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THE CRYLLAN MISSION

VICTORY SOFTWARE

2088: The Cryllan Mission

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Before You Begin Playing

Before playing, make one copy of all four disks and store the originals. The four disks supplied are not copy-protected, allowing you to make one authorized backup for your own use. The original Indoors and Outdoors disks must not be played since data files on these disks are permanently updated.

Please note that 1.25 megabytes of free memory are required for operation. A system with only 1.25 megabytes should **not** use a RAM disk.

Mission Briefing

November 20, 2088: Captain, you have been summoned regarding the loss of contact with the U.S.S. Houston. The Houston was on a classified mission in the Gamma-Chi sector, and had discovered a planet with humanoid life. Here are Captain Robertson's accounts of the Houston's mission status.

"**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."

"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's 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."

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 **Indoors** and **Outdoors** data disks are used almost exclusively during play. **Do not play the original Indoors and Outdoors disks since these data disks are permanently updated during play.**

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. 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.

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. As players gain more experience in battle, they will raise levels periodically; raising a level increases the player's attributes and body status.

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; also, the soldier is more effective in combat than the other professions. Requiring at least 12 marksmanship and 17 intelligence, the science officer can operate scanners to generate terrain scans and life form scans. Requiring minimums of 12 marksmanship, 15 intelligence, and 15 dexterity, the nurse can heal but can not restore health or resurrect. Requiring at least 15 intelligence, 19 dexterity, and 19 stamina, the doctor can heal, restore health, and resurrect. 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.

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

A soldier is inherently more proficient in combat than any other profession even though the two players may possess exactly the same attributes. 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.

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 radios. 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 radios; professions for which the player has not qualified appear dimmed but 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 disk or select "Cancel" to discard this player.

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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 team on disk. When all six members have been created, select Save Game from the Commands menu to save the team to the data disks; the previous team will be overwritten. The individual player files, however, are no longer required once the team has been saved; therefore these player files can be deleted without affecting the team. Note that after certain milestones have been passed in the game, creating a new team is not possible with the current data disks; a new copy of the master data disks must be made to create a new team in this case.

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 M11. The Tactical Window also lists the commands chosen for each player and transport, highlighting the currently selected player or transport.

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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. Players who have readied short-range weapons must therefore 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.

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

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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; however, resting players or transports can still be attacked by the enemy.

Computer-Controlled Combat

Before a round, 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

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Elimination or Dispersion. In an elimination strategy, all players and transports focus their attack on one monster at a time. In 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 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 will 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 since 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 can halt after each round has been executed. During continuous mode, holding down the mouse button signals the computer to halt after the current round has completed. Finally, the player selected to lead receives more experience.

To launch a combat round, choose the Begin Round item under the Combat menu or use the keyboard equivalent. If the combat mode is computer-controlled, selecting Begin Round relinquishes control to the computer; the computer first determines each player's and transport's command and then executes the round. If the combat mode is manual, selecting Begin Round only executes the current commands for each player and transport. After a round of manual combat has finished executing, each participant's command is retained and does not need to be reselected unless a different command is desired.

Arranging Combat Formation

The default formation the team assumes at the start of combat can be modified through the Arrange Combat Formation command under the Combat menu. When this option is selected, a new window replaces 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 commands from manual combat, but now the actions occur instantly.

Adding And Removing Transports

When a new transport is added to the convoy, it must be configured into the 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.

Conversing with Townspeople

Communicating with townspeople is achieved through general queries: background, introduction, new topic, and more detail. When a person is first chosen through the Talk command, a modal dialog appears which presents only the person's name. The dialog box contains five buttons to direct the conversation and a large area which will contain the text from the person'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. If a current topic has no more details, the More Detail button is dimmed. If the person has no more topics, the New Topic button is dimmed. Initiate the conversation by selecting Background or Introduction. Background presents some brief history the person wishes to discuss, whereas Introduction begins the person's actual conversation. The conversation can always be returned to one of these two starting states by selecting Background or Introduction. The flow of the conversation is now directed by selecting either New Topic or More Detail.

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

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, and caverns which appear on the terrain can be entered by first moving over the shape and then clicking on the team's shape. Empty transports which appear dimmed can also be entered in the same manner. 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 are 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.

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 dialogs 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 unexpected power interruptions. The game, however, can always be restored from the last saved state. The game's state is also saved automatically 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 brings that window to the front. Clicking on any part of a window is an alternate means to bring 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 selecting certain actions from the Commands menu. For example, Stats (Players), Equip Armor, Equip Weapons, and Ready Weapon require players to be previously selected.

Transports

All transports the team is riding appear under the Transports menu. Transports in the convoy 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 make purchases from an adjacent 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 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 for the particular piece chosen.

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, 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 Terraens 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.

Team

This menu is identical to the Players menu.

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.

Technical Support

Support is available by phone only from 5 PM to 9 PM Central Standard Time. **Call (713) 493-3279.**

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