

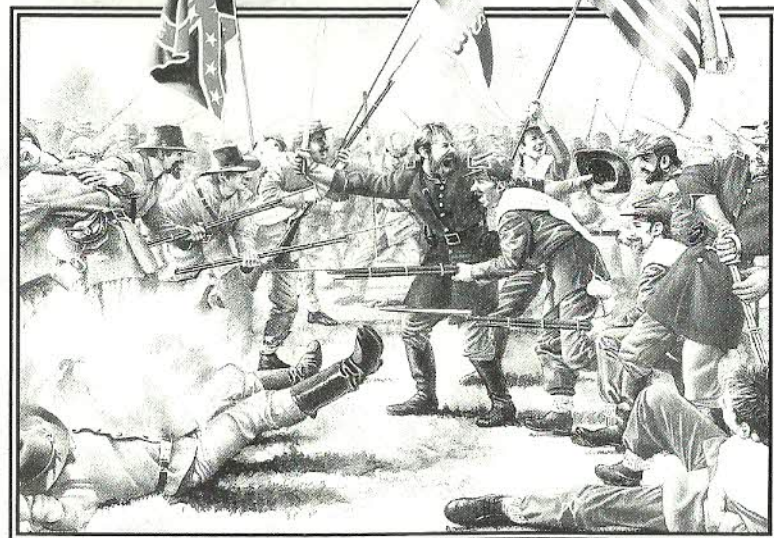
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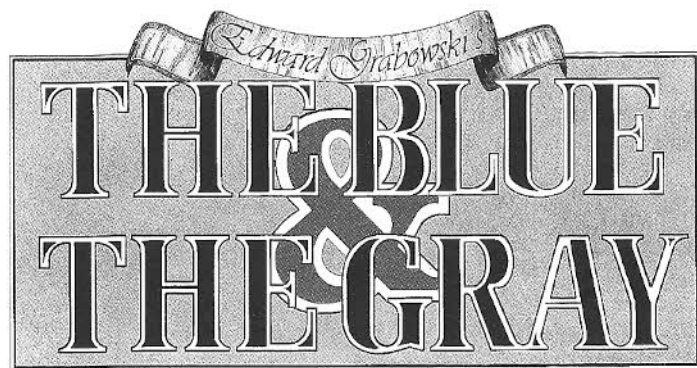
Edward Grabowski's

THE BLUE & THE GRAY



Micro Miniatures Battle Manual





Micro Miniatures Battle Manual

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Table of Contents

Micro Miniatures Overview	5
Using the Interface.....	9
About Pieces.....	10
Main Screen Layout: Command Mode.....	13
Setup Mode	20
Viewing the Battlefield	22
Control Modes	24
Selecting Pieces	25
Moving Troops.....	27
Giving Orders	29
Formations	32
Changing Groups	34
Statistics.....	36
Getting the Battle Moving	38
Battle Mode	40
Game Options.....	43
Configuration Options	44
Fog of War	45
Tips and Tactics.....	46
Micro Miniatures: How the System Works	49
Historical Battles: First Bull Run	55



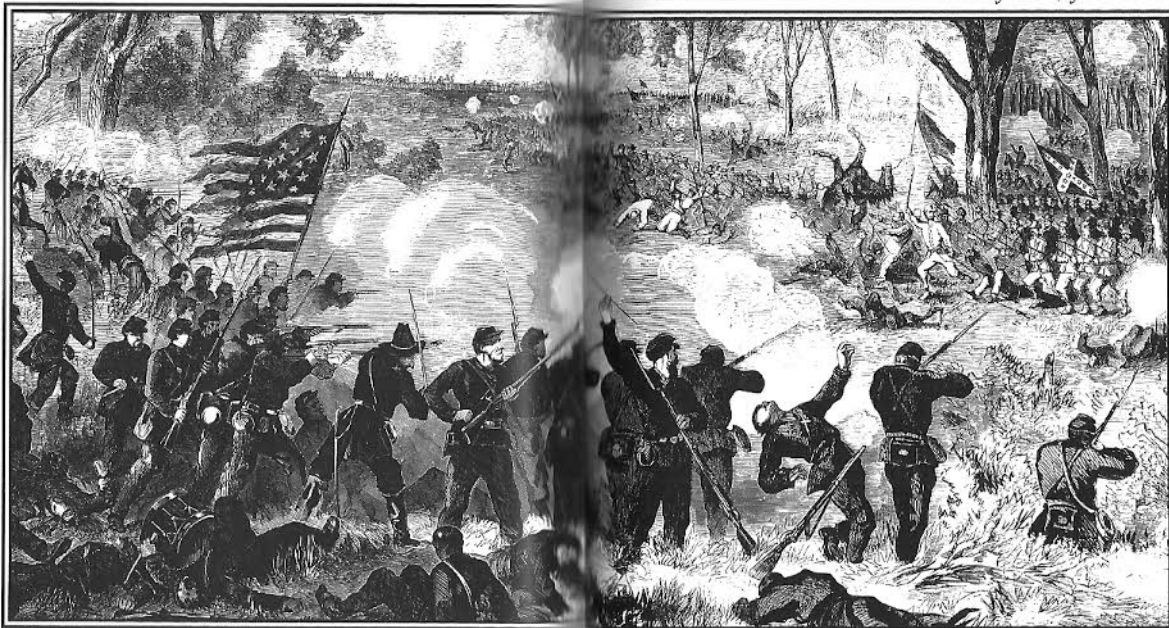
WAIT!!

This booklet contains instructions for working **only** the Micro Miniatures battle section of this game. If you are looking for instructions or an overview of the campaign level of this game (where you guide the course of the entire Civil War), then you are looking in the wrong book. Turn to the booklet titled **Campaign Manual** for information.

If you are looking for a quick start for the entire game, or for instructions on how to install the game, then take a look at the booklet titled **Technical Supplement and Tutorial**.

If you plan to try the **historical battle** which is included with the game, which is **First Bull Run**, you will find information about it in a chapter at the end of this book. However, you should still review the rest of the manual before playing.

So, if you're ready for a battle, read on.



MICRO MINIATURES OVERVIEW

What follows is a brief **overview** of using the Micro Miniatures battle system.:

Goal of the Game — In this battle system, you issue orders to a miniatures-style army on a scrolling battlefield. Each of your "pieces" can be controlled individually, or in groups; they also have intelligence of their own and sometimes counter your orders to respond to more immediate dangers. When playing a Micro Miniatures battle, your **goal** is to reduce the enemy's army to **less than 50% of its original strength**. When this has happened, the winner will be declared.

Additionally, the computer player may decide to **retreat** when its losses become too great. The likelihood of this increases once you

eliminate **more than 25%** of its original strength.

Sequence of Play — Here is a brief outline of how you fight a Micro Miniatures battle. If you have not played a Micro Miniatures game before, you may be unfamiliar with some of the concepts mentioned here; however, you can learn about them quickly by skimming the later chapters of this manual.

