

Great Battles Collector's Edition Manual



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Interactive Magic

Scenario Editor

The *Great Battles* includes a scenario editor that allows the creation of customized battle fields, with terrain and orders of battle of your own choosing.

To access the editor, select *Start, Programs, I-Magic Games, GBCE Scenario Editor* then click *Scenario Editor*.

To load a previously customized scenario, instead of selecting *Scenario Editor* in *GBCE Scenario Editor*, select *GBCE*. The main screen is displayed.

Select *Start Battle* to begin a scenario, or *Load Save Game* to continue a previously saved game.



Multiplayer Scenarios: A customized scenario can be played as a multiplayer game, either over the internet, via modem, or on a local area network. To play a multiplayer game, all the computers taking part must have the appropriate scenario files.

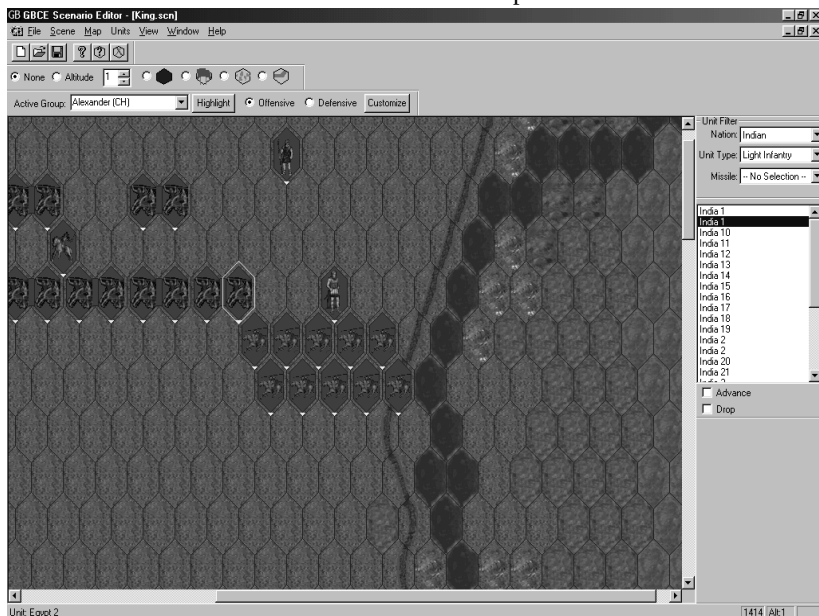
The creator of the scenario needs to email the *.scn, *.map, *_H.ai and *_V.ai files to all players. This is easily done by selecting *Pack* in the File menu while the scenario is open and then follow normal email procedures to send the *.psf file. The players must then put this file in the Data directory of GBCE. With a scenario or map already open in the Scenario Editor, select *Unpack* from the File menu. The Windows Open dialog box opens, with all files with a *.psf extension attached. Select the file to be unpacked.

Launch *GBCE* and select *Multiplayer* from the main GBCE screen and follow the normal multiplayer procedures, outlined on [page 28](#).

NOTE: All players participating in a customized scenario multiplayer game must have *Great Battles Collector's Edition* installed on their computer.

Interface

The Scenario editor displays the current scenario map with any units in position. Use the scroll bars to view more of the map.



Status Bar: When the cursor is over the map, the number and altitude of the hex it is over are displayed on the right-hand side of the status bar, below the map. If there is a unit occupying that hex, its name is displayed on the left of the status bar.

The first two digits of a hex count the rows, increasing from top to bottom; the second two digits count the columns, increasing from right to left.

Unit Filter: The sidebar lists the unit filter options—the nationality, type and missile options can be filtered. The list underneath this displays all the units in the Main Unit list that correspond to the current filters. To view additional units in the list use the scroll bar to the side.

Drag the Unit Filter, Toolbar, Map Painter and Group Painter to move them. This gives a larger viewing area of the map.

Advance—Check the *Advance* option to have the next unit in the list selected when the current one is dropped on the map.

Drop—Check the *Drop* option to place the selected unit on the next selected hex on the map. If you do not want to place a unit on the map, turn this option off.

Toolbar

The toolbar has several functions which are accessible from the drop-down menus. Toggle the toolbar by using *Show/Hide Toolbar* in the View menu.



New—Opens a new scenario.



Open—Opens the Windows Open dialogue box.



Save—Opens the Windows Save As dialogue box.



About—Opens the About dialogue box, listing the editor version.



Hex Properties—Opens the Hex Properties screen.



Clear Properties—Clears the selected hex of any terrain properties, such as woods or rocks, and returns the terrain type to the default for the map. Any altitude adjustments or unit placements remain unchanged.

Map Painter

The map painter below the toolbar allows a map property to be selected and painted onto the map, changing several hexes at a time by “brushing” the cursor over the map.

None—No Map Painter option is selected.

Altitude—The next selected hex becomes the selected altitude. Adjoining hexes can have up to one height difference. Build up hills by creating plateaus of each altitude. Altitude level zero is a river hex.

Use a terrain type option, then select the hex or hexes to become this type.



River



Rocky



Wood



Road

Group Painter

The Group Painter assigns each unit which is placed on the map to a leader’s group. All units must have a leader, but leaders do not need units.

Active Group—Any unit which is placed on the map when a leader is selected from this drop down menu becomes a member of that leader’s group.

Highlight—The members of the active group are highlighted on the map.

Offensive/Defensive—The default AI can be either offensive or defensive.

Customize—Access the AI Plan dialog box, which lists the current orders and gives access to the AI Orders dialog box, where orders can be changed.

Menus

File Menu

New—Opens a new scenario.

Open—Opens the Windows Open dialog box.

Close—Closes the current file.

Save—Saves the current scenario.

Save As—Opens the Windows Save As dialog box.

Scene Menu

Information—Opens the Scenario Information dialog box with the current scenario’s data listed. If there is no current scenario, a blank template opens.

Map Menu

Information—Opens the Map Information dialog box with the current map's data listed. If there is no current map, a blank template opens.

Hex Properties—Opens the Hex Properties box.

Clear Hex Properties—Clears the selected hex of any terrain properties, such as woods or rocks, and returns the terrain type to the default for the map. The altitude and unit placements remain unchanged.

Units Menu

The unit menu is also accessed by right-clicking when a unit is selected.

Unit Editor—Opens the Unit editor.

Add to Group—Selected units become part of the active group.

Remove Units—Remove the selected unit from the map. Hold down *Ctrl* to select more than one unit to be removed.

Reface—Refaces the selected unit or units on the map.

View Menu

Toolbar—Select to toggle the toolbar.

Status Bar—Select to toggle the status bar at the bottom of the screen.

Map Painter—Select to toggle the map painter tools.

Show/Hide Group Info—Toggle the Group Information dialog box.

Show/Hide AI Orders—Toggle the AI Orders dialog box.

Window Menu

New Window—Open a new window of the current scenario.

Tile, or Cascade—Tile or cascade window display.

Arrange Icons—Arranges the icons at the bottom of the application.

Help Menu

About Scenario Editor—Display copyright and version information.

Creating Scenarios

A scenario consists of four files—a scenario file (*.scn) which contains the scenario data, a map file (*.map) which contains all the terrain data, and two AI files (*_H1.ai and *_V1.ai).

Each scenario file refers to a map file, and it is possible for several scenario files to share the same map file.

There are two unit files, the Main Unit file and the Scenario Unit file. Only units in the Main Unit file can be inserted into a scenario. The units which are in a scenario are copied to the Scenario Unit file.

To customize a scenario:

1. Create a new scenario.
2. Add scenario information.
3. Add map information.
4. Edit the map.
5. Drop leaders and units on the map and create groups.
6. Set up the AI orders (optional—the default is Offensive).

Creating a New Scenario



Create a new scenario by either pressing the *New* button or by selecting the File menu, then selecting *New*. A new, blank template of the Scenario Information dialog box is displayed.



Previously saved scenarios can be loaded and amended by selecting *Open* from the File menu or selecting the *Open* button.

Scenario Information

The Scenario Information dialog box can be opened by selecting *Information* from the Scene menu. Make all the selections or changes required, then select *OK*. The Map Information dialog box opens (see next section for details). To exit the dialog box without saving any changes, select *Cancel*.

Scenario Information

Scenario Title: OK

Author's Name: Cancel

Description:

Turn Limit

☒ Use turn limit Who does it apply to?

Turn limit: ☒ Home Team ☐ Visiting Team

Home Team Information

Nation:

Rout Edge

S ☐ W ☐ N ☐ E ☐

Army Withdrawal Level:

Visitor Team Information

Nation:

Rout Edge

S ☐ W ☐ N ☐ E ☐

Army Withdrawal Level:

***Scenario Title**—Give the scenario a title, which is then displayed at the top of the screen when it is loaded into the game.

Author's Name—Enter your name, or pseudonym.

Description—Enter a brief description of the battle.

Turn Limit—Choose whether or not to have a turn limit in the scenario, then enter the number of turns and which team it applies to. If the selected team does not win by the end of the turn limit, it loses.

***Home and Visitor Team Information**—Select a nation, a rout edge and enter the rout point total for losing. North always points to the right.

*These areas *must* have entries.

Map Information

Access the Map Information dialog box by selecting *Information* from the Map menu. When you have made all the selections or changes that you want to, select *OK*. To exit the dialog without saving any changes, select *Cancel*.

***File Information**—Enter a file name for a new map, with *.map extension; select *Load Existing Map* to access the Windows Open dialog box showing files ending *.map.

***Map Name**—Enter a name for the map.

***Map Start Number**—Enter the number of the top right hex in the scenario editor.

***Map Size**—Set a width and a height, 45 wide by 33 high is a good size, either by using the up/down arrows (spin controls), or by typing directly into the box. The height *must* be an odd number.

*These areas *must* have entries.

Editing the Map

Hexes can be changed quickly by selecting an option in the Map Painter then selecting the hexes to be changed. Alternatively, select the hexes to be changed and then select the terrain type in the Hex Properties dialog box.

To clear a hex, leaving the basic terrain, altitude and any units that have been placed unchanged, select the hex, then select *Clear Hex Properties* in the Map menu, or click the *Clear Hex Properties* button in the toolbar.



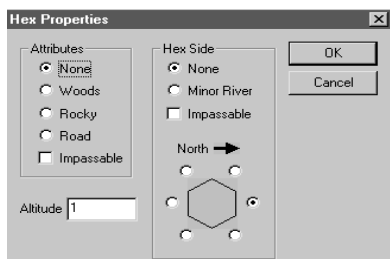
To remove a river, select an altitude of one, then select the hex.

Using the Hex Properties Dialog Box: Ensure that *None* is checked in the brush options and that *Drop* is unchecked in the sidebar. Select a hex or mul-



multiple hexes by holding down *Ctrl* then passing the cursor over hexes. Deselect a hex by selecting it again. Open the Hex Properties dialog by selecting *Hex Properties* from the Map menu or by selecting the *Hex Properties* button in the toolbar. Select the appropriate attributes.

When the preferred changes have been made, select *OK* to return to the Map view. Select *Cancel* to return to Map view without saving any changes.



Attributes—Select the preferred attributes of the selected hex. Check the *Impassable* box if the terrain is not to be passable.

Altitude—Adjacent hexes can only differ in height by up to one. To build up hills and mountains, create a plateau of altitude level one, then build up the next contour of level two and so on.

Hex Side—Each side of a hex can be made impassable, or a *Minor River* can be added. Changes to hex sides affect adjacent hexes.

Using the Map Painter: To quickly change the attributes and altitude of hexes, use the brush functions. Select a function—*Altitude*, *River*, *Woods*, *Rocky* or *Road*. The terrain types are applied to the map by clicking on the hexes which are to become that type.

Change the altitude by using the up and down arrows (spin controls), then select the hexes that are to be that height. Adjacent hexes can only differ in height by up to one. Build up hills by creating a plateau of one level, then create the next level and so on.

Changing the height of a hex changes how it appears—the higher the more mountainous the tile. Rivers have an altitude of zero.

Units

Dropping Units on the Map

Put the scenario editor into drop mode by checking the *Drop* box in the sidebar. Select a unit or leader from the list in the sidebar then click on the hex where it is to be placed.

Check the *Advance* option in the sidebar to have the next unit in the list highlighted and be ready for dropping.

No units can be selected and dropped on the map until a leader has been placed. A leader with no units attached is a Section Commander and uses one initiative point to give an order.

Refacing: The yellow triangle displayed in the northeast corner of a unit's hex when it is placed on the map denotes its facing. To change the facing of a unit or units, select the units, then select the *Reface* option in the Unit menu and select the appropriate facing. North always points to the right.

Drag and drop units to reposition them on the map.

Creating Groups

A group is created while leaders and units are placed on the map. When a leader is placed on the map he is listed in the *Active Group* list in the Group Painter. When units are added to the map they are placed in the group of the Active leader, that is the leader selected in the Active Group list.

A leader which is placed on the map which has no units in its group is a Section Commander.

To change the group of a unit or units, select the unit with the preferred leader selected in the Active Group list. Select multiple units by holding down *Ctrl* while selecting the units; clicking on a unit again deselects it. Right-click on the map or open the Units menu and select *Add To Group*.

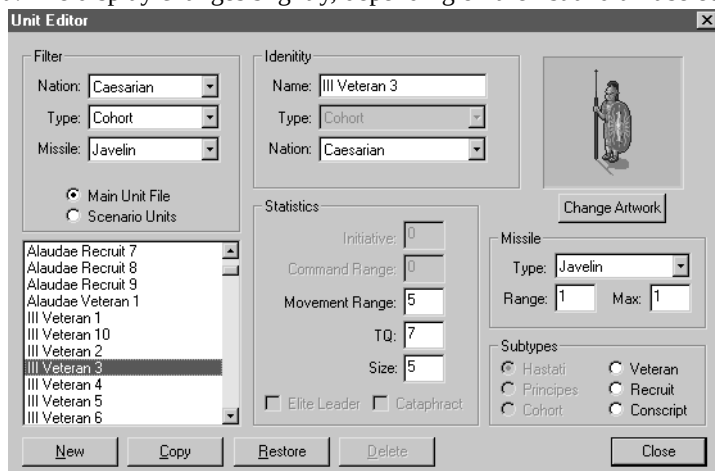
To remove a unit from a group and from the map, select it on the map, then select *Remove Units* in the Unit menu.

To highlight all the units in a group on the map, select *Highlight* in the Group Painter.

NOTE: There must be at least one leader assigned to each side for the scenario to open successfully.

Unit Editor

Open the Unit Editor dialog box by selecting *Unit Editor* from the Units menu. The display changes slightly, depending on the list and unit selected.



Filters: Select options in the three filters, *Nation*, *Type* and *Missile*, as applicable to the units to be viewed. Select the list—*Main Unit* or *Scenario Units*—to be displayed.

Main List: The Main Unit file contains all the units in the *Great Battles* series, as well as any units added or modified.

Scenario List: When the Scenario Units file is active, all the units placed on the current scenario map are listed.

Making Changes: To make adjustments to a unit, select it in the list then make the changes. Select *Change Artwork* to change the artwork associated with the unit.

To save any changes select another unit or select *Close* to exit the editor and save changes. Select *Restore* to lose any changes made to the unit. Only units that are included in the original unit file are restorable.

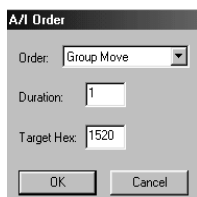
Deleting Units: To delete a unit in the Main Unit file or the Scenario Units file, select the unit in the list, then click *Delete*. The unit no longer appears on the map when it is deleted from the Scenario file. Only units which have been *added* to the Main Unit file can be deleted.

New Units: To add a new unit to a list, select the Main Unit file, then select *New*. Default information is listed for the unit type. Make any adjustments required, including artwork. Units can only be created when the Main Unit list is active, not when the Scenario Unit list is active.

Copying Units: To copy an existing unit, select the unit then select *Copy*, the unit is copied with an incremental number attached to the end of the name. This allows units with the same attributes to be easily created, with only the name changing.

AI Editor

If no changes are made to the AI orders, they default to that selected in the Group Painter. To modify the AI orders for a group, open the AI Plan dialog box by selecting *Customize* from the Group Painter.



Several orders can be given to each group. Double-click on the order number to be customized, the AI Orders dialog box opens. Select which type of order the group is to occur—*Default Behavior*, *Group Attack*, *Group Defend* or *Group Move*—and insert the number of turns (duration) the group is to attempt to perform the order and the target hex, if appropriate. Then select *OK*.

Select the next order to be customized and make further selections. Continue until all the AI orders for this group have been made, then close the AI Plan dialog box. If a group completes an order before the allotted turns have elapsed, the group proceeds to the next order.

Credits

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<i>Installation</i>	Steve Bridge
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<i>Scenario Editor Programmers</i>	Ken Meads, Lee Peterson
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