# WING COMMANDER II
## Vengeance of the Kilrathi™

# PLAY MANUAL

## CONTENTS

# QUICK START

This description of a *Wing Commander II* mission is all you need to begin playing. No mission can be duplicated precisely by each player, but follow it as closely as possible to familiarize yourself with the game.

*Note:* This mission description assumes you have a joystick. (If you use a mouse or keyboard instead of a joystick, consult your **Reference** **Card** for equivalent commands.) Many of the instructions in this **Quick Start** tell you to press joystick button #1. Button #1 is *usually* the button on the stick itself (or, if there is more than one button on the stick, the one on the front, intended to be activated by the forefinger). Determine which button is #1 as soon as possible.

# Quick Install

1. First, we recommend making a backup copy of all the disks included in *Wing Commander II*.

2. Make sure you have at least 10 megabytes of free disk space on your hard drive.

3. Insert disk 1 in your floppy disk drive.

4. Type the floppy drive letter followed by a colon (usually A: or B:). Press (ENTER) .

5. Type INSTALL (ENTER) and answer the on-screen questions about your system.

6. Once you've answered the system configuration questions, and if you have at least 15 Mb of free disk space, you will be asked if you prefer to Save Time (greater speed during game play, but a longer installation process and more disk space required) or Save Space (requires less disk space, takes less time to install and no speed increase during game play).

7. The install program will copy all the floppies onto your hard drive. Once that's complete, your computer must process certain files for anywhere *from 45 minutes to two hours or more*, depending on your machine speed and system configuration. In particular, selecting EGA graphics or "Save Time" will dramatically increase the install time. (Remember, it's saving time during game play, not during installation.) Once all the floppies have been copied, you can let your computer run unattended while it is processing the files.

   See the **Installation Guide** for more information about the install process.

# Your First Mission

1. When installation is complete, type WC2 (ENTER) at the DOS prompt.

2. The *Wing Commander II* introduction begins. If the game doesn't load properly, skip the rest of this mission description and turn to the **Installation Guide** beginning on page 4. If that doesn't help, refer to the **Troubleshooting** section.

3. One or two text boxes appear. The first says "Start New Game." The second, which only appears if you've played *Wing Commander II* before, says "Resume Current Game." For now, you want to start a new game, so position the pointer over "Start New Game" (the pointer will become a cross) and press button #1.

*Note:* If the pointer moves even when the joystick is still, calibrate your joystick: Press the J key and follow the on-screen directions.

4. If you have one of ORIGIN's optional *Special Operations* mission disks (sold separately), a screen appears asking which campaign you wish to begin. Move the pointer onto *WING COMMANDER II Vengeance of the Kilrathi* and press button #1. If you do not have any *Special Operations* disks, this screen won't appear.

5. The introduction begins. Sit back and watch the action that follows. As in a movie, the first few minutes of the game contain important background information. If you're unfamiliar with the *Wing Commander* story, you may also want to read **The Story So Far...** (page 6).

6. A computer console appears, with the phrases "(T)ransfer an existing personnel file" and "(C)reate a new personnel file" displayed on its screen. To select an option, press T (for transfer) or C (to create a new character), or use the joystick to move the pointer over the option you want to select and press button #1. The first time you play, choose "Create a new personnel file" (unless you want to keep an experienced *Wing Commander* character, in which case read **Starting the Game**, page 6). When prompted, type a first name, last name and callsign for the new character, pressing (ENTER) after each. None of these can be longer than 12 characters. For more information about creating or transferring a character, refer to the **Play Guide**.

## The Barracks

7. At the conclusion of the log-on sequence, you see a full-screen picture of your barracks onboard Caernarvon Station, where you begin the game. Screens like this one appear throughout *Wing Commander II*, allowing you to control the flow of the game. For a complete description of these scenes, see the **Play Guide** (pages 6–14). For now, though, move the pointer to the open door. The text "Fly Mission" will appear at the bottom of the screen. Press button #1 to continue.

## In Space

8. After you and your wingman, Shadow, discuss your upcoming mission, there's an animated sequence showing you climbing into your fighter, preparing for launch. When the sequence ends, you find yourself at the controls of your ship, already in space. In space, you can pause the game at any time by pressing P. Pause the game now and take a moment to examine your cockpit (see the illustration on page 3). Resume play by pressing button #1, or any key.

9. Press the N key to view your mission map. Your current destination, "Nav 1," is highlighted in yellow. Press (ESC) to return to the cockpit.

10. Note the white cross on the radar screen and in your viewscreen. Use your joystick to maneuver your ship until the cross is centered within the green crosshairs on the viewscreen. (Maneuvering instructions are on the **Reference Card**.) Press the A key to activate your autopilot and fly to Nav 1.

## Combat

11. Before reaching Nav 1, you drop from autopilot to battle Kilrathi ships. Shadow says she's spotted the enemy. Press C to activate communi-

cations and press 1 twice to tell her to attack.

12. Press the + (plus) key to increase your speed to maximum (approximately 500 kps).

13. Check your radar screen (the circular screen on the left). The red dots on the screen are enemy ships. The blue dot is your wingman. Maneuver until the enemy ships are in the center circle of the radar display—that means you are heading straight for them.

14. When you have an enemy ship on your viewscreen, press T to activate your targeting computer. Red brackets appear around one of the enemy ships and the image of a *Sartha* fighter appears on the VDU screen. Press L to lock onto this target. The red brackets turn into a solid red box.



15. Use the joystick to maneuver until the green targeting crosshairs in your viewscreen appears on your target and press button #1 repeatedly to fire your mass driver cannons. If the target runs away, double click button #2 to fire your afterburners for a burst of speed. If the target gets out of your forward view, search the radar screen for a small red cross. That's your target—maneuver until it's back in the center of the radar display.

16. As your blasts hit, damaged parts of the *Sartha* turn red on the VDU display (the screen in the center of the cockpit). Continue fighting until you destroy all of the enemy ships. (This may take a few tries—if you die, you are offered the option of continuing the story or replaying the mission. For now, replay the mission. Later you may want to see how the story unfolds.)

17. After all enemy ships in the area have been destroyed, you should find that you have reached Nav 1. Press N to bring back your nav computer. "Objective Reached" flashes on the bottom of the VDU screen (the display in the middle of the cockpit). Press N again to go to the Nav map. Your next destination, Nav 2 (in the asteroids) should be highlighted. Press button #1 to leave the Nav map. Note that the autopilot light on your console is glowing. Press A to use the autopilot and travel to Nav 2. (If the light is not glowing you must first center the white cross inside the green crosshairs on your viewscreen before pressing A) .

## Return Flight

18. Before you reach Nav 2, you come out of autopilot near the asteroid belt. (The autopilot light on your console is now off.) Using the - (minus) key, quickly reduce your speed to 250 kps, the safest speed to travel through asteroids.
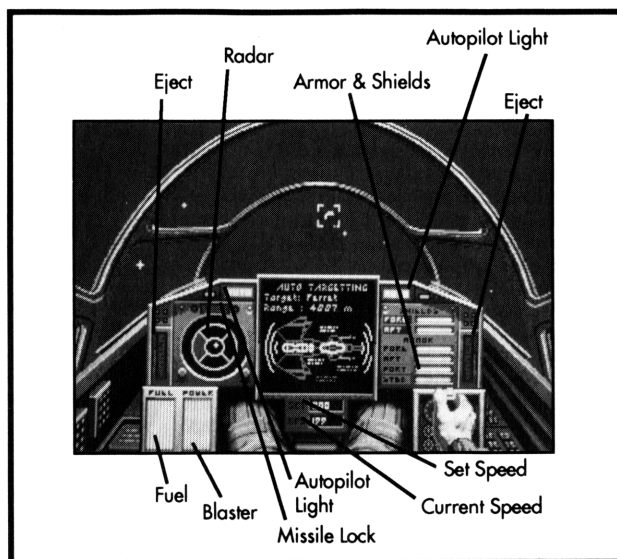
Dodge them, but keep an eye on the white cross. That's your destination—don't get lost in the asteroid belt!

19. After leaving the asteroids, the "AUTO" light comes on again. Press the A key to use the autopilot and head for Nav 3. (Make sure the autopilot light is on).

20. Just prior to Nav 3, your ship will come out of autopilot. Once again, Shadow will inform you that she has seen enemy ships. When you have defeated all your enemies press A. (Make sure the autopilot light is on).You emerge from autopilot near Caernarvon Station.

## Back Home

21. In this mission, the debriefing sequence begins on your arrival near Caernarvon. That isn't the case with every mission—sometimes you have to request landing—so you'll need to read the **Play Guide** thoroughly after this mission. For now, though, watch the debriefing for a rundown of how you performed your first time out. Once the debriefing is over, you see the landing sequence. After you're safely back on Caernarvon, you return to your barracks room.

22. Back on the station, you have the options of saving the game, continuing the story, going directly to the next flight mission or exiting to DOS. These actions can all be performed by moving the pointer over the items in the room and reading the text at the bottom of the screen. (For more information, consult the **Play Guide**.)

Congratulations, you have just finished the first mission of *Wing Commander II*. Read the rest of this manual to get an even better feel for the controls and the missions.

# INSTALLATION GUIDE

This information is for those who had trouble installing the game during the **Quick Start**. You may also wish to consult this section if you upgrade your system and want to change your configuration.

Before beginning, you may want to make copies of your original disks. This will take some time, and you may choose to skip this step, but having a backup copy can be very helpful if something happens to your original disks. To make backups, you will need one blank, formatted floppy disk for each original game disk included with your copy of *Wing Commander II*.

*To make backups*, place your original disk #1 into a floppy drive (generally A or B). If your floppy drive is drive A, type XCOPY A:\*.* A: at the system prompt. If your floppy drive is drive B, type XCOPY B:\*.* B: at the system prompt. When prompted, remove the original disk and place the blank disk into the drive (either A or B). Press (ENTER). Change disks whenever prompted. When that disk is done, copy the other *Wing Commander II* disks. Label the copies and put the original disks in a safe, cool, dry place. Install from your copies.

## INSTALLING THE GAME

1. Make sure you have at least 10 megabytes free on your hard drive. If you don't, you must free more space before you can load *Wing Commander II*.

1. Insert Disk 1 (your copy, if you made one) into a floppy drive (usually A: or B:).

2. Type the drive letter followed by a colon (for example, A: or B:), then (ENTER).

3. Type INSTALL (ENTER).

## The Installation Screen

The installation program detects your hardware configuration and displays information about your system on the left side of the screen. On the right side of the screen, a series of menus appears, with the current configuration option highlighted on each menu.

*To change your configuration*, use the arrow keys on your keyboard to move the highlight bar and press (ENTER) to select a highlighted option. Note that the first letter of each option is displayed in red—in addition to using the arrow keys, you can select an option by pressing the appropriate red letter.

To cancel installation at any time, press the (ESC) key. This returns you to DOS.

### Menu 1:
### Selecting the Destination Drive and Path

When you begin, a window appears on the right side of the screen, displaying the available hard disk drives. Pick the drive to which you want to install the game. Press the corresponding drive letter (C:, D:, etc.) and then press (ENTER).

*Floppy Disk Users*. As indicated on the box label, *Wing Commander II* can only be played from a hard drive—it cannot be played from floppy disks.

*Hard Disk Users*. You will be asked to enter the path name or subdirectory for the game. Our default subdirectory (\WING2) will work for nearly everyone—if it works for you, just press (ENTER). If you want, however, you can enter a different path name. Once you have typed in your different path name, press (ENTER).

### Menu 2:
### Selecting the Graphics Mode

A window appears offering you a choice of VGA or EGA graphics. Highlight the mode that matches your computer's video system, then press (ENTER).

### Menu 3:
### Selecting the Music and Sound System

A sound board is not required to play *Wing Commander II*, but if you wish to hear the game's musical score and enhanced sound effects, you must have a sound board installed.

If you have one, highlight the sound board that is installed in your computer. If you do not have one of the supported boards (Roland MT-32/LAPC-1, Ad Lib or Sound Blaster), highlight "PC Speaker" (sound effects only) or "No sound." Press (ENTER). (The game runs slightly faster when you select "No sound.")

### Menu 4:
### Selecting Digitized Speech

If you have a CMS Sound Blaster or 100% compatible digitized sound board, you can hear characters talking in the introduction. Choose "Yes" when asked whether you want to hear the digitized speech. If the Install program has trouble finding your sound board, it may ask for some more information about it—if you cannot answer the questions, consult the documentation that came with your sound board.

If you have more than one sound board installed, you can use one for your music and sound effects and a different one for digitized speech. If, for example, you have a Roland board *and* a Sound Blaster, you can select the Roland on menu 3, and answer "Yes" on menu 4 to hear Sound Blaster speech. When you play *Wing Commander II*, you would then hear Roland music and effects and Sound Blaster digitized speech.

*Note:* Selecting "Yes" on menu 4 gives you limited speech. For more extensive speech, install ORIGIN's optional *Speech Accessory Pack* (sold separately).

**Menu 5:**
**Selecting Whether to Unpack the Files**

If you have at least 15 megabytes of free hard drive space, a final menu appears asking if you prefer to Save Time during play (unpack the files) or Save Space on your hard disk (leave the files packed). Select the option you want and press ENTER. If you have insufficient hard disk space to unpack the files, you are not given this option and the files remain packed.

Packing stores 15 megabytes of information in just 10 megabytes of hard disk space. Unpacking the files will fill 15 megabytes, and can take *from 45 minutes to two hours or more* initially, but speeds play from then on. If you can afford the extra 5 megabytes (and the time), we highly recommend unpacking the files. You may want to consider deleting old, unused files or directories to free up more disk space. Do *not* delete the original *Wing Commander* game if you want to continue playing an existing character. Consult your DOS manual for information about deleting files and/or directories.

## Completing the Procedure

A screen appears asking if the configuration is correct. If not, press N and reset the options as you prefer. If the information displayed accurately reflects your system configuration, press Y and the installation program copies the game files onto the drive you selected earlier. As files are copied, you will be prompted to insert the game disks one by one. After inserting a disk, press ENTER.

IMPORTANT! *If you are instructed to re-insert Disk 1, be sure to return it to the drive it was in originally. (For example, if you remove Disk 1 from drive A, you must return it to drive A.) You should not insert it in any other drive.*

If you selected the "Save Time" option, the files begin unpacking as soon as they're copied to your hard drive. Unpacking can take *from 45 minutes to two hours or more*, depending on the speed of your system, but you only have to do it once.

Even if you selected "Save Space," certain files must still be unpacked. These files are all fairly short and unpacking them won't take very long.

When the installation process is finished, make sure you are in the *Wing Commander II* directory (\WING2 if you selected the default) and type WC2 ENTER to begin playing.

## *MEMORY USAGE*

You must have at least 640K of RAM to play *Wing Commander II*. Regardless of the amount of RAM in your machine, you must have 583,000 bytes of free RAM to run the game. (If you're using EGA graphics, you'll need 584,000 bytes; with EGA graphics and a sound card, you'll need 594,000 bytes.)

Use the DOS command, CHKDSK, and look at the last line of the information presented. This tells you how much RAM memory is free. For example, CHKDSK might tell you that your 640K system has 519,490 bytes free. If you have less than 583,000 bytes free, you do not have enough free RAM and the game will not run.

You may want to remove memory-resident programs that are unnecessary for system usage from your AUTOEXEC.BAT and CONFIG.SYS startup files. DOS 5.0 uses very little memory—switching to this version of DOS may free up enough memory to allow you to run the game.

If you have too little main memory and do not want to reconfigure your system, we suggest you make a bootable DOS system floppy disk to start your computer prior to play. The procedure for creating a startup floppy disk is described in **Troubleshooting**, page 15.

## Expanded Memory

Memory beyond 640K can be allocated as "expanded memory" which *Wing Commander II* uses to provide extra graphics and sound. During installation and when loading the game, you will be told if expanded memory was detected.

Expanded memory is not the same as "extended memory"—if your computer has extended memory, reconfigure it as expanded memory. For further information, consult your software dealer or the documentation that came with your expanded memory manager.

*286 Systems.* You may wish to install EMS on your computer, to take advantage of the game's extra graphics capabilities. Unfortunately, many 286 EMS drivers themselves use a large amount of base RAM, so we cannot guarantee that every combination of hardware and driver will work. If you experience problems with EMS, contact the dealer from which you purchased the driver and ask whether a version is available that consumes less main RAM.

*386 Systems.* To access enhanced graphics and sound, you must use an expanded memory manager program. Two of the most common ones are QEMM.SYS (which comes with Quarterdeck's *Desqview*) and EMM386.SYS (which comes with Microsoft *Windows* and DOS 5.0), but there are others. Memory managers are installed by adding a line to the CONFIG.SYS file on your computer.

The Microsoft *Windows* memory manager, EMM386, allocates only 256K of expanded memory unless you specify a greater amount. Your *Windows* documentation can tell you how to increase this. (Allocate at least 400K of expanded memory—500K to 1 Megabyte is even better.) In addition, you must have HIMEM installed to use the *Windows* memory manager. Your CONFIG.SYS file should include the following lines in this order:

```
DEVICE=<PATH>\HIMEM.SYS
DEVICE=<PATH>\EMM386.SYS 1024
```

In the lines on the previous page, <PATH> is the directory in which these files are found, usually C:\WINDOWS.

The more expanded memory you have available, the more game features you'll get. The program loads game features into expanded memory, stopping once all available memory is used. The features are loaded in this order:

1. 64K digitized speech buffer (only if digitized speech is selected)
2. 64K VCR replay buffer
3. Extra space objects (the jump flash, large explosions and debris, etc.)
4. Cockpit animations, such as the pilot's arm

5. Spaceflight music
6. Unique Kilrathi missiles (as opposed to the generic Human missile)
7. Cockpit views (to make switching cockpit views faster)
8. Tractor beam shapes
9. On-the-fly graphics: ship-specific debris, communication screen faces, etc.

Consult your hardware dealer or your expanded memory manager documentation for more information about configuring expanded memory and determining how much expanded memory is available.

# PLAY GUIDE

## THE STORY SO FAR...

In *Wing Commander*, you and the other starfighter pilots of the TCS *Tiger's Claw* fought against overwhelming odds, leading the Confederation forces to victory over the Kilrathi Empire in the Vega Sector.

Next, during WING COMMANDER THE SECRET MISSIONS, the *Tiger's Claw* was ordered to report immediately to the Deneb sector, where the Goddard Colony was under attack by Kilrathi forces. But before the *Tiger's Claw* could enter the fray, the enemy used a devastating secret weapon to destroy the colony. You and your fellow pilots played a deadly game of hide and seek with the Kilrathi fleet. Ultimately, the secret weapon was destroyed...

Then, during WING COMMANDER THE SECRET MISSIONS 2: Crusade, the Kilrathi declared a holy war. A huge Kilrathi fleet maneuvered toward an isolated star system and a planet of peaceful, primitive natives. After a Kilrathi renegade defected, you flew a Kilrathi ship in a series of "undercover" missions. Finally, you discovered the secret reason for the holy war and saved the Firekkan race.

Soon after, however, disaster struck. While the *Tiger's Claw* was attacking the *K'tithrak Mang*, you encountered several fighters that faded mysteriously from sight. Even your radar couldn't track them! Not wanting to panic the *Claw* over what you thought to be a radar malfunction, you went looking for the ghostly fighters.

The search delayed your return to the *Claw* just long enough for the fighters to destroy the hapless carrier.

Landing on the TCS *Austin*, you learned that you were the only pilot to encounter these "stealth" fighters. Furthermore, your flight recorder disk mysteriously disappeared right after you landed. Brought before a general court martial, you were charged with treason, and your claims about stealth fighters were ignored.

A lack of evidence led to the treason charges being reduced to mere negligence, but you incurred the wrath of certain flag officers, Admiral

Tolwyn among them. Your career appeared to be over.

But you're still a pilot in the Terran Confederation Navy and in *Wing Commander II*, your goal is to defeat the Kilrathi enemy. Each mission you fly (and your success or failure in each mission) affects the Confederation's chances for ultimate victory. *Wing Commander II* presents one campaign in the on-going war. Additional *Special Operations* add-on modules (sold separately) will be available to continue the story.

## STARTING THE GAME

The first thing you see when you begin play is the *Wing Commander II* logo sequence, followed by the main menu. Here you are asked if you want to "Start New Game" or "Resume Current Game."

If you are a first-time player (or you want to start the game again from the beginning), select "Start New Game." If you have already played *Wing Commander II* and wish to pick up where you left off, choose "Resume Current Game."

To make the choice, use your joystick, mouse, arrow keys or numeric keypad to move the pointer until it is over the option you want. The pointer changes into a cross. When the cross is over the option you want, press joystick button #1, the left mouse button or (ENTER).

*Start New Game.* If you choose "Start New Game," you may see a screen asking you which campaign you wish to play. This screen will only appear if you have installed one or more of ORIGIN's optional *Special Operations* disks (sold separately). Move the pointer to the campaign you wish to play and press button #1, the left mouse button or (ENTER). If you have no *Special Operations* disks, there is only one campaign you can play—the main *Wing Commander II* story line.

Once you have selected a campaign, the introduction begins, bringing you up to date on events in the *Wing Commander* universe. When this is over, the Terran Confederation Navy

Personnel Database computer appears on the screen. Follow the prompts, choosing "(T)ransfer an existing personnel file" or "(C)reate a new personnel file."

*Transferring Characters.* If you choose to transfer a character from another *Wing Commander* game, you will be asked the drive and pathname where that game exists. For example, if the original *Wing Commander* is installed in the C:\WING directory, you would type C:\WING when requested. Once the program has found your saved-game files from the other game, it will present you with a list of the characters you may transfer over. If the character you want to transfer is missing, that's because only certain characters are valid candidates for transfer—only characters from the final series of *Wing Commander,* or *Secret Missions 1* or *2* may be transferred to *Wing Commander II.*

Once the list of transferrable characters appears, highlight the one you want (using the joystick, mouse or arrow keys) and press button #1 or (ENTER) to make your selection. You'll be asked to type in your first name. The other statistics—last name, callsign, total sorties, total kills—are read from the old saved-game file.

*Creating a New Character.* If you choose to create a new character, you will be asked for your first and last names and your character's callsign. Each may be no more than 12 letters long. Be careful when entering these—once you press (ENTER) after typing a name, you can't go back to edit it. To change a name, you must create another new character.

After this information has been entered, move the pointer off the on-screen computer and press button #1 to continue.

*Resume Current Game.* If you choose "Resume Current Game" on the main menu, you bypass the on-screen computer and go directly to the barracks or ready room (see **Non-Flying Interactive Scenes**, next column, for details).

*Note:* In *Wing Commander II* you never *have* to save your game. It is saved automatically as you play. Once you've played the game for a while, choosing "Resume Current Game" places you back at the barracks, just after the last animated sequence you saw (if you ended your previous play session after watching one), or just before a combat mission (if you stopped playing during a mission).

However, a *Wing Commander II* campaign can unfold in a variety of ways, and it is often helpful to save multiple game positions. You will probably want to save your game manually from time to time. For information about saving games, see **Computer Console,** page 8.

# THE INTERFACE BETWEEN MISSIONS

Between missions, you select game functions by using a joystick, a mouse or arrow keys to move a pointer around the on-screen picture. As you move the pointer, it changes shape and color to indicate whether a game function is available in a particular location.

An *arrow* means that no game function is assigned to the area under the pointer.

A *cross* means a function is assigned to the area under the pointer. (The specific function assigned to an area is indicated in text appearing at the bottom of the screen.) To select a function, press joystick button #1, the left mouse button or the (ENTER) key.

*Note:* If you use the keyboard, pressing the shift key while you press an arrow key doubles the speed of the pointer as it moves across the screen. To increase the pointer speed for an entire play session, press the + (plus) key *on the numeric keypad* until the pointer moves at an acceptable speed. To slow the tracking speed, press the - (minus) key *on the keypad* until the pointer slows to an appropriate speed.

If you ever make a mistake or change your mind, pressing (ESC) cancels most actions and returns you to the previous menu.

## Non-Flying Interactive Scenes

At various points during the game, you are shown a room in which you can save your game and perform other activities: either the barracks or a pilot ready room, depending on your position in the plot. Each activity available in these rooms is keyed to a part of the scene. Moving the pointer onto a section of the screen reveals its function (described by text at the bottom of the screen). Move the pointer over an area and select its function as described above. The active areas are:

### Hangar Door
Select this door for your next flight mission briefing. If this door is closed, there are still some animated scenes to see before the next mission; selecting the closed door means you may miss part of the story. When the door is open, the story is complete (for now), and you should go ahead and click on the open door to fly the mission.

### Barracks Door
Select this door to watch the cinematic scenes leading up to the next mission. These scenes update the story, telling you when you have done well and when the Kilrathi have gained the upper hand. If this door is closed, you have already seen all the scenes; selecting the closed door will replay those scenes. When the door is open, there is more story to be seen, and you should click on the open door to watch it. Press (SPACE) repeatedly to speed through the animated scenes. Press (ESC) to return immediately to the barracks or ready room. ((SPACE) and (ESC)

are disabled when speech is enabled.)

**Airlock Door**

Select this door to exit *Wing Commander II* and return to DOS.

**Computer Console**

This lets you save a game, load a game or delete a character. It's the only place you can manually save your game. Saving games manually allows you to keep multiple characters or pick up the game at a point of your own choosing.

Selecting the computer console displays a close-up of the computer, with a menu on the screen. The menu allows you to (S)ave or (L)oad a game or (D)elete a previously saved game. Move the pointer to the option you want, or hit S, L or D. (To leave this screen at any time, press (ESC) or select the on-screen computer's ON/OFF button.) Once you choose Save, Load or Delete, you are presented with a numbered list of saved-game slots. All of these are empty (indicated by rows of dots) when you begin play.

*To save a game.* Saving a game puts a copy of your current game into the slot you select, over-writing any saved game that was in the slot previously. Go to the list of saved game slots, as explained above. Move the pointer to an empty row of dots, or a game position you don't mind losing, and select that slot. (You can also select a slot from the keyboard by pressing the number corresponding to the one you want.) When prompted, type any comments you have about this saved game—enter anything you want, up to 32 characters long. Press (ENTER) to return to the on-screen computer. Press (ESC) to return to the game.

*To load a saved game.* Loading a saved game restores the game to the exact state it was in when you created that saved game. To load a game, go to the list of saved game slots and move the pointer to the slot containing the saved game position you wish to resume. Press joystick button #1, the left mouse button or (ENTER) to select that saved game. Press (ENTER) to return to the on-screen computer. Press (ESC) to return to the game.

*To delete a saved game.* Deleting a slot clears out the saved-game data that was in that slot. To delete a game, go to the list of saved game slots and move the pointer to the slot containing the saved game position you wish to delete. Press joystick button #1, the left mouse button or (ENTER) to select that saved game. Press (ENTER) to return to the on-screen computer. Press (ESC) to return to the game.

*Note:* When you create a new character or load a saved game, your new choice replaces what was your "current game" the last time you played. If you think you might want to return to your current game position, save it before creating a new character or restoring an earlier saved game.

## Mission Briefings

Immediately prior to every mission, you will be briefed about your objectives and available resources on that mission. You may get information during an organized briefing, or when your character discusses a mission with others prior to takeoff, or even when you're already in space.

However you find out about the mission, you will usually learn about your objective, your navigation route and your wingman assignment (though some missions are flown solo).

*Tactical Tip: Don't bother writing down the details of your navigation route—this information is automatically loaded into your ship's computer.*

# *In the Cockpit*

During a *Wing Commander II* campaign, you will fly several types of ships. Though each cockpit has a slightly different arrangement, they all have basically the same screens and provide basically the same information. A picture of each cockpit is provided to allow easy identification of controls and gauges.

## Viewscreen

The viewscreen provides a clear view of space directly ahead of you. A green circle with crosshairs shows where your ship's guns are aimed. Brackets indicate the position of a ship you currently have targeted. Hostile ships have red brackets, friendlies have blue brackets. When other vessels communicate with you, white brackets appear around them. When a target is locked (see **Targeting System**, page 10), the brackets turn into a solid box.

## Radar Display

The circular screen in every cockpit is a radar display. This display, divided into six sections, shows how far you have to rotate to bring a target into your front viewscreen. Radar contacts are displayed as dots. A dot in the outermost ring represents an enemy behind you; the center circle shows the position of enemies ahead of you; and the four middle sections represent enemy positions alongside, above or below you.

The color of each dot indicates what it is: red is for an enemy fighter, blue for a friendly fighter, orange for an enemy capital ship, gray for a friendly capital ship, white for your carrier or

Above
Ahead
Right

Left    Behind    Below
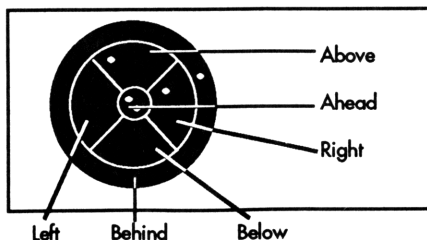
home base and yellow for a distress beacon (an ejected pilot or a data capsule) or an enemy missile targeted on you. In VGA graphics mode, the shade of the dot indicates its range: the brighter the dot, the closer it is.

*Tactical Tip: To head toward a target, select the dot on the radar display that represents that target. Maneuver your ship until that dot is centered in the inner-most circle of the display. A dot centered in the radar display represents a ship directly ahead of you in your viewscreen.*



Current Speed — Radar — Eject — Autopilot Light — Set Speed — Lock — Left VDU — Shields & Armor — Blaster Indicator — Fuel — Right VDU

## Left VDU (Video Display Unit)

On the left VDU is a profile of your fighter, showing its current status. This display has two modes, for weapons and for other components.

Pressing W or G brings up the weapons display. The text at the top of this display tells you what guns and weapon systems are currently active; the graphics below show where the weapons are located and how many remain undamaged. Repeatedly pressing W cycles through the available weapon systems (blasters, missiles, torpedoes and/or chaff pods); G (for "guns") cycles through the available combinations of blasters. A fighter's blasters can include laser cannon, mass driver cannon, neutron guns and particle cannon. For maximum firepower (and power consumption) the "Full Guns" option fires all of a ship's blasters at once.

For more about blasters and weapon systems, see **Weapons**, page 12.

Repeatedly pressing D cycles you through screens displaying damage your ship has taken. Most undamaged systems appear in green. Damaged systems are in red, with a description of the system.

*Note:* The first ship you fly, the *Ferret*, is a primitive patrol fighter and has no left VDU. On this fighter, the W, G and D keys have no effect.

## Right VDU

The right VDU displays the Targeting screen, the Navigation screen and the Communications screen.

### Targeting Screen

Press the T key to display the Targeting screen. This screen gives the status of the ship you are currently targeting and appears automatically when you fire your ship's guns.

### Navigation Screen

Press the N key to display Navigation information and to see how far it is to the next Nav point.
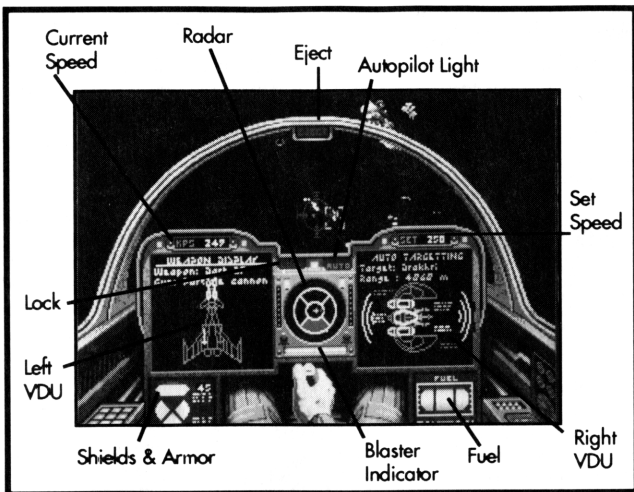
### Communication Screen

Press the C key to bring up the Communication screen, showing both your communications options and, on computer systems with enough expanded memory, incoming video from other ships when they communicate with you.

*Note.* The Ferret's one VDU, in the center, is considered the "right" VDU.

For more about the right VDU functions, see **In-Flight Systems**, beginning on page 10.

## Armor and Shields Indicator

Bars on this screen indicate the status of your ship's armor and shields. These bars diminish as armor and shields take damage. Shields gradually regenerate unless the shield generator is destroyed. Once damage gets through a shield, armor begins taking damage. Armor doesn't regenerate.

## Fuel Indicator

This bar shows how much fuel you have. It becomes shorter as you use up fuel. Afterburners boost speed dramatically, but expend fuel at a ferocious rate, so use them sparingly. If you run out of fuel, you will coast on reserves, unable to use afterburners until you return to base.

## Speed Indicator

There are two speed gauges. "Set Speed" shows the speed your fighter tries to maintain on its own (like a car's cruise control). "KPS" shows your ship's current speed, in kilometers/second.

To increase your speed, press the + (plus) key. To decrease it, press the - (minus) key.

For a sudden burst of speed, press the (TAB) key or double click joystick button #2/right mouse button to momentarily ignite your afterburners. The longer you press, the longer the they remain lit.

*Tactical Tip: The safest speed for negotiating asteroid fields is 250 kps.*

## Blaster Indicator

This gauge shows the power level of your ship's gun capacitors. Frequent use of guns runs down your power. When you run out of power, your guns stop firing until the capacitors have at least partially recharged. Guns recover power gradually. (Recovery is slowed if your shields are also regenerating.)

## Eject Warning

This light flashes if your ship has sustained significant damage. When the eject warning starts flashing, you must decide how serious the situation is and whether to eject or not. If you decide to eject, press (CTRL) -E. When you eject, you are offered two options: "Replay Mission" and "Continue Story." Selecting Replay Mission sends you back to a point just after you launched so you can try the mission again. Selecting Continue Story sends you to a debriefing (during which you may be chewed out by your superior officer for costing the Confederation a starfighter), but you will live to fight another day.

*Tactical Tip: In certain circumstances, such as when you and your carrier are deep behind enemy lines, enemy activity makes it impossible to recover ejected pilots. In those cases, ejecting will prove fatal! You will be warned during the mission briefing if it will be too dangerous to eject during the upcoming mission.*

# In-Flight Systems
## Targeting System

When the Targeting screen is up (accomplished by pressing the T key), it displays a profile of the ship you have targeted, along with any damage the target may have sustained.

When the targeting feature is activated, an enemy ship in your view screen will be automatically targeted. Brackets appear around the enemy ship. You can only target one ship at a time. Normally, you lose the lock on a target you are no longer facing. If you want to keep a target locked even when you are not facing it, press L to lock onto a target when that target is on the screen. A locked target is indicated by a solid box, rather than the open brackets.

You must have your current target locked to use the I.T.T.S. or fire a torpedo. (See **Improved Target Tracking System**, page 13, or **Torpedoes**, page 12, as appropriate for more information.)

*Tactical Tip: If you've just dispatched an enemy in the midst of a crowded dogfight, and you don't want to divert your attention from the viewscreen to look at the radar, just set your fighter into a spin or tight turn. Out of the corner of your eye, you can see whenever the right VDU switches from its neutral status to the Targeting screen. Even if the next target is so far ahead of you that you can't see*

the targeting brackets, or it is just out of sight (left, right, up or down from where you are currently looking), the Targeting screen will come up and you'll know you are facing an enemy.

## Navigation System

When you press the N key to enter Navigation Mode, the Nav screen shows your currently selected Nav point and the distance you must travel to reach that objective. Pressing N a second time brings up the full-screen Navigation map, so that you can give it a good look. While you view the Nav map, game time is suspended—you can study the mission in as much detail as you want, for as long as you want.

Each mission you fly consists of several objectives at different Nav points. Using the keyboard, joystick or mouse, you can move the pointer to any Nav point in your current mission. When you point at something, it will be highlighted, and notes about it appear on the right side of the Nav map. You can also scroll through the Nav points (and the information about them) by repeatedly pressing N. Pressing (ENTER) exits you from Navigation Mode and returns you to the cockpit screen.

The last Nav point you highlighted becomes your new destination. Also, when you reach a Nav point, the navigation computer intelligently (and automatically) selects the next assigned Nav point for you. You can either fly there manually or activate the autopilot and let it take you to your next objective (see **Autopiloting System**, below).

*Tactical Tip: The Nav map is drawn in only two dimensions, so it is possible for your ship to appear to be right on a Nav point while your ship's systems indicate that you are thousands of kilometers away from your objective. This simply means that you are "above" or "below" the Nav point.*

## Autopiloting System

When you activate Navigation Mode, a white cross appears on your radar display and in your heads-up display. Both crosses represent the location of the current selected Nav point relative to your starfighter. To reach your selected Nav point, maneuver your ship until these crosshairs are centered in their respective displays. (Centering one centers the other automatically.) Keep the crosshairs centered and you will eventually reach your destination.

In practice, you will want to shorten the trip by activating the autopilot. If there are no hazards (enemy ships, asteroids or mines) in the area, the autopilot light (marked "auto") goes on. Press A to elect autopilot. Your ship, wingman and any escorted ships form up and proceed to the Nav point automatically as a group.

Autopilot automatically disengages a few thousand meters from your destination. It also disengages when you encounter enemy vessels or hazards (asteroids, etc.), allowing you to deal with them.

## Communications System

Press the C key to activate the Communication screen. This presents you with a numbered list of potential recipients for your message.

Select a receiver by pressing the corresponding number key, and a second numbered menu appears listing the messages you can send to that person. To send the message, press the appropriate number key.

The communications system checks your current situation and determines who you can communicate with and what messages you can send. If there is only one pilot who can receive your communication, no menu is presented and the message goes to the sole eligible recipient.

When other pilots send a message to you, a white box appears around their ship in your viewscreen. Their messages appear at the top of the screen, unless you have a digitized sound board supported by *Wing Commander II* and have installed the optional *Speech Accessory Pack* (sold separately). In that case, you will actually be able to hear their radio messages directly.

To exit Communications, press the C key or (ESC) .

*Tactical Tip: The most frequently used messages can be sent instantly , without entering Communications mode, simply by pressing the (Alt) key and a single letter key simultaneously. These Alt key combinations are listed below.*

### Wingman Orders

Wingmen sometimes disobey, but you can give them the following orders:

- *Break and Attack* ( (Alt) -B). A command to leave formation and engage enemy fighters within 12,000 meters. Your wingman will not attack a capital ship until you do. (See "Attack My Target" command, below.)

- *Keep Formation* ( (Alt) - F). Denies a wingman's request to break and attack on his own initiative. This only applies to a wingman who is currently in formation.

- *Form on My Wing* (also (Alt) - F ). Tells your wingman to return to formation and follow your vessel. This only applies to a wingman who has broken formation, either to attack or to return to base.

- *Return to Base* (no Alt key combination). A command instructing your wingman to immediately head for home. If this order is obeyed, your wingman won't be available to help you for the duration of this mission.
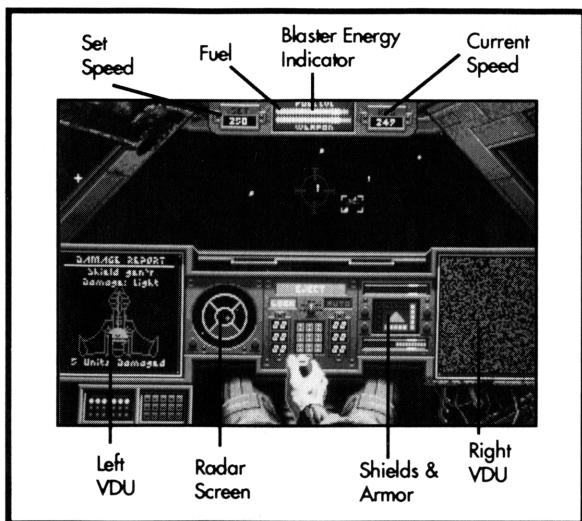
- *Help Me Out Here* ( (Alt) - H ). A command to your wingman to engage the enemy attacking you.

- *Attack My Target* ( (Alt) -A). A command telling your wingman to engage the enemy you have currently targeted. This is the only way your wingman will attack an enemy capital ship, but remember that certain capital ships can only be attacked with torpedoes—if your wingman won't be able to harm a target, he'll refuse this command.

- *Keep Radio Silence* (no Alt key combination). A command telling your wingman to send no messages until you send a "Broadcast Freely" message.

- *Broadcast Freely* (no Alt key combination). Allows your wingman to talk to you. This negates "Keep Radio Silence."

- *Damage Report* ( (Alt) -D). If possible, your wingman broadcasts to you a damage display of his ship, which appears in the right VDU. This display remains on and is constantly updated until you press T or N, at which point the link is broken.

### Taunting the Enemy

When you have an enemy ship targeted, you can activate Communications to bring up a menu of taunts. Select one of these and your insult is sent to the target. You can send a random taunt by pressing (Alt) - T .

*Tactical Tip: Taunts sometimes attract enemy ships to you, drawing fire away from a ship you are protecting, or perhaps saving a wingman whose ship has been damaged.*

Set Speed — Fuel — Blaster Energy Indicator — Current Speed

Left VDU — Radar Screen — Shields & Armor — Right VDU

# Weapons

Depending upon which ship you're flying, you may have blasters, chaff pods, missiles and/or torpedoes available to you. In larger ships, like the *Broadsword* and the *Sabre*, you can switch from the front viewscreen to turrets positioned at the sides and rear of the ship. Each weapon type serves a different purpose and is used in a somewhat different manner than the others.

### Blasters

These are the basic spacecraft weapons. To fire your blasters, line the target up in the green crosshairs on your viewscreen and press joystick button #1, the left mouse button or (SPACE).

### Chaff Pods

To use a chaff pod, press W until the pod is selected. Then press (ENTER) or both fire buttons to drop the pod, as if it were a missile. The pod falls behind your ship, and all enemy missiles targeted on your ship fly toward the chaff pod instead of toward you.

*Tactical Tip: Be sure to drop the pod at the last possible instant and kick in your afterburners. Don't wait too long, or you'll be in the missile's blast radius anyway. Use chaff near the beginning of a large dogfight, when there are several missiles targeted on you—it works on every enemy missile at once! When there's just one missile coming in, you're usually better off dodging, or just taking the hit, than using up one of your precious chaff pods.*

### Missiles

There are four missile types—Dumb Fire, Heat-Seeking, Image Recognition and Friend or Foe. Press W until the missile you want is selected. Then fire by pressing both joystick or mouse buttons simultaneously or by pressing (ENTER) on the keyboard.

- With the *Dumb Fire* missile, you line up a target by eye, then fire.

- The *Heat-Seeking* missile automatically locks on a target when you're on his tail. When lock is possible, a red circle (the lock indicator) appears on your viewscreen. Maneuver until this is positioned on your target. When the lock indicator blinks and the words "Missile Locked" appear in the right VDU screen, fire the missile.

- The *Image Recognition* missile automatically locks on a target when you've held it in the viewscreen for a few seconds. Wait until the red, circular lock indicator blinks, then fire.

- The *Friend or Foe* missile automatically targets the nearest enemy ship. When launched, it seeks out the closest enemy (or the nearest ship with a damaged communication system!).

### Torpedoes

Capital ships are equipped with special shields that are invulnerable to the weapons fighters normally carry. Special missiles called *torpedoes* are necessary to penetrate these shields.

To fire a torpedo, press W until the torpedo is selected. Then press L to lock the target ship. If the target is a valid torpedo target, the lock indicator will slowly move toward the target. From this point onward, until you complete the lock, you must not maneuver your ship too quickly. There's a little leeway, but you must fly mostly straight toward the target—any significant deviation will break the lock, forcing you to start all over again. (For this reason, only turret-equipped ships, the *Sabre* and *Broadsword*, carry torpedoes, even though any of the other fighters could theoretically handle the missiles.)

When the lock is complete, the red targeting crosshairs begin to flash. At that point, press (ENTER) (or both joystick- or mouse-buttons) to launch the torpedo. A single torpedo will generally kill a freighter or corvette, unless the target's flak cannon shoot down the incoming missile. It takes one or two torpedoes to get through the armor on the larger capital ships, followed by another torpedo or two into the now-unprotected side to finish the ship off.

*Tactical Tip: Once you start the torpedo run, reduce your set speed and switch to the turrets. Your autopilot will keep a straight course and will automatically launch the torpedo the instant the lock is complete. If there is any enemy fighter cover, your only defense during the torpedo run will be your turrets.*

## Turrets ( Broadsword, Sabre)

Two of the ships you fly, the *Broadsword* and the *Sabre*, have multiple guns. In addition to the standard complement of front-firing weapons, the *Sabre* has a turret in the back, and the *Broadsword* has three turrets (one to the rear, one to the left and one to the right).

To access a turret, use the view keys (F2–F4):

F2) Switches you to the *Broadsword's* left turret
F3) Switches you to the *Broadsword's* right turret
F4) Switches you to the *Broadsword* or *Sabre's* rear turret

From the turret, you can fire turret-mounted blasters and use the tractor beam.

### Blasters

When you switch to a turret, your ship goes on autopilot—flying straight as possible while attempting to avoid ships and other obstacles. The joystick (or mouse or keyboard) now controls the horizontal and vertical movement of the turret. White tick marks on the turret's radar screen indicate the limits of turret movement. When a white line is centered in the radar screen, you have rotated the turret as far as it will go in a given direction.

As in the front viewscreen, crosshairs appear in the middle of the turret screen. Center your target in the crosshairs and press joystick button #1, the left mouse button or (SPACE) to fire. As you fire, your blaster indicator shows the power level of

your ship's gun capacitors. When you run out of power, your guns stop firing until the capacitors have at least partially recharged.

## Tractor Beam

In addition to standard turret-mounted weapons, the rear turret in the *Broadsword* and *Sabre* is equipped with a new device—a tractor beam.

Access the rear turret as described above and press the G key to change from your active weapon to the tractor beam. Line the target up in the crosshairs and press the fire button. As long as you keep the target centered in the crosshairs, it will be pulled closer and closer to your ship. If the target moves too far from the center, it is lost and the beam shuts off.

Once the item has been pulled close enough to the ship, an animated sequence is triggered, showing the retrieval of the item. You then return automatically to the front viewscreen and control of the ship returns to you.

## Other Functions

### Alternate Camera Views

You start each mission with a view from inside your ship's cockpit. From the front viewscreen, you can use the function keys (F1-F9) to view the action from a variety of angles:

- F1 *(Cockpit View)*. Returns you to the forward view from any other view.

- F2 *(Left)*, F3 *(Right)*, F4 *(Rear)*. These views allow you to look out the left and right sides of your ship as well as out the rear. Good for tracking your wingman and spotting enemy ships during dogfights.

- F5 *(Chase Plane View)*. Puts the camera directly behind your ship. Hold F5 down to cycle between following your ship closely and hanging back a little. This is a good view for flying through asteroid fields.

- F6 *(Battle View)*. Displays a long-distance view of an entire battle.

- F7 *(Tactical View)*. Always keeps you and the ship you have targeted (or the most significant threat) in view.

- F8 *(Missile Camera View)*. Gives you a missile's eye view of the action. Select this option and the camera tracks the next missile you fire to its target.

- F9 *(Tailing View)*. Positions the camera behind any ship in the area. Press F9 repeatedly to change ships.

### Improved Target Tracking System

The Improved Target Tracking System (I.T.T.S.) is a feature available in the most advanced fighters, such as the *Epee* and *Sabre*. This advanced targeting system calculates the amount you must lead your target in order to maximize the chance of a hit.
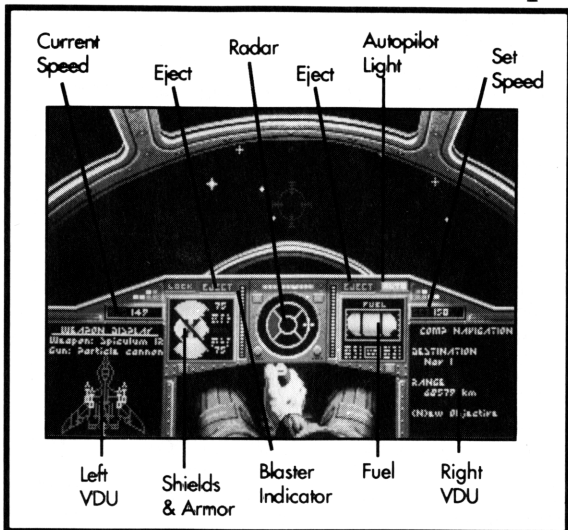
When you lock onto a target while flying an I.T.T.S.-equipped ship, a special red cross appears on the screen. Keep this cross inside your main crosshairs and you will be virtually guaranteed to hit the target, unless the target is particularly quick and evasive.

### Jumping Out

A hyperspace jump is the quickest way to travel from one part of the universe to another. Of the ships you fly, only the *Broadsword* bomber is capable of making such a jump. Press J at a jump point and your *Broadsword* jumps to another jump point. This works *only* at a jump point and the destination of each jump point is predetermined; your briefing officer will tell you whether jump points are available and your Nav map shows you where they are.

### Pause

If the action gets too hot or the outside world intrudes, press P to pause the game. Press any key or button to resume play.

### Replay

Press R any time you're in the cockpit of your ship to watch the Instant Replay. Replay records everything automatically, from the time you begin a dogfight until you leave the area or press R. You can only watch a replay once. Action stops while you watch. Once you've seen the sequence, the "gun camera" resets and you return to the game. Pressing R again only replays what took place since the end of the last replay sequence. You cannot save replay sequences.

If you want to end a replay sequence and return to the cockpit, hit (ESC).

Depending upon when you activate it, this replays all of your actions since:

1) the beginning of the mission;
2) the last time you came out of autopilot;
3) or the last time you watched the Replay.

While in Replay mode, the current mission freezes. The default Replay view is the Chase Plane View (F5), but you can switch to most of the other camera views during a Replay. However, the Missile Camera View (F8) is disabled.

*Note:* Instant Replay requires expanded memory and is not available on systems that lack the appropriate software and/or hardware. See **Memory Usage** (page 5) for more details.

## Dying

If you die in the course of a mission, you are given two options: "Replay Mission" and "Continue Script." Replay Mission sends you back to the moment just after you launched, allowing you to try the mission again. Continue Script allows you to watch your character's funeral. The game then begins again, allowing you to start from scratch or load a saved game.

## Landing

If you complete your mission successfully, head back to base. At the base, target the ship upon which you want to land *(don't fire!)* and use the Communications system to signal the ship's traffic control officer to "Request Landing."

Often, if you follow your mission plan, the mission will end automatically at this point and you don't have to worry about coming in for a landing—the carrier's automatic landing system handles that for you. At other times, particularly when there are enemy ships present or you're trying to abort your mission, go through the following procedure to land:

After you request landing, the carrier's traffic control officer decides whether you will be allowed to land. To land, the space around the carrier must be free of enemy ships and one of the following must be true:

1) you have traveled to any Nav point;
2) you have achieved any mission objective;
3) you have killed at least one enemy ship; or
4) you have taken a large amount of damage.

If you are cleared to land, you must pilot your ship in close to your destination. Once you're close enough, the carrier's automatic landing system takes over, ending your mission.

If your landing request was denied, check to see if any enemy ships are around. If so, you must destroy them before landing. If not, you haven't fulfilled any of the above conditions and must continue the mission until you fulfill at least one.

Landing, whether automatic or upon request, takes you back to the hangar, where you can see any damage your ship has sustained. From the hangar, you go to a debriefing. This may be quite formal, with staff officers present, or informal, possibly during a casual conversation with another character.

After the debriefing, you are placed in the barracks scene again, and you may continue the story or exit to DOS.

# TROUBLESHOOTING

*Q: Why doesn't my joystick work correctly?*

A: Owners of Gravis joysticks or older Suncom models may experience some problems. If you take a Gravis apart and clean the contacts, it should work fine. Some older Suncoms simply will not work with *WC II*. The only solution here is to purchase a newer joystick.

*Q: Why does my computer crash when I try to play WC II through Microsoft Windows (or Desqview or the DOS 5.0 Task Swapper)?*

A: "Multi-tasking environments"—*Windows, Desqview, Software Carousel,* the DOS 5.0 *Task Swapper,* etc.—often conflict in their use of memory and other system resources with *Wing Commander II.* We do not recommend playing *Wing Commander II* under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system *will* crash if you try to suspend *WC II* to run another program. In general, we recommend that you log out of *Windows* (or similar application) and play from the DOS prompt.

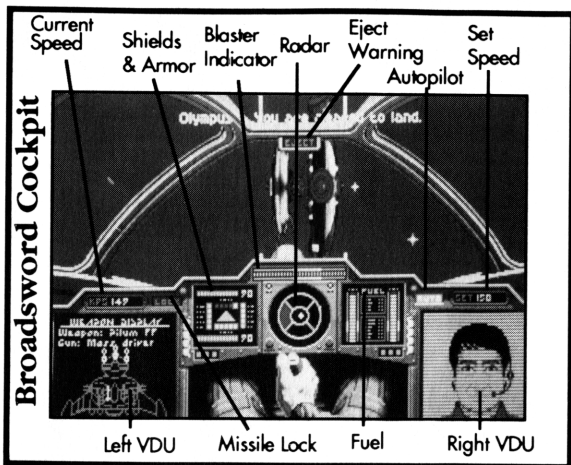*Q: Why does my computer crash when I try to play WC II while I am logged into our LAN (local area network)?*

A: LAN software often tries to take over the same system resources that *WC II* uses. Sometimes the two can coexist, but often they can't. If you have strange problems with *WC II* while your LAN drivers are loaded, try booting from a clean boot disk (see below).

*Q: When I boot the game, it says "Expanded memory not detected," but I have two megs of RAM. What gives?*

A: First, not all types of extra RAM are equal. There are two basic kinds—exTENded and exPANded. *WC II* uses *expanded* memory. If you're using a 286 without a special expanded memory board, your extended memory isn't available to *WC II*—if you want to get any use out of extended memory, you'll need to set up a disk cache. (This requires special software, such as Microsoft's *SMARTDRV*; ask your software retailer about it.)

If you're using a 386SX, a 386 or a 486, you need to configure your extended memory to act like expanded memory by using an expanded memory manager. (We recommend *QEMM386*, by Quarterdeck; ask your software retailer about it.)

If you have expanded memory but *WC II* still won't acknowledge it, most likely some other piece of software, such as a disk cache or RAM disk, may be using up all of your expanded memory. Check the CONFIG.SYS and AUTOEXEC.BAT files for such programs, and consult the documentation that came with those programs to find out how to reduce their memory consumption.



**Broadsword Cockpit**

Current Speed — Shields & Armor — Blaster Indicator — Radar — Eject Warning — Set Speed — Autopilot

Left VDU — Missile Lock — Fuel — Right VDU

**Q:** *WC II threw me out to DOS. It said I had an "Out of memory error." When I tried to re-start, it did it again.*

and

**Q:** *My copy of WC II is defective. Every time I play, it throws me to DOS with a Memory Allocation Error.*

**A:** Both are are trying to play with less than 583K free. If the game does this, use the DOS command CHKDSK and read the last line of output. It should say "XXXXXX bytes free." This is the amount of free RAM available. If this number is less than 583000 bytes, modify your AUTOEXEC.BAT and CONFIG.SYS files as explained in the **Installation Guide**.

**Q:** *The game still doesn't work after I modified my AUTOEXEC.BAT and CONFIG.SYS files.*

**A:** Call ORIGIN's Customer Service department at the phone number listed below. Be sure to copy down the information the computer provided when it dumped you.

**Q:** *My game runs slowly and occasionally locks up. I have a 386 and use the EMM386 memory manager.*

**A:** Players may have difficulty running *WC II* with EMM386 and some versions of DOS. Upgrading to DOS 5 may solve your problem.

**Q:** *The **Installation Guide** says I should make a DOS system disk. I don't know how to do this and I can't find my DOS manual.*

**A:** To make a system disk, get a blank floppy disk and insert it in your A: drive. Type your hard drive prompt (for example, C:) and then press (ENTER) . Next type FORMAT A:/S (ENTER) . This formats the disk and copies the appropriate system data to the disk. You can now use this disk to boot up your machine and play *Wing Commander II*.

If this doesn't work, insert a blank disk into your floppy drive, as above, but type

SYS (SPACE) A: after the drive prompt. When the words SYSTEM TRANSFERRED appear, type COPY COMMAND.COM (SPACE) A: and you should see 1 FILE COPIED, which indicates the disk is now a boot disk.

If either your AUTOEXEC.BAT or your CONFIG.SYS calls upon an expanded memory manager, we recommend that you copy the appropriate software to the boot disk as well. If you are running under DOS 4.01 and have a hard drive larger than 32 Mb, copy SHARE.EXE onto this disk. If you wish to use your mouse, copy your mouse driver to the disk. In any of these cases, a stripped version of your CONFIG.SYS file will be required for your computer to make proper use of the device drivers. For further information, call ORIGIN Customer Service.

To boot from a floppy, turn your computer off, insert the new boot disk in your A drive and turn the computer back on. Change to your hard drive (by typing <DRIVE LETTER>: (ENTER) ), switch to the directory containing *WC II* (by typing CD\WING2 (ENTER), if you selected the default directory) and type WC2 (ENTER) to begin play.

**Q:** *What if none of the advice above helps?*

**A:** First, type TYPE README>DOC (ENTER) at the WC2 prompt. If the information in that file doesn't help and if you've tried all of the suggestions above, contact ORIGIN Customer Service at (512) 328-0282, Monday through Friday, between 9 a.m. and 5 p.m., Central time. Please have the following information ready, if possible:

- Which version of DOS you use
- Free RAM (last line of CHKDSK info)
- Expanded Memory available
- Your mouse and mouse driver type
- Your graphics mode and sound board(s)
- Your machine type
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files
- If you use *Windows*, *Desqview* or a DOS shell

# CREDITS

*Software Engineers*  Bill Baldwin, Stephen Beeman, Charles Cafrelli, Reinaldo Castro, Richard Haley, Steve Muchow, Brent A. Thale

*Story*  Stephen Beeman, Ellen Guon

*Script*  G.P. Austin, Jeff George, Ellen Guon, Paul Arden Lidberg, Brian Martin

*Art*  Jeff Dee, Daniel Bourbonnais, Larry Dixon, Chris Douglas, Glen Johnson, Bruce Lemons, Denis Loubet, Jake Rodgers, Gary Washington, John Watson

*Technical Design Assistant*  Brian Martin

*Sound Editor*  Martin Galway

*Sound Effects Engineer*  Marc Schaefgen

*Music*  Dana Glover, The Fat Man, Dave Govett, Martin Galway, Nenad Vugrinec

*Quality Assurance Leaders*  Jeff Shelton, Kirk Winterrowd

*Quality Assurance*  Scott Shelton, Kevin Potter, Scott Hazle, Mark Vittek, Joel Manners, Ben Manners, Ben Potter

*Development Services Manager*  Sherry Cain

*Documentation*  Paul Arden Lidberg, Warren Spector

*Documentation Design & Graphics*  David Ladyman, Craig Miller, Cheryl Neeld, Deborah A. Nettingham, Warren Spector, Gary Washington

*Box Design & Graphics*  Craig Miller

*Assistant Director*  Ellen Guon

*Production Manager*  Virgil Buell

*Executive Producer*  Dallas Snell

*Producer*  Chris Roberts

*Director*  Stephen Beeman

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