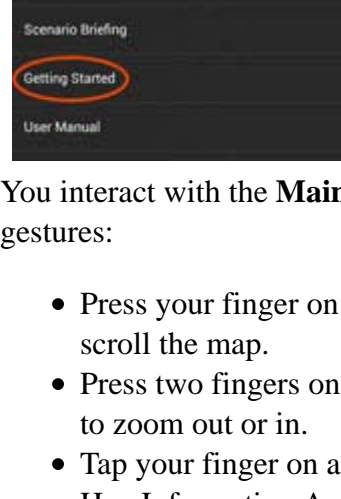


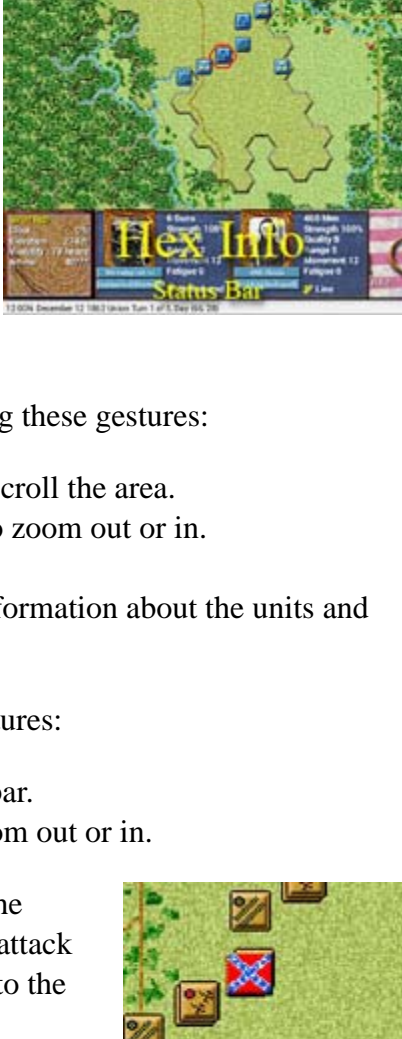
Getting Started



This document will help you get started with the Battles release of Touch Civil War Battles. The instructions here are associated with the Getting Started scenario. You can display this help file at any time by selecting the Getting Started option from the Help Menu.

You interact with the **Main Map** in the middle of the screen using these gestures:

- Press your finger on the screen and then move or swipe your finger to scroll the map.
- Press two fingers on the screen and then pinch or spread your fingers to zoom out or in.
- Tap your finger on a location on the map to display that hex in the Hex Information Area.
- Press your finger on a location, hold it (long press), then move your finger to another location and release it to give a movement order for the selected units to move to that location.
- Press your finger on a location on the map, hold it, then release it in the same hex to toggle between Movement Mode and Fire Mode. When you are in Fire Mode, tapping on an enemy location will cause the selected units to fire on the enemy.



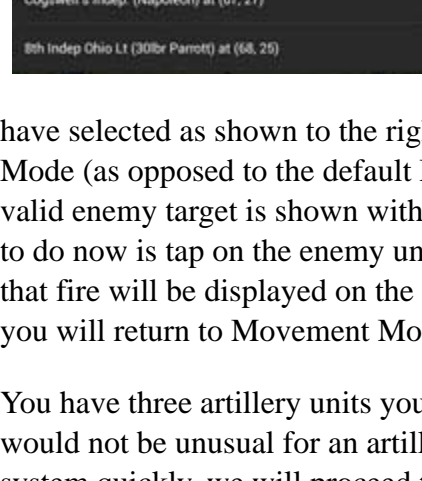
You interact with the **Hex Information Area** at the bottom of the screen using these gestures:

- Press your finger on the screen and then move or swipe your finger to scroll the area.
- Press two fingers on the screen and then pinch or spread your fingers to zoom out or in.
- Tap your finger in the area to select or deselect a unit.
- Hold your finger down in the area (long press) to display alternative information about the units and terrain.

Finally, you interact with the **Toolbar** at the top of the screen using these gestures:

- Pressing your finger on the toolbar and move left or right to scroll the bar.
- Press two fingers on the toolbar and pinch or spread your fingers to zoom out or in.

In this Getting Started scenario, you command Sherman's Union division in the Department of the Tennessee in a hypothetical battle in 1862. Your goal is to attack the defending Confederate forces and seize the objective you see on the map to the north.








Begin by getting familiar with the composition of your forces. As you tap on various locations on the map, the forces at that location will be displayed in the Hex Info Area at the bottom of the screen. For example, here you see a regiment of 460 men from McDowell's Brigade. If you press your finger in the Hex Info Area and hold it down (long press), then you will see additional information about those forces.

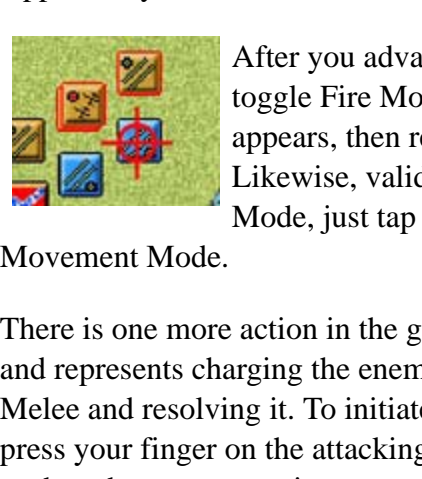
Notice by default that the units shown in the Hex Info Area are highlighted and thus selected. You can tap individual units in the Hex Info Area to toggle their selection however.

An important concept to understand is that of formation. An infantry unit for example can be in Line or Column mode. Normally you march in Column mode and fight in Line mode. Likewise, artillery can be Limbered or Unlimbered. Normally artillery must be Limbered to move and Unlimbered to fire.

You use the toolbar at the top of the screen for several functions. Other functions can be found in the Menu button on certain devices. Some key toolbar functions are:

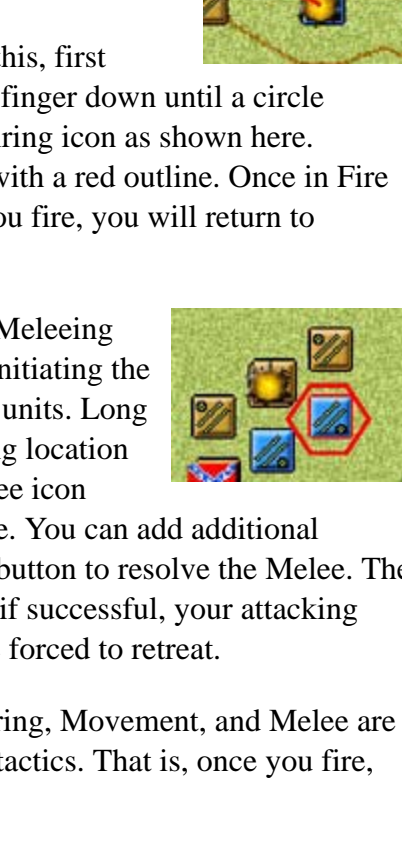
-  **New** - Start a new scenario.
-  **Next** - Advance the game to the next turn.
-  **Formation** - Toggle formation for selected units.
-  **Artillery** - Open the Artillery Dialog to fire your artillery.
-  **Resolve** - Resolve the current Melee attack.

More detail on the Toolbar can be found in the User Manual.



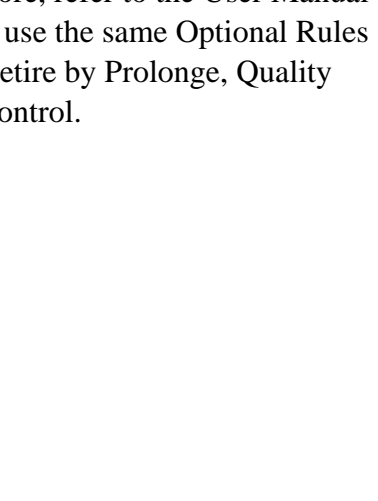
It is common for most attacks to begin with artillery fire. The easiest way of doing that is to tap on the Artillery toolbar icon to bring up a list of artillery that can fire. Tap on an entry to select that unit for firing.

Once you make a selection, notice that an aiming icon appears over the unit you have selected as shown to the right. This indicates that you are in Firing Mode (as opposed to the default Movement Mode). Also notice that any valid enemy target is shown with a red outline as shown here. All you have to do now is tap on the enemy unit to fire your artillery at it. The effects of that fire will be displayed on the map. Once you have fired the artillery unit, you will return to Movement Mode.



You have three artillery units you can use to fire on the enemy position. It would not be unusual for an artillery barrage to last multiple turns, but for the sake of introducing the game system quickly, we will proceed to the attack.

To move a stack of units, hold your finger down on them in the main map until a circle appears. Then drag your finger across the map to where you want the units to move. As you drag your finger, notice that a series of arrows appears on the map showing your path as shown to the right. When you release your finger, the units will move according to the path you have described up to their movement allowance and their movement limitations.



In some cases, you have infantry stacked with artillery that has fired. Since it has fired, the artillery is not allowed to move this turn. Further, it is Unlimbered and while in this mode, cannot normally move. For the sake of convenience if you attempt to move a stack of units where some units have fired or meleed and others have not, then the program will automatically drop the units that have fired or meleed from the selection when you try to move that stack.



In addition, notice that you can always control the selection of individual units by tapping on their picture. If they are selected, this will cause them to become deselected. Likewise, tapping on a deselected unit will cause it to become selected. In this way, you can give commands to individual units in a stack without affecting the others.

You may well be fired upon as you advance towards the enemy line. This is called Opportunity Fire and it is initiated by the program for both sides during the other side's turn.



After you advance, you can fire on the enemy units. To do this, first toggle Fire Mode by pressing on the map and holding your finger down until a circle appears, then release your finger. You should then see the firing icon as shown here. Likewise, valid targets of the selected units will be shown with a red outline. Once in Fire Mode, just tap the enemy units you wish to fire on. Once you fire, you will return to Movement Mode.

There is one more action in the game you need to know about. This is called Meleecing and represents charging the enemy position. There are two steps to a Melee: initiating the Melee and resolving it. To initiate a Melee you must be next to the defending units. Long press your finger on the attacking units and drag your finger into the defending location as though you were trying to move into that location. You should see the Melee icon appear in the defending hex and your attacking units should have a red outline. You can add additional attacking units to the Melee. When you are ready, tap on the Resolve toolbar button to resolve the Melee. The results will be shown on the map as Attacking-Losses/Defending-Losses and if successful, your attacking units will move into the defending hex while any remaining defenders will be forced to retreat.



Finally you need to understand that the sequence of events described here, Firing, Movement, and Melee are enforced by the game engine to provide a reasonable representation of linear tactics. That is, once you fire, you cannot move, and once you melee, you cannot fire or move.

When you are ready, use the Next toolbar button to advance the game to the Confederate turn which will be executed under control of the AI. At the end of that turn, the game will return control to you for your next turn. Remember, your goal is to take the Objective location talked about at the beginning of this document. When there are no more turns in the scenario, you will be shown the victory determination to see if you won or lost.

This Getting Started document has covered the basics of game play. To learn more, refer to the User Manual which is shown in the Help menu. Finally note that in this release, all scenarios use the same Optional Rules explained in the User Manual: Victory Points for Leader Casualties, Artillery Retire by Prolongue, Quality Fire Modifiers, Quality Melee Modifiers, Isolation Rules, and Weak Zone-of-Control.