



SPECIAL OPERATIONS™

1 & 2

CD-ROM CONFIGURATION GUIDE

← PLAYING SPECIAL OPERATIONS 1

NOTE: This reference guide assumes that you have a joystick. If you do not, consult the *Wing Commander II Installation/Configuration Guide* for instructions.

1. Make sure you have approximately 1 megabyte of free disk space on your hard drive. Your hard drive is used as temporary storage during game play, plus is used to save your game in progress.
2. Insert the CD-ROM disk into your CD-ROM drive. Some drives may require that you insert the disk into a CD caddy before inserting it into the drive.
3. Log onto your CD-ROM drive by typing its drive letter followed by a colon (i.e. **D:**) and press **Enter**.
4. Type **S/O1** and press **Enter**. (If you want to change the hardware configuration for *Special Operations 1*, you must run the *Wing Commander II* installation/configuration program. Please refer to Step #4 of the **Quick Install** section of the *Wing Commander II Installation/Configuration Guide* for more information.) Also note that you **must** run the *Wing Commander II* installation/configuration program before attempting to play *Special Operations*.
5. The *Special Operations 1* game should now load and the **ORIGIN FX** logo will appear. If the game does not load, check the *Wing Commander II Installation/Configuration Guide* for more information on *WC II* hardware and software requirements.
6. Following the **ORIGIN FX** sequence, you will see the *Wing Commander II: Vengeance of the Kilrathi* logo and two boxes with the choices: "Start New Game" and "Resume Current Game." If this is your first time to play *Special Operations 1*, then you are only given the "Start New Game" option.
7. From this point, you will go into the game, starting with the introduction scene.
8. After the introduction scenes, a computer terminal with the options "Create Character" and "Transfer Character" appears. If this is your first time to play *Special Operations 1*, press **C** to create a new character. Enter your first and last name and a callsign. After entering the information, you will be taken to the barracks where you can start your first mission. (See the **Transfer Program** section of this configuration guide for more information on transferring a previous *Wing Commander II* character to *Special Operations 1*.)
9. Enter your first mission in *Special Operations 1* by clicking on the open door marked "Fly Mission." From there you will see the mission briefing and then fly the first mission of the game.
10. *Special Operations 1* has a joystick calibration program that can be accessed while the player is in space, the barracks or the start-up screen. To begin calibration press **Ctrl J**. Specific instructions will appear on the screen.
 - Please refer to the *Wing Commander II Play Manual* if you have any questions concerning game play. All commands and features of *WC II* are supported by *Special Operations 1*.
11. All *Special Operations 1* game positions can be saved in the barracks only. Saving *Special Operations 1* games will not overwrite saved *Wing Commander II* games.
12. As in all of the *Wing Commander* series, the *Special Operations 1* 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 may be shortened. In a single complete play-through, you can play a maximum of nineteen combat missions.

ou can transfer a character from your *Wing Commander II* game to *Special Operations 1*, using method built into the *Special Operations 1* program.

If you have finished *Wing Commander II* and have a saved game from any mission, you can bring that character from *WC II* into *Special Operations 1*. If you have not yet finished *WC II* you can still transfer a character. However, we recommend that you complete *WC II* before beginning *Special Operations 1* in order to maximize your enjoyment of these two products, and to best follow the story line.

To transfer a character:

1. Make sure you are at the root directory of your CD drive and type `[S][O][1][Enter]` to begin *Special Operations 1*.
2. After the *ORIGIN FX* sequence, select the "Start New Game" option.
3. When the computer terminal appears, press `[T]` to transfer a character.
4. You will next be given a list of all of the saved characters from *Wing Commander II*. Choose whichever character you wish by clicking on that character.
5. Once you have chosen a character to transfer, you will see the barracks. You will be ready to continue the game with your transferred character.

☛ THE WING COMMANDER II MISSION SELECTOR PROGRAM

Special Operations 1 includes a program that will allow you to play any mission in *Wing Commander II*, but not *Special Operations 1*. *Wing Commander II* contains twelve different series of four missions each (except Series 7, which contains only three missions). Each mission is labeled A, B, C or D. You can choose series number from the *Wing Commander II* Mission Tree chart on the following page. Then tick any letter, A through D, to select a mission in that series.

To access this Mission Selector feature, type `[L][A][Y]-[W][C][2]` followed by a series number and then a mission letter, separated by spaces. This must be typed from the root directory of your CD-ROM drive. Here is an example of how to use this program:

```
[L][A][Y]-[W][C][2][Spacebar][8][Spacebar][D]
```

When you type the above and press `[Enter]`, the following appears on your screen:

```
WING COMMANDER II Mission Selector
Now loading Series 8, Mission D.
```

Then the program will automatically load *Wing Commander II*. Your game will begin at the option screen (the barracks room) directly before the mission you selected.

You can begin the mission immediately by clicking on the Briefing Room door, or save your game and then continue. Please keep in mind that winning *Wing Commander II* is based on your accomplishments throughout the entire game; if you use the Mission Selector to begin, you may not be able to win the campaign. If you begin with Mission A of any series, you will be able to play and win the remainder of the campaign.

If you receive the messages, "Sorry, that isn't a valid series number" or "Sorry, that isn't a valid mission number," you have given the program an incorrect series or mission number. Double check against the *WC II* chart to make sure that you're trying to load a correct series.

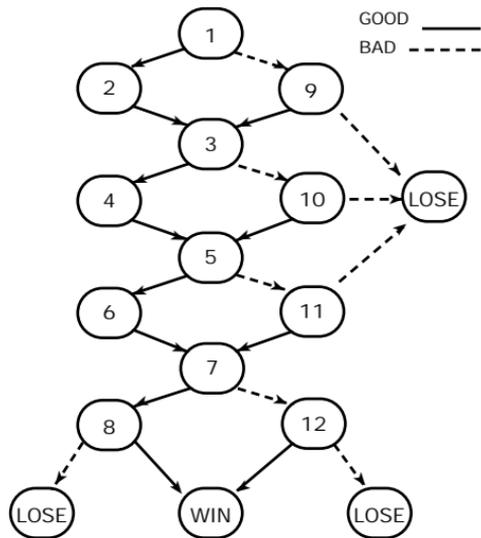
☛ THE INSULT MODIFICATION PROGRAM

Special Operations 1 also includes a program that will allow you to modify the insults with which your character can taunt enemy pilots. You must be in the root directory of your CD-ROM drive to access the insult program. To load the insult program, type `[I][N][S][U][L][T]` and press `[Enter]`. You can then choose to type new insults or restore old insults. Press `[1]` to restore the original *Wing Commander II* insults. Press `[2]` to

type new insults. Press `[H]` for the help screen. After you press `[2]`, press the number of the insult you wish to change. Then type your new insults and press `[Enter]`. The program will automatically make a backup copy of your old insult text file. (The fourth insult appears irregularly, only as a response to enemy taunts.)

Series/ Mission	Wingmen	Ship Type
.....	Shadow.....	Ferret
.....	nobody.....	Ferret/B.S.
.....	Hobbes.....	Rapier
.....	Doomsday.....	Broadsword
.....	Spirit.....	Epee/Sabre
.....	Stingray.....	Rapier
.....	Angel.....	Broadsword
.....	Jazz.....	Sabre
.....	nobody.....	Ferret/B.S.
.....	Doomsday.....	Broadsword
.....	Stingray.....	Rapier
.....	Jazz.....	Sabre

Gwynedd	7	Enigma
Niven	8	K'tithrak Mang
Ghorah Khar	9	Ghorah Khar
Novaya Kiev	10	Novaya Kiev
Heaven's Gate	11	Tesla
Tesla	12	Gwynedd



PLAYING SPECIAL OPERATIONS 2

ote: This reference guide assumes that you ave a joystick. If you do not, consult the *Wing ommander II Reference Card* for instructions.

1. Make sure you have approximately 1 megabyte of free disk space on your hard drive. Your hard drive is used as temporary storage during game play, plus is used to save your game in progress.
2. Insert the CD-ROM disk into your CD-ROM drive. Some drives may require that you insert the disk into a CD caddy before inserting it into the drive.
3. Log onto your CD-ROM drive by typing its drive letter followed by a colon (i.e. D:) and press **Enter**.
4. Type **SO2** and press **Enter**. (If you want to change the hardware configuration for *Special Operations 2*, you must run the *Wing Commander II* installation/configuration program. Please refer to Step #4 of the **Quick Install** section of the *Wing Commander II Installation/Configuration Guide* for more information.) Also note that you **must** run the *Wing Commander II* installation/configuration program before attempting to play *Special Operations 2*.
5. The *Special Operations 2* game should now load and the *ORIGIN FX* logo will appear. If the game does not load, check the *Wing Commander II Installation/Configuration Guide* for more information on *WC II* hardware and software requirements.

6. Following the *ORIGIN FX* sequence, you will see the *Wing Commander II: Vengeance of the Kilrathi* logo and two boxes with the choices: "Start New Game" and "Resume Current Game." If this is your first time to play *Special Operations 2*, then you are only given the "Start New Game" option.
7. From this point, you will go into the game, starting with the introduction scene.
8. After the introduction scenes, a computer terminal with the options "Create Character" and "Transfer Character" appears. If this is your first time to play *Special Operations 2*, press **C** to create a new character. Enter your first and last name and a callsign. After entering the information, you will be taken to the barracks where you can start your first mission. (See the **Transfer Program** section of this configuration guide for more information on transferring a previous *Wing Commander II* character to *Special Operations 2*.)

Note: Sorry, it is not possible to transfer an existing character from *Wing Commander I*.

9. Enter your beginning mission in *Special Operations 2* by clicking on the open door marked "Fly Mission." From there you will see the mission briefing and then fly the first mission of the game.
10. *Special Operations 2* has a joystick calibration program that can be accessed while the player is in space, the barracks or the

Ctrl **J**. Specific instructions will appear on the screen.

1. Please refer to the *Wing Commander II Play Manual* if you have any questions concerning game play. All commands and features of *WC II* are supported by *Special Operations 2*.
12. All *Special Operations 2* game positions can be saved in the barracks only. Saving *Special Operations 2* games will not

Special Operations 1 games.

13. As in all of the *Wing Commander* series, the *Special Operations 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 may be shortened. In a single, complete play-through, you can play a maximum of twenty combat missions.

TRANSFER PROGRAM

You can transfer a character from your *Special Operations 1* (or *Wing Commander II*) game to *Special Operations 2*, using a method built into the *Special Operations 2* program.

If you have finished *Wing Commander II* and have a saved game from any mission, you can bring that character from *WC II* into *Special Operations 2*. If you have not yet finished *WC II* you can still transfer a character. However, we recommend that you play *WC II* and *Special Operations 1* before beginning *Special Operations 2* in order to maximize your enjoyment of these products, and to best follow the story line.

To Transfer a Character:

1. Make sure you are at the root directory of your CD drive and type **S****O****2****Enter** to begin *Special Operations 2*.
2. After the *ORIGIN FX* sequence, select the "Start New Game" option.
3. When the computer terminal appears, press **T** to transfer a character.
4. Next you will be given a list of all of the saved characters from *Wing Commander II*. Choose whichever character you wish by clicking on that character.
5. Once you have selected a character to transfer, you will return to the barracks. Continue the game with your transferred character.

SPECIAL OPERATIONS 1 AND 2 MISSION SELECTOR PROGRAM

Special Operations 2 includes a program that will allow you to play any mission in *Special Operations 1* or in *Special Operations 2*.

Both *Special Operations 1* and *2* contain five different series of four missions each. Each mission is labeled A, B, C or D. You can choose series number from the mission charts on the following page. Then pick any letter, A through D, to select a mission in that series.

To access the *Special Operations 1* Mission Selector feature, type **PLAY-SO1** followed by a series number and then a mission letter, separated by spaces. This must be typed from the root directory of your CD-ROM drive. Here an example of how to use this program:

PLAY-SO1 **Spacebar** **4** **Spacebar** **D**
You type the above and press **Enter**, the following appears on your screen:

```
SPECIAL OPERATIONS 1 Mission Selector
Now loading Series 4, Mission D.
When the program will automatically load
Special Operations 1. Your game will begin at the
Mission screen (the barracks room) directly
before the mission you selected.
```

You can begin the mission immediately by clicking on the Briefing Room door, or save your game and then continue.

Follow the same procedure to fly any *Special Operations 2* mission. (Type **PLAY-SO2**, rather than **PLAY-SO1**, at the appropriate point.)

Please keep in mind that winning *Special Operations 1* or *2* is based on your accomplishments throughout the entire game; if you use the Mission Selector to begin, you may not be able to win the campaign. If you begin with Mission A of any series, you will be able to play and win the remainder of the campaign.

If you receive the messages, "Sorry, that isn't a valid series number," or "Sorry, that isn't a valid mission number," you have given the program an incorrect series or mission number. Double check against the charts to make sure that you're trying to load the correct series and mission.

Special Operations 2 also includes a program that will allow you to modify the insults with which your character can taunt enemy pilots. You must be in the root directory of your CD-ROM drive to access the insult program.

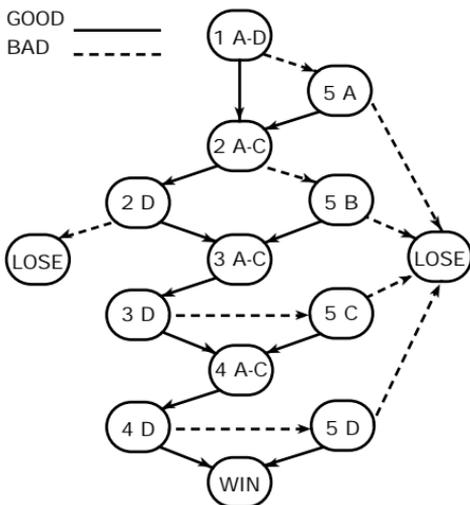
To load the insult program, type INSULT2 and press **[Enter]**.

You can then choose to type new insults or store old insults. Press **[1]** to restore the

original *Wing Commander II* insults. Press **[2]** to type new insults. Press **[H]** for the help screen. After you press **[2]**, press the number of the insult you wish to change. Then type your new insults and press **[Enter]**. The program will automatically make a backup copy of your old insult text file. (The fourth insult appears irregularly, only as a response to enemy taunts.)

← SPECIAL OPERATIONS 1 MISSION CHART AND TREE

Series/ Mission	Wingmen	Ship Type
/A-B	Stingray	Super Ferret
/C	Stingray	Sabre
/D	None	Broadsword
/A	Sky and Shelton	Epee
/B	Bear and Bodybag	Epee
/C	None	Sabre
/D	Poelma and Quinlan	Crossbow
/A	Paladin	Crossbow
/B	Clydesdale	Crossbow
/C	Hobbes, Rhino, Cafrelli and Star	Sabre
/D	None	Sabre
/A	Hobbes and Landis	Crossbow
/B	Hobbes	Crossbow
/C	None	Crossbow
/D	Hobbes, Bear and Buell	Sabre
/A	Doomsday and Zoea	Sabre
/B	Hobbes	Broadsword
/C	Hobbes, Ladyman and Marnier	Sabre
/D	Hobbes	Sabre



1 A-D	Pembroke	4 D	Ghorah Khar
2 A-C	Rigel	5 A	Pembroke
2 D	Rigel	5 B	Rigel
3 A-C	Ghorah Khar	5 C	Ghorah Khar
3 D	Ghorah Khar	5 D	Ghorah Khar
4 A-C	Ghorah Khar		

← SPECIAL OPERATIONS 2 MISSION CHART

Series/ Mission	Wingmen	Ship Type
/A	None	Rapier
/B	Stingray	Rapier
/C	Stingray	Sabre
/D	None	Sabre
/A	Maniac, Crossbones and Talon	Broadsword
/B	Stingray	Sabre
/C	Wasp	Sabre

Series/ Mission	Wingmen	Ship Type
2/D	None	Sabre
3/A	None	Broadsword
3/B-D	Maniac	Morningstar
4/A-D	Maniac	Morningstar
5/A	Kaiser	Sabre
5/B	Crossbones	Broadsword
5/C	Maniac	Morningstar
5/D	None	Morningstar

you experience any problems, please refer to our original *Wing Commander II Reference Card*. If you are unable to solve the problem yourself, call ORIGIN Customer Service at (512) 35-0440 for assistance. Hours are Mon. - Fri., 9

a.m. - 5 p.m., Central time. When calling, please have the information requested in the *WC II Reference Card*.

≡ SPECIAL OPS 1 CREDITS

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