

FREE!
Inside: The
classic novel *The
Red Badge of Courage*

No Greater Glory™

THE AMERICAN CIVIL WAR

 **MACINTOSH**

- System 6.0.4 or greater
- 1 Mb required, any Mac Plus or greater
- Color requires 2 Mb of available memory & Hard Drive
- No color on Mac LC with 12" RGB monitor

GLORY



STRATEGIC SIMULATIONS, INC.®

The year is 1861 and you are Abraham Lincoln...or Jefferson Davis. The immensity of this war dawns on you — the bloody battles and the conflicts over such issues as slavery, taxes, inflation and enlistment of negroes. NO GREATER GLORY covers these and other major military, political, diplomatic and economic aspects of the Civil War.

From the leading politicians and generals of the time, assign your cabinet members, foreign envoy and military leaders. Move your armies across the map and order your generals to take them into battle.

Enter your decisions quickly and easily with the "point-and-click" mouse interface. Superb graphics present you with immediate feedback of your actions.

Every game can end differently. For example, as Lincoln, you could lose the

election of 1864 — and the game! As Davis, your foreign envoy may win the war with words — by convincing Europe to recognize the Confederacy.

NO GREATER GLORY. The most complete re-enactment of the war that divided a nation!

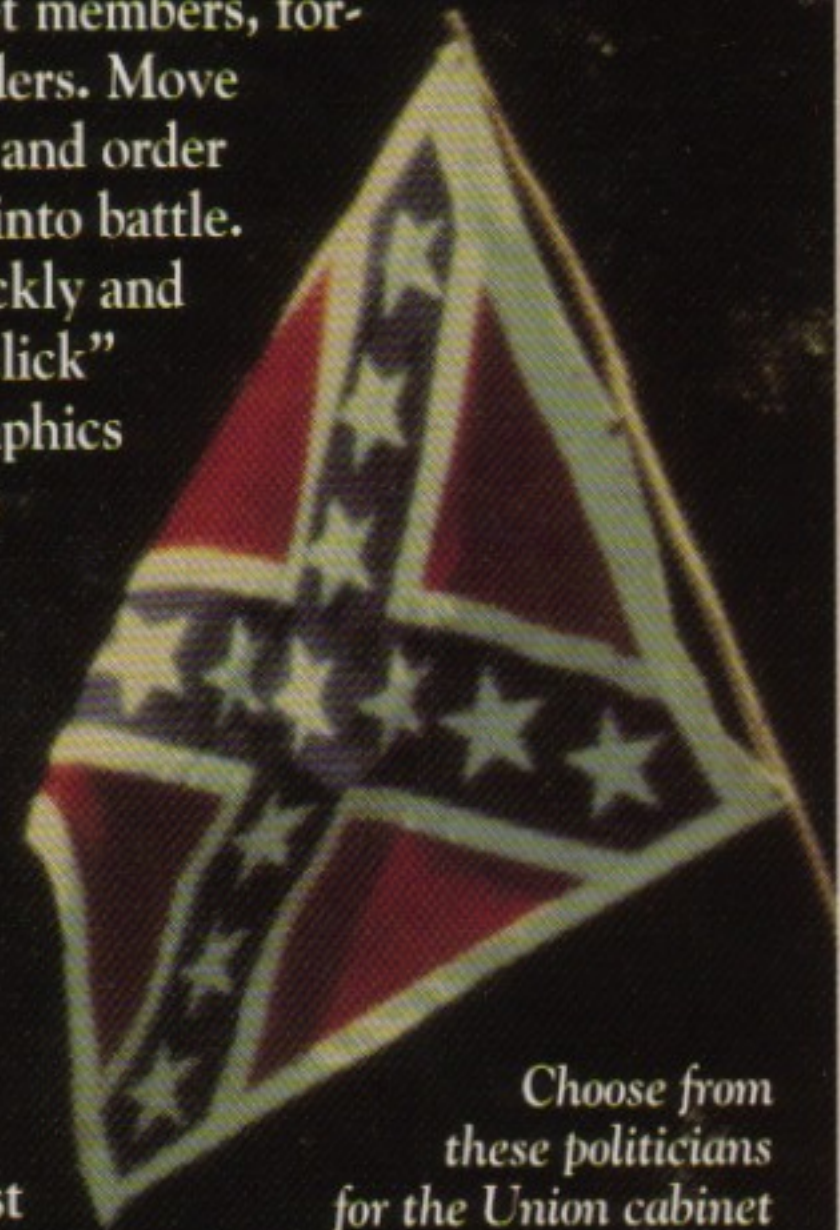
Choose from these politicians for the Union cabinet and envoys to Europe.



Strategic Map divides the nation into 8 regions and 43 areas.



Move and fight across this close-up view of the Eastern Border Region.



The result of one battle: a Confederate victory in Northern Virginia.

MAC Data Card

No Greater Glory

THE AMERICAN CIVIL WAR

Game Inventory:

Two 3.5" Disks, Manual, Data Card, The Red Badge of Courage

Hardware Specifications:

- Operating System — Your system should be 6.0.4 or higher.
- Memory — Black/White: Minimum 1 MB free. — Color: Minimum 2 MB free.
- Input Device — Mouse is required. Keyboard option is not available.

System Requirements: To play NO GREATER GLORY, you must have a MAC Plus or greater and system 6.0.4 or higher. To play the black/white version you must have 1 MB of free memory. To play the color version you need a color monitor, 2 MB of free memory, and a hard disk drive. NOTE: If you have a MAC LC with a 12 inch RGB monitor, you must play the black/white version. If you do not have sufficient memory to run NO GREATER GLORY, turn off any Inits you may have on your hard disk and restart your Macintosh.

Installing the game to the Hard Drive: Install the game from your floppy drive by inserting Disk 1 into the disk drive and double-clicking on the hard drive icon. Next, from the top menu bar select the File option and choose *New Folder*. Type in a folder name such as **No Greater Glory**. Double-click on Disk 1 and drag the No Greater Glory icon into the No Greater Glory folder on your hard disk. Insert Disk 2, then double-click on its icon. To play with color, drag the icon named No Greater Glory Color Pics into the No Greater Glory folder on your hard disk.

Starting the game from the Hard Drive: After booting the computer, double-click on your hard disk icon. Double-click on the No Greater Glory file folder in your hard disk directory. Double-click on the file No Greater Glory to start the game.

Starting the game From a Floppy Drive: After booting the computer, insert Disk 1 into your floppy drive. Double-click on the Disk 1 icon. Next double-click on the No Greater Glory file to start the game. This option is for the black/white version only. Note: If you wish to save the game, you need to format a disk for your save games before playing the game.

NOTE: You should always play from backup copies of the game.

Mouse: You may only play the game with a mouse. To give commands, move the mouse pointer over the appropriate box and press the mouse button to make your choice. In some cases, place the mouse pointer over your choice and hold down the mouse button to bring up the various menu selections. Move your mouse to highlight the selection you desire. Release the button to make your selection. The Top Menu bar is an example of this type of selection.

Copy Protection: At the start of the game, you will be asked to select one of the words which appear in the manual. That word is the first word appearing on the indicated page (**Do not count headers.**) Move the mouse pointer to the box next to the appropriate word and click the mouse.

Getting Started: Answer the copy protection question, place the mouse pointer over the Top Menu bar option labeled *File*. Press and hold down the mouse button, highlight the *New Game option*, and release the mouse button. If you wish to play a saved game, choose *Old Game*. If you are playing from a floppy disk, click the *Eject* option to eject Disk 1 and insert your Saved Game disk. After loading the saved game, eject the disk and reinsert Disk 1 to continue playing.

Saving a game: You may save the game in any phase by placing the mouse pointer over the Menu Bar option *File*. Click the mouse button and hold it down. Move the mouse down until the option *Save* is highlighted. The Save Game Menu will appear which will allow you to use the default save game file name or type in your own filename. Click the *Save* option to save the game. If you are playing on a floppy drive, click the *Eject* button and insert your Save Game Disk. Click the *Save* option. Eject the Save Game Disk and insert Disk 1 again. If you do not wish to save your game, click the *Cancel* option.

How to reload a saved game: You may reload a saved game either after you have answered the documentation check question, or in any phase by placing the mouse pointer over the Menu Bar option *File*. Click the mouse button and hold it down. Move the mouse down until the option *Old Game* is highlighted. The Saved Game Menu will now appear. Place the mouse pointer over your desired saved game filename, click the mouse button, then move the pointer over the *Open* option and click. Another method is to double-click on the saved game filename to automatically recall the file.

How to quit: You may quit the game either after you have answered the documentation check question or in any phase by placing the mouse pointer over the Menu Bar option *File*. Click the mouse button and hold it down. Move the mouse down until the option *Quit* is highlighted. Click the mouse button to quit.

Changes to game menus: Some of the game menus have been changed on the Macintosh version for greater ease of play and to take advantage of the Macintosh's different capabilities. The major menu changes are explained below.

Top Menu bar: The Top Menu bar is located at the very top of the screen. See pages 42-48 in the manual for a more detailed explanation of the various options. The options are listed below:

File: selects *New Game*, *Old Game*, *Close Game*, *Save Game*, or *Quit*.

Govt: selects for either the USA or CSA: *Political Info*, *Treasury Info*, *Foreign Info*, *Army Info*, or *Navy Info*.

Region: selects any of the eight regions on the map (ex: Gulf Coast or Northwest).

Area: selects any of the Areas on the map (ex: Chicago or Richmond).

Army: selects any of the Areas on the map showing the military data for the Area.

Pols selects any of the USA or CSA politicians to view their data.

Gens selects a USA or CSA summary of all the generals, showing their name, prestige, # of troops, move/attack/defend option, origin, and destination. You can also select any of the USA or CSA generals to view their data.

Game Options Menu: The options in this menu are: *Side to Play*, *Leaders' Abilities*, *Intelligence Level*, and *Difficulty Level* (Very Easy, Easy, Historical, Hard, Very Hard), *Cancel* (returns to the title screen), and *Begin Play*.

Strategic Movement: Select the *Map*, *From*, *To*, or *Mode* buttons by placing the pointer over the box and holding down the button while moving the mouse up/down to highlight your choice. Select the *Dispatch Controls*, *Type Shown*, *AI*, *Enact Move*, or *Done* buttons by placing the pointer in the box and clicking the mouse button. See pages 23-26 in the Rule Book for more detailed explanations of Strategic Movement. The various menu buttons are explained below:

Map: Entire Map displays the full map. The other eight regions (ex: Tidewater or New England) can also be selected.

From: Select the area you wish to move from.

To: Select the area you wish to move to.

Mode: Select which movement mode you wish: rail, river, or naval.

Dispatch Controls: Allows you to move troops, supplies, or riverine units by setting the type. Click the plus or minus buttons to allocate the amount you wish to move. The *All* button attempts to move all units of all types. The *Auto Supply* button attempts to allocate an equal number of supply points to the number being moved.

Type Shown: Contains four buttons which display the amount of troops, supply, river, or coastal forts on the map for both sides in each area.

AI: Allows the computer to move your troops, supplies, and riverine units. (See the rules change below for AI on Page 22.)

Enact Move: Move your troops, supplies, and riverine units.

Done: Exit the phase.

Campaign Phase: Select the *Map*, *From*, *To*, or *General* buttons by placing the pointer over the box and holding down the button while moving the mouse up/down to highlight your choice. Release the button. Select the *Dispatch Controls*, *Type Shown*, *Defend*, *Enact Move*, or *End Phase* buttons by placing the pointer in the box and clicking the mouse button. See pages 27-34 of the Rule Book for more detailed explanations. The various menu buttons are explained below:

Map: Entire Map displays the full map. The other eight regions (ex: Tidewater or New England) can also be selected.

From: Select the area you wish to move from.

To: Select the area you wish to move to.

General: Select which general you wish to lead the forces you have selected.

Dispatch Controls: Move troops or riverine units by setting the type. Click the plus or minus buttons to allocate the amount you wish to move. The *All* button will attempt to move all of that type.

Type Shown: This section of the display contains four buttons which displays the amount of troops, river, coastal forts, or the generals in each area on the map for both sides.

Defend: Allows the general to defend in the selected area.

Enact Move: Move your troops and riverine units with the chosen general.

End Phase: Exit the phase.

Errata Section/Program Changes

Page 2, The Phases in a Turn: Each turn represents four months.

Page 6, Game Options: You have the option to set the difficulty level after selecting the game options. There are five levels of difficulty: Very Easy, Easy, Historical, Hard, and Very Hard. Selecting one of these options affects the amount of taxes you collect, the amount of attrition your units suffer, the level of defense, your general's initiative level, the level of affect on re-elections, and the amount of support the CSA receives from England/France.

Pages 5 and 40, Victory and Defeat: The CSA Territorial Success rule applies only if the computer is playing the Union side. The computer Union sues for peace upon losing Cairo, Evansville, Cincinnati, Pittsburgh, and Philadelphia.

Page 6, Peace Negotiations: You only receive a post game analysis if you have won the game. Upon losing the game, the winning player will be announced and the game will end.

Page 17, Supply Production: Each 20 supplies cost \$1 to purchase.

Page 19, Naval Building: The Union player is limited in building transports. The computer will not allow you to exceed your capacity if you try to build more than allowed.

Page 21, Strategic Movement Phase-News Segment; page 26, Balance of Forces: This section concerning the imbalance of forces in each region has been deleted from the game. Players are no longer restricted as to the number or balance of forces in each region.

Page 22, AI Button: Selecting AI to move your troops/supplies displays a screen asking you to select 25%, 50%, 75%, or 90%. Select one of these options. The computer will then 1) move troops/supplies up to that percentage of your available rail capacity, and 2) make any river moves. **NOTE:** You may wish to first make any river moves before selecting this option to get the most out of your available transport. The union AI will not plot any naval moves.

Page 26, Supplies: Each productive capacity point produces 2 supply points. Excessive looting may reduce the political/economic support by more than one point.

Page 27, Attrition: For game purposes the following names have been changed: Early=Spring, Mid=Summer, and Late=Winter.

Page 27, Campaign Phase: Some situations may occur in which an army is plotted to move to a certain area and at the same time an enemy army has also plotted to attack from your target area to the area you have just moved from. In this case one side will be notified that its move has been hindered by the enemy's offensive and its forces will be returned to the home area.

Page 28, Unit Type Selector: General Button has been added. Selecting this button displays the General's ID # on the map.

Page 33, Combat Resolution Outcome: The summary of the forces engaged and their losses is the total of troops, riverine, and coastal units involved in the battle (one riverine/coastal equals 1,000 men).

Page 33, Specific Attack Instructions: Raid can cause prestige gains and losses.

Page 39, Elections: The elections occur during the Winter turn.

Privateer Report: The Confederate player has a random chance to receive a boost in loyalty and the Union player a reduction in loyalty whenever the CSA player has cruisers in his navy.

Map Errors on Back Cover of Rule Book: The boundary in Indiana between Fort Wayne and Evansville should be moved just south of the railroad that connects Cairo-Fort Wayne and Fort Wayne-Cincinnati. Wilmington in the East Border Region should have a port symbol.

Additional Tactics and Strategy Hints:

Paducah and The Valley: Taking control of Paducah and The Valley early in the game is critical to success. Paducah is important for its river ability. Both will help you to concentrate more of your forces in a narrower front and force the enemy to widen his front.

Naval Invasions: The USA player should build the maximum amount of naval transports in (at least) the first 2-3 years of the war. They pose a threat to the CSA's coastal areas which the CSA must defend against. Watch the amount of coastal forts in the area since they are just as good as troops. Try to have at least 1.5 odds to give you a good chance at victory. The CSA player in the Full Intelligence game should keep a strike force in every other area (Jackson, Savannah, and Wilmington) to counterattack any naval invading USA force.

Cabinet Selections: A possible selection of cabinet members is shown below:

USA: State: Blair, War: Cameron (1st turn) Seward (2nd turn), Navy: Chase, Treasury: Stanton, Attorney General: Welles, Peace: Johnson, England: Washburn, France: Adams.

CSA: State: Bell, War: Benjamin, Navy: Mason, Treasury: Mallory, Attorney General: Memminger, Peace: Hunter, England: Breckenridge, France: Walker.

Civil Affairs: Carefully read the manual when making selections based on the loyalty ratings in each region. On the first turn, the CSA player should make sure to precipitate uprisings in Tidewater and the Border regions.

Mobilization Phase: Try to maximize your supplies unless you have a large amount stockpiled. Every 2-3 turns you can try to increase your draft without losing support. Build the maximum river and transport/coastal forts. The CSA player should always try to build cruisers to get the random privateer message which boosts your loyalty and decreases USA loyalty. Infrastructure increases early in the war should be set to 4-5. The fifth level consumes a lot of money so be careful.

Loyalty Factors: Carefully watch your regions' loyalty factors. If you are the USA player, increase your slavery emancipation level to boost your loyalty if you drop into the 6-7 range in New England or the Mid Atlantic. The key to this game is to make everyone happy; any complaining regions or generals will reduce your loyalty levels.

Additional Playtesters: Dean Steede, Howard McGee, James Young, Thomas MacDevitt, Forrest Elam, Ed Morrison, Dennis Zahina, William Quirk

Acknowledgement: Ed and Patricia Bever would like to give a special thanks to Dr. and Mrs. Christopher Bever for their generous support throughout the development of NO GREATER GLORY.

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522851

MACINTOSH®

DISK

1

GAME
DISK

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THE AMERICAN CIVIL WAR

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MACINTOSH®

DISK

2

COLOR
DISK

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THE AMERICAN CIVIL WAR

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No Greater Glory

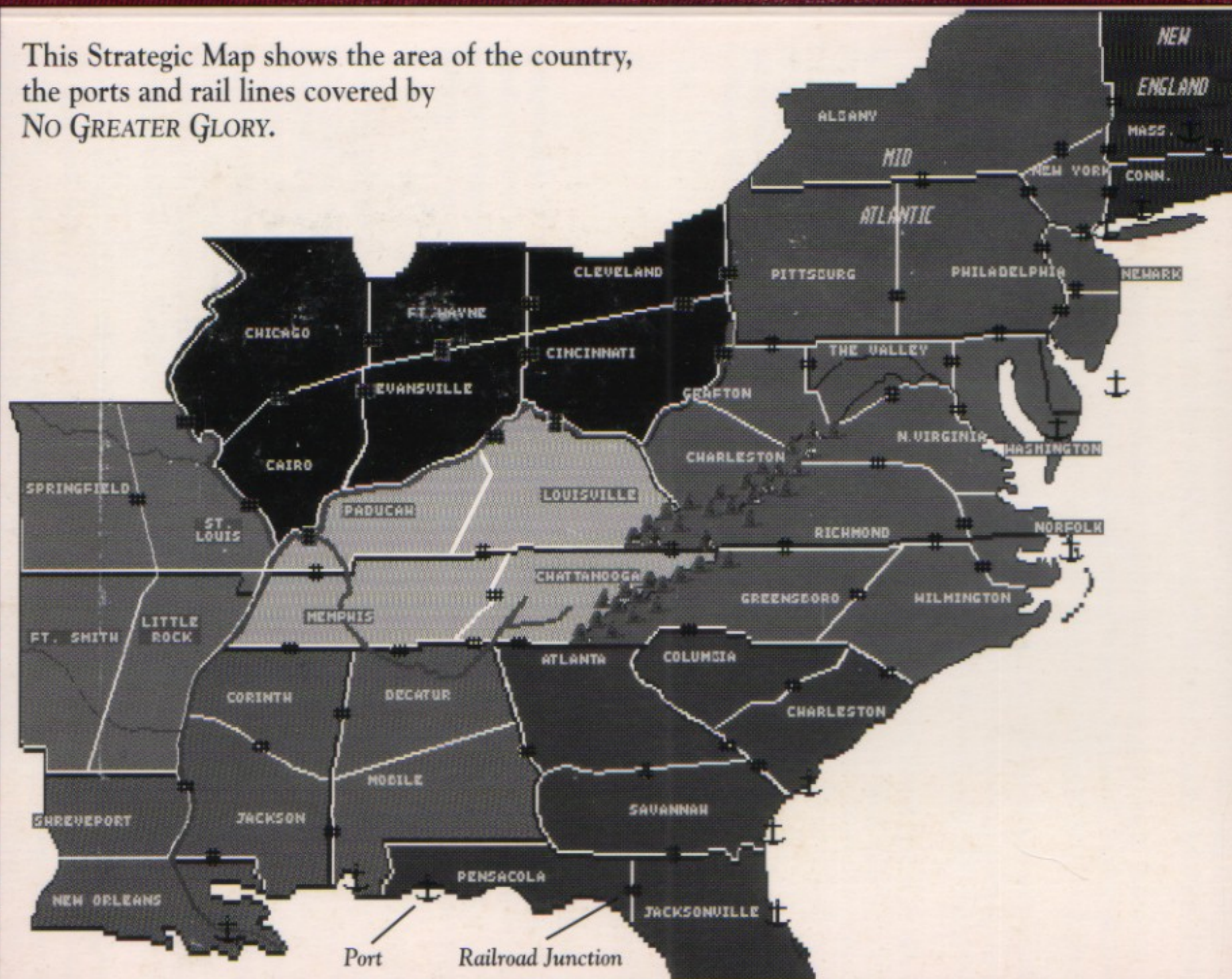
THE AMERICAN CIVIL WAR



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This Strategic Map shows the area of the country,
the ports and rail lines covered by
NO GREATER GLORY.





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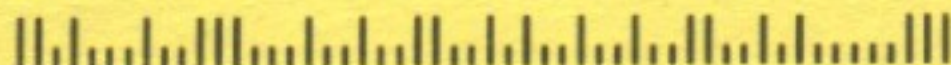
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STRATEGIC SIMULATIONS, INC./CUSTOMER RESPONSE CARD

1. What SSI game did you just purchase?

2. What computer version was purchased?

3. a. If IBM PC version, what graphics adapter do you have?

☐ EGA ☐ VGA ☐ SVGA ☐ Tandy 16 Color

☐ Other _____

b. What type of sound card does your PC have?

☐ None ☐ AdLib™ ☐ Sound Blaster™

☐ Roland ☐ Tandy Sound ☐ Other _____

c. What type of disk drive(s) does your PC have?

☐ 5¼" 360K ☐ 3½" 1.44 MB

☐ 5¼" 1.2 MB ☐ 3½" 720K ☐ Don't Know

5. How much RAM does your computer have?

☐ 640K ☐ 1 MB ☐ 2MB ☐ 2MB+

6. Do you own a CD-ROM drive? ☐ Yes ☐ No

If no, do you plan to purchase a CD-ROM
drive in the next six months? ☐ Yes ☐ No

7. Do you own a modem? ☐ Yes ☐ No

8. Age: ☐ 12/under ☐ 13-18 ☐ 19-25 ☐ 26-35 ☐ 36+

9. Rate the following aspects of the game (9 = EXCELLENT, 1 = POOR):

• Playability	9	8	7	6	5	4	3	2	1
• Realism	9	8	7	6	5	4	3	2	1
• Excitement	9	8	7	6	5	4	3	2	1

10. Comments: _____

11. What computer/video game magazines do you
read regularly?

1) _____

2) _____

12. What video game machines do you own?

☐ NES ☐ Super NES

☐ Sega Master System ☐ Sega Genesis

☐ Turbo Grafx 16 ☐ Turbo Express

☐ Game Boy ☐ Atari Lynx ☐ Game Gear

13. Why did you decide to buy this game?

☐ Magazine article ☐ Magazine ad ☐ Direct mail

☐ Sales person ☐ Demo disk ☐ Packaging

☐ Friend ☐ Other _____

14. If you'd like to be on our mailing list *and have
never completed this section before*, print your:

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ADDRESS _____

CITY _____ ST _____ ZIP _____

PHONE (____) _____