

TAPE # 42

SOFTWRIDE



presents



BATTLE

of

GETTYSBURG

A Strategy Game by:

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OBJECTIVE

The Federal objective is to form a defensive structure that will eventually deplete the Confederate firepower. The Confederate objective is to capture the Federal center of command and thereby demoralize the Union forces. The program services the Confederate objective. The Confederate general will give the Federal Commander (YOU) more or less time to maneuver.

MAP

The map consists of a 31 by 31 grid in three colors. The green represents low ground (attacker advantage). The red represents the heights (defender advantage). The roads are represented in yellow. The interstitial space is filled in to effect the general appearance of a map. Therefore, the only position of consideration is the point occupied by the upper left corner of the piece. (NOT THE CENTER OF THE PIECE)

THE PIECES

The pieces represent different entities according to how they are used. Offensively, the units represent the focus of concentrated firepower at division strength in tight formation (3000 to 5000 soldiers with supporting artillery). The actual location of the division is not represented but is located about 500 yards behind the line of attack. Defensively, the unit represents a

location occupied by a division in tight formation. If an attacker wins a skirmish, the unit will run across the half mile buffer and occupy the location.

The target may represent the command center or may be used in a cavalry feint in order to distract the Confederate forces. Under any circumstances if the target is captured, the Federals will be demoralized.

The units do not represent actual historical units but rather the relative division strength of each army as the day progressed.

MOVEMENT

The Confederate divisions will move on their own. However, the Federal general must locate, order, and deploy the Federal divisions. In order to do this, the commander must use the left joystick to align the cursor precisely over the Federal division or target piece and press the contact switch. (While the Federal line is under attack, communication will be impossible and so extreme concentration will be required.) The next time the switch is pressed, the Federal piece will be released unless the upper left corner of the cursor is over another Federal division or a road.

The roads are useful for transportation. However, only a few critical road points are available. Just because you see a yellow line doesn't mean that you can get anywhere on it. You will have to find the critical road points. Proper exploitation of the roads may be essential to victory. Don't hold your finger on the contact switch too long when you use the roads.

four possible outcomes of any skirmish are;

- 1.) attacker destroyed
- 2.) attacker repulsed
- 3.) defender repulsed
- 4.) defender destroyed;

The probability of success depends on the ground occupied and the ratio of attackers to defenders. In the best defensive situation there is a 30% chance of destroying the attacker and a 15% chance of being repulsed. You will always have to anticipate a breach in the strongest position and be ready to counter attack. In a one on one situation there exists only a 50% chance of repulsing the attacker. You cannot win unless you erect a strong line and counter attack when breached. If a Federal division is repulsed and there is no available space in the rear to occupy, the unit will be randomly replaced somewhere on the field.

MODIFYING THE PROGRAM

Several techniques are used to conserve space and to minimize the delay in computing battle outcome. The resulting program could hardly be called pretty. I have inserted the high speed instruction (POKE 65495,0) in my personal copy. (line 96) The execution speed is effectively doubled, however the cursor seems to wander in and out of phase.

If you would like more time between moves, the duration of cursor requests are located in lines 525-535. The 6 by 6 battle outcome array begins in line 486. The first row contains the options available in the optimum Federal situation.

tion and you wish to resume without reloading the map, you may continue the program with the statement RUN 85. Should you desire to copy the altered program you will find that you cannot copy the map. The map is drawn on to the graphics pages from data on the tape. You cannot directly copy this data.

YOU MUST KEEP THE ORIGINAL COPY IN ORDER TO KEEP THE MAP DATA.

I would recommend that you write the tape recorder position number on the cassette label after you load WARGAME so that you may be able to quickly access the map data should you choose to copy the game program onto another cassette.

*****Do not destroy the original*****
The same is true for the instruction data file. If you wish a hard copy of the instructions, insert the following line before you run the INSTRCT program.

65 PRINT #-2,A\$(X)

It would be better to access the instruction data (Filed is DIRECT) with a word processor.

Thank you for purchasing the BATTLE OF GETTYSBURG. I hope that you enjoy the game.

JAMES WOODRUFF

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4 JULY, 1982

THE BATTLE OF GETTYSBURG is not an ordinary arcade game. While only a limited number of rules apply to the game, it will require patience and practice to develop the skills necessary to play a winning game. Once you have the moves down, you should be provided with a challenging game for years to come. Each game will be different, so once you find a winning strategy, you may want to discover other ways to win. This is a simulation game. I have tried to design the game to simulate the actual strategic conditions that the Federal commanders endured during the battle of early July, 1863 at Gettysburg. The Confederate generals were severe adversaries. If you were in command, could you have won? The Army of the Potomac (the Union) had suffered two years of humiliating defeats. The battle was the turning point in the war. You may expect to endure the same defeats as the Federal armies did at Bull Run, Fredricksburg, Chancellorsville, and the Peninsular campaign of the previous years. Take heart however, with a few hours practice, you can become a regular winner. You may wish to develop an historical appreciation of the game by reading *My Enemy, My Brother; The Men and Days of Gettysburg* by Joseph Persico (Grossman, 1977)

THE OPENING MOVEMENT

The Confederates are represented by yellow X's on red squares. Six units of Confederates first appear on the lower left of the screen. If you make no moves, the Confederates will march across the screen until one

dot (the target). The screen will print "CONFEDERATE VICTORY". Naturally, the object of the game is to prevent this from happening. If you destroy every Confederate piece, the screen will print "FEDERAL VICTORY". The reward is that you have won a difficult game. Congratulations!

The first thing to do is to pick up one of the two blue squares. Use the **left joystick**. Move the cursor directly over the blue square. Press the button. When you release the button, the blue square will disappear. Notice that the cursor now has a limited range. If you push the button again, the blue square will reappear where the cursor was flashing. The cursor will fly off to a different location on the screen. You can not release the blue square on top of another blue square or on top of a road. Practice moving the two Federal divisions and the target piece a number of times.

The most difficult aspect to learn about movement is how to use the roads. Once you have the roads down, movement of troops is far less difficult. Refer to the reference map at the back of the text. Now look at the cursor. Do you notice the black dot on the upper left of the cursor. If you hold the black dot of the cursor (after picking up a Federal division), over a critical road point (one of the areas within the circle), and then quickly press the contact switch, you will see the cursor fly off the road a little bit. Practice this maneuver a few times at different road points. If you miss the road, the Federal division will be released somewhere on the side of the road. If you hold the switch down too long, the division will be lost some-

tec e until you learn where the critical road points are. Your T.V. is not properly aligned or tuned in, the points adjacent to the roads will be lit too. This may lead to frustrating errors. Try to learn by practice where the real road points are. Once you have attained this skill, you will be able to move your divisions (and target) over most of the screen. The shaded areas on the road reference map represent locations not serviced by the roads!

Once you have movement down (including the roads), you are ready to practice some simple strategy. Remember, the Confederates are always heading toward the target. What you want to do is put your divisions between the Confederate divisions and the target. You can move the target to a more defensible location. In the beginning, this will be difficult because you are outnumbered. Try to make a stand on McPherson's ridge. You may knock back a few Confederate divisions, or be repulsed yourself. Most of the Confederates will just go around you.

If you get knocked back, move the other division up next to the one just repulsed. Play a few games by just maneuvering two divisions in front of the leading Confederate division. As you gain experience, you may introduce one or more reinforcement divisions into your line. Don't worry if most Confederates get by. It takes a while to learn the game.

When you have practiced defensive moves for a while, begin some offensive strategies. In most cases, your line of two divisions will be broken through. Quickly pick up the piece that was repulsed, or a

division. Sometimes you will drive off the Confederate division. Sometimes, your attack will fail. If you get frustrated, and you would like to win more skirmishes, change line 486 to:

```
486 DATA 1,1,1,1,1,1,1,1,1,1,1,1,2,2,2,2,2,2,2,2,2,2,2,2,3,3,3,3,3,3,3,3,3,3,3
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You shall do considerably better. The oddments were calculated after considerable research. You may wish to win a few games before you try what I consider to be historical oddments. If you make the change, be sure to start the program with the statement RUN 85 if you don't want to reload the map.

Now that you have gone through a number of practice cycles, you will want to move the target about and try to control the game. You will have to move the target twice to get it on a road. Practice moving the target about the screen. When you have movement and basic blocking under control, move the target a little behind the Round Tops. (See the reference map.) Now draw together your divisions and try to block the Confederate divisions as best you can. When the reinforcements come in (your first will come in on the lower right), add them to your line. Can you hold off the Confederates until the next reinforcements arrive?

Here is where you win or lose the game. Did you hold off the rebels long enough to get your divisions onto the field? (Your reinforcements are too far from the road). General Hancock and General Reynolds did. The first Federal reinforcements at Gettysburg were known as the Iron Brigade. The Iron Brigade was destroyed, but they won the battle. General Reynolds

have 1 () ove the target to an isolated part of the field. (The lower left is best.) Forms the Federals in to a double line as well and or as quickly as you can. Return the target to its safe position behind the line as soon as possible. The Confederates jump right over roads as if they were not there. When you move the target, the Confederate divisions will spread out. This will make your line more difficult to develop.

The next part of the game will be all fighting. It is frustrating to lose control of the cursor, but remember, in the heat of battle, couriers get shot. (Effective junior officers get sought out by sharpshooters too.) You will most probably lose in this part of the game. Keep your line intact. Get malingers back on the line. You want to set up your line as near to a road as possible so that you can move your divisions from one part of the line to another as needed. You will have better luck if you form part of your line across the red part of the map.

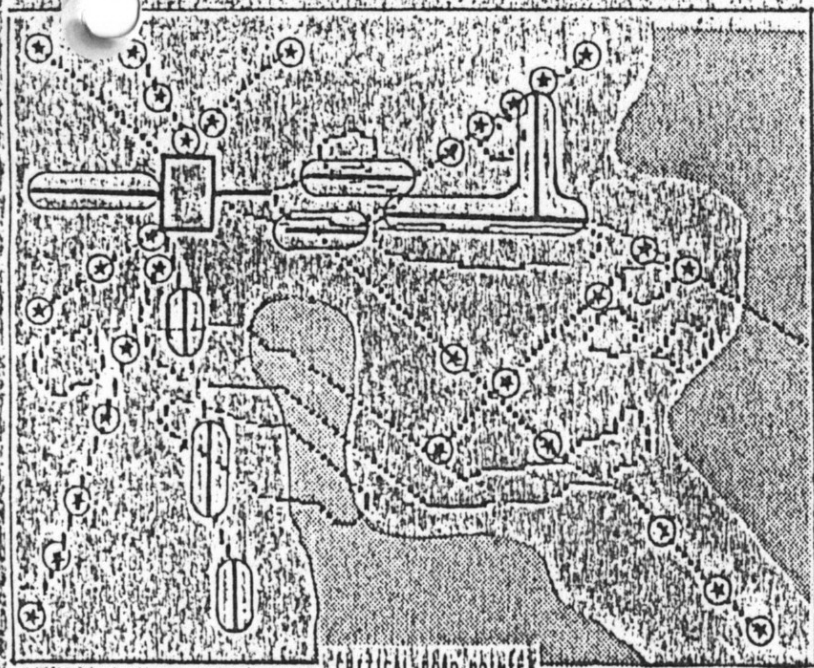
Can you hold out until your next reinforcements? If so, you will probably win the game. I have lost with a full complement of troops against a single Confederate division. Some positions are inherently difficult to defend. An example is where the roads intersect between Cemetery Hill and Cemetery Ridge. General Pickett charged this location, but was repulsed. You will constantly have to counter attack and/or reinforce your line.

have played a few times, you will get further along before a loss occurs. Soon you will be winning. I have tried to make level 1. (General Jackson) a real challenge. Many apologists suggest that General Jackson might have made a decisive difference by making Culp's Hill and Cemetery Hill impossible to secure. I want to make the game mentally engaging over a long period. You will do better if you do some reading on the Battle of Gettysburg. The text that I recommended will discuss some of the strategic difficulties that both of the armies encountered. I would consider the game a success if it would lead to an increase in historical interest.

A HARDWARE NOTE

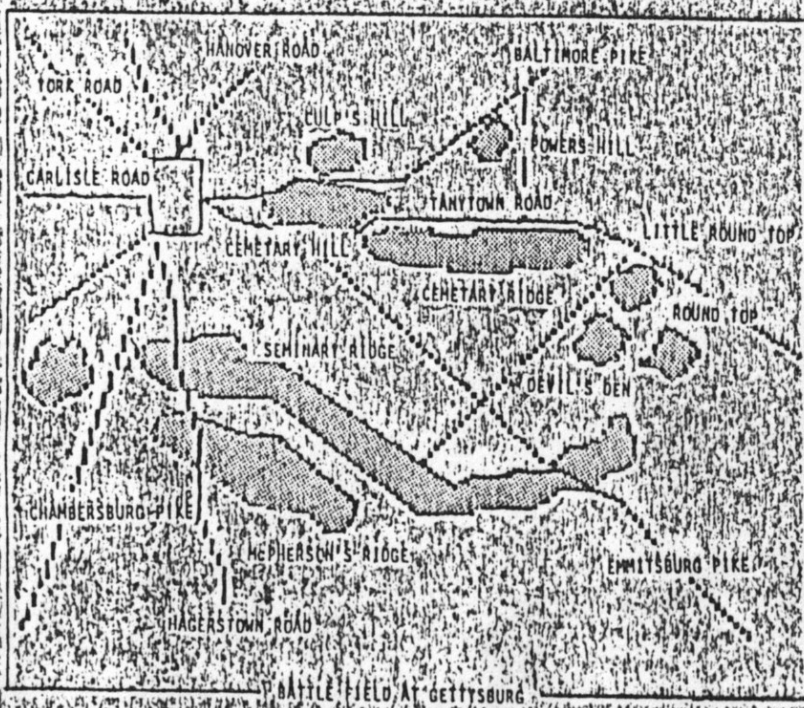
You may find that aligning the cursor is difficult. Please consider that the joystick divides into 64 by 64 units. The screen is divided into 31 by 31 units. The player must discriminate the joystick by two units of resolution. An inexpensive joystick (in terms of construction) may tend to drift. An expensive joystick with an expensive potentiometer might do better. I use the popular, inexpensively made kind.

JACKSON 11 SLIPS
LEE 26 SLIPS
PICKETT 52 SLIPS



CRITICAL ROAD POINTS

L128-89A



BATTLE FIELD AT GETTYSBURG