Civil War by Empire Interactive

Its 1861 all over again, this time the war will be different. This time it has YOU as the general of all forces. Question is, will you win before Dinner time?

Well, I can answer that question with no difficulties, no. This game will draw you into the War between the States like no other war simulation I have played. Civil War takes the finer points of strategy games with the history of a text book. The realism in this game is awesome to say the least, astounding to finish it off. The graphics are good, not zippy flashy, but you can zoom in and actually see the men march, which is not too shabby for a war sim. The end goal for this game is to win, whichever side you choose, you must win for that side. Pretty simple sounding, hmm?

The strategies used are varied. I tried what they suggested, it only worked on the Union side, the Confederate side would lose everytime. I soon worked out my own strategy of running a force behind the lines and do some General Shermans on the Union. At one point, I had all the Union cities but Washington DC! I have used some strategies that lost the game in 6 months, I have had strategies that won the game in 16 years. If you want to play forever, the 16 year strategy is the best, go ahead, let them take some real-estate from you, just hold onto Virginia and North Carolina for 5 years, and you will have the battle won. Of course, it helps to keep your armies fed, clothed, and fully supplied. My worst defeat was when the Union forces just walked into Richmond and ended the game right there, but then it was my mistake to leave a gap big enough for them to walk through!

As with all simulations, there are good sides, and there are bad sides. The bad side to this one is the fact that, just like most other war sims, you can't win as a Confederate if you let the game play, calculate, your odds of winning. The only time I found the game to calculate a win for me was when I had 10 to 1 odds in my favor, then I would win, but anything less than that and it was either indecisive or I lost. My favorite loss was at Cumberland, I had a force of 5000+ troops, the union had a force of about 1000+ troops, I lost the battle. However, when I replayed that battle with myself commanding the movements, the Union forces routed! This goes to show that sometimes, the easiest way to play the game is not necessarily the best!

This game has many different facets that I have not even discovered yet, many of which will only be found after several months of testing, campaigning and playing just this game alone. I think anyone who wants to try and change history will like this game. Civil War gives you a reasonable chance to win for either side, as long as you are commanding your troops, not the program.

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Rating		**System Requirements**
graphics	80	386dx33
sound	78	4MB ram
interface	75	7MB hard drive
fun factor	85	CD-Rom
		SVGA
overall	80	mouse
		sound card