario, your main objective is the East Woods. At the outset, the enemy controls this objective you can tell because it is printed red. If the Union

side controls an objective, the print will turn blue; if the site is “contested”, it will be white.

When the scenario ends, you will see the final Scenario Status Report. Points for each side are tallied, including points for objective sites controlled and for casualties your men inflicted. If you hear the computer play “Dixie”, you didn’t do too well in the game. If, on the other hand, the computer plays “Battle Hymn of the Republic”, you won.

If you click on “Watch Replay”, you can see the battle fought from a broad, top-down perspective. When the replay ends, you will see “Order of Battle” screens for both sides, detailing how all the regiments and batteries fared in the battle. If you wish, you can even play the scenario a little longer by clicking on “Return to Scenario”. This option will continue the scenario a few more minutes from the point at which it had ended. (Don’t say we never gave you a second chance.) You can start the scenario again by clicking on “Replay Scenario” or you can choose a new scenario by clicking on “Return to Main Menu”.

WHAT’S NEXT?

After playing through “Prelude to Battle”, you should become more familiar with the game by going on to some longer scenarios, such as “Dawn in the Cornfield” or “First Clash in the Cornfield”. When you have mastered the game’s controls and basic tactics, you may want to try one of the three “Bloodiest Day” scenarios, portraying several hours of the battle. You may even wish to fight the entire Battle of Antietam by clicking on the “Fight the Battle” button on the Main Menu screen, although leave yourself a lot of time for this because this one will take a few hours to play to completion.

SAVING AND LOADING

If you wish to save your game during a scenario or battle, press SHIFT + S. Then type a name for the save and click OK.

To load a game press SHIFT + L during gameplay and select the game you would like to load. Alternatively, you can use the “Load Saved Game” option at the game’s Main Menu screen.

Note: Saved games are stored in the Civil War Collection folder. By default the path to saved games will be C:\Program Files\Firaxis Games\Sid Meier’s Civil

War Collection.

HOW TO USE THE ON-LINE MANUAL

Click on “Help” on the Main Menu screen if you wish to consult Antietam’s on-line Manual for a detailed explanation of any game functions. This can also be reached by hitting “F8” during any scenario. When you reach the “Help” screen, you will see several subjects listed under the “Help With Antietam!” heading. Click on any of these subjects to examine an explanation of that subject in detail.

MULTIPLAYER AND INTERNET PLAY

For information on starting and joining a multiplayer game, please visit the Online Manual (hit F8 during a game and select **Multiplayer Antietam** from the menu on the left hand side of the screen). If you’re not in the game, open the Documentation directory in your *Antietam!* directory (C:\Program Files\Firaxis Games\Sid Meier’s Civil War Collection\ SMA) and double-left-click on the file named Manual (on some systems it will be called Manual.html). The file will open in your web browser and you can print it if you wish.

KEYBOARD CONTROLS

A. General Controls

- To select a regiment, battery, or commander, left click on it.
- To select a regiment or battery when a commander is in the same or close spot, SHIFT-left click it.
- To select a commander when a regiment is in the same or close spot, CTRL-left click it.
- To re-center the map at the cursor, right click.
- To scroll the map, move the cursor off the edge of the map.
- To exit a game, press Esc.

B. Short-Cut Keys

Regimental Commands

Form Column	C
Form Line	L
Skirmishers	S
Wheel Right	PgUp
Wheel Left	Home
About Face	^ (SHIFT-6)
Wheel to cursor	W (while dragging mouse)
Advance	A
Charge!	SHIFT-A
Hold	H
Double Quick	Q
Attach	* (SHIFT-8)
Fall Back Firing	F
Retreat	R
Volley	V
Halt	Space Bar
Detach from brigade	SHIFT-X
Line of Sight	? (SHIFT-/)
Don't Stop	G (while dragging or moving)
Oblique	O (while dragging or moving)

Brigade Commands

Form Battle Formation	B
Form Double Line	D
Skirmish	S
Maneuver	M
Road	R
Wheel Right	PgUp
Wheel Left	Home
About Face	^(SHIFT-6)
Wheel to cursor	W (while dragging mouse)
Advance	A
Attach all regiments	SHIFT-X
Line of Sight	? (SHIFT-/)
Halt Commander	Space Bar
Rally troops	SHIFT-R
Double Quick	Q (while dragging or moving)
Don't Stop	G(while dragging or moving)
Oblique	O (while dragging or moving)
Retreat	E
Fall Back	F
Refuse Left	< (SHIFT-, [comma])
Refuse Right	> (SHIFT-. [period])

Battery Commands

Limber	C
Unlimber	L
Wheel Right	PgUp
Wheel Left	Home
About Face	^(SHIFT-6)
Wheel to cursor	W (while dragging mouse)
Line of Sight	? (SHIFT-/)
Fall Back Firing	F
Retreat	R
Halt	Space Bar
Oblique	O (while dragging or moving)
Canister Only	V

Map And Game Controls

Zoom in at cursor	Z
Un-zoom one level	X
Center map at cursor	SHIFT-C
Pause / Un-pause	P
Speed up game	+
Slow down game	-

Exit scenario	ESC
Load scenario	SHIFT-L
Save Scenario	SHIFT-S
Go to nearest regiment	TAB
Overview map	F1
Find center of Army	F2
Find largest objective	F3
Find last Message Site	F4
On-Line Manual	F8
Preferences	F9
Options	F10
Battle History	F11
Set custom view	SHIFT-F2 to SHIFT-F4
Recall custom view	F2 to F4 (after view set)
Go to Firaxis Website	% (SHIFT-5)
Change Unit Figures to Block	CTRL-B

Report Screens

Scenario status	F5
Order of battle	F6
Courier messages	F7

Please see the enclosed Install Guide for technical support.

NEED A HINT? CALL EA'S HINTS & INFORMATION HOTLINE FOR RECORDED HINTS, TIPS, AND PASSWORDS 24 HOURS A DAY, 7 DAYS A WEEK!

IN THE US, DIAL 900-288-HINT (4468). 95C PER MINUTE.

IN CANADA, DIAL 900-451-4873. \$1.15 (CANADIAN) PER MINUTE.

IF YOU ARE UNDER 18, BE SURE TO GET A PARENT'S PERMISSION BEFORE CALLING. HOTLINE REQUIRES A TOUCH-TONE TELEPHONE. CALL LENGTH DETERMINED BY USER; AVERAGE LENGTH IS FOUR MINUTES. MESSAGES SUBJECT TO CHANGE WITHOUT NOTICE.

WARRANTY INFORMATION

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge.

This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through

misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for items not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—

Please return the product along with a check or money order for \$7.50 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a delivery method that is traceable. Electronic Arts is not responsible for items not in its possession.

WARRANTY CONTACT INFORMATION

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

Warranty Fax: (650) 628-5999.

CREDITS

Sid Meier's Civil War Collection

Lead Game Designer (Breakaway): Joseph Balkoski

Assistant Designer (Breakaway): Adam Bryant

Programming (Breakaway): Andy House

Programming (Firaxis): Jeff Morris

Producer (Breakaway): Robert E. Waters

Producer (Firaxis): Jeff Morris

Graphics (Breakaway): Adam Bryant, Bob Ricker, Dwight Eppinger

Graphics (Firaxis): Greg Foertsch, Marc Hudgins

Product Manager (Breakaway): Melissa Whatley

Product Manager (Firaxis): Lindsay Riehl

Product Manager (EA): Mike Jeffress

Documentation (Breakaway): Joseph Balkoski, Robert E. Waters

Product Testing (Breakaway): Ed Beach, Adam Bryant, Andy House, Joseph Balkoski, Robert E. Waters

Product Testing (Firaxis): Jeff Morris

Product Testing (EA): Ludon Lee, Syruss Flyte, Jason Morales, Lief Clennon, Brad Frazier, Sean Gardner, James Impey, Joe Kuhls, Andy O'Brien, Alan Wong

Documentation Editor: Ede Clarke

Package Design: Simon McIlroy

Project Manager: Adrienne Rogers

Quality Assurance: Joseph Balkoski, Robert E. Waters, Jeff Morris

Customer Quality Control: Dave Knudson, Benjamin Crick, Micah Pritchard, Darryl Jenkins, Andrew Young, Anthony Alexander, Dave Kellum, Benjamin Smith, Anthony Barbagallo

Hardware Compatibility Lab: Dave Koerner, Mike Jung, Jacob Fernandez

Special Thanks To: Scott Hartwig of Gettysburg National Military Park, Professor Joseph L. Harsh of George Mason University, and Ted Alexander and Paul Chiles of Antietam National Battlefield Park for their invaluable assistance in this project. In particular, Scott Hartwig's detailed Antietam order of battle was of enormous help in scenario design for Sid Meier's Antietam! Thanks also goes to Steve Stotemyer of the South Mountain Trust for his excellent tour of the South Mountain battlefields, Don Troiani for the use of his beautiful series of Antietam paintings, the Heritage Americana Brass Band for its period Civil War music, and George Carroll for his authentic fife and drum field music.

Firaxis's own Jerome Atherholt introduces scenarios for the Confederate side; Del Driver introduces scenarios for the Northern side.

Finally, Breakaway's Dwight Eppinger is responsible for the photographs of the modern-day Antietam battlefield you see on each scenario's "Info" screen, and Joseph Balkoski is responsible for the photographs of the modern-day South Mountain battlefield.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form with-

out the prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025, Attn: Customer Support.

Sid Meier's Civil War Collection Software & Documentation © 2000 Firaxis Games, Inc. All rights reserved.

Sid Meier's Gettysburg! Software & Documentation © 1997, 2000 Firaxis Games, Inc. All rights reserved.

Sid Meier's Antietam! Software & Documentation © 1999, 2000 Firaxis Games, Inc. All rights reserved.

Additional South Mountain Scenarios Software & Documentation © 2000 Firaxis Games, Inc. All rights reserved.

Firaxis Games and the Firaxis Games logo are trademarks or registered trademarks of Firaxis Games, Inc. Windows, DirectX, DirectPlay, DirectDraw and DirectSound are trademarks or registered trademarks of Microsoft Corporation in the United States and/or other countries.

Intel and Pentium are registered trademarks and MMX is a trademark of Intel Corporation. Microsoft and Windows are registered trademarks and DirectX, DirectDraw, Direct3D, DirectPlay and DirectSound are trademarks of Microsoft Corporation in the U.S. and/or other countries. All rights reserved. All rights reserved.