WING COMMANDER II

Vengeance of the Kilrathi™

CD-ROM INSTALLATION/CONFIGURATION GUIDE

◄ INSTALLATION CHECKLIST

Wing Commander II is one of the most powerful entertainment products available today, utilizing the most powerful home computer configurations available. Because *Wing Commander II* incorporates state-of-the-art graphics, sound, music, and speech, it is very important that you follow all of the installation procedures that apply to your specific computer configuration very carefully, and very accurately!

This **Installation Checklist** has been provided to further insure that you are able to fully realize all of the many powerful features incorporated into *Wing Commander II* that your particular computer system is capable of handling. If you continue to experience difficulty installing *Wing Commander II* after carefully considering all of the information provided to you by this **Installation Checklist**, please contact ORIGIN's customer service department at (512) 328-0282 for further assistance.

> **Special Note: To Play *Wing Commander II* from a CD-ROM drive, you must load DOS 5.0 high. For more information about loading DOS 5.0 high, see the Expanded Memory/DOS 5.0 section of this manual.**

Do you have enough base memory?
To determine your amount of base memory, and whether you have enough free to play *Wing Commander II*, see the **Memory Usage** section on Page 5 of this guide, and also refer to the chart below:

Does your system have "FILES = 15" (or higher) and "BUFFERS=6" (or as low as 2) in your "CONFIG.SYS" file?
You may experience an occasional game crash or Memory Allocation error while playing *Wing Commander II*. If you are confident you have enough BASE memory (see above), it is possible you do not have your FILES parameter in your CONFIG.SYS file set high enough. To check this, type:

    TYPE C:\CONFIG.SYS RETURN

Look for a line that reads: FILES=xx
and a line that reads: BUFFERS=yy

If "xx" is less than 15, or "yy" is greater than 6, or there is no CONFIG.SYS file, or there is a CONFIG.SYS file but it contains no "FILES" line, this is probably the source of your problem. Consult you DOS documentation to find out how to increase your FILES statement to 15 and reduce your BUFFERS statement to 6, then try running the game with the new value.

Do you have enough hard drive space?
You must have at least 1 megabyte of drive space available for minimum installation. Your hard drive is used for temporary storage and is used to save your game.

Are you unable to hear Speech with your Sound Blaster or does your game crash during the opening introduction?
Run the WINSTALL program from the root directory of your CD drive (see **Quick Install**) to determine your IRQ setting. Consult your Sound Blaster manual for instructions on setting it.

Wing Commander II base memory requirements

	No Sound Board	Ad Lib or Roland	Sound Blaster
VGA without speech	583K	583K	583K
VGA with speech	N/A	N/A	587K expanded memory

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 tutorial 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. 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 store your save game files.

2. Insert the CD-ROM disk into your CD-ROM drive. Some drives 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 pressing [Enter].

4. Type [W][I][N][S][T][A][L][L] and press [Enter]. (When you want to play the game without reconfiguring, simply type [W][C][2] and [Enter] and you will be taken straight into the game.)

5. The first time you run WINSTALL, you will be asked which drive you want to use for temporary storage and for saving your game. Simply use the up/down arrows to select the correct drive and press [Enter] (most users should select Drive [C][:]).

6. After selecting a storage drive, you will be asked several questions about your hardware configuration. Read the on-screen instructions and answer the questions for your type of system configuration. See the **CD Installation/Configuration** section of this manual for more information regarding configuring your system correctly.

Tutorial/Your First Mission

1. When the installation/configuration process is complete, you will be taken straight into the *Wing Commander II* introduction.

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 **CD Installation/Configuration** 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 [J] and follow the on-screen directions.

4. 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...** section of the **Play Manual**.

5. A computer console appears, with the phrases "(T)ransfer an existing personnel file" and "(C)reate a new personnel file" displayed on its screen. Select [C] to create a new character. 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.

The Barracks

6. 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 Manual**. 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

7. 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 4). Resume play by pressing button #1, or any key.

8. Press [N] to view your mission map. Your current destination, "Nav 1," is highlighted in yellow. Press [Esc] to return to the cockpit.

9. 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 [A] to activate your autopilot and fly to Nav 1.

Combat

10. Before reaching Nav 1, you drop from autopilot to battle Kilrathi ships. Shadow says she's spotted the enemy. Press [C] to activate communications and press [1] twice to tell her to attack.

11. Press [+] to increase your speed to maximum (approximately 500 kps).

12. 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.

13. 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.

14. 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.

15. 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.)

16. 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].)
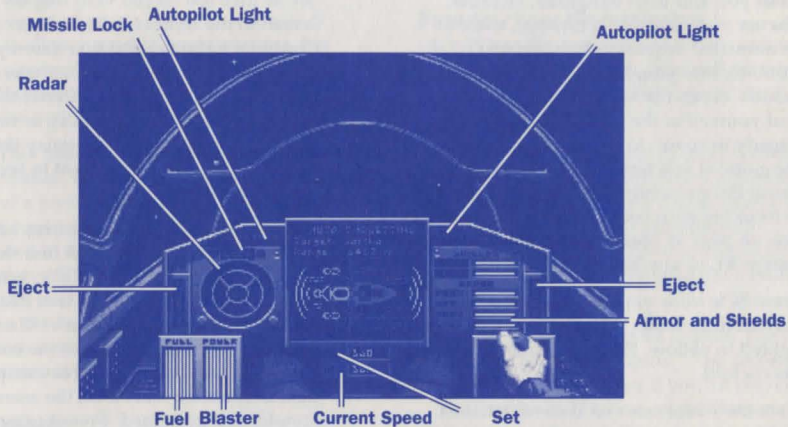
Return Flight

17. 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 [-] 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!

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

19. 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

20. 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 Manual** 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.

Ferret Cockpit

Missile Lock · **Autopilot Light**
Radar
Eject
Fuel Blaster · **Current Speed** · **Set**
Autopilot Light
Eject
Armor and Shields

21. 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 Manual**.)

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.

◀ CD INSTALLATION/CONFIGURATION

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

INSTALLING THE GAME

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 store your save game files.

2. Insert the CD-ROM disk into your CD-ROM drive. Some drives 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 pressing Enter.

4. Type WINSTALL and press 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 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 2:
Selecting Digitized Speech

If you have a CMS Sound Blaster or 100% compatible digitized sound board, you can hear characters talking during flight and in several animated scenes. 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 1, and answer "Yes" on menu 2 to hear Sound Blaster speech. When you play *Wing Commander II*, you would then hear Roland music and effects and Sound Blaster digitized speech.

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 saves the information. When installation is complete, you will be taken straight into the game.

◀ 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.

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.

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 6.

Expanded Memory/DOS 5.0

Memory beyond 640K can be allocated as "expanded memory" which *Wing Commander II* uses to provide extra graphics and sound. During installation and 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.

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 1 megabyte or more

expanded memory. 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

To use EMM386 with DOS 5.0, your CONFIG.SYS file should read a bit differently:

    DEVICE=<PATH>\HIMEM.SYS
    DOS=HIGH
    DEVICE=<PATH>\EMM386.EXE 1024

In the lines just above, <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.

To play *Wing Commander II* from a CD-ROM drive, you must load DOS 5.0 into high memory. To do this, simply include the following line in your CONFIG.SYS file: DOS=HIGH. This command frees more of the base 640K for use by *Wing Commander II*.

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 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.

Q: *Two Questions:*
1. *WC II threw me out to DOS. It said I had an "Out of memory error." When I tried to restart, it did it again.*

2. *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 **CD Installation/ Configuration 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: *This 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.

   If this doesn't work, insert a blank disk into your floppy drive, as above, but type SYS Spacebar A: after the drive prompt. When the words SYSTEM TRANSFERRED appear, type

   COPY COMMAND COM 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 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. Be sure to include CD-ROM extensions. 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.

Q: *My CD drive is too slow to play the game smoothly. Can I play Wing Commander II on my hard drive?*

A: To run the CD version of *Wing Commander II* on your hard drive follow these steps:
• Make sure you have at least 30 megabytes of free space available on your hard drive.
• Type XCOPY D:\WING2 C:\WING2 /E /S Enter. This will copy all of the necessary files to your hard drive.
• When the files have been copied, change to your newly created C:\WING2 directory and type WINSTALL Enter. This will begin the *Wing Commander II* configuration process, and then take you into the game.

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

A: Change to the \WING 2 directory on your CD-ROM drive and type TYPE Spacebar README . DOC Enter. 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
• CD-ROM drive type
• CD-ROM extensions version

◀ **SPEECH ACCESSORY PACK CD-ROM INSTALLATION GUIDE**

System Requirements
To use the *Speech Accessory Pack* for *Wing Commander II*, you must first:

1. Install and configure the CD-ROM version of *Wing Commander II* on your machine.

2. Install a Sound Blaster or 100% Sound Blaster-compatible digitized sound card.

3. Make sure you have at least 64K of available expanded memory, plus at least 4K of available base memory beyond the 583K needed to run the *Wing Commander II* game. (For more information about expanded memory, consult the **Memory Usage** section of this manual.)

Note: Be sure to choose "Yes" in the *Wing Commander II* Install/Configuration — WINSTALL program when asked if you want to hear digitized speech!

Troubleshooting
1. If you encounter any difficulties with the *Speech Accessory Pack*, run the *Wing Commander II* WINSTALL program to make sure that the game is properly installed to use your speech card. On Menu 2, select "Yes," to indicate that you want to hear digitized speech.

2. If the WINSTALL program reports that it is having a problem detecting your sound card, consult the documentation that came with the card.

3. If you've tried these suggestions and the speech still doesn't work properly, 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 machine type your sound board(s) the contents of your CONFIG.SYS and AUTOEXEC.BAT files
• whether you use *Windows, Desqview* or a DOS shell
• CD-ROM drive type
• CD-ROM extensions version

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