WING COMMANDER™
THE SECRET MISSIONS™

IBM-PC /100% compatibles

FROM: CONFEDHICOM -- ADM. DEKE STOVER
TO: TCS TIGER'S CLAW -- COL. PETER HALCYON

TOP SECRET TOP SECRET TOP SECRET
YOU ARE HEREBY ORDERED TO DIVERT FROM YOUR CURRENT POSITION IN VEGA SECTOR TO THE GODDARD SYSTEM, DENEB SECTOR TO PROVIDE SUPPORT FOR COLONY ON GODDARD II. FURTHER ORDERS TO FOLLOW UPON ARRIVAL AT COLONY. ALL COMMUNICATION TO ADDRESS MISSION AS "OPERATION THOR'S HAMMER."

Thus begins another chapter in the annals of the TCS Tiger's Claw. You have been ordered to the site of a crushing Kilrathi attack on a human colony. Intelligence indicates that the Kilrathi fleet is testing its latest secret weapon in this sector. You must pursue the warriors of Kilrah across enemy lines, destroy them, and eliminate the threat of their deadly new weapon.

SYSTEM REQUIREMENTS & INSTALLATION GUIDE

Installing The Secret Missions will not affect your original *Wing Commander* game or any saved games.

1. If installing to floppies, make one blank, formatted disk for each original disk that came with this game. (Consult your DOS manual if you are unsure how to format disks.)

- 5.25" high-density disks: One (1) blank, formatted disk
- 3.5" low-density disks: Two (2) blank, formatted disks
- 5.25" low-density disks: Four (4) blank, formatted disks

2. Insert the lowest-numbered Secret Missions disk included in this package into a floppy drive (A: or B:) as follows:

- 5.25" high-density disks: Insert disk 4
- 3.5" low-density disks: Insert disk 7
- 5.25" low-density disks: Insert disk 12

3. Type the letter of the floppy drive followed by a colon , then <ENTER>.

4. Type **INSTALL <ENTER>.**

To abort the installation procedure and return to DOS, press the <ESCAPE> key.

The Goddard Colony

Goddard was colonized in 2512 by descendants of the North American continent of Terra, many of whom were scientists and educators. The colony is named after Robert H. Goddard, generally considered to be the father of rocketry science. Every year, 12000 rockets are fired to celebrate Goddard's birthday.

The Installation Screen

1. The currently selected configuration is displayed at the top of your screen.

2. The bottom of the screen lists which keys can be pressed and their function.

3. Windows appear in the middle of the screen allowing you to change the default configuration information.

To customize your configuration, use the arrow keys or press one of the highlighted red letters to highlight the desired option. Then press <ENTER> to select that option. You will be prompted to insert additional disks as necessary.

Step 1: Selecting the Destination Drive and Path
When you begin, a window appears displaying the available disk drives and asking you to pick the drive on which you have installed *Wing Commander*. Press the corresponding drive letter (usually A, B, or C) and then <ENTER>.

- Floppy Disk Users: You can't play the Secret Missions from the original disk(s). The installation process copies information to the formatted disk(s) you prepared earlier. **Select the drive letter corresponding to the drive in which you will insert your blank disk(s).**

- Hard Disk Users: You will be asked to enter the path name or subdirectory in which to copy the files. **You must specify the same drive and subdirectory on which the original *Wing Commander* game was installed.**

Once you have entered the correct path name press <ENTER>.

Step 2: Save Space or Save Time
If you have more than 1024000 bytes of space available on your hard drive, a window will appear asking if you prefer to Save Time[1] or Save Space on your hard disk. Select the option you want and press <ENTER>.

[1] The Save Space option copies the files to your disk in compressed form, requiring less hard drive space but slowing game play. The Save Time option requires more hard disk space, but results in faster play.

Step 3: Selecting the Graphics Mode
You will be asked to select the graphics mode. **This must be the same graphics mode you selected for your original *Wing Commander* game.**

Step 4: Selecting the Sound System
If you have a sound board, select it here. If you don't have a sound board, select PC speaker sound or no sound at all.

Step 5: Copying the Files
You will be asked if the configuration at the top of the screen is correct.

- If not, press "N" and reset the options as you wish.
- If the configuration options are correct, press "Y".

Step 6: Changing your Configuration (Optional)
To change your configuration you must completely re-install the Secret Missions, beginning with step 1 on page 1. Follow the entire procedure described on pages 1 and 2. Both the regular game and the Secret Missions will be changed as a result. **If you are playing from floppy disks, any saved games will be lost when you re-install.**

In 2618, Eduardo Rosado, a Goddard native invented the Neutron Gun, one of the Confederation's most effective weapons.

PLAYING THE SECRET MISSIONS

NOTE: This reference card assumes you have a joystick and hard drive. If not, consult the reference card included with your *Wing Commander* game for appropriate instructions.

To play the Secret Missions, boot your PC, go to the *Wing Commander* directory (\WING if you used the default), and type **WC <ENTER>** to begin play.

If you play from floppies, you will be prompted to insert disks as necessary. Unless otherwise prompted, make sure disk 1 or disk 2 is in drive A: or B: **If you are playing from 5.25" high-density (1.2 megabyte) or 3.5" low-density (720K) floppy disks, always leave disk 1 in the drive in which you first inserted it. If you are playing from 5.25" low-density (360K) floppies, always leave disk 2 in that drive.**

1. The *Wing Commander* game loads and the ORIGIN/FX sequence appears. **If the game doesn't load, consult the Troubleshooting section of the original *Wing Commander* Installation Guide.**

2. The title sequence begins. Press the joystick button to exit, or watch all of the credits.

3. You will be asked a question from the original *Wing Commander* documentation/ blueprints or from the Secret Missions documentation. The answer will always be a number. Answer correctly and three bars appear on the screen asking if you want to "Start Vega Campaign," "Continue Campaign," or "Start Secret Missions."

4. Position the pointer over the words "Start Secret Missions" (the blue pointer will turn into a green crosshair). Press button #1.

5. The TrainSim unit appears, followed by a few seconds of video game action. Then the words "Game Over" appear. Type a name <ENTER> and callsign <ENTER> when prompted. (Use any name and callsign you choose – you *can* use those you selected in the original game). Click the joystick button to go to the bar of the Tiger's Claw.

6. Go to the barracks and save the game. When the sleeping pilot appears, awaken him. **Every time you start a new Secret Missions campaign you must save the game and reload it before beginning play.** (Transferring and loading a *Wing Commander* character accomplishes the same thing.) Always begin Secret Missions play by loading a saved game.

7. Talk to the people in the bar, go to your briefings, and fly the Secret Missions just as you would in your regular *Wing Commander* campaign. Refer to the *Wing Commander* reference card if you have gameplay questions. **All commands and features of the original *Wing Commander* game are supported by the Secret Missions.**

8. Regular and Secret Missions game positions can both be saved in the barracks. However, replacing a regular saved game with a Secret Missions saved game will delete the regular game permanently. Similarly, replacing a Secret Missions saved game with a regular saved game will permanently delete that Secret Missions game.

9. As in *Wing Commander*, the Secret Missions campaign varies in length based on your performance in the game. If you fail to complete some of the missions, the progress of the Terran-Kilrathi war will be affected and your game will be shortened.

Another Goddard scientist, Gordon E. Thorn, developed a high-quality beverage. The result was Goddard Special. The colony exports 75000 kiloliters of Goddard Special every year.

THE TRANSFER PROGRAM

A program has been provided with the Secret Missions allowing you to transfer an existing character from your *Wing Commander* game. This same program allows you to play the *Wing Commander* missions in any order you choose.

Transferring a Character

If you have finished *Wing Commander* and have a saved game from any mission in the Venice sector, you can bring your character into the Secret Missions with medals and rank intact. The Secret Missions game assumes all wingmen are alive.

To transfer a character:

1. Enter the *Wing Commander* directory and type **TRANSFER<ENTER>**. This puts you in the barracks.

2. Position the cursor over the head of a sleeping pilot. You will be asked to confirm that this is the pilot you wish to transfer. If so, click on "**Yes.**" The saved game is replaced by a Secret Missions character. If you don't want to lose your old saved game, click on "**No**" and select a different pilot. **To transfer a character to the Secret Missions you *must* replace an existing *Wing Commander* saved game.**

3. Click on the airlock to return to DOS.

4. Type **WC<ENTER>** to begin the game.

5. Go to the barracks and awaken the pilot you just transferred by clicking on his head. Then go to the first Secret Missions briefing and fly the mission normally.

The Mission Selector

In addition to transferring your character, the transfer program lets you fly any mission in the original *Wing Commander* campaign.

The campaign was made up of 40 missions divided into 13 series. Your success in a given series determined whether you took a winning path or a losing one. The winning path featured missions in which the Terran Confederation was on the offensive; the losing path featured tougher, defensive missions.

Series	System	# of Missions	Wingman	Ship Type
1	Enyo	2	Spirit	Hornet
2	McAuliffe	3	Paladin	Scimitar
3	Gateway	3	Paladin	Hornet
4	Gimle	3	Angel	Raptor
5	Brimstone	3	Maniac	Scimitar
6	Cheng-Du	3	Angel	Hornet
7	Dakota	3	Knight	Raptor
8	Port Hedland	3	Knight	Scimitar
9	Kurasawa	3	Bossman	Rapier
10	Rostov	3	Iceman	Raptor
11	Hubble's Star	3	Bossman	Scimitar
12	Venice	4	Hunter	Rapier
13	Hell's Kitchen	4	Hunter	Scimitar

Goddard is famous for its Conservation Forest, spread out over 12500 square km. An estimated 7225 varieties of Terran trees have been transplanted to Goddard to prevent their extinction on Earth.

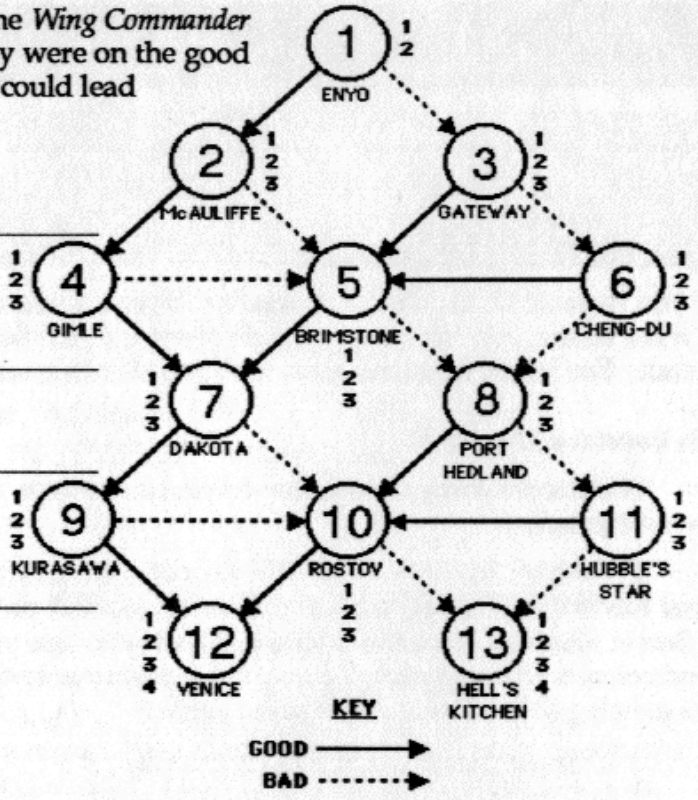
The following diagram shows all of the *Wing Commander* series and missions, and whether they were on the good or bad path (or at a branch point that could lead either way).

PROGRESS SCREEN 1 _____

PROGRESS SCREEN 2 _____

PROGRESS SCREEN 3 _____

PROGRESS SCREEN 4 _____



The cinematic progress screens in the original *Wing Commander* game were based on your performance and appeared after series 2 or 3 (depending upon the path you take), after 4/5/6, after 7/8, and after 9/10/11.

If you played the original game perfectly, doing everything right and flying like an ace, you took part in 18 missions (series 1, 2, 4, 7, 9, and 12). On average, you could finish *Wing Commander* by flying 21-24 missions. Now you can go back and see what you missed.

To fly an individual mission:

1. Go to the *Wing Commander* directory and type **TRANSFER <ENTER>**, putting you in the barracks.

2. Move the cursor to the feet of a sleeping pilot and click your mouse or joystick button or press **<ENTER>**. You will be asked to confirm that you want to replace this saved game with a specific series/mission. If you click on "**No**," you can select and replace a different sleeping pilot. If you click on "**Yes**," a graphic representation of the Vega sector campaign appears.

To fly a specific mission, you must replace an existing *Wing Commander* saved game.

3. Position the cursor over the series number you want to select and click or press **<ENTER>**. A list of missions appears.

4. Position the cursor over the name and number of the mission you want to fly and click or press **<ENTER>** to replace the sleeping pilot with one representing this series and mission. Any saved game in this bunk will be replaced.

5. Click on the airlock to exit to DOS.

6. Type **WC<ENTER>** to begin the game.

7. Go to the barracks, click on the head of the pilot who represents the specific series/mission you want to play, and fly the mission normally.

TECHNICAL SUPPORT & TROUBLESHOOTING

If you experience any problems, please refer to your original *Wing Commander* Reference Card. If you are unable to solve the problem yourself, call ORIGIN Customer Service at (512) 328-0282 for assistance. Hours are Mon.-Fri. 9 a.m. - 5 p.m., Central time. When calling, please have the information requested in the original Reference Card.

CREDITS

Design:	Aaron Allston, Steve Cantrell
Writing:	Aaron Allston, Steve Cantrell, Ellen Guon
Implementation:	Steve Cantrell, Ellen Guon, John Watson
Programming:	Ken Demarest III, Steven A. Muchow
Cinematic Progress Screen Art:	Denis Loubet
Ship Designs:	Glen Johnson
Quality Assurance:	Marc Schaefgen, Philip Brogden, Steve Cantrell, Ellen Guon, Brian Martin, Jeff Shelton, Scott Shelton, John Watson
Packaging Design:	Cheryl Neeld
Documentation:	Steve Cantrell, Warren Spector
Producers:	Chris Roberts, Warren Spector

WARRANTY

ORIGIN Systems, Inc. LIMITED 90 DAY WARRANTY. ORIGIN warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, Origin agrees to replace, free of charge, any such product upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This waranty is limited to the recording medium containing the software program originally provided by Origin. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If failure of the software product, in the judgment of Origin, resulted from accident, abuse, mistreatment or neglect, or if the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Origin, at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and Origin will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check (2) a brief statement describing the defect, and (3) your return address.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANT OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ORIGIN. IN NO EVENT WILL ORIGIN BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ORIGIN HAS BEEN ADVISED OF THE POSSIBILITY FOR SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Visitors to Goddard should contact the Bureau of Tourism for more information about Goddard's Birthday and other local events. Ask for publication #16548 version 5.11.

ORIGIN™

P.O. Box 161750 • Austin, Texas 78716