2088: The Cryllan Mission
The Second Scenario

Addenda to the Manual

Overview

The Second Scenario opens with the same premise as the Original Scenario of The Cryllan Mission: the crew of the U.S.S. Houston is missing on the planet Crylla. The plot is entirely different from the Original Scenario, and the planet itself has been changed.

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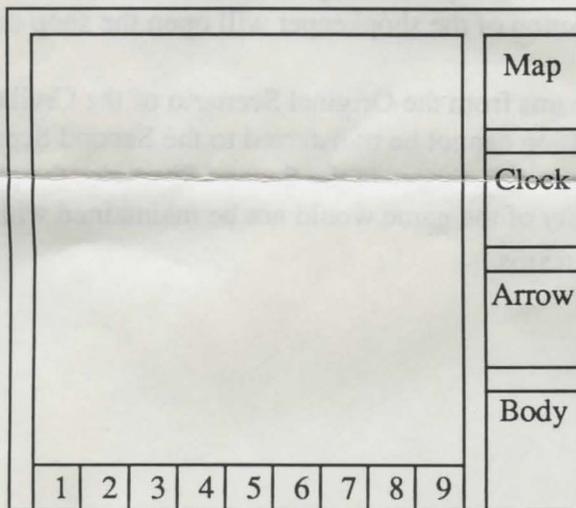
The Enhanced Viewing Window

The Viewing Window now contains various instruments and scanners along the right edge and stand-alone buttons along the bottom edge.

• The map in the upper-right corner is a scale representation of the current land the team is exploring. The team's position is indicated by a flashing white dot which appears when the team is stationary. In dungeons, a map is drawn with the team as a red dot.

• Below the map is a clock which shows the time on Crylla. Please note that the clock contains only an hour hand.

• Below the clock is a multi-functional compass. On the planet's surface, the compass points the direction to the nearest town or village. In caverns and buildings, the compass indicates the direction the team is facing. In towns or combat, the compass is not active.

• Below the compass is a body status indicator. Each person has one row of indicators. A person near full health will have all indicators orange. Every dimmed indicator reflects a 20% loss in body status. A player who has less than one-fifth of his or her body status will have one red indicator lit.

• Nine stand-alone buttons are located along the bottom edge of the Viewing Window. These buttons provide short-cuts to frequently used menu items. To activate a button, simply move the mouse pointer over the button, click and release the mouse button. Activating one of these buttons is identical to clicking a standard button in a dialog box.

Each stand-alone button's function is indicated by a colorful icon on the button's face. These buttons change, however, among four different screens:

The buttons change since the most frequently used menu items vary from screen to screen.

ON THE SURFACE	IN TOWNS
1) Heal Wounds	1) Heal Wounds
2) Restore Health	2) Restore Health
3) Attack (KILL)	3) Attack (KILL)
4) Look/Identify (eye)	4) Look/Identify (eye)
5) Stats (group)	5) Stats (group)
6) Camp	6) Stats (players)
7) Pass Turn	7) Talk
8) Terrain Scan	8) Equip Armor…
9) Lifeform Scan	9) Equip Weapons…

IN CAVERNS	IN COMBAT
1) Heal Wounds	1) Heal Wounds
2) Restore Health	2) Restore Health
3) Attack (KILL)	3) Begin Round (ZAP)
4) Dungeon Map	4) Combat Preferences (?)
5) Pass Turn	5) Toggle Combat Mode
6) Turn Left	6) Grenade
7) Turn Right	7) Flee
8) Move Forward	8) Quick Player Summaries
9) Move Back	9) Survey Monsters…

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New functions and features

• The role of nurses and doctors have also been changed. Nurses are able to perform a restore health as well as just healing wounds. In combat, doctors and nurses must now be adjacent to the players they wish to heal. To heal a player in combat, select a doctor or nurse adjacent to the player. Then invoke the appropriate command through the menu or the buttons. A dialog will appear with the names of the players shown. Players that are dimmed are either not adjacent, dead, or at full health.

• The player generator has been modified. The individual player files created are no longer saved to disk. The team, however, is saved to disk just as in the Original Scenario.

• Please note that the names of the program files have been changed to CM2S.PROGRAM, CM2S.ACADEMY, and HD.CM2S.START to avoid confusion with the Original Scenario files.

• If you wish to install the Second Scenario to a hard drive, some files other than those mentioned in the manual must be copied. On the PROGRAM2088 disk, a folder called VIV.GOAT.DIR must be transferred. On the SYSTEM2088 disk, the folder GOATS must be copied as well as the file START located in the folder SYSTEM. All of these files should be placed in the same folder as the rest of the files for the Second Scenario. START can be used to launch the program. The program START can be renamed to any name, but none of the other files should be renamed.

• In the opening boot screen, the animated sequence can be stopped by pressing the mouse button. The animated screen can be bypassed by holding down the mouse button once the screen changes to red.

• In the conversation dialog, a new button called "Ask Object" has been added. Certain people in the game will give your team special objects. These people can be found through discussions with various towns-people.

• The method of purchasing at shops has been changed. A storekeeper must be located across the counter in order to open a shop dialog. If you are adjacent to a shop as well as a regular townsperson, you are asked to either click on the townsperson or the countertop. Clicking on the countertop in the direction of the shopkeeper will open the shop dialog.

• Teams from the Original Scenario of the Cryllan Mission cannot be transferred to the Second Scenario. Due to differences in the Second Scenario, the playability of the game would not be maintained with the old teams.