

2088

THE CRYLLAN MISSION

VICTORY SOFTWARE

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Designed and programmed by Victory Software.

Vinay Pai: combat, conversation, shops, and user interface.
Vivek Pai: graphics, towns, dungeons, movement.
Vijay Pai: player generator, windows, and dialogs.
Jose Villegas: cover artwork.

Before You Begin Playing

Please complete the enclosed product registration card and mail it to us. With your address on file, we can keep you posted of new Victory Software products and any updates to current products.

Before you begin playing, make one copy of all three disks and store the originals safely. The section "Copying Disks" found later in this manual explains this process.

The three disks supplied are not copy-protected, allowing you to make one authorized backup for your own use. The original **Outdoors2088** disk must not be played since data files on this disk will be permanently updated as you play the game.

The **Outdoors2088** data disk can hold only one team at a time. If you wish to create more than one team, you will need to make another copy of the original **Outdoors2088** data disk for that team. Your different teams can, however, share the same **Program2088** and **System2088** disks.

Owners of the new Apple IIgs (ROM 3) will be able to run "2088". (Please note that 1.125 megabytes is the standard memory configuration on this new Apple IIgs) **Owners of the older Apple IIgs (ROM 1) will require 1.25 megabytes of RAM.** A system with only 1.125 or 1.25 megabytes should **not** use a RAM disk or disk cache.

Data Compression

This release of "2088: The Cryllan Mission" incorporates advanced data compression techniques to *eliminate disk swapping during game play*. Previously spread across two data disks, all data files have been compressed to fit on one disk. Now with one less disk, you'll never have to swap disks once you have actually launched the game.

Previously, you were required to swap disks when you entered a cavern or building and swap again when you returned to the surface. Now, Victory Software's advanced compression techniques have eliminated that disk swapping! (Please note that

swaps between the Program2088 and System2088 disks are still necessary when launching the game).

The entire game remains *exactly the same*, but the data files have simply been compressed to save disk space. Hard-drive owners will also benefit, since the compressed data files will occupy less space on a hard drive.

Mission Briefing

November 20, 2088

Captain, you have been summoned regarding the loss of contact with U.S.S. Houston. The Houston was on a classified mission in the Gamma-Chi sector, and had discovered a planet with humanoid life.

Assemble your team of six specialists for immediate dispatch to Crylla. I have enclosed Captain Robertson's accounts of the Houston's mission status and profiles of the crew members. Good luck, Captain!

Captain N. Scott Robertson
U. S. S. Houston

MISSION STATUS
Confidential

June 13, 2087

"We have discovered a small binary-star system in the Gamma-Chi sector, and possible signs of life have been detected on the system's single planet. We shall proceed with caution to survey the planet at close range."

June 15, 2087

"Quite incredible! We have found a humanoid civilization on this planet; the humanoids seem friendly and peaceful. Second Lieutenant Chang has begun the process of deciphering their language; she estimates that the process should take roughly 30 days."

continued...

June 30, 2087

Second Lieutenant Chang has deciphered the language ahead of schedule, and she has begun teaching the crew. She has also encoded the language into the standard syntactic and semantic profiles for transmission. This planet is known as Crylla, and the people here are quite friendly."

July 29, 2087

"My crew have found the people to be peaceful. Their technology is comparable to ours, but they do not have any advanced weapons or organized militia. Some other strange creatures also inhabit this planet, but for the most part they are not hostile. We have been welcomed by the Cryllan government and have been assigned an ambassador. We have begun a study of Cryllan culture and history. I have permitted our doctor to show the Cryllans our advanced medical techniques, since such exchange can only be beneficial."

July 31, 2087

"My science officer has informed me that future transmission will not be possible for many months. The planet, Crylla, shall pass on the far side of the binary stars. Deep-space transmission will be blocked for an estimated nine or ten months. I do not find any cause for alarm since my crew has seen no signs of hostility. If anything arises, my crew and I are sufficiently armed for self-defense. My crew and I will continue studying these people during the radio silence. Robertson out."

No further entries.

CREW PROFILES
U. S. S. Houston
Confidential

Commanding Officer:

N.Scott Robertson Captain
Assumed command: February 04, 2084
Born: February 16, 2058
Psyche Profile: Normal.

Commendations

Graduated with Honors,
Kinnar Space Academy, 2079
Congressional Commendation, War of 2081
Appointed to Terran Honor Guard, 2082
Captain of Terran Honor Guard, 2083

First Officer:

Yvonne Smith First Lieutenant
Born: April 23, 2054
Psyche Profile:
Treated for depression, 2082.
Diagnosed as post-war disorder.
Commendations: Commendation, War of 2081

Science Officer:

John Hernandez Second Lieutenant
Born: August 29, 2058
Psyche Profile: Normal.
Commendations
Graduated with Honors,
 Kinnar Space Academy, 2080
Congressional Commendation, War of 2081
Appointed to Terran Honor Guard, 2083

Navigator:

Janov Kassimar Second Lieutenant
Born: October 31, 2057
Psyche Profile:
 Treated for depression, 2082
 Diagnosed as post-war disorder.
Commendations: Commendation, War of 2081
continued...

National Space Exploration Council
Strategic Defense Division

CREW PROFILES
U. S. S. Houston
Confidential

Helmsman:

Wendy Johnson Second Lieutenant
Born: June 02, 2058
Psyche Profile: Normal.
Commendations
Graduated with Honors,
 Kinnar Space Academy, 2080
Congressional Commendation, War of 2081
Appointed to Terran Honor Guard, 2083

Historian/Linguist:

Vidya Chang Second Lieutenant
Born: June 12, 2056
Psyche Profile: Normal.
Commendations
Graduated with Honors,
Kinnar Space Academy, 2077
M.S. Cognitive Grammars, 2079
Ph.D. Linguistic Transformations, 2081
Terran Anthropological Council, 2082
Terran Linguistic Council, 2083

Doctor:

Jessica Cooke Second Lieutenant
Born: August 12, 2052
Psyche Profile: Normal.
Commendations
Graduated with Honors,
 Kinnar Space Academy, 2074
M.D./Ph.D. Cellular Restoration, 2080
Appointed to NSEC Research Council, 2081

Nurse:

Helga Schmidt Staff Sergeant
Born: May 06, 2063
Psyche Profile: Normal.

Security Captain:

Pete "Bubba" Jones Sergeant
Born: February 24, 2063
Psyche Profile: Normal.
Commendations: Commendation, War of 2081
Continued...

National Space Exploration Council
Strategic Defense Division

CREW PROFILES
U. S. S. Houston
Confidential

Security Personnel:

Jane Peterson	Corporal
Jesse Smith	Lance Corporal
Mick Yaya	Lance Corporal
Renee Croix-Pas	Lance Corporal
Sally Chen	Lance Corporal
Sam "PFC" Patel	Private First Class
Samuel Roberts	Private First Class

All security personnel have normal Psyche Profiles.


Further data available through General Records Administration database: path HOUSTON-SC-GAMMA-CHI (standard security authorization).

Copying Disks

A brief summary of the duplication process is presented below, but if you are still unsure please refer to Chapter 3 of the Apple IIgs System Disk User's Guide. (This manual should have been shipped with your Apple IIgs® computer.)

1. Start your Apple IIgs® and enter the Finder™ (GS/OS desktop). You will need to use a System disk other than the **System2088** disk, since the **System2088** disk does not include the Finder™.
2. Insert a blank 3.5" disk into the 3.5" drive. The disk's icon will appear on the desktop. Select the icon by clicking on it, and choose *Initialize (or format)* from the menu bar.
3. The Finder™ will ask you to name this disk. Name this first disk **SystemTemp**.
4. The Finder™ will ask you to select a few parameters. Please select "ProDOS" and "800K 2:1". Now proceed to initialize this

disk. You will need to wait about 60 seconds while the disk drive is initializing the disk.

5. Remove this disk from the desktop by dragging its icon to the trash.
 6. Repeat steps 2 through 5 with two more blank 3.5" disks, except name one **ProgramTemp** and the other **OutdoorsTemp**.
 7. Insert the original **Outdoors2088** disk into the 3.5" drive. You should now see its icon on the desktop. Select the disk's icon by clicking on it, and choose *Eject* or E from the menu bar to eject the disk. A dimmed icon for the **Outdoors2088** disk should remain on the desktop.
 8. Insert the blank **OutdoorsTemp** disk into the 3.5" drive. You should now see its icon on the desktop.
 9. Drag the **Outdoors2088** disk's dimmed icon onto the **OutdoorsTemp** disk's icon. The Finder™ will ask if you wish to "replace the contents of OutdoorsTemp with Outdoors2088". Select OK to proceed with this copy.
- The contents of the **Outdoors2088** disk will be copied to the **OutdoorsTemp** disk. During this process, you will be prompted several times by the Finder™ to swap disks.
10. Remove the **Outdoors2088** disk from the desktop by dragging its icon to the trash. The **Outdoors2088** disk's icon should have disappeared completely from the desktop.
 11. Rename the **OutdoorsTemp** disk to **Outdoors2088**. If you are using GS/OS System 4.0, you will need to select the disk's name by double-clicking on the name. If you are using GS/OS System 5.0, you will need to only click once on the disk's name. The cursor should change when it is over the name. Type in the new name, and press return.
 12. Remove the **Outdoors2088** disk from the desktop by dragging its icon to the trash.

13. Now repeat steps 7 through 12 with the **System2088** and **Program2088** disks. When copying the **System2088** disk, use the **SystemTemp** blank disk. When copying the **Program2088** disk, use the **ProgramTemp** blank disk.

14. The duplicate disks must have *exactly* the same names as the originals: **Outdoors2088**, **Program2088**, and **System2088**. Use no spaces or periods in the names.

15. Store the original disks safely, and play using the duplicate disks.

Launching From the System Disk

2088: The Cryllan Mission is launched by starting the Apple IIgs with the supplied **System** disk in the first 3.5" drive. The start application on **System** will allow you to enter either Crylla or the Kinnar Space Academy. The **System** and **Program** disks are used to launch either of the two applications; afterwards, the **Outdoors** data disk is used exclusively during play. **Do not play the original Outdoors disk since this data disk is permanently updated during play.**

Hard-Drive Installation

1. Your hard drive should already contain System 5.0 if you wish to install **2088** to your hard drive. The **System2088** disk does not contain certain drivers used by other programs, and, therefore, should not be installed to your hard-drive. System 5.0 can be obtained from any authorized Apple dealer.

2. Start your Apple IIgs® and enter the Finder™ (GS/OS desktop). You will need to use a System disk other than the **System2088** disk, since the **System2088** disk does not include the Finder™.

3. Create a new folder on your hard drive, and name this folder **Mission**.

4. Insert the **Program2088** disk, and copy the files **Cryllan.Mission**, **HD.Crylla.Start**, and **Space.Academy** on **Program2088** to the **Mission** folder on your hard drive.

5. Insert your copy of the **Outdoors2088** disk. Now copy all folders on the **Outdoors2088** disk to the **Mission** folder on your hard drive. In this step, the following folders should have been copied: **Viv.Dung.Dir**, **Viv.Save.Game**, **Viv.Town.Dir**, **Viv.World.Dir**, **Save.Game**, **Town.Dbs**, **Player.Texts**, and **Sample.Players**. These folders need **not** have been copied in this order.

6. You may rename the folder **Mission** to any name you desire. Hard-drive installation is now complete.

Before you begin playing, you should have at least 5K free on your hard drive. This extra space is required for the possible growth of certain data files.

No files from the **System2088** disk should be copied to your hard drive. The launcher provided on the **System2088** disk will **not** launch from your hard drive. Instead, use the Finder™ to launch one of the two files, **Cryllan.Mission** or **Space.Academy**. The file **HD.Crylla.Start** is explained in the following section.

If you are launching **HD.Crylla.Start**, the **Mission** folder should not be nested too deeply in other folders on your hard drive. If you receive a "pathname length" error, move the **Mission** folder closer to the root in your hard-drive's folder hierarchy.

Attributes and Player Stats

A team must first be assembled from six graduates of the **Kinnar Space Academy**. Each player must first be created, and then a profession must be chosen. The professions available are soldier, science officer, nurse, and doctor. Each has minimum requirements of the five player attributes: stamina, dexterity, kinetics, intelligence, and marksmanship. Each attribute ranges from 0 through 99, a higher value reflecting more proficiency.

Skill Governed by Attribute	
Marksmanship	Firing weapons accurately
Intelligence	Healing wounded players
Kinetics	Avoiding enemy fire
Dexterity	Tossing plasma grenades
Stamina	Absorbing laser-blast energy

Marksmanship reflects how accurately the player can fire weapons. Intelligence affects the special skills of the science officer, the nurse, and the doctor. Kinetics governs how well the player can avoid enemy fire. Dexterity affects the player's ability to toss plasma grenades effectively; higher dexterity is manifested as more devastating grenade impacts. Stamina reflects how well the player's body absorbs the energy from a laser blast; higher stamina reduces the damage caused by hits.

Body Status: Current and Maximum

In addition to the five attributes which characterize a player's abilities, several other statistics reflect the player's current state. The player's health is indicated by current body status and maximum body status, a higher body status indicating a stronger, healthier player. Damage the player incurs reduces current body status, but healing and recuperation can restore body status up to the player's maximum. When body status drops to zero, the player has just died; dead players can not recuperate on their own, but they can be resurrected. Maximum body status varies from player to player and is governed by the player's stamina, profession, and level.

Experience

After vanquishing enemies in battle, each surviving player gains experience. This experience is indicated as an accumulating numerical value. As players gain more experience from battles, they will raise levels periodically. Raising a level increases the player's attributes and body status. As players raise levels, they will be awarded new ranks.

Level	Rank
0	Second Lieutenant
4	First Lieutenant
9	Captain
14	Major
21	Lieutenant Colonel
29	Colonel
39	Brigadier General
52	Major General
68	Lieutenant General
88	General

Professions

Each profession has unique abilities which can benefit all members of the team. Although the soldier does not require any minimum qualifications, the soldier begins with more body status than the other professions; the soldier is also more effective in combat than the other professions.

A soldier is inherently more proficient in combat than any other profession even though the two players may possess exactly the same attributes. The science officer, however, can provide invaluable guidance. By operating various scanners, the science officer can provide terrain scans and life form scans. No team, however, can survive without proper medical attention. The nurse can heal wounded players but can not restore health or resurrect the dead. The doctor can heal, restore health, and resurrect, but performs poorly in actual combat.

Minimum Requirements for Professions

	Science Officer	Nurse	Doctor
Marksmanship	12	12	0
Intelligence	17	15	15
Kinetics	0	0	0
Dexterity	0	15	19
Stamina	0	0	19

Healing restores only some body status, whereas restoring health restores current body status to the player's maximum. The amount of healing increases with the player's maximum body status, stamina, and the nurse's or doctor's intelligence.

In order to administer their skills, the doctor and nurse use expendable medical supplies. These medical supplies, GammaPlasma and TanaShanti, were developed on Earth and introduced on Crylla by the Houston's crew. Healing and restoring health respectively use one and three units of GammaPlasma, whereas resurrection uses one unit of TanaShanti.

Medical Provisions Required For Treatment

	Gamma Plasma	Tanashanti
Heal	1	0
Restore Health	3	0
Resurrect	0	1

The experience required to raise a level increases linearly among professions in the order soldier, science officer, nurse, and doctor. As level increases, the experience required to raise to the next level and the experience differences between the professions also increase.

Relative Experience Required To Raise Levels

Soldier	base
Science Officer	+2%
Nurse	+5%
Doctor	+10%

Creating Players: Kinnar Space Academy

Players must be individually created and then assembled into a team. Creating a player involves shaping a base character by distributing points over a set of minimum attributes.

Each player begins with a random set of minimum values for the five attributes discussed earlier and a random number of points to add to those attributes. To alter an attribute, first choose one from the first set of radio buttons. Now press the "Increase" or

"Decrease" buttons to change this attribute's value as shown in the "Current" column.

A profession is selected from the second set of radio buttons. Professions for which the player has not qualified appear dimmed, but they become available as the player's attributes satisfy a profession's requirements. When all points have been distributed and a profession has been chosen, select "Done" to save the player to a disk of your choice, or select "Cancel" to discard this player. Each player that has been created must be saved. *These players need not be saved individually on the Outdoors data disk.* The player files can be saved to any disk you desire.

If you are unhappy with the team in memory, simply select "Erase Team" from the Commands menu. The team currently in memory will be erased, without affecting the team stored on the Outdoors data disk.

Now, you can load previously created players as well as create new players. To load a previously created player, select "Load Team Member" from the Commands menu to load the individual player file.

The individual player files serve only this purpose. If you decide to erase the current team, those players you were satisfied with can be loaded individually.

Each player that is created is also added to the team in memory. This team in memory can be erased or modified without affecting the current team on the Outdoors data disk. When all six members have been created, select "Save Team" from the Commands menu. The team in memory will be saved to the Outdoors data disk. The old team on the Outdoors data disk will be replaced (overwritten) by your new team.

Once the team has been saved, the individual player files are no longer required. Therefore, these player files can be deleted without affecting the team.

Please note that creating a new team is not possible after certain milestones have been passed in the game. In this case, make a new copy of the original Outdoors data disk, and create a new team on this data disk.

Combat

When combat is entered all participants in the battle appear in the Viewing Window and in the newly opened Tactical Window. Monsters and their transports appear at the top, and the team members and transports in the team's convoy appear at the bottom. In the Tactical Window, players appear as P0 through P5, the team's transports as T0 through T6, and monsters as M0 through Mb, depending on how many are actually present. The Tactical Window also lists the commands chosen for each player and transport, highlighting the currently selected player or transport.

Please note that only the transports in the team's convoy will appear as T0 through T6. Transports owned by monsters will still be designated monsters in the tactical window; in other words, the monsters' transports will still appear as M0 through Mb. Transports which belong to monsters can not be entered by any team members, because the monsters will not let you enter!

Each individual location in combat corresponds to a 10 meter by 10 meter area. Weapons readied by the player can be either long-range or short-range weapons. A short-range weapon can attack only an adjacent enemy. A long-range weapon, however, can attack an enemy located any distance from the player. Therefore, players who have readied short-range weapons must move towards distant monsters or throw plasma grenades.

A battle occurs as a sequence of rounds, each round planned by the user or controlled by the computer; this computer-controlled combat mode can be entered and exited at will. During the battle, team members can enter and exit transports freely, but only those transports carrying at least one player can participate in a round; transports not carrying any players appear dimmed in the Viewing Window. Players riding transports can not participate in a round, but can exit transports if participation is desired. Players riding transports will not appear in the Viewing Window.

Manual Combat

In manual mode, commands for each attack round must be specified before the round is executed. A command consists of three basic sequences: selecting an origin, dragging to a target, and selecting an action. First, select a player or transport by clicking on the shape in the Viewing Window. While the mouse button is still held down, drag to a target and release the button. A default action appropriate to the origin and target is now supplied, but this default can be overridden; the default supplied will be either attack, move, or enter-transport.

The other commands require that an action be chosen from the "Combat" menu. To throw a plasma grenade, a player on foot must be selected as the origin and a transport, monster, or empty location, must be chosen as the target. When a grenade explodes, all adjacent monsters, players, and transports incur damage from the blast. Exiting a transport requires only the selection of a transport as the origin and choosing the "Exit Transport" option. A modal dialog will then prompt for the players wishing to exit that transport. When the commands are executed, the exiting players will be placed immediately adjacent to the transport or in empty locations radially from the transport. Finally, a "Rest" command is provided for any player or transport not wishing to participate in that round; resting players or transports, however, can still be attacked by the enemy.

Each player's command is retained after a round of manual combat. The existing command need not be reselected, unless a different command is desired.

To launch the combat round, choose the "Begin Round" item under the "Combat" menu or use the keyboard equivalent. In manual combat mode, the commands selected for each player and transport are executed.

Computer-Controlled Combat

Before a round begins, control of the team's actions can be relinquished to the computer via the automated combat mode. In this mode, the computer follows a combat strategy according to alterable tactics. Select "Combat Preferences" from the "Combat" menu to customize the team's tactics. The attack strategy can be either 'Elimination' or 'Dispersion'. Following the 'elimination' strategy, all players and transports focus their attack on one monster at a time. In contrast, with a 'dispersion' strategy, each player and transport selects a unique monster to attack. In the event that monsters are adjacent to a player or transport, the computer will redirect the attack towards those monsters.

In automated combat mode, each player or transport selects a monster and "locks on" to that monster until the monster is killed or until the strategy is altered.

The team's tactics can be tailored even further through the other options in the "Combat Preferences" dialog.

- The players can automatically ready either their most accurate or most powerful carried weapon, according to the "ready weapon" setting.
- Players can either automatically attack with a carried long-range weapon or move towards the monsters to attack at short range. Keep in mind that the chance of hitting a target increases as the distance to the target decreases.
- If a player is not carrying a long-range weapon and no monster is adjacent, that player can throw a plasma grenade if this option is enabled.
- When a player is adjacent to monsters, he or she can switch to short-range weapons if this option is enabled. Some short-range weapons are more accurate and more powerful than long-range weapons, providing a motive to ready the short-range weapon.
- When the computer assumes control in automated mode, the computer can either continuously execute each round or halt after each round has been executed.
- Finally, the player selected to lead receives more experience.

During 'continuous combat' mode, holding down the mouse button signals the computer to halt after the current round has completed.

If the computer is designated to halt after each round, the button need not be pressed; the computer will automatically halt after the round.

To launch a combat round, choose the "Begin Round" item under the "Combat" menu or use the keyboard equivalent. In computer-controlled mode, control is relinquished to the computer. The computer first determines each player's and transport's command, and then it executes the round.

Arranging Combat Formation

The formation assumed by the team at the start of each battle can be modified. Select the "Arrange Combat Formation" command under the "Combat" menu. Displaying the team's combat position, a new window will replace the Viewing Window. Players and transports can be arranged in any formation within the start area shown in blue. The formation is arranged by using the same commands used in manual combat, but now the actions occur instantly. For a detailed explanation of the commands used to move players and transports, refer to the "Manual Combat" section found earlier in this manual.

Shopping

For those of you who like to shop, some Cryllan towns will keep you quite busy. Cryllan merchants sell an abundance of items through their various shops. Armor, weapons, medical provisions, food, and transports can all be purchased if you have the Terræns.

Merchants can be found behind counters in their shops. In order to transact with merchants, walk up to the counter and "talk" to the merchants. Select "Talk" from the "Commands" menu when the group is adjacent to the counter. A dialog box will appear, allowing you to select the items to be purchased. The armor, weapons, and

food dialogs are modeless dialogs, allowing you to perform other menu tasks while the shop's dialog is open. For example, while the shop's modeless dialog box is open, the following windows can be opened: 'stats group', 'stats players', 'equip armor', and 'equip weapons'.

Used weapons can be resold at the weapons shop, but no merchant will purchase used armor, food, or medical supplies. (After all, would you trust battle-worn armor?) After the dialog box for the weapons shop appears, select those weapons you wish to sell; choose from the weapons listed as if you were purchasing them. Now, select the *Sell* button. The group must be carrying the weapons selected, and these weapons can not be readied by any player; in other words, these weapons should appear in the *Group Stats* window. Please note that used weapons will fetch a modest, but reasonable, price.

Purchasing and Entering Transports

Before purchasing transports, transport papers are required; these papers must be acquired on Crylla. Transport papers are an authorization from the Cryllan government, allowing the group to purchase transports at will.

When a transport is purchased from the shop, it will appear in the Viewing Window. The new transport is empty, and, therefore, it will appear as a dimmed shape. To enter this transport, first maneuver the team over the transport's shape. The team should now be standing on the same square the transport occupies. Finally, click on the team's shape in the Viewing Window.

The Viewing Window will be replaced by the Arrange Combat Formation window, and the newly purchased transport will appear as a dimmed shape in this window. Now, the transport must be configured into the group's convoy. At least one player must ride this transport, and, if desired, all six players can ride it. The formation chosen reflects how the team will appear at the beginning of each battle. The section "Arranging Combat Formation" found earlier in this manual details how to arrange the team in this window.

Adding And Removing Transports

When a new transport is added to the convoy, it must be configured into the team's formation. This arrangement feature is also used to remove any transports from the convoy. Transports which are empty after arranging the formation will be appropriately left on the terrain or in a town.

Leaving Behind Transports

During the course of the game, the team will have reason to leave transports behind; for example, the team must be on foot to enter caverns and buildings. Empty transports can be left anywhere on the terrain (world) or in any town. Empty transports will appear as dimmed shapes, and they can be entered again in the future. These transports will never be stolen. Several empty transports can actually occupy the same square, but only one transport will be shown. All the transports on that square can be entered, one at a time.

Conversing with Townspeople

Communicating with townspeople is achieved through general queries: background, introduction, new topic, and more detail. First, maneuver the team next to a townspeople; the townspeople must be adjacent to the team. Now, choose the "Talk" command from the "Commands" menu. A modal dialog box now appears.

Initially the dialog box presents only the townspeople's name. The dialog box contains five buttons to direct the conversation and a large area which displays text from the townspeople's responses. The "Background", "Introduction", "New Topic", and "More Detail" buttons solicit responses from the person, and the "Depart" button is used to end the conversation.

Conversation is organized as a stream of topics, each topic possibly having more details. Selecting "Background" or "Introduction" initiates the conversation.

Background: The townspeople presents some brief history he or she wishes to discuss.

Introduction: The townspeople leads into actual conversation. The conversation can always return to one of these two starting states by selecting "Introduction" or "Background."

More Detail: The townspeople will provide more details about the current topic. If a current topic has no more details, the "More Detail" button appears dimmed.

New Topic: The townspeople will discuss another topic of interest, unless of course he or she has no more topics. In this latter case the "New Topic" button appears dimmed.

Movement: Terrain and Towns

On the terrain and in towns, the team's surroundings appear as an overhead view in the Viewing Window. Locations which appear as dark squares are beyond the team's direct line of sight because some object is intervening; for example, dense forests, tall mountains, and walls block the team's vision.

Movement is achieved by clicking in the Viewing Window or using the numeric key pad. Two modes of mouse-based movement are simultaneously available.

- Simple movement, a single-step move, is accomplished by clicking in a location adjacent to the team.
- Logical movement, an intelligent move between points, is accomplished by clicking on a distant location; the computer will move the team to that location while avoiding any obstacles in the path.

The computer will beep if a simple or logical move is not possible because of an intervening object.

Holding down the mouse button repeatedly moves the team in that direction.

The cluster of eight keys centered about "5" on the numeric key pad can also be used to move in the appropriate direction.

7 NW	8 North	9 NE
4 West	5 Enter	6 East
1 SW	2 South	3 SE

When the team moves, the team's shape stays in the center of the Viewing Window, but the surrounding terrain scrolls about the player's shape.

Towns, buildings, caverns, and empty transports which appear on the terrain can be entered by first moving over the shape and then clicking on the team's shape.

The "Enter" command under the "Special" menu performs the same action as clicking on the team's shape.

Movement: Caverns and Buildings

The interior of caverns and buildings is displayed in a three-dimensional forward view, rather than the overhead view of the outdoors. The Viewing Window is now divided into four rectangles used to turn left or right and move forwards or backwards. Clicking in the left quarter of the Viewing Window is used to turn left; clicking in the right quarter is used to turn right. Clicking in the lower quarter moves the team backward, and finally clicking in the large remaining portion moves the team forward.

The “8”, “4”, “2”, and “6” cluster of keys on the numeric key pad are equivalents for this mouse-based movement.

7	8 Forward	9
4 Turn left	5	6 Turn right
1	2 Backward	3

Menus: Crylla

File

Open

Open is only provided for compatibility with desk accessories.

Close W

If the front window was opened by the user, this option closes the window. Windows such as the viewing window and message window cannot be closed. Windows can also be closed by clicking on the window's close box.

Close All

Close All closes all windows and modeless dialog boxes which were opened by the user.

Save Game

Save Game saves the current state of the game. The game should be saved intermittently to guard against the loss of data caused by unexpected power interruptions. The game, however, can always be restored from the last saved state. *The game's state is automatically saved when towns or buildings are entered or exited.*

Quit Q

Quit saves the game's state and then exits. Always choose Quit before powering down the computer.

Windows

All open windows and modeless dialogs are listed under the Windows menu. Selecting a title from the Windows menu moves that window ahead of all others. Clicking on any part of a window will also move that window to the front.

Players

The names of all players in the team are listed under the Players menu. Selecting a player from this menu is indicated by the presence of a small check to the left of the player's name. Players must first be selected from this menu before performing certain actions from the Commands menu. For example, Stats (Players), Equip Armor, Equip Weapons, and Ready Weapon require players to be selected previously.

Transports

All transports in the convoy appear under the Transports menu. These transports must be selected before choosing Stats (Transports) from the Commands menu. Transports are selected in a manner identical to the selection of players.

Commands

Talk T

Selecting talk allows the team to communicate with an adjacent person or a merchant behind a shop's counter. If the team is adjacent to several items, you will be asked to select one item by clicking on a person or counter in the Viewing Window. When talking to a merchant behind a shop's counter, a different dialog appears, allowing the team to purchase specific items.

Nap...

Choosing Nap presents a modal dialog which allows for selecting how long to nap and who will stand guard.

Camp...

Choosing Camp presents a modal dialog which allows for entering how long to camp and who will guard each shift.

Quick Player Summaries

Each team member's body status will be presented in the Message Window in the form "Current/Maximum".

Stats (Players)

Choosing this item opens a status window for each player previously selected under the Players menu. Each window displays the player's attributes, weapons carried, armor worn, rank, and current and maximum body status. If the player was recently resurrected, each attribute's current value will appear in brackets, followed by the value before death.

Stats (Transp)

When this item is chosen, a status window is opened for each transport previously selected under the Transports menu; these windows display the transport's hull status and players being carried.

Stats (Group)

Group stats include food, money, medical provisions, and excess armor or weapons that no player is currently using.

Equip Armor...

Selecting this item presents modeless dialogs for all players previously selected under the Players menu. To change the armor currently worn, first select the piece of armor to be replaced. The available quantities of each armor type carried by the group are then displayed. Only armor carried by the group and not already worn by another player can be equipped. After a particular piece has been chosen, equip a particular armor type by selecting one of the undimmed buttons. Buttons appear dimmed for any armor types not available for the particular piece selected. When a button is pressed, the player exchanges the worn type for the selected type.

Equip Weapons...

Selecting this item presents modeless dialogs for all players previously selected under the Players menu. Each player can only carry three weapons, one of which must be readied for combat. The Equip Weapons dialog allows the player to choose weapons from the group's weapons. After a weapon has been chosen, the

player's readied weapon is updated; if the player is carrying two or more weapons, the player will have to ready one of these when this dialog is closed. Only two plasma grenades can be carried at once since each player must carry an actual weapon.

Ready Weapon...

Selecting this item presents a modal dialog for each player previously selected under the Players menu. When more than one weapon is carried, one must be readied for combat.

Special

Preferences...

Animation, sound, and logical movement can be enabled or disabled at will. The auto-repeat speed for movement can be varied between three speeds or can be disabled entirely.

Edit Desktop...

Choosing this item presents a small modal dialog which is used to change the desktop pattern. First choose a color by clicking on one of the small color squares; the active color is indicated by a small arrow. Now the active color can be "painted" into the dialog's pattern area by holding down the mouse button within this pattern area. Selecting the OK button will accept the new pattern and save it to disk.

Pass turn P

Passing a turn skips one of the team's moves, allowing monsters and townspeople to move during that interval.

Enter N

Choosing enter allows the team to enter a town, cavern, building, or transport. The team must be standing on the object which is being entered. Another means of entering is clicking directly on the team's shape in the viewing window.

Attack A

Selecting attack allows the team to enter combat with a monster group adjacent to the north, south, east, or west. After choosing this option, click on the adjacent group. Clicking on the team's shape or clicking on a non-adjacent space cancels the attack.

Throw Grenade

This menu option can be used only in towns to throw a plasma grenade at an adjacent location. Throwing grenades in combat is selected from the Combat menu. Be warned that townspeople may not be friendly to grenade-chucking vandals.

Ascend/Descend

In town buildings containing several levels, ascend or descend by standing on a town elevator and then selecting this option. The town elevator appears in the Viewing Window as an arrow pointing either up or down. Elevators in caverns and buildings present their own dialogs when they are entered.

Dungeon Map D

This item presents a dialog showing dungeon locations charted by the team. Doors and elevators are displayed in solid colors, and the team's current position is shown as a checkered square. By clicking on the "centered" check box, the map will be redrawn with the team's position in the center of the dialog.

Heal Wounds...

Nurses or doctors can use their medical kits to restore some body status to injured team members. Each healing uses one unit of GammaPlasma, and the amount restored increases with the doctor's or nurse's intelligence and the injured member's stamina and maximum body status.

Restore Health...

Only doctors can use their medical kits to restore a team member to maximum body status. Each restoration uses three units of GammaPlasma, and the injured member is completely healed.

Resurrect...

Only doctors can use their resurrection kits to resurrect a deceased team member, but each resurrection uses one unit of TanaShanti. The resurrected individual will be weak for one to three days, depending on the individual's stamina. Manifested as reduced player attributes, this weakness disappears entirely after one to three days. The resurrected individual's only permanent change is a one-percent loss of maximum body status.

Terrain Scan

Operating special scanners, a science officer can present a radial scan of the surrounding terrain. This terrain scan is especially useful at night.

Lifeform Scan

Operating a different set of scanners, the science officer can present a radial scan revealing any life forms. On the scanner's screen, life forms appear as solid white squares and the surrounding terrain appears as dimmed, checkered colors.

Clear Message Window

This option removes all messages from the message window.

Combat

Toggle Combat Mode M

This option toggles between automated and manual combat. The mode can also be changed within the Combat Preferences dialog.

Combat Preferences...

The strategy for automated combat can be customized by choosing from the different options presented in this dialog.

Arrange Combat Formation

A new viewing window is opened, allowing you to determine the formation your team assumes when combat is entered.

Survey Monsters...

Use this option to invoke special scanners which present details about the enemy in a battle.

Exit Transport E

Enter Transport

Grenade G

Rest R

Move

Attack

These six commands are available to the players and transports during each round. Enter transport, move, and attack are automatically supplied defaults if the origin and target are appropriate. Exit transport, grenade, and rest commands require

selecting the action after the origin and target have been selected. For more details refer to the "Combat" section of this manual.

Flee F

Fleeing is a viable retreat in battles on the terrain; fleeing is not possible in towns, caverns, and buildings since those monsters are more steadfast in their hostility. The team, however, must drop some Terræns in order to distract the enemy while the team members escape from the monster group. If the team is not carrying enough money, monsters may not break off the attack.

Begin Round B

This option executes the next round of battle. For details refer to the "Combat" section.

Show Spoils S

This option presents a window listing the previous battle's spoils.

Menus: Kinnar Space Academy

File

This menu is unchanged from the previous section "Menus: Crylla."

Team

This menu is identical to the 'Players' menu from the previous section "Menus: Crylla."

Commands

Create New Player N

Choosing this option first presents a dialog which asks for the player's name followed by the dialog to create the player.

Load Team Member L

A previously created player can be loaded from any disk and added to the team in memory.

View Members

A status window will be presented for each team member selected under the Team menu.

Team Summary

A window listing the current team members and their professions will be opened.

Erase Team

The team currently in memory will be erased, but the team on the data disks is unaffected.

Save Team

This option replaces the team on the data disks with the team in memory. The team must contain six members.

Load Team

The team currently on the "2088" data disks will be loaded into memory, but this team can only be inspected not changed.

Enable/Disable Sound S

Selecting this option toggles sound.

How to Handle Memory Problems (If They Occur)

If you have only 1 to 1.25 megabytes of RAM, you may experience memory problems when launching **Cryllan.Mission** from the Finder™. Memory problems are indicated by one of three error messages: "Fatal Error 0201", "Could not handle error xxxx xxxx", "Unable to allocate start-up memory". The Finder™ remains dormant in memory when launching a new application, and therefore may cause these memory errors. If one of these errors occurs, try launching **HD.Crylla.Start** instead of **Cryllan.Mission**.

If you had previously executed a different application, that application may not have properly released all of its memory. Restart your computer, and try again.

If you still receive a memory error when launching **HD.Crylla.Start**, your desk accessories and cache settings are responsible. From the Control Panel, set your RAM disk to 0K and set your Disk Cache to 0K. Now power down your system and restart. Try launching **HD.Crylla.Start** again.

Now, if you still receive a memory error, your desk accessories are responsible, since each desk accessory allocates a chunk of memory. You will need to disable your desk accessories to increase your available memory. Enter the Finder™, and open the DESK.ACCS folder in your SYSTEM folder. Select a desk accessory's icon. Now, choose the *Get Info* menu item. Finally, check the "Inactive" box in the upper, right-hand corner of the *Get Info* window. You may only need to disable a few desk accessories. When you are done, restart your computer, and try launching **HD.Crylla.Start** again. If you still experience memory problems, disable more desk accessories.

If you still experience memory problems after all these steps, you may have some bad RAM chips on your memory card. Run the diagnostic software that was supplied with your memory card to determine if the RAM card may be defective. If you own Appleworks™ GS, you can use its Memorytest.CL utility to test your RAM card. If the diagnostic utility indicates a failure, you should bring your RAM card to an authorized Apple™ dealer for service. *Do not continue to operate your Apple IIgs when you know that the RAM card is defective!*

Technical Support

Free technical support is available to guide you during your mission or to address any problems you may encounter. Technical support representatives can also provide assistance in the form of hints or tips. *We do ask that you mail in your completed product registration card before contacting technical support. Take a few minutes to complete and mail your product registration card.*

Telephone support is available Monday through Thursday from 5 PM to 9 PM (Central Standard Time). **Call (713) 493-3279.**

Technical support is also available on **America Online**. Electronic mail can be sent to the following address: **VICTORYSFT**

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