WING COMMANDER™
THE SECRET MISSIONS 2: CRUSADE
Installation Guide • IBM-PC/100% compatibles

FROM: VICE ADMIRAL TOLWYN, CONFEDHICOM
TO: TCS TIGERS CLAW

YOU ARE HEREBY ORDERED TO DEFEND FIREKKA SYSTEM IN ANTARES SECTOR AGAINST APPROACHING KILRATHI BATTLE FLEETS. REMAIN IN-SYSTEM FOR AS LONG AS POSSIBLE; REINFORCEMENTS UNAVAILABLE.

TOP PRIORITY: SAFETY OF CONFEDERATION DIPLOMATS AND FIREKKAN ALLIES.

The Secret Missions 2: Crusade™ is another exciting chapter in the saga of the Tiger's Claw! In this campaign, a huge Kilrathi fleet maneuvers towards a planet of peaceful, primitive natives. After a Kilrathi renegade defects with the crew of a small destroyer, you'll fly one of their fighterships in undercover missions.

In these new secret missions, you must discover the truth behind the Kilrathi "holy war" before the Warriors of Kilrah can destroy you and the Tiger's Claw!

SYSTEM REQUIREMENTS & INSTALLATION GUIDE

Installing the Secret Missions 2: Crusade will not affect your original Wing Commander or the Secret Missions 1 game or any saved games.

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

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

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

3. Type INSTALL2 <ENTER>.

SIVAR-ESHRAD

Very little is known about Sivar, the Kilrathi warrior god. But most Kilrathi soldiers and officers are members of the Sivar cult.

Every year, the 9500 priestesses of the Sivar cult use astronomical and astrological data to correlate the positions of 25768 solar systems. Based on these calculations, they locate the single planet that is acceptable for the Sivar-Eshrad ceremony.

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.

* The configuration for Secret Missions 2: Crusade must be IDENTICAL to your configuration for the original Wing Commander (and the Secret Missions 1, if you have that installed on your hard disk). If you wish to reconfigure your game, you must reinstall Wing Commander and Wing Commander - The Secret Missions (if you have that game), and then install Secret Missions 2.

Step 1: Selecting the Destination Drive and Path

* Secret Missions 2 is not playable on floppy disks. You must install Secret Missions 2 on your computer's hard disk to play this game.

When you begin, a window will appear and ask you to select the hard disk on which you have installed Wing Commander. Press the corresponding hard disk letter (usually C or D) and then <ENTER>.

You will be asked to enter the path name or subdirectory in which to copy the files. You must specify the same hard disk 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 1,160,000 bytes of space available on your hard disk, a window will appear asking if you prefer to Save Time or Save Space on your hard disk. Select the option you want and press <ENTER>.

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 (and Secret Missions 1).

Step 4: Selecting the Sound System

If you have a sound board, select it here. This must be the same sound mode you selected for your original Wing Commander (and Secret Missions 1). If you don't have a sound board, select PC speaker sound or no sound at all.

The exact purpose of the Sivar-Eshrad ceremony is not known, as the Kilrathi do not allow nonbelievers to be present at their religious ceremonies. But the crews of 3715 Kilrathi warships attended the Sivar-Eshrad on Ghorah Khar.

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 2 from your original disk(s), beginning with step 1 on page 1. Follow the entire procedure described on pages 1 and 2.

PLAYING THE SECRET MISSIONS

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

To play the Secret Missions 2, boot your PC and go to the Wing Commander directory (\WING if you used the default). You will need to type SM2 <ENTER> to begin play. (Typing WC <ENTER> will load the original Wing Commander and the first Secret Missions, not Secret Missions 2.)

* Do not move your joystick or mouse or press buttons while Wing Commander is loading, as this may cause calibration problems.

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 2 documentation. The answer will always be a number. Answer correctly and two bars will appear on your screen, asking if you want to "Start Secret Missions 2" or "Continue Campaign."

4. The Secret Missions 2 program includes a joystick calibration routine. To use it, press the J key as soon as the "Start Secret Missions 2" screen appears. Specific instructions for calibrating your joystick will appear on the screen.

5. Position the pointer over the words "Start Secret Missions 2" (the blue pointer will turn into a green crosshair). Press button #1.

6. 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.

7. Talk to the people in the bar, go to your briefings, and fly the combat missions in the Secret Missions 2 just as you would in your regular Wing Commander campaign.

All information in this article was compiled from the notes of anthropologist Dr. C.L. Kohl, who was captured and executed by the Kilrathi priestesses in 2621 while secretly observing the Sivar-Eshrad ceremony on Ghorah Khar.

* *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 2.*

8. Wing Commander, the Secret Missions 1, and the Secret Missions 2 game positions can all be saved in the barracks. Saving the Secret Missions 2: Crusade games will not overwrite your Wing Commander and Wing Commander - the Secret Missions 1 games (though the Transfer program will overwrite one of your original Wing Commander or Wing Commander - the Secret Missions 1 saved games.)

9. As in Wing Commander and the Secret Missions, the Secret Missions 2 campaign varies in length based on your performance in the game. If you fail some of the missions, the progress of the Terran-Kilrathi war will be affected and your game will be shortened.

10. If you are playing the Secret Missions 2 on a very fast computer (such as a 33 megahertz 386 or a 486), you can adjust the game speed by using the Alt key combined with the + (plus) and - (minus) keys. Alt + will increase the animation frame delay rate, which will slow down the animation speed in the game. Alt - will decrease the frame delay rate, and will speed up the animation in your game. This feature is usable only in the Trainsim and combat missions, and will not affect the Rec Room/Briefing/Debriefing animations.

THE TRANSFER PROGRAM

A program has been provided with the Secret Missions 2 allowing you to transfer an existing character from your Wing Commander and the first Secret Missions games. This program also allows you to play the original 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, or if you completed the Secret Missions and have a saved game in the Vigrid sector, you can bring your character into the Secret Missions 2 with medals and rank intact. The Secret Missions 2 game assumes all wingmen are alive.

To transfer a character:

1. Enter the Wing Commander directory and type TRANS2 <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 2 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 2 you must replace an existing Wing Commander or Secret Missions saved game.

3. Click on the airlock to return to DOS.

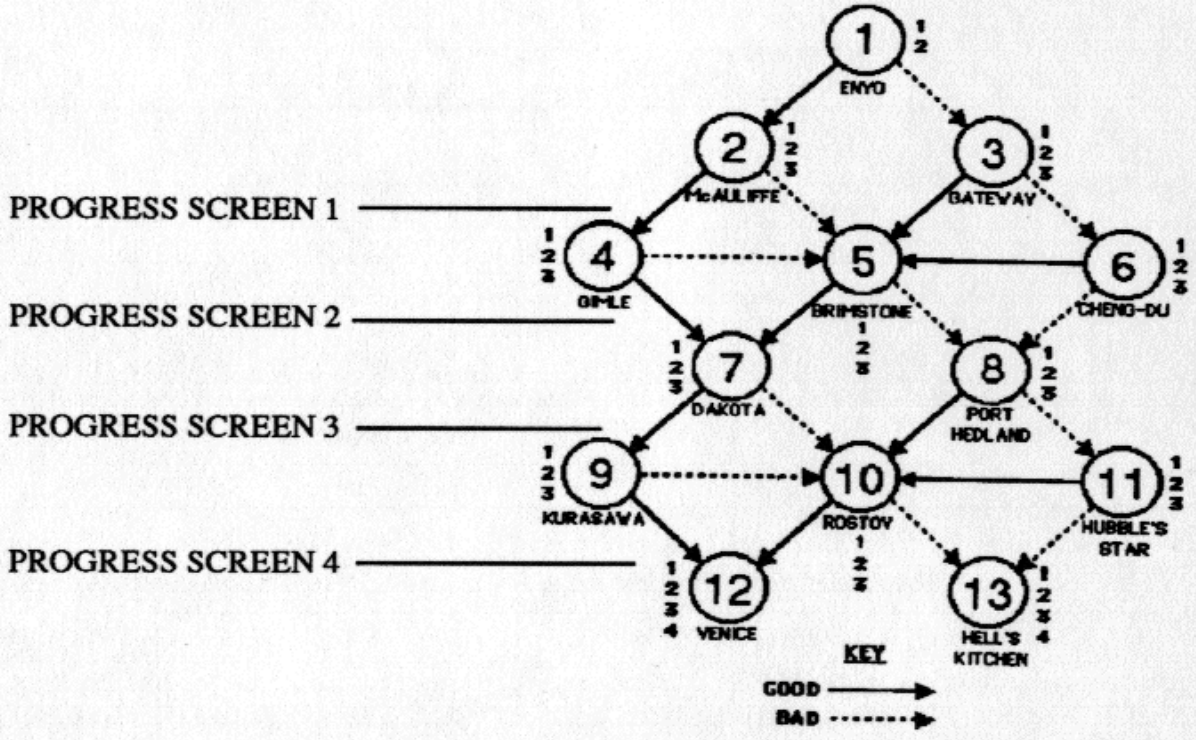
4. Type SM2 <ENTER> to begin the game.

5. Go to the barracks and awaken the pilot you just transferred by clicking on his head. Then go to the first Secret Missions 2 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



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 TRANS2 <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 SM2 <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.

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