

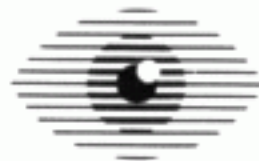
BREACH 2

MINDCRAFT



TOP
SECRET

BREACH 2



MINDCRAFT

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THE STORY SO FAR . . .

The First Stellar Expansion began on May 10th, 2029, with the first practical demonstration of the hyperdrive field effect. The test was carried out in Building Number 4 of Area 117 of the Franklin Laboratories test range (a converted Army Ammunition Plant) at Hawthorne, Nevada, in what was then the United States of America. Five years later, that county's National Aeronautics and Space Administration deployed the test vehicles *Odysseus I & II* to test the practicality of hyperdrive as a method of interplanetary and interstellar travel. *Odysseus I* successfully engaged hyperdrive, but its field effect was greater than anticipated, and resulted in the destruction of both the probe and the Space Tug which had launched it. *Odysseus II* was launched two months later, and its hyperdrive activated only when it had left the vicinity of Earth and Luna. *Odysseus II* returned to Earth orbit three weeks later, having successfully "hyperjumped" to the Oort Cloud at the perimeter of the Sol system, taken readings and photos, and then returned.

In 2040, only 11 years after the hyperdrive field was first tested and seven years after the *Odysseus* probes, the first practical starship, the *SS Gerardus Mercator*, with its crew of seven, made a successful jump of over two lightyears through hyperspace. Less than 100 years after that first manned jump, the

colonies of Earth consisted of 8 planets and over 18 billion inhabitants, scattered across several solar systems in the "neighborhood" of Sol/Earth, and were known as the Home Cluster.

Hyperspace proved to be rather curious. It was totally devoid of energy or matter, yet spacecraft could operate normally within its bounds. A trip through it (a hyperjump) would take, regardless of the actual distance in "normal" space, 6.8433 Earth days. There were, however, two limitations to its use. One was the enormous amount of energy required to enter hyperspace. The other was the so-called "Mass Limit," which, stated simply, placed a severe limit on the size of spacecraft that could enter hyperspace.

By the early 2100's the starships, powered by mass conversion, were strained severely just to travel from one end of the Home Cluster to the opposite end, and three ships were lost when the strain overloaded their systems. The energy/fuel requirements for jumps beyond the Home Cluster demanded starships larger than the Mass Limit permitted. Because of this fact, and that all of the Home Cluster colonies remained dependent on Earth for support, the experts were predicting an end to the Expansion.

As usual, the experts were wrong.

In 2105, a science team, travelling through the far reaches of the Tau Ceti solar system, was shocked when they discovered a huge alien artifact drifting through space. Entire scientific communities came to study the artifact and, several years later, the purpose of the great object was discovered. It was a hyperspace booster, a device with the capability to “push” spacecraft (and other objects) not tens but thousands of light years through hyperspace. Since the booster itself did not enter hyperspace (it was calculated to exceed the Mass Limit by a factor of over 7,453), a ship right up to the Mass Limit could travel enormous distances using virtually no power.

Years of research continued. Why had the Charon, the “gatekeepers” as the scientists dubbed them, abandoned a working booster? Where had they gone? The scientists were unable to say. The booster contained a mapping system depicting millions of the galaxy’s stars, but few of them had been specifically marked by the Charon.

Eventually, the Charon’s control system was deciphered and trial boosts began. They proved the booster to be fully functional and the technicians’ knowledge of the control system was deemed adequate to allow regular use. The Second Expansion was underway.

Your home is in a cluster of stars known as the Local Group. For years the Local Group had been receiving Development Assistance packages from the Home

Cluster, to assist them in constructing new colonies and providing updates to their technology. Fifty years ago, the shipments stopped coming. Officially, the word was there hadn’t been any indication that they would stop. The next ten years were known as The Great Panic, a period of interstellar war and piracy that nearly destroyed human civilization in the Local Group. Fortunately, at the peak of hostilities, a hyperspace booster was discovered inside the Local Group. The knowledge that two-way communication with the Home Cluster might be established acted to calm the Local Group. A monumental plan was put into action to move the booster, entirely at sublight speeds, into orbit around Cetus Amicus. But, during the twenty years the move required, the Local Group again fell into turmoil, this time to emerge divided into two mutually hostile governments: the Federated Worlds (FW) and the United Democratic Planets (UDP).

Following years of instability and chaos, the FW and UDP ceased hostilities and formed an overarching governmental agency known as the Local Group Unification Organization, which was to oversee the slow reunification of the two nations.

Several years after the reunification process began, the hyperspace booster at Cetus Amicus was certified as operational. The Federated Worlds, eager to reestablish contact with the Home Cluster, dispatched the *FWS Union*, under the command of Captain

Alex G. Seward, to use the booster and travel to Tau Ceti III—the location of the Home Cluster’s hyperspace booster. Captain Seward completed his mission, overcoming a saboteur and xenophobic locals, and uncovered the truth about the discontinuance of Development Assistance packages to the Local Group. Seward’s report of his findings, sent back to the Local Group via the booster, led to an investigation by the Federated Worlds Special Forces (FWSF). It was discovered that a conspiracy had been going on for those fifty years of non-contact, involving high-level officials in not only the Home Cluster, but also in

both the FW and UDP, many of whom were currently serving on the Local Group Unification Organization’s high council (NOTE: specific details are CLASSIFIED at this time). Some of the investigation’s findings were leaked, and this caused the Unification Organization to collapse. With both UDP and FW governments implicated in the conspiracy, both sides grew mistrustful and hostile. Following several military incidents, the UDP declared war on the Federated Worlds.

This is the situation which exists today.

BRIEFINGS

BRIEFINGS

NAVCOM ENCODED TRANSMISSION

CODED LEVEL: ARCHER ABLE ONE

TO: FWSF Squad Leaders operating from FW Fleet

FM: Admiral V. Bresheliah, Fleet Operations, HQ Axia

RE: OPERATION BLINDER

MG: You and your squads have been assigned for deployment from FW Fleet starships to take part in Operation Blinder, a large-scale Fleet operation. Specifics of the FW Fleet aspects of missions involved in OPERATION BLINDER will not be revealed to you, so do not speak of it to the commanders and crews of the ships carrying you. At the appropriate time you will be briefed on what part, if any, you and your squads will play in given missions.

By the small size of your squads you no doubt can guess that you will not be engaging in full-scale combat against UDP or other hostile forces. This we can confirm. Your missions will be primarily "surgical strikes" where larger forces would be less effective. You may be called upon to undertake anything from rescue-and-support to covert seek-and-destroy missions.

Good luck,

Adm. Viktor Bresheliah, FLEETOPS, FtA.

END TRANSMISSION

- The helmet was deemed woefully inadequate in all areas, including armour, laser and particle beam deflectivity, as well as in its sensor and display capability. It was also faulted for being too bulky, and featuring insufficient life-support capability.

Following this dissection of the problem, the report stated that new uniforms should be developed immediately with the goal of eliminating these deficiencies. The specifications for the new uniform included:

- A primary uniform that would be close-fitting, lightweight, airtight, and environment system ready.
- Extensive but flexible body armour.
- A close-fitting helmet with built-in air-filtering in addition to connectivity with a life-support system equipped backpack, in addition to improved sensors and tactical display systems.
- Improved equipment mounting/carrying capacity.
- A backpack containing weaponry power systems, full life-support, and equipment mounts.

Four contractors bid on the project, and eventually Woden Corp. was awarded the contract, beating out chief competitor and favorite-to-win Pan'tra by delivering a fully-operational prototype of the suit when the FWSF had only required design studies. The design Woden submitted, a wholly original concept despite a name which indicates a new version on an older design, met or beat every one of the specifications set out by the FWSF. A model of clean and uncluttered design, it met needs the FWSF had not even foreseen. For instance, in order to cut down on the time it takes Marines to don the uniforms, Woden conceived of a basic "undersuit" which could be used as fatigues when stripped of accessories such as body armour. The use of trained fabrics also permitted, for the first time, a basic suit which could be both "breathable" and airtight, the condition of the suit material being adjustable via a small device which used energy frequencies to cause the fibers of the uniform to change their alignment from one with openings to one without.

Delivery of the Woden Gyfal Mark VIIIs to Marine units was completed only four months before the UDP declared war on the Federated Worlds.

SPECIFICS

The core of the uniform is a lightweight one-piece "jumpsuit", which can be worn as standard "fatigues" when the accessories are detached. It is composed of "trained" materials which can be adjusted to be breathable or airtight (these adjustments are made from a small control unit on the left wrist). The material is waterproof, acid- and beam-resistant in both modes. Life-support/pressurization connections are provided for use with a Woden BakPak.

Gloves and boots can be attached to the jumpsuit. Although all gloves and boots conforming to Pan'tra suit-seal standard will work with this suit, Woden's Extrem-6 series are recommended. The Extrem-6 series gloves contain suit controls designed for interface with the jumpsuit and a Woden BakPak, while the boots of that series are equipped with fittings for the new Achilles Type 1 Grav-Shoes (which replace the old Woden Grav Belts). In addition, both feature latch points for elbow and knee pads.

For combat situations, the jumpsuit is fitted with nine pieces of padded body armour (2 chest/shoulder, 1 ribcage, 2 upper arm, 1 abdominal/belly, 1 pelvic, and 2 upper leg). This armour's primary function is to absorb physical impacts (such as from falling, or being struck by an enemy or projectile). Laser and particle beam resistance (deflectivity) is approximately 64-72%.

For hostile or negative environment work, the neck of the jumpsuit can be fitted with a standard Pan'tra Neck Latching Ring for use with a helmet. PLEASE NOTE: only the Woden Gyfal Mark VII Helmet should be used with this suit! Other helmets are not designed to work with this suit's custom Woden BakPak.

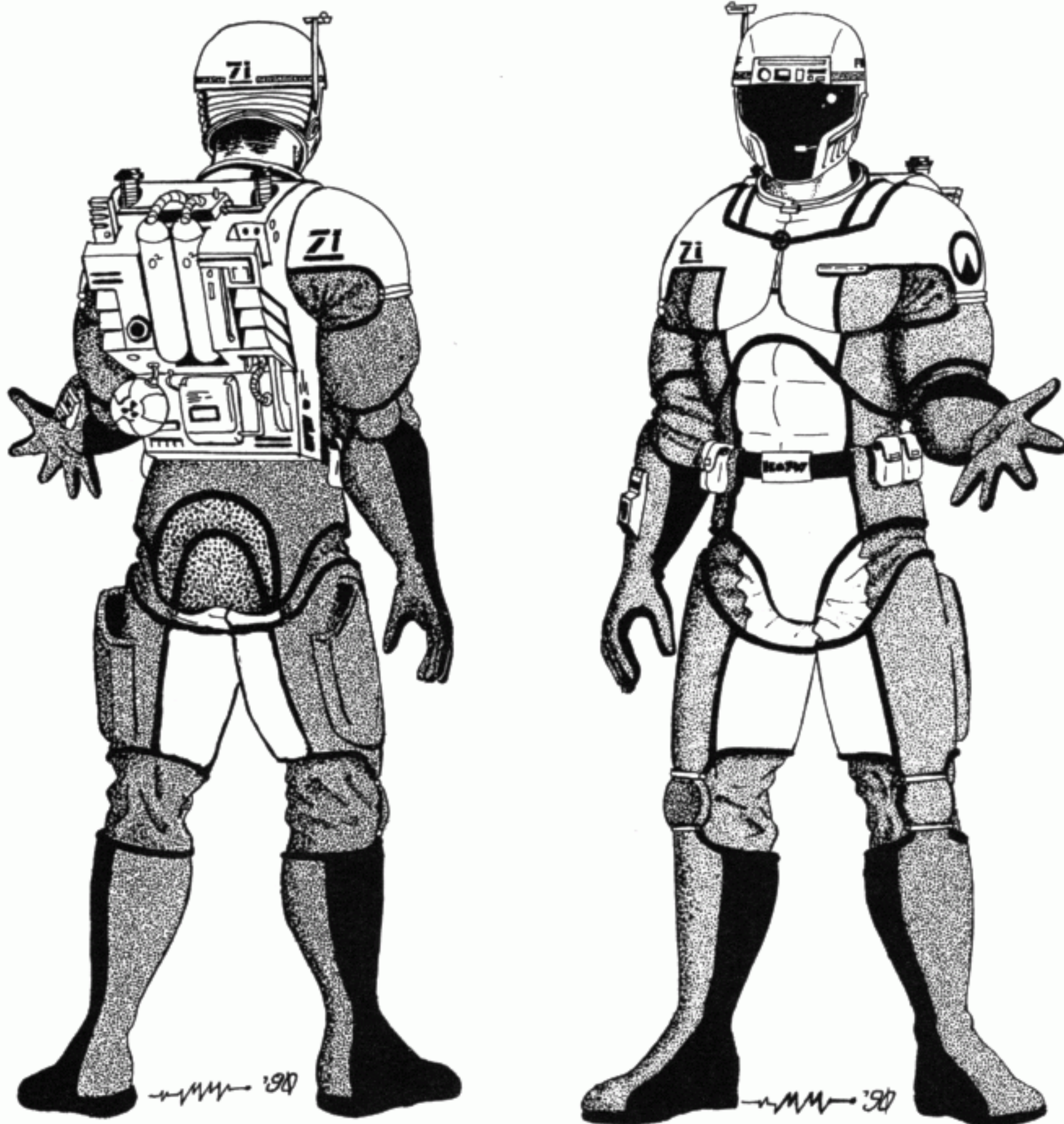
The helmet is a one-piece unit which is strongly laser and particle beam resistant, as well as being heavily armored against projectile attack. The faceplate and upper-neck sections of the helmet are 23% less resistant than the primary shell of the helmet, and roughly equivalent in resistance to the rest of the suit and body armour. The base of the helmet features a standard Pan'tra Neck Latching Ring. If a sealed uniform is required, a special neck-piece, which fits between the helmet and suit neck, can be added.

This helmet is a marvel of modern design. It is self-powered using background-radiation absorption, although it does feature battery backup for use in energy-dampening fields. A sophisticated atmosphere filtering system allows the helmet to extract breathable air from even contaminated environments, although in hostile and non-atmosphere situations a Woden BakPak is required. The faceplate is fully phototropic with a clear-to-opaque minimum response time of 3.7 nanoseconds. A nanocomputer provides audio and video information via the comm system and HUD (Head-Up-Display). Unlike previous FWSF Marine helmets, this unit does not feature a standard HUD. Instead of a projection unit, the helmet's HUD images are created through electronic manipulation of a layer of the faceplate itself. This eliminates the problem of phototropic adjustments obscuring the HUD images. The communications/audio system is a Giaperelli NanoMarconi, featuring a low-height "aerial" transmitter/receiver antenna/locator beacon. The sensor array at the front of the helmet "brim" is a miniaturized version of a Gedvex Oracle, commonly used by armored grav-vehicles and battle robots.

The Woden BakPak features a mix of state-of-the-art components. Power is supplied by both a Vromus background-radiation conversion unit and a Franklin Lab "NanoSol" micro-miniature fusion system. Shoulder slots are provided for Sunstorm Ammo Clips, which can be loaded and unloaded by reaching back over the shoulder. Standard Sunstorm handheld weapon power jacks are accessible at the bottom left and right side of the Pak. All standard stun-guns, laser pistols and rifles can be plugged into these jacks. The environmental system is a Gas Technology Lifeline, which uses compressed liquid oxygen and nitrogen tanks and a liquid-to-gaseous conversion unit. When the suit is fully sealed this system pressurizes the entire uniform and feeds breathable air to the helmet via twin hoses. The hoses, which automatically retract into the top of the Pak when disconnected, are designed to pull relatively "taut" at all times to prevent their being caught on any obstructions. When a Marine turns his head to one side, one hose retracts and the other extends.

The BakPak also features mounts for a variety of weapons and devices, including neutron bombs, grenades, crack units, and so forth.

The uniform's belt can be fitted with up to six OmniPouch belt packs. The OmniPouch, designed by Woden's trained materials department, is a small utility pouch which normally appears only large enough to hold a small datapack. However, the pouches are made of trained fabrics which have a very tight weave and density normally. A low power charge, emitted by the latch, causes the material's fibers to stretch and move apart, increasing the pouch's size by a factor of eight. Once an object has been placed in the pouch the fibers can be made to contract. They will contract until they meet the resistance of the object within, and then stop.



BRIEFINGS

EXCERPT FROM FWSF INTELLIGENCE MEMO #INT-EN-2375-0512

RE UDP "Marauder"

BRIEFING

In 2375, at the start of renewed hostilities between the Federated Worlds and the United Democratic Planets, FWSF Marine units reported that the UDP soldiers, commonly known as "Marauders," were sporting new uniforms and body armour. The body armour appeared to be more laser and particle beam resistant than the armour previously in use. Specific details are not yet available on these new uniforms because, as is typical UDP practice, the Marauder's backpack self-destructs when he/she is killed, destroying the uniform and its components. Analysis of fragments recovered of such uniforms indicates that the body armour is roughly equivalent to the latest Woden Gyfal Mark VII used by our Marines. Little else is known.

INTELLIGENCE WARNING

In recent weeks, there have been reports that non-UDP forces of hostile planets have been seen sporting these new Marauder uniforms. It is believed that the UDP is exporting such technology to planets and nations hostile to the Federated Worlds, so be on the lookout for what appear to be Marauders in situations where you would not expect them.

GETTING STARTED

Your Computer

IBM/TANDY

System Requirements

IBM PC, Tandy, or Compatible computer with at least 512K of memory, MS-DOS (or PC-DOS) 3.0 or higher, and CGA, EGA, VGA, or Tandy compatible graphics. A Microsoft, Tandy, or compatible mouse is optional. CMS GameBlaster, AdLib, and Roland MT-32/LAPC-1 sound boards are supported.

Playing Breach 2 on Floppy Disks

Start your computer using DOS or a hard disk. Once you have the "A:>" DOS prompt, place your Breach 2 game disk in drive A. Type "INSTALL" and press [return]. Select your graphics board, sound device, and mouse. When asked for the drive to optionally install the files, just press [esc]. At the DOS prompt, type "BREACH2" and press [return] to start the game. To run the scenario builder, type "BUILDER". You need only run the install program again if you change your configuration.

Playing Breach 2 on a Hard Disk

Place the Breach 2 game disk in your floppy drive and change the default drive to that floppy drive. Once you have the "A:>" or "B:>" DOS prompt, type "INSTALL" and press [return]. Select your graphics board, sound device, mouse, and hard drive where you want to install the game. Breach 2 will then be copied to your hard disk. At the DOS prompt, type "BREACH2" and press [return] to start the game. To run the scenario builder, type "BUILDER". You need only run the install program again if you change your configuration.

Using a Mouse

Breach 2 supports a Microsoft, Tandy, or compatible mouse. Be sure that your mouse driver is installed properly before running the game.

Using Sound Boards

Breach 2 uses the extensive features of the CMS GameBlaster, AdLib, and Roland MT-32/LAPC-1 to produce music and sound effects. You can select the sound device you are using with the Install program.

AMIGA

System Requirements

Any Amiga computer with at least 1 megabyte of memory.

Playing Breach 2 on Floppy Disks

Place the Breach 2 disk in the floppy drive and turn on the computer. When the workbench screen appears, click on the Breach 2 disk icon. A window will open showing the contents of the disk. Double-click on the Breach 2 file icon to begin the game. You should double-click the Scenario Builder icon to run the scenario builder.

Playing Breach 2 on a Hard Disk

Copy all of the files from the Breach 2 disk into a drawer on your hard disk. Double-click on the Breach 2 file icon to begin the game. You should double-click the Scenario Builder icon to run the scenario builder.

Multitasking

If you use your Amiga for multitasking, you will need a method of moving the Breach 2 screens to the back since the screens do not have a normal title bar. The F10 function key will move the game to the background.

ATARI ST

System Requirements

Any Atari ST computer with at least 512K of memory and a color monitor.

Playing Breach 2 on Floppy Disks

Place the Breach 2 disk in floppy drive "A" and turn on the computer. When the desktop screen appears, double-click on the Disk Drive "A" icon. A window will open showing the contents of the disk. Double-click on the BREACH2.PRG file icon to begin the game. The scenario builder program is located on the scenario disk. Double-click the icon "BUILDER.PRG" to begin the scenario builder.

Playing Breach 2 on a Hard Disk

Copy all of the files from the Breach 2 disk into a folder on your hard disk. Double-click on the BREACH2.PRG file icon to begin the game. Double-click on the "BUILDER.PRG" icon to begin the scenario builder.

Memory

When running on an ST with only 512K of memory, you will only hear a few of the sound effects in the game.

PgUp and PgDn Keys

On the ST, there are no PgUp and PgDn keys as mentioned in the manual. You can use the – and + keys on the numeric keypad to represent the PgUp and PgDn keys respectively.

Home and End Keys

On the ST, there is no End key. You can use the (and) keys on the numeric keypad to represent the Home and End keys respectively. The key on the ST keyboard labeled home should not be used.

Starting Breach 2

To begin the game, start the Breach 2 program according to the instructions in the previous section for your computer. The game will require you to enter a word from the manual. Be sure to include all bold faced titles (except for the section title at the very top of the page, the “Getting Started” title on this page for example).

The game will then display the Assignment screen. This screen lists the available scenarios, Squad Leaders, and games. More on this in the “Assignment Screen” section of the manual. For now, we will lead you into starting a game quickly so you can see what it looks like.

Creating Your First Squad Leader

Click on the “Create” button in the Squad Leader window (press “C” if you don’t have a mouse). A window will appear allowing you to name a new Squad Leader character. Type in the name and press the return key. The new Squad Leader will appear on the list.

Starting Your First Game

Now that you have created a Squad Leader of your own, let’s play a scenario.

If you have a mouse, click on the scenario title “River Crossing”. It should now be highlighted. Click on the “Make” button in the game window. A window will appear allowing you to enter a name for the game you are about to play. Type in a name and press return. Another window will appear asking for the skill level. Click the mouse pointer on beginner. After a few seconds, the game should appear in the game window. Click on the game if it is not already highlighted. Now click on “Play” and the game will begin.

If you don’t have a mouse, repeatedly press the tab key on your keyboard. You will see a highlight bar move between the three windows. This is how to select which window you want to work with. Press the tab key until the scenario window is selected. Use the up and

down arrow keys to highlight the "River Crossing" scenario. Now press the tab key to highlight the Squad Leader window. Select the Squad Leader you just created by pressing the down arrow key. Press the "M" key to make a new game. A window will appear allowing you to enter a name for the game you are about to play. Type in a name and press return. Another window will appear asking for the skill level. Press the "B" key for beginner. After a few seconds, the game should appear in the game window. Press tab again to select the game window. Press the down arrow key to select

the game you just created. Now press "P" to begin the game.

The screen now showing is the game screen. This is where the battles take place! Your marines appear at their arrival spot one at a time, starting with your Squad Leader. Feel free to experiment. Use the right mouse button (or Shift/arrow keys) to move around. Peek ahead at **The Game Screen** chapter, or look at the back cover of the manual, to see what other things you can do. They will be explained in detail later.

First, though, you should understand the way scenarios are put together.

THE SCENARIO

The Concept of the Scenario

Scenarios are combat situations you must bring your Squad Leader into in order to advance him through the ranks. Squad Leaders are assigned a squad of up to 9 marines. In order to win the scenario, certain victory conditions must be satisfied. These conditions are different depending on the scenario. Scenarios take place on a playing field that is composed of 50 squares by 50 squares on 5 levels.

Order of Play

Scenarios are played in rounds that are composed of two phases. First is the player phase followed by the enemy phase. In each of their phases, the player and enemy perform all their movement and combat. Each round consumes 30 seconds of game time (important since scenarios have a time limit).

Movement Points

Most every action the player and enemies perform requires movement points. Each marine and enemy is given a certain number of movement points (MP's) at the beginning of each round. Once all of the movement points for a unit have been exhausted, that unit must wait until the next round before doing

anything else. Movement points are based on the unit's class, vitality, and encumbrance. A more complete description of this appears later in the section on Marines.

Deploying a Squad

Marines enter a scenario through a special square called the entry square. No two marines or enemies can occupy the same square at the same time, so this square must be clear in order for more marines to enter.

You can continue to move a marine until he runs out of movement points. If you are finished with a marine or you wish to move others and come back to him later, you can. The "Game Screen" section will describe how to do this.

Scenario Ratings

Scenarios are rated to allow you to determine how hard it will be to win. Ratings are (in increasing order of difficulty) Easy, Medium, Hard, and Very Hard.

Mission Briefing

Each scenario contains a briefing that you can review at any time. This will detail the background of the scenario as well as possibly contain-

ing hints on how to go about completing the mission.

Victory Conditions

One or more of these conditions will have to be met in order to win:

Rescue Prisoners—You must rescue all the prisoners in the scenario. Rescuing a prisoner means taking them as you would any other object in the game. If this is a victory condition, be sure none of the prisoners are killed or else you will lose.

Capture DataPacks—You must capture all the DataPacks in the scenario. This means you must take and hold them. If this is a victory condition, be sure none of the DataPacks are destroyed or else you will lose.

Destroy DataPacks—Basically the opposite of capturing DataPacks. You must destroy all the DataPacks in the scenario.

Exit Combat Zone—All the surviving marines in your squad must leave the scenario through a special terrain square called the exit square.

Kill n% Opponents—At least n% (it varies by scenario) of the opponents in a scenario must be killed.

Occupy n Occupation Squares—At least n (again, this varies by scenario) occupation squares must be occupied. This means that your squad members must be standing

on at least n of a special terrain square called an occupation square **AT THE SAME TIME.**

All scenarios also have a time limit. Once the time limit is reached, the scenario will end. You must satisfy the victory conditions before this limit is reached.

A mission orders window can be displayed at any time. This window will show the victory conditions and which ones you have already satisfied.

Advancing Your Squad Leader

Your overall objective is to advance your Squad Leader. You do this by successfully completing scenarios. The more active a Squad Leader is in battle, the more likely it is he will see some kind of improvement at the end of a successful scenario. Shooting accuracy is important, but cracking and detecting abilities must be honed as well.

Your Squad Leader begins as an Ensign, and will advance in rank as his abilities progress.

Saving a Game in Progress

You have the ability to save a game at the beginning of any round. This means you can stop playing and resume a game later.

Ending a Game

A game will end when the victory conditions are met or your Squad

Leader is killed. If your Squad Leader dies, the game is erased and the Squad Leader statistics will revert to what they were before beginning the game.

Making Your Own Scenarios

You can create new scenarios or modify existing ones by using the scenario builder program. The section "Your Computer" that described how to run the **Breach 2** game also describes how to run the scenario builder. There is another section later in this manual that describes how to use the scenario builder.

Chaining Scenarios

When making scenarios, you can specify that one or more scenarios are to be "chained" together. This means that when one scenario is completed, the game will automatically load the next scenario in the chain. This allows for larger missions that will not fit in the normal space of a single scenario. When chaining, the Squad Leader's condition will carry over to the next scenario. Two things may happen to the rest of the marines; (1) You may be given a new squad or (2) Your squad and their condition will also carry over. Which of these take place depends on how the scenarios were created. Normally, the mission briefing will tell you which will happen.

A Squad Leader who is promoted when chaining from one scenario to another has had a field promotion. If he is killed in action, or does not complete the scenario, the promotion will be void.

Skill Levels

There are two skill levels you can play, beginner and experienced. The difference between the two levels is the way in which you see the surrounding terrain and the intelligence level of opponents. If you set the skill level to beginner, all of the squares surrounding your marines will be visible. If you select experienced, you will not be able to see through walls and closed doors.

The Map Grid

When first starting out playing **Breach 2**, it can sometimes get confusing when moving your marines through the 3-D landscape. Pressing the F7 key when in the game screen will turn on the map grid. This is a grid which will be superimposed over the map only when tracing a path for your marines to move. The grid will help you to see exactly where the paths can be traced.

Playing With Other IGS Products

Interlocking Game System (IGS) is a unique method of allowing separate games to combine with one another to form one huge game. **Breach 2** is able to be entered by other Om-

nitrend IGS games as though they were all one big game. This means your role playing character (in the case of **Breach 2** the Squad Leader) can adventure through many games. **Breach 2** scenarios can be part of a surface attack in one game or a spaceship boarding sequence in another.

Breach 2 is a non-controlling module, meaning it will be run automatically by another IGS program. Check with your dealer or contact Mindcraft for information about other games that are part of the IGS system.

Where to Go From Here

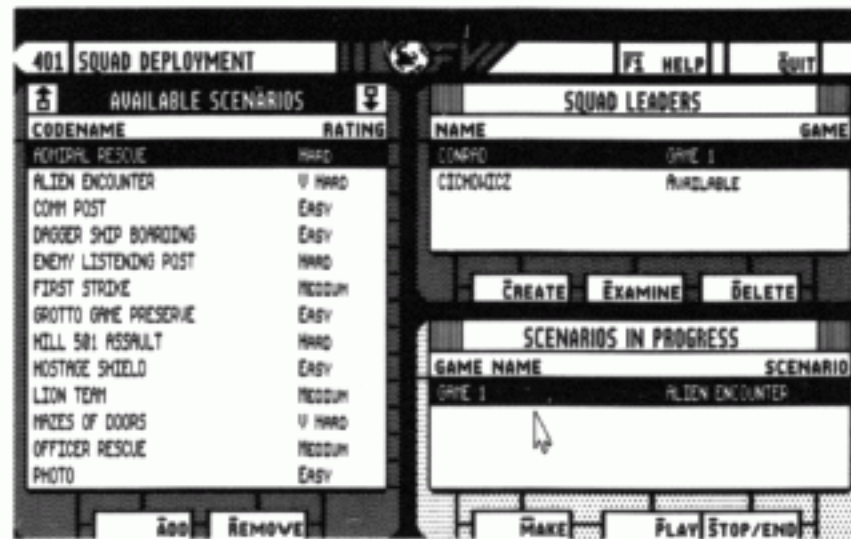
By now you are probably wondering when you will get to play an actual game. Well, now that you understand the basic idea behind the scenario, it is just a matter of learning how to control your marines and knowing how the objects and opponents work. You should refer to the section "The Game Screen" to learn about all the different controls. The objects and opponents are

described in their own sections. The objects section lists the objects and describes how they are used. The opponents section describes how each opponent attacks and the best ways to defeat them. An additional section on terrain squares describes each type of terrain, any strategic advantages, and how many movement points it takes to cross.

When you are ready to begin another mission, you will need to refer to the section "The Assignment Screen" which describes how to manage games and Squad Leaders. There is also a handy "Scenario List" section that summarizes the scenarios that come with the game.

Finally, once you get the hang of things, the back cover has a quick reference list of all the commands in the game. Try the commands out using the game you have already started. When you feel you are ready, begin with one of the easy scenarios and work your way up. You'll have your Squad Leader to 2nd Lieutenant in no time!

THE ASSIGNMENT SCREEN



The Assignment Windows

The Assignment Screen is a collection of three windows. The largest window, "Available Scenarios," lists the scenarios available for your Squad Leader to command. Next to the name of each scenario is the difficulty rating.

The next window, titled "Squad Leaders," displays the Squad Leader characters that are available to play. This list will be empty until you create your own Squad Leaders. Next to the Squad Leaders' names are the names of the missions they are currently commanding. If they are not currently engaged, this will show as "Available," meaning the Squad Leader can begin a new mission.

The remaining window is titled "Scenarios in Progress". It lists the scenarios that any Squad Leaders are currently commanding. When

you start a game, you select the scenario you want to play and the Squad Leader to be in command. You will then be able to give the mission a name. This name appears in this list. Next to the name of the scenario in progress (mission) is the name of the scenario it is based on. The list will be empty until you select a Squad Leader and a scenario to play.

If You Have a Mouse

Any item in a window can be selected by pointing to it and clicking the mouse button. At the bottom of each window is a row of buttons. These can also be selected by pointing to them and clicking.

The Available Scenarios window also has two additional buttons, one on each side of the window name. These buttons, which look like up and down arrows, will "scroll" the list of scenarios in the event that there

are more scenarios available than will fit in the window all at once. Clicking the mouse on the up arrow will scroll the list up. Clicking on the down arrow will scroll the list down.

If You Don't Have a Mouse

The "Tab" key on the keyboard is used to select the window in which you want to select an item. If you press this key repeatedly you will see the title of each window change color alternately (try it). Once you have selected the window you want, use the up and down arrow keys to select an item. The buttons below each window can be selected by typing the first letter of the button name. For example, to select the "Create" button in the Squad Leader window, press the "C" key. In fact, anytime you encounter buttons with names on them anywhere in the game, you can select them in the same fashion.

The Available Scenarios window also has two additional buttons, one on each side of the window name. These buttons, which look like up and down arrows, will "scroll" the list of scenarios in the event that there are more scenarios available than will fit in the window all at once. Pressing the page up (PgUp) key on the keyboard will scroll the list up. Pressing the page down (PgDn) key will scroll the list down.

The Buttons

The buttons below each window do the following:

Available Scenarios Window

Remove—Removes the selected scenario from the disk.

Add—Access scenarios from an additional Breach 2 scenario disk. See "Additional Scenario Disks" below.

Squad Leader Window

Create—Creates a new squad leader. You will be required to enter a name for the Squad Leader.

Examine—Shows the current stats for the selected Squad Leader.

Delete—Deletes the Squad Leader from the disk.

Games in Progress Window

Make—Starts a new game. You will be allowed to enter a name for the game.

Play—Play the selected game.

Stop—Stop a game in progress and make the Squad Leader available for other missions.

Other Buttons

Help—Display a brief summary of the procedure for starting a game.

Quit—End the game.

Just Starting Out?

If you are just beginning to play Breach 2, the first thing you will want to do is make a Squad Leader character. You can use the one you created for the sample scenario or make a new one. If you want to make a new one, select the create button and enter a name. If you want to reuse the sample Squad Leader, you will first need to check and see if the Squad Leader is available. If you completed or lost the sample scenario, the character will already be available. If you have just saved the sample scenario in progress, you will need to select it and use the stop button.

Once you have a Squad Leader available, select one of the easy scenarios and select the make button. Enter a name for your mission and press return. When asked for the skill level, select beginner. The mission will now appear on the Scenarios in Progress list. Select that mission and then the play button. Now you're ready for battle!

Additional Scenario Disks

You can purchase additional scenario disks from Mindcraft. You can also create scenario disks of

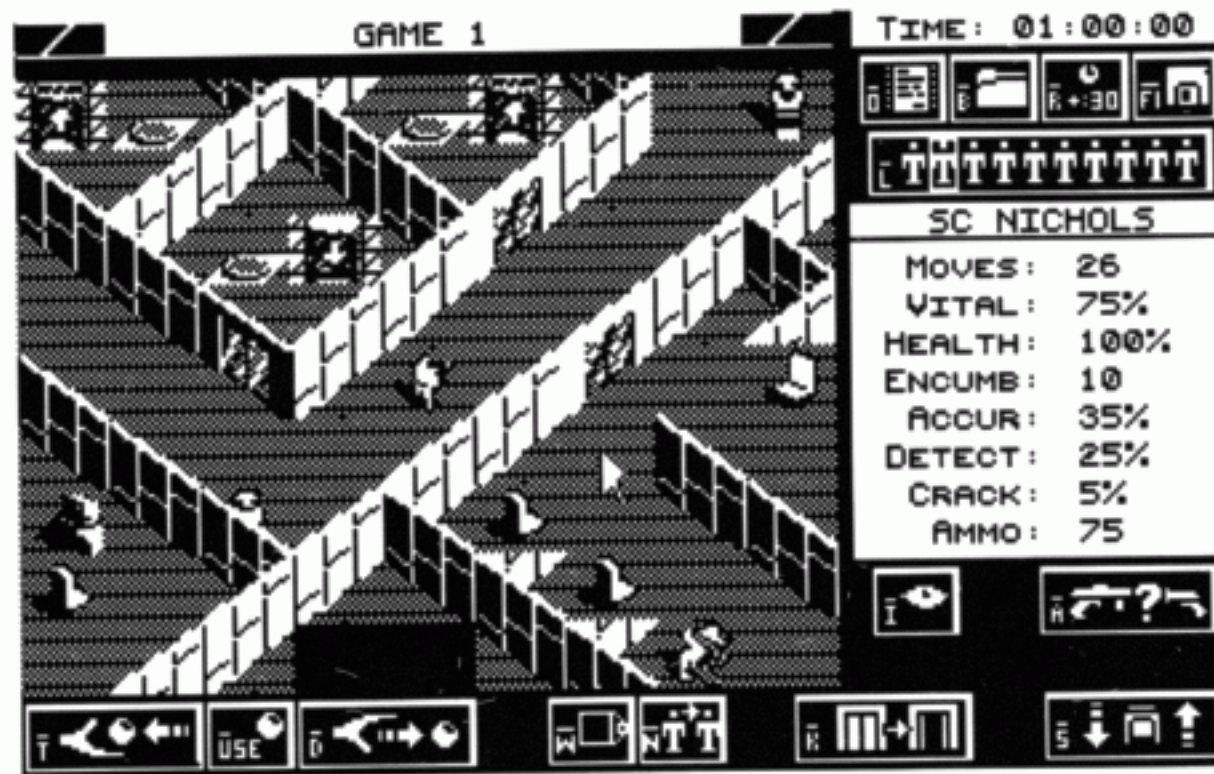
your own using the Scenario Builder program. The "Add" button allows you to access these additional scenario disks. The button will do two different things depending on the type of disk drive you are using:

Hard Disk—If you are playing on a hard disk, selecting the "Add" button will copy scenarios from a scenario disk in the first floppy drive onto your hard disk.

Floppy Disk—If you are playing on a floppy disk, selecting the "Add" button will allow you to replace the disk currently in the drive with another scenario disk. If you select a currently available Squad Leader before selecting "Add" you will have the option of moving the Squad Leader to the other scenario disk. For instance, suppose you purchased a scenario disk from Mindcraft. You want to use your favorite Squad Leader "Conrad" with the new missions. You would select "Conrad" from the Squad Leader list (assuming he is available), then select the "Add" button. A window will appear asking you if you want to move Conrad to the other scenario disk. If you select the yes button, Conrad will be moved to the new disk and you will be able to begin new missions with Conrad.

THE GAME SCREEN

The Game Screen is where your Squad Leader commands missions. The large map in the center of the screen displays the surrounding terrain, objects, and opponents. The surrounding windows and buttons are used to control the scenario.



The Map Window

The map window displays the terrain surrounding the currently selected marine, with the marine at the center. The window is broken up into an invisible 9x9 grid in which you can move your marine. Some sections of the terrain may not be visible at the “experienced” skill level. This is due to the fact that you cannot see through walls or closed doors. At the top of the window is a bar showing the name of the mission being played. Bracketing this name is the rank insignia of the mission Squad Leader. The map window allows you to do the following:

Move the Current Marine—The current marine (at the center of the dis-

play) can be moved to another location in the map window. When the marine reaches a destination, the map window is shifted to place him back at the center of the window and new terrain is displayed. The marine can only be moved onto valid terrain squares (see the **Terrain** section) that can be seen and only as long as the marine has enough movement points.

A marine who is standing in a square with smoke will not be able to see any of the surrounding squares. Thus, the marine will be unable to move. The map window will appear with the marine at the center and the surrounding squares will all be grey.

Your marines can be moved in one of two ways: either by tracing a path for them to follow, or by moving them a square at a time. To move the current marine a square at a time with the mouse, simply click the second mouse button (the right mouse button on a two-button mouse) in an adjacent square. If the marine is not facing in that direction, he or she will first turn to face that way. Clicking again will move the marine into that square. With the keyboard, hold down the shift key and press the arrow key in the direction you wish to move the marine. As with the mouse, if the marine is not currently facing in that direction, he or she will first turn that way.

The other way to move is to trace a path from the square the current marine is in (the center square) to a destination square. If you don't have a mouse, skip to the next paragraph to learn how to trace a path with the keyboard. Tracing a path with the mouse is done by pointing and holding down the mouse button, then moving the pointer along the path. As you trace the path from one square to the next, the number of movement points remaining (displayed in the marine statistics window) will change. You can backtrack the path if you make a mistake. When the path has been traced to where you want the marine, release the mouse button.

To trace a path using the keyboard, press the "P" key to begin tracing the path. You can now use the keypad keys to trace the path in 8 directions. Each time you press a key, the path will extend one square in that direction. As you trace the path from one square to the next, the number of movement points remaining (displayed in the marine statistics window) will change. You can backtrack the path if you make a mistake. When the path has been traced to where you want the marine, press the middle key on the keypad (the "5" key).

Move the Map Cursor—The map cursor is used for some of the keyboard commands. It is turned on and off by pressing the F6 function key. It will turn on automatically upon starting a scenario if you do not have a mouse. The map cursor appears as small brackets surrounding a map square. The map cursor may be moved around the map by pressing the arrow keys in the direction you want to move the cursor.

Select Another Marine—If there is another marine on the map you want to control, you can select that marine as follows (If you don't have a mouse, skip to the next paragraph). Point to the marine with the mouse pointer. Hold down the "Alt" key and click the mouse button. That marine will then become the current marine and the map will shift to display him at the center.

To select another marine with the keyboard, first make sure that the map cursor is on. The map cursor is turned on and off pressing the F6 function key. Select a marine by moving the map cursor to the marine's location, then hold down the "Alt" key and press the "Z" key.

If the marine you want is not on the map, there is another way to change the current marine. Clicking on the list squad button ("L" for keyboard users) will display a window allowing you to change the current marine. See the description of the list squad button for detailed information.

Change the Current Marine's Facing—The direction the current marine is facing can be changed as follows: With a mouse, move the pointer to one of the eight squares surrounding the marine and press the second mouse button. With the keyboard, hold down the shift key and press the keypad key corresponding to the direction you want the marine to face. (Note: since this is also how you move a marine a square at a time, a marine already facing in that direction will move).

Fire a Weapon—The current marine's armed weapon can be fired at a square as follows. With the mouse, just point to the square and click the button. With the keyboard, move the map cursor to the square

and press the "Z" key. In order to fire at a square, the marine must be facing within 45 degrees of the square. Otherwise you will have to change the marine's facing.

The Marine Statistics Window

The window to the right of the map displays statistics about the currently selected marine. At the top of the window is the name of the marine. The stats displayed are:

Movement Points—The number of movement points remaining this round.

Vitality—The current vitality. A warning box will appear here if the vitality drops below 50%.

Encumbrance—The current encumbrance level.

Accuracy—The marine's shooting accuracy.

Detect—The percentage chance of this marine making a successful detect with a detector.

Crack—The percentage chance of this marine making a successful crack with a crack unit.

Ammo—The number of rounds available in the marine's ammo clip.

The Time Remaining Display

In the upper right hand corner is a display showing the total remaining time in the mission. When this number reaches 00:00:00, the mission will end. Each round consumes 30 seconds of mission time.

The Buttons

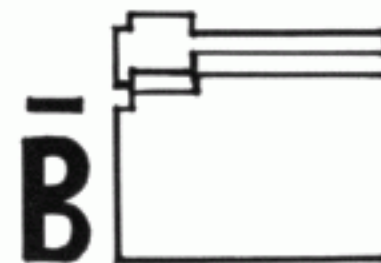
The rest of the game screen contains buttons that perform various functions. You can select a button by clicking on it with the mouse, or by pressing the keyboard key that is assigned to the button.

The Mission Orders Button (or “O” Key)



Pressing the mission orders button will display a window listing the victory conditions that must be met in order to win the scenario. A check box appears to the left of each victory condition. A check mark will appear in the box if the victory condition is satisfied.

The Mission Briefing Button (or “B” Key)



Pressing the mission briefing button will display a window with the mission briefing. You should read the briefing upon beginning the scenario.

The Next Round Button (or “R” Key)



Pressing the next round button will advance to the enemy combat phase. After the enemy completes movement and combat, the time remaining will decrease by 30 seconds and return you to the beginning of the player phase.

The Save Game Button (or F1 Key)



Pressing the save game button will temporarily halt the mission. If you are at the beginning of the player phase, you will be able to save your current location. Otherwise, if you leave the mission at another point in the round, your location will not be saved. Your progress since the last point you saved will be lost.

The List Squad Button (or "L" Key)



This button is special in that it changes during the mission. The icon contains figures representing each member of your squad. The first figure is always your Squad Leader. A box encloses the figure indicating the current marine.

As the health of a marine in your squad deteriorates, the figure representing that marine will begin to turn red. Once a marine dies, the figure is removed entirely from the button.

Upon pressing this button, a window will appear listing the members of your squad. Initially, the major statistics will be displayed. You can, using the "Gear 1" button, switch the listing to two other displays showing equipment carried. The abbreviations used in the listings are as follows:

Stat Display

MP	Movement Points	HLT	Health
VIT	Vitality	EN	Encumbrance
ACC	Accuracy	DET	Detecting
CRK	Cracking	AMM	Ammo

Gear 1 Display

DP	DataPack	PR	Prisoner
LA	Launcher	SG	Smoke Grenade
SH	Shield	GS	Grav Shoes
NB	Neutron Bomb	CS	Camouflage Suit
LP	Laser Pistol	LR	Laser Rifle
SP	Stun Pistol		

Gear 2 Display

CU	Crack Unit	DE	Detector
MK	Medikit	AP	Ammo Pack
PC	Proximity Charge	FM	Foxhole Maker
RK	Rocket	GR	Grenade
RC	Remote Charge		

The up/down arrow keys will move the selector bar up and down the squad member names. Upon pressing the "Change" button, the current marine will change to the one chosen with this selector bar.

To exit this window without changing the current marine, press the "OK" button.

The Identify Button (or "I" Key)

Pressing the identify button will allow you to identify terrain, objects, marines, and opponents. After pressing the button, move the mouse pointer (or for keyboard users, the map cursor) to the square you want to identify. Then press the mouse button (keyboard users press the "Z" key). A window will appear identifying everything in the square.

The Arm Weapon/Detonate Remotes Button (or "A" Key)

Pressing the arm weapon button will bring up a window enabling you to select which type of weapon you want the currently selected marine to use when shooting. Displayed will be selections for Unarmed (no weapon), Three types of guns (described in the Objects section), and Psionic Stun (described in the Marines section). If a marine is not carrying a certain type of gun, or does not have psionic ability, the appropriate selection will be unavailable. The word "Unavailable" will appear beneath selections that cannot be selected. To select a weapon with the mouse, just point to the check box to the left of the weapon name and click the mouse button. A check mark will then appear in the box (unless the weapon is unavailable). To select a weapon with the keyboard press the first letter of the weapon name ("U" for Unarmed, "S" for stun pistol, etc.)

If you hold down the shift key when clicking the mouse button (or pressing the "A" key without a mouse), a window will appear asking you if you wish to detonate remote charges. See the Objects section for more information on remote charges and how to use them.

The Take Object Button (or "T" Key)

Pressing the take object button will allow the current marine to take an object. The marine must be standing next to or on top of the object. With the mouse (after pressing the take object button), point to the object you want to take and press the mouse button. With the keyboard (after pressing the "T" key), press the keypad key corresponding to the direction of the object. For example, if the object is above and to the left, press "7" on the keypad. If it is directly to the right, press "6". If you are on the object, press "5".

The Use Object Button (or “U” Key)



Pressing the use object button will display a window listing all of the objects the current marine is carrying. The window is large enough to display up to 5 objects at a time. If the marine is carrying more than 5 objects, you can click on the up and down arrow keys (keyboard users can use the up and down arrow keys). To use the object, click on the window's use button (or “U” key). To cancel, press the cancel button (or “C” key).

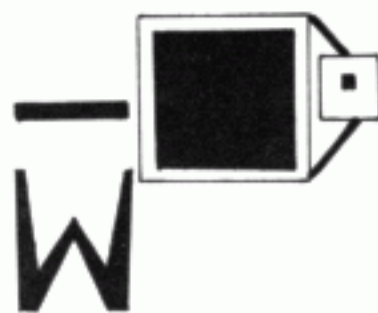
What happens now depends upon the object you selected to use. See the Objects section for instructions on the use of each object.

The Drop Object Button (or “D” Key)



Pressing the drop object button will display a window listing of all of the objects the current marine is carrying. The window is large enough to display up to 5 objects at a time. If the marine is carrying more than 5 objects, you can click on the up and down arrow keys (keyboard players can press the “PgUp” and “PgDn” keys) to scroll the list. Select the object you want by clicking on its name (keyboard users can use the up and down arrow keys). To drop the object, click on the drop button (or “D” key). To cancel the drop, press the cancel button (or “C” key). No more than one object can occupy a single square, so you cannot drop one object on top of another.

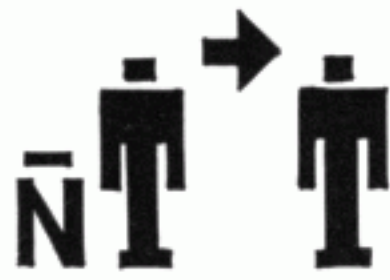
The Scale Button (or “W” Key)



Pressing the scale button will change the map into a “wide angle” view of the surrounding terrain. Information for this view is provided by the current marine and other marines moving through this area, detectors, and crack units. Only terrain that has been seen by marines or detected by the detectors and crack units will be displayed.

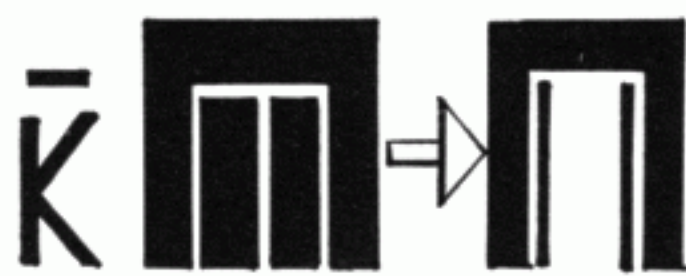
The wide angle view consists of a 21 x 21 area with the current marine at the center. Terrain squares are represented by colored squares to distinguish the terrain pattern. When scouts use the wide view, all opponents will appear as orange squares. There is also a 40% chance that scouts will pick up hidden proximity charges which will appear as yellow squares.

The Next Marine Button (or “N” Key)



Pressing the next marine button will change the current marine. The current marine advances to the next marine in the squad list. After you have moved to the last marine in the list, pressing this button will cycle back to the first marine in the list. Remember, you can also directly select any marine on the map. See “The Map Window” earlier in this section for more information.

The Open Door Button (or “K” Key)



Pressing the open door button will allow the current marine to open an adjacent door. With the mouse (after pressing the open door button), point to the door you want to open and press the mouse button. The door must be next to the current marine. With the keyboard (after pressing the “K” key), press the keypad key corresponding to the direction of the door. For example, if the door is above and to the left, press “7” on the keypad. If it is directly to the right, press “6”. If you are on the door press “5”.

The Use Shaft Button (or “S” Key)



Pressing the use shaft button will allow the current marine to change levels by using liftshafts or dropshafts (see the **Terrain** section to identify these shafts).

Displaying the Map Grid (F7)

Pressing the F7 function key will cause a grid to be placed on the map window that outlines the terrain squares whenever a path is being traced. Beginners will find this useful to help in tracing movement paths. Press this key again to turn off the grid.

Turning Off the Sound (F8)

Pressing the F8 function key will turn off the sound. Pressing the key again will turn it back on.

Changing the Combat Message Speed (F9)

Pressing the F9 key will change the speed at which the combat messages are displayed. There are three speeds: Fast, Medium, and Slow. The speed defaults to Fast.

YOUR MARINES

Basic Characteristics

All marines and Squad Leaders share the following basic characteristics:

Movement Points—Each marine is given a certain number of movement points at the beginning of each round. Almost all the activities a marine can perform require movement points (MP's). Combat activities such as taking an object, firing a weapon, moving, and using an object can all be done in a single round until the movement points are exhausted. If you do not have sufficient MP's for the activity you want to perform, the computer will warn you. It is not necessary to use all of a marine's movement points.

Unused movement points will not accumulate. A marine with no movement points remaining cannot be selected with the next marine button. When the movement points are exhausted, the computer will automatically select the next marine. If no marines remain with movement points, the player phase will end.

Vitality—Vitality is a measure of how well-rested a marine is. The higher the vitality, the more MP's a marine has available in subsequent rounds. When a marine is at the 50% vitality

level, 50% of the maximum number of MP's are available.

At the beginning of a mission, a marine's vitality is always 100%. As a marine moves about, vitality is reduced at the same rate as movement points. If a marine with 100% vitality fired a gun (3 MP's), his or her new vitality would be 97%. Vitality is replenished at the rate of the health percentage divided by 4, which means the maximum rate is 25 percentage points per round (100/4).

If a marine's vitality drops to 0%, the marine is considered stunned and may not move until the next round.

Health—Health is a measurement of the physical condition of the marine. When a marine's health drops to 0%, he has died.

Encumbrance—Encumbrance is a measure of the load on the marine. Each object the marine is carrying contributes to this encumbrance. The greater the encumbrance, the fewer movement points the marine will have each round. Opponents will be more likely to target a marine who has a heavy load.

Accuracy—Accuracy is a measure of the shooting accuracy of the marine. For marines with psionic

talent, this is also a measure of the accuracy of psionic stuns.

Detecting—Detecting is a measure of the marine's ability to use a detector.

Cracking—Cracking is a measure of the marine's ability to use a crack unit.

Ammo—Ammo is a count of the total number of ammo rounds in the marine's ammo clip. You can add to the number of rounds by using an ammo pack. The marine will not be able to fire any guns if there are no rounds in the ammo clip.

Classes of Marines

Marines fall into the following classifications:

Squad Leader—The squad leader is your main character. This is the only type of marine that is independent of the missions. Squad Leaders have ranks as follows:

Abbreviation	Rank
EN	Ensign
2L	2nd Lieutenant
1L	1st Lieutenant
LC	Lieutenant Commander
CM	Commander
CP	Captain
CO	Commodore
RA	Rear Admiral
VA	Vice Admiral
AD	Admiral
FA	Fleet Admiral

Newly created Squad Leaders begin as Ensigns. Upon a successful completion of a mission, there is a possibility that the Squad Leader will improve in Accuracy, Cracking, and Detecting skills. In addition, depending on the improvements, the successful Squad Leader may be promoted in rank. Once the rank of Fleet Admiral is reached, no further promotion is possible.

The chance for advancement depends on how much the Squad Leader participates in combat. In addition, advancement in cracking and detecting skills requires the successful use of these devices by the Squad Leader during his mission.

A Squad Leader who reaches the rank of Admiral develops a psionic ability that can be used just like the Psionic Talent marines.

The game will keep track of several other statistics for the Squad Leaders including number of missions, number of kills, and combat time. These stats can be examined from the Assignment Screen. Only stats from completed missions will be saved.

Marauder—The marauder is the basic marine. Marauders carry heavy armor and have a fairly high level of mobility.

Scout—Scouts have very light armor, making them faster than marauders.

Infiltrator—Infiltrators have medium armor and an average degree of mobility. Infiltrators are very adept at using crack units.

Psionic Talent—Psionic talents wear the same armor as scouts. They have the ability to stun an opponent with their minds. An opponent so stunned will be unable to function in its next phase. In addition, since vitality regenerates slowly, it will take several rounds before the opponent is back to full movement strength. Psionic stuns will not travel through doors or walls. It is possible to stun your own troops, so be careful. You cannot stun any opponent that is not a life form (Gun Emplacements, Robots, Bipedes, and Seekers). In addition, tanks cannot be stunned as their armor protects the aliens inside.

Advancing in Rank

Your Squad Leader has a chance of being promoted in rank at the end of each successful mission. To be

promoted to a particular rank, your Squad Leader must reach specific levels of proficiency in shooting accuracy, detecting, and cracking. For instance, in order to reach the rank of 2nd Lieutenant, the Squad Leader must have a shooting accuracy of at least 25%, and both a detecting and a cracking ability of at least 17%.

These three abilities will have a chance to increase at the successful completion of a mission. If, during the course of the mission, the Squad Leader made several kills with a laser weapon, shooting accuracy may rise. The successful use of crack units and detectors by the Squad Leader will give the cracking and detecting abilities a chance to increase.

These increases in the three abilities will be done before checking for promotions. This means that any advancement in ability will be immediately considered in checking for promotion.

THE OPPONENTS

There are a variety of opponents your squads will encounter during their missions. These opponents are quite intelligent. Their general strategies and methods of attack are described in this section.

Beast



The beast is a carnivorous creature resembling a small Tyrannosaurus Rex. Beasts walk on their hind legs. Their attack is by biting; thus, they must be in an adjacent square to attack. They are semiintelligent and can smell out an opponent. They are attracted to loud noises, including gunfire. Fortunately, Beasts are somewhat slow. Their hide is thick and somewhat resistant to laser fire.

Marauder



Marauders are similar to your own marines. They carry laser pistols and may have grenades, rockets, and other offensive weapons. They may also use camo suits, making them hard for you to see on the map. In fact, marauders with camo suits will be almost impossible to spot in dense terrain such as rubble and jungle.

Marauders are highly intelligent and will use the surrounding terrain to the best of their advantage.

Alien



Alien soldiers are lightly armored and, as a result, are very fast. Aliens almost always have psionic abilities. They have the capability to emit beams of energy from their bodies. These beams have a bit less strength than a standard laser pistol. Aliens may also carry grenades and other offensive weapons. They are fairly intelligent and will combine their energy beams and psionic attacks very effectively.

Terradon



Terradons are primitive flying animals. They attack by swooping down and biting the victim. Because they are constantly in flight during combat, Terradons are extremely fast and maneuverable. Their scaled body does not, however, provide much protection from attack.

Gun Emplacement



They can, however, rotate the guns to fire in any direction.

Gun Emplacements are stationary defensive posts that operate by programmed instructions. They will attack any marine who comes within range. They fire a dual beam that has almost twice the power of a laser rifle. Gun Emplacements are stationary and will not move.

Wadgel



The wadgel is a small, weasel-like creature that attacks by firing quills from its tail. Wadgels are not known for their intelligence. They will attack almost anything moving, except another wadgel. Their small size and low intelligence makes a single wadgel more of a nuisance than a danger. However, in large quantities they can be quite dangerous.

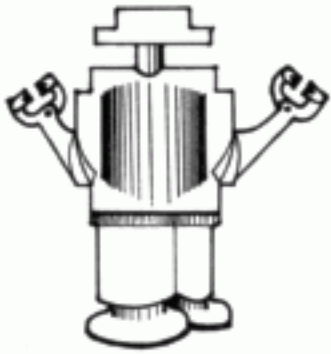
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Tank

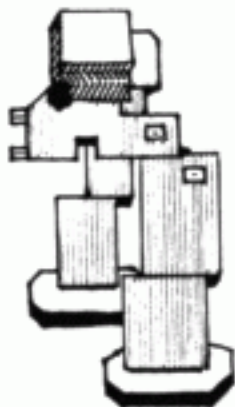


Tanks are floating platforms that hover approximately 75 centimeters above the ground. They are controlled by small, highly intelligent alien creatures from a control cavity inside. Tanks have a single-barreled laser cannon and are highly maneuverable. They also have heavy armor plating, making them difficult to destroy.

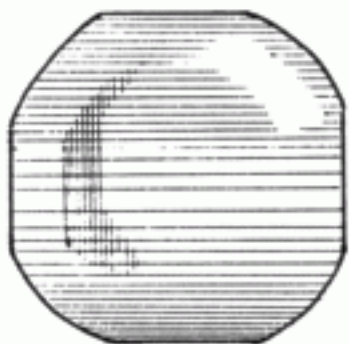
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Robot

Robots are intelligent, programmed machines. They are all copies of an original that was designed to seek out and destroy an individual named Dr. Smith. During the copying process, however, the program was scrambled. Robots will now attack any of your marines, thinking they are this Dr. Smith. They fire a form of plasma energy from their claws. Robots tend to attack with the precision of a well designed computer program. This makes their method of attack somewhat easy to predict. However, due to the power of their weapons, Robots should be taken quite seriously.

Biped

Bipeds are robots that walk on two legs. They contain a single laser weapon of equivalent power to a laser rifle. Bipeds are semi-intelligent and are capable of using the terrain to their advantage. The armor on a biped is adequate, but not impenetrable.

Seeker

Seekers are small floating orbs of unknown origin. Some say they are remnants from a long dead race. Orbs seek to destroy any human life form they encounter. They have the ability to warp space around them, allowing them to pass through walls. Orbs usually have psionic abilities and always have a beam weapon that can fire in any direction. Seekers can only be destroyed with remote charges. Any other weapon may temporarily disable the seeker for up to 5 rounds. These are extremely dangerous opponents and should be avoided at all costs.

THE OBJECTS

This section lists all of the objects in *Breach 2* and how they are used. Following the name of each object is the number of encumbrance points (see the **Marines** section for a description of encumbrance points) they consume and the number of movement points they take to use. For example, the smoke grenade appears as “Smoke Grenade (ENC 1 - MP 5)”. This means a smoke grenade uses 1 encumbrance point and takes 5 movement points to throw.

Objects are used by selecting the use button. See the Game Screen section for a description of this button.

Laser Pistol (Enc 1 - MP 3)



A laser pistol is the standard issue weapon of the FWSF. It can inflict a fair amount of damage to any opponent it hits. A laser pistol is armed by selecting it with the use button or the arm button (both will do the same thing). It consumes no movement points to arm the weapon. The weapon is fired according to the instructions in the **Game Screen** section of the manual. Firing the weapon takes 3 movement points. Each discharge of the weapon consumes 1 ammo round.

Laser Rifle (Enc 2 - MP 3)

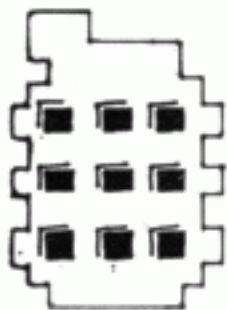


A laser rifle is a premium weapon. It can inflict substantially more damage than a laser pistol. A laser rifle is armed by selecting it with the use button or the arm button (both will do the same thing). It consumes no movement points to arm the weapon. The weapon is fired according to the instructions in the **Game Screen** section. Firing the weapon takes 3 movement points. Each discharge of the weapon consumes 2 ammo rounds.

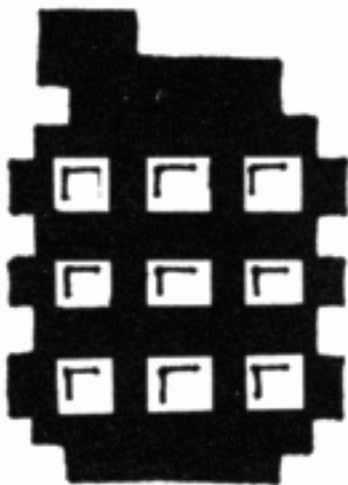
Laser rifles can only be fired a maximum of five times per round. After that, they overheat and will not cool down enough to permit operation until the next round.

Stun Pistol (Enc 1 - MP 3)

A stun pistol will stun any opponent it hits. It inflicts little damage to the opponent. A stun pistol is armed by selecting it with the use button or the arm button (both will do the same thing). It consumes no movement points to arm the weapon. The weapon is fired according to the instructions in the **Game Screen** section of the manual. Firing the weapon takes 3 movement points. Each discharge of the weapon consumes 1 ammo round.

Grenade (Enc 1 - MP 5)

Grenades are small palm-sized devices that, when thrown, will explode where they land. Grenades are fairly powerful and can level light walls.

Smoke Grenade (Enc 1 - MP 5)

Smoke grenades are small palm-sized devices that, when thrown, will explode in a cloud of smoke. This smoke will last the duration of the round. Opponents caught in the smoke cloud will be unable to function. Opponents around the cloud will be unable to see through it.

When selecting either type of grenade with the use button, you will be allowed to select the square into which you wish to toss the grenade. The marine need not be facing this square. Point the mouse at the square and click the mouse button. From the keyboard, use the map cursor to select the square, then press the “Z” key. The throwing range is 3 squares, unless an obstruction blocks the grenade’s path.

Rocket (Enc 3 - MP 5)

A rocket is basically a propelled grenade. It has a range of 50 terrain squares and the explosive power of a grenade. The marine must be carrying a rocket launcher in order to fire a rocket. When fired, the rocket will travel in the direction the marine is facing. To fire a rocket, select one with the use button. A rocket will continue to travel even after leaving the map window until it hits a target or the level boundaries.

Rocket Launcher (Enc 7 - MP 0)



Rocket launchers are needed to fire rockets. In order to use the launcher to fire a rocket, you should select the rocket itself after pressing the use button.

Neutron Bomb (Enc 2 - MP 6)



A neutron bomb is a flat, disc-shaped object about 31 centimeters in diameter. When thrown, it will explode, releasing radiation deadly to life forms. This explosion will do no damage to the surrounding terrain or mechanical opponents. When selecting the neutron bomb from the use button, you will be allowed to select the square you wish to toss the bomb into. The marine need not be facing this square. Point the mouse at the square and click the mouse button. From the keyboard, use the map cursor to select the square, then press the "Z" key. The throwing range is 3 squares.

Proximity Charge (Enc 5 - MP 0)



A proximity charge is a small explosive canister that detonates when any object moves into the same terrain square. Proximity charges have the explosive power of a grenade. The proximity charge will not be visible if placed onto dirt, grass, or high terrain squares. Scouts have a 40% chance of detecting hidden proximity charges (see the description of the scale button in the **Game Screen** section for more information).

To use a proximity charge, simply drop it. It will not be armed until the marine moves off of the square. To pick up a proximity charge, move to an adjacent square and take the object as normal.

Remote Charge (Enc 5 - MP 10)

Remote charges are radio controlled explosive charges. Once they are armed, they will detonate when one of your marines sends a coded destruct command. Remote charges are more powerful than grenades and will actually bring down heavy walls. The charges are armed by selecting them with the use button (unlike proximity charges, which are simply dropped). The use button will place the remote charge in the square in which the marine is standing. The charges can be detonated at any time, from any level, by holding down the shift key and clicking the mouse pointer on the arm button. From the keyboard, hold down the shift key and press "A". All remote charges that have been armed will respond to the destruct signal. It is not possible to selectively detonate armed charges. Any marine can detonate a charge, not just the marine who armed it. You can disarm a charge by taking it.

Ammo Pack (Enc 2 - MP 8)

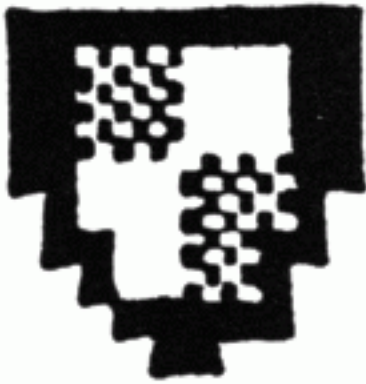
Ammo packs contain 50 rounds of ammunition to be used with weapons. An ammo pack, when used, will release the rounds into the ammo clips built into every marine's uniform. These rounds are actually power charges, making them compatible with all weapons. An ammo pack is used by selecting it with the use button.

Chronokleptic Tablet (Enc 1 - MP 15)

The chronokleptic tablet, if swallowed, will temporarily accelerate a marine's movement ability. This means that in the following round after using the tablet, your marine will gain 15 movement points (although it consumes 15 movement points in the current round). This is useful in the event you require a marine to perform some task (such as moving into a combat area, setting a proximity charge, and leaving) that requires more movement points in a single round than normal.

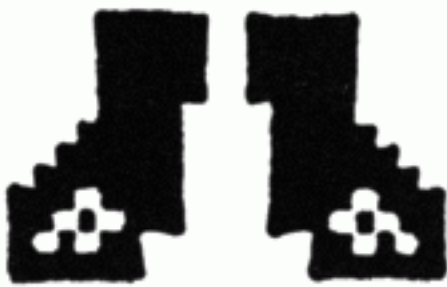
The tablet can be swallowed by selecting it with the use button.

Personal Shield (Enc 2 - MP 0)



A personal shield is an electronic device that absorbs energy from laser hits and explosive devices. Its function is automatic once the marine is carrying the shield. Shields normally absorb approximately 20% of the energy from an attack.

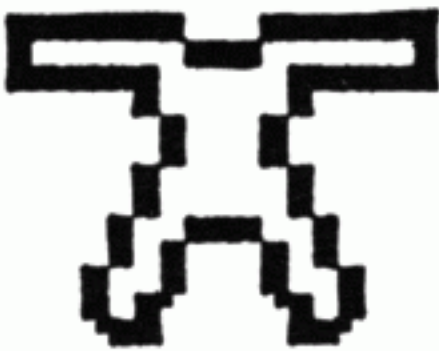
Grav Shoes (Enc 4 - MP 10)



Grav shoes are electronic boots that, when worn, cause the marine to hover approximately 23 centimeters off the floor. Once worn, moving onto any terrain square consumes only one movement point (2 for diagonal moves). In addition, grav shoes will allow marines to traverse deep water and blank terrain squares. When wearing grav shoes, the marine will be unable to use any other objects except guns.

To wear the grav shoes, select them with the use button. To remove them, select the use button again. Instead of the normal use window appearing, the marine will, instead, remove the grav shoes. Grav shoes will be removed automatically at the end of the marine's turn. There is approximately a 5% chance that the marine will be injured upon removing the grav shoes. In addition, a marine who removes grav shoes over deep water or blank terrain squares will perish immediately.

Camouflage Suit (Enc 5 - MP 0)



A camouflage suit (also known as a "camo suit") will cause the marine to be almost completely invisible when worn (except to seekers, which use a form of radar). Marines will be harder for the enemy to detect when on dense terrain like jungles and forest. A suit is worn upon taking it. In addition, due to its bulk, it is impossible to carry a camo suit without actually wearing it.

Medikit (Enc 3 - MP 9)



A medikit is a small, non-reusable package to heal wounds. When consumed, it has the effect of increasing the health and vitality of the marine by up to 50%. A medikit is used by selecting it with the use button.

Note: If a marine's health is extremely low, there is a chance that the use of the Medikit will be such a shock to the system that the marine will die.

Foxhole Maker (Enc 7 - MP 20)



The foxhole maker is a portable, powered shovel that automatically forms foxholes in grass or dirt. To use the foxhole maker, select it with the use button.

Crack Unit (Enc 9 - MP 9)



A crack unit is a special device primarily designed for use by the Infiltrator marines (although any marine class can use one). In order to use a crack unit, the marine must be standing on or next to a computer, a terminal, or a control panel. If the crack is successful, it will dump all of the floor plans for the current level from the enemy's computer system.

To operate a crack unit, select it from the use button. A window will appear if the crack was not successful. Either way, the map window will clear and display the entire 50×50 level represented by colored squares. If the crack was not successful, only the data gathered by the marines' movements will be displayed. Otherwise, all wall squares will be integrated with the data already gathered. When finished viewing the map, press the mouse button or any key on the keyboard.

Detector (Enc 9 - MP 15)



A detector is a special device primarily designed for use by the Infiltrator marines (although any marine class can use one). A detector will pick up opponents and proximity charges and relay their positions.

To operate a detector, select it from the use button. A window will appear if the detect was not successful. If successful, the map window will clear and display a 21×21 area surrounding the current marine. The surrounding terrain will be represented by colored squares. The bright red squares represent enemy units. The bright yellow squares represent proximity charges. When finished viewing the map, press the mouse button or any key on the keyboard.

DataPack (Enc 1 - MP 0)



A DataPack is a small cartridge that stores data. Some missions will require that you must either capture or destroy DataPacks. Capturing DataPacks means that they must be taken and held by your marines. Your marines can only carry DataPacks; they cannot use them.

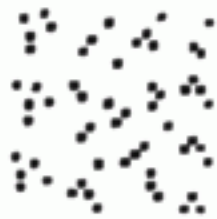
Prisoner (Enc 1 - MP 0)



Some missions will require that you rescue prisoners. Rescuing prisoners means that they must be "taken" by your marines.

TERRAIN

Each square on the scenario map contains one terrain square. The terrain squares are described in this section. Following the name of the terrain is the number of movement points it takes to enter that terrain square. For example, the entry for "Computer" appears as "Computer (5 mp)," meaning it takes 5 movement points to enter a square with a computer.

**Dirt (2mp)**

Dirt is firmly packed soil and is easy to traverse.

**Grass (2mp)**

Grass is easily traversible.

**Light Vegetation (4mp)**

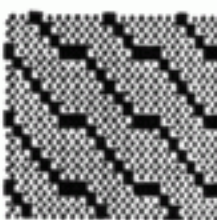
Light vegetation consists of tall underbrush and bushes. It can be traversed.

**Forest (6mp)**

Forests are tall trees and thick underbrush. They can be traversed, but with some difficulty.

**Jungle (9mp)**

Jungle is very thick vegetation. It can be traversed, but it is extremely difficult.

**Shallow Water (4mp)**

Shallow water is water up to one meter deep. Marines can traverse shallow water.

**Dirt/Water (3mp)**

These squares are a combination of dirt and shallow water, a shoreline.



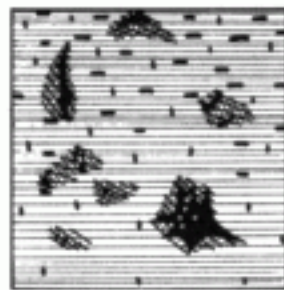
Deep Water (1mp with gravshoes)

Marines cannot enter deep water squares unless they are using gravshoes.



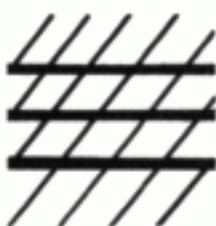
Grade (5mp)

Grades are transitions between normal terrain and high terrain. The steep slopes make grades hard to walk on.



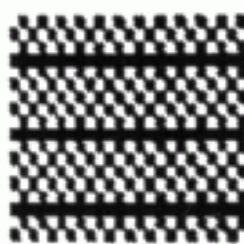
High Terrain (3mp)

High terrain is elevated about 9 meters above the normal landscape. It provides those on it with a strategic advantage. Accuracy in shooting will be increased somewhat when firing from a high terrain position.



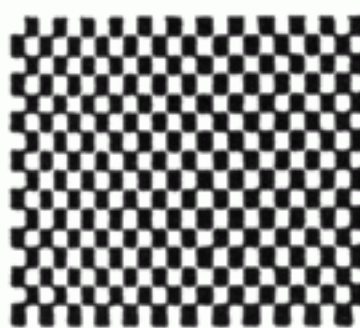
Plain Floor (2mp)

Plain floors are usually found inside buildings. They are made of a concrete material.



Metal Floor (3mp)

Metal floors are steel gratings. The texture of the steel makes walking take a bit more effort.



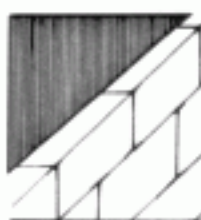
Blank (1mp with gravshoes)

Blank squares are areas of empty space. They usually exist between ships in missions that take place aboard spaceships. Blank squares cannot be entered unless the marine is using gravshoes.



Foxhole (6mp)

Foxholes are small holes in the dirt that provide some cover. Marines or opponents in foxholes will have defensive advantage, meaning it is harder to hit someone in a foxhole. In addition, damage from grenades and charges will be lessened.



Thin Walls (2mp)

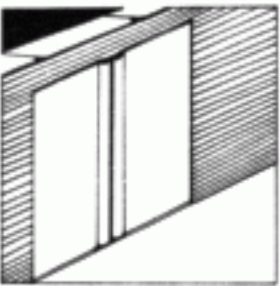
Marines can walk on all thin wall squares, but cannot cross from one side of a wall to another.

**Heavy Walls (2mp)**

Marines can walk on all heavy wall squares, but cannot cross from one side of a wall to another. Heavy walls are more difficult to destroy than thin walls.

**Glass Door (2mp)**

Marines cannot pass through closed glass doors. A glass door can be opened with the open door button (see the **Game Screen** section). Opening a glass door requires 3 movement points.

**Steel Door (2mp)**

Marines cannot pass through closed steel doors. A steel door can be opened with the open door button (see the **Game Screen** section). Opening a steel door requires 5 movement points.

**Power Door (2mp)**

Marines cannot pass through closed power doors. A power door can be opened with the open door button (see the **Game Screen** section). Opening a power door requires 10 movement points.

**Table (0mp)**

Tables occupy the majority of the terrain square. Marines cannot stand on or walk through terrain squares with tables.

**Chair (4mp)**

Marines can traverse squares with a chair.

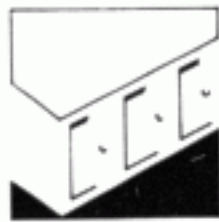
**Dresser (6mp)**

Dressers occupy a good portion of the terrain square. Marines can, however, stand in the same square.



Bed (5mp)

Beds occupy a good portion of the terrain square. Marines can, however, stand in the same square.



Lockers (6mp)

Lockers occupy a good portion of the terrain square. Marines can, however, stand in the same square.



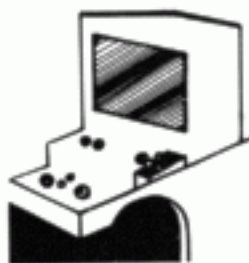
Computer (5mp)

Computers are alien machines, and you cannot use or access them. Crack units can interface with these machines to download data.



Control Panels (5mp)

Control panels interface with alien computers.



Terminal (5mp)

Terminals also interface with alien computers.

Crack units are able to tap into control panels and terminals to download data.



Machine (6mp)

These are some form of alien machine. Their purpose is unknown to you.

Fuel Tank (0mp)

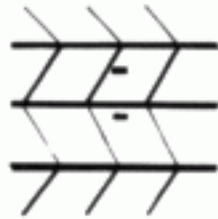


Fuel tanks contain highly explosive chemicals. If they are hit with a strong laser blast or a grenade, they may explode. Marines cannot enter a square containing a fuel tank.



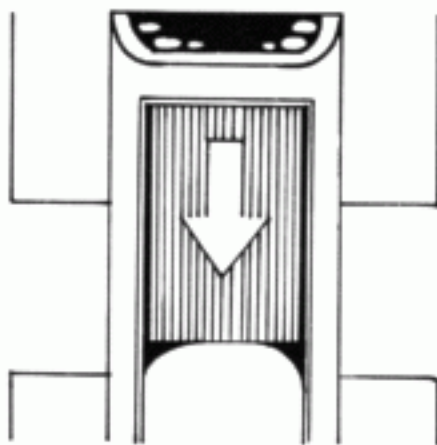
Worker (6mp)

Workers are rather unobtrusive semi-human slaves that function in a zombie-like state. They cannot attack or defend. You can stand in the same square as a worker.



Stun Field (8mp)

Stun fields are fields of energy. When passing through a stun field, there is a chance the marine will be stunned.



Shafts (5mp)

Shafts are transport tubes that carry marines from one level to another. You can pass through a shaft square without actually using the shaft. In order to change levels, select the shaft button when in a shaft square (see the **Game Screen** section). It is dangerous to stand in a shaft square from one round to the next: if an enemy decides to use the shaft, the marine will be crushed by the shaft vehicle. Conversely, you can destroy any opponents standing on shaft squares by using the shaft from another level.



Transporter (6mp)

Transporter pads, if stepped on, will transport you to another area.



Entry/Exit (3mp)

Entry and exit squares are the means by which to enter and leave the scenario. Marines will enter, one at a time, from the entry square. To exit, leave a marine on the exit square when selecting the next marine or next round button. There is only one entry and one exit square in a scenario.



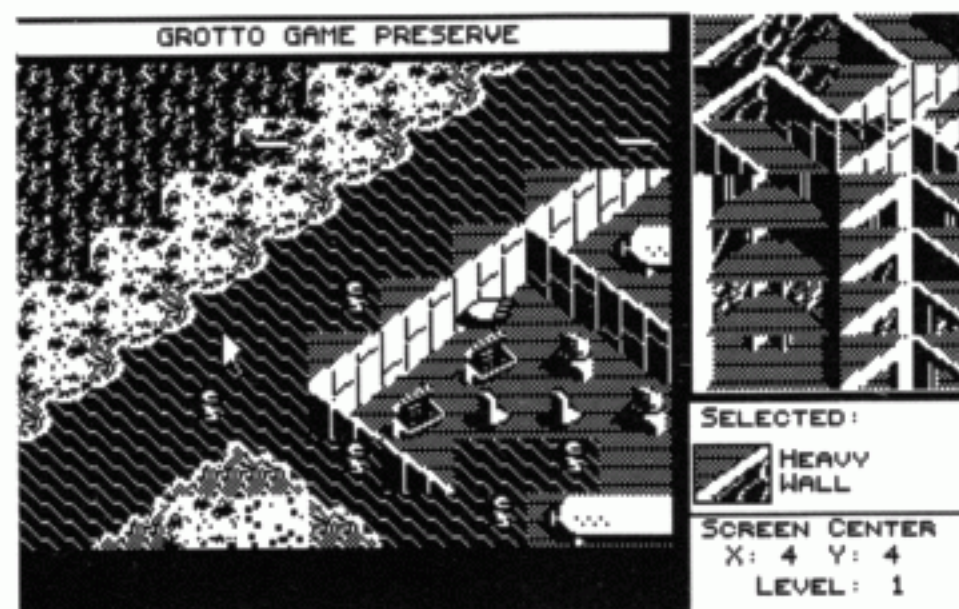
Occupation (2mp)

Occupation squares are strategic locations in a mission. The victory conditions may require your marines to hold or occupy a certain number of these squares. Holding an occupation square means simply to stand on it.

THE SCENARIO BUILDER

Running the Builder Program

Breach 2 includes a scenario builder that allows you to modify other scenarios or to create your own. See the **Getting Started** section for information on how to run the builder program on your computer.



The Builder Screen

The builder screen consists of three windows. Upon running the program, only two of these windows will appear at first. The window in the upper right contains terrain squares. This is referred to as the "Palette Window." The window below that is the "Info Window" and contains information on the scenario map and the currently selected terrain square. The third window is the map window. It does not appear until you open a scenario for editing. A bar above the map window will display the name of the scenario when one is open.

Starting a New Scenario (F1)

The F1 function key will begin a new scenario (provided one is not already open). The map window will appear and the terrain for all levels will default to a plain floor.

Opening an Existing Scenario (F2)

The F2 function key will open an existing scenario for editing. A window will appear displaying names of existing scenarios. The window is large enough to display up to five names at a time. If the disk contains more than five scenarios, you can click on the up and down arrow keys (keyboard players can press the "PgUp" and "PgDn" keys) to scroll the list. Select the scenario you want

to edit by clicking on its name (keyboard users can use the up and down arrow keys). To open the scenario, click on the window's load button (or hold down the "Alt" key and press the "L" key). To cancel, press the cancel button (or hold down the "Alt" key and press the "C" key). To open scenarios on another disk, see "Accessing Additional Scenario Disks" below.

Saving a Scenario (F3)

You can save the currently open scenario to the disk by pressing the F3 function key. This will not close the scenario, allowing you to continue editing. To save the scenario to another disk, see "Accessing Additional Scenario Disks" below.

Closing a Scenario (F4)

Pressing the F4 function key will close the currently opened scenario. If you have made any changes since it was last saved, you will have the option to save these changes.

Quitting the Scenario Builder (F5)

Pressing the F5 key will quit the builder program. If a scenario is open and changes have not been saved, you will have the option to save the changes.

The Cursors (F6)

If you have a mouse you can skip this paragraph. Pressing the F6 function key will display cursors on the map and palette windows. These cursors appear automatically if you do not have a mouse. The cursor on the map window is moved using the four arrow keys. The cursor on the palette window is moved by using the I,J,K, and M keys for Up, Left, Right, and Down respectively.

The Map Grid (F7)

Pressing the F7 function key will draw grid lines in the map window (assuming there is a scenario open). This will make it easier to place the terrain squares in the proper location. Pressing this key again will turn off the grid.

The Palette Window

The palette window displays all the terrain, object, and opponents that can be placed on the map. The "[" and "]" keys will change the palette. The "[" will move up the list and the "]" will move down the list. The palette types are Walls and Doors, Interior, Exterior, Objects, and Opponents. You can select a palette square with the mouse by pointing to it and pressing the mouse button. Keyboard players select a palette square by moving the palette cursor to the square and pressing the middle key in the keypad (the "5" key).

The selected square will appear in the info window.

The Map Window

The map window is where you build the scenario maps. The map window displays a 9×9 section of the map at one time. The info window will show you the current level being displayed and the (x,y) coordinate of the center square. The map window can scroll around the entire 50×50 area of a scenario level by using two sets of keys. The first set scrolls the map one square at a time. This is accomplished by holding down the shift key and pressing the arrow key in the direction you want to scroll. The other set of keys moves the map 8 squares at a time. These keys are "Home", "End", "PgUp", and "PgDn" to move Left, Right, Up, and Down respectively. You can change the level being displayed by using the "+" and "-" keys.

The following commands can be done within the map window:

Placing a Palette Square—The currently selected palette square can be placed on the map by pointing to the map square and pressing the mouse button. Keyboard players can move the map cursor to the square and press the "Z" key. Note that there are certain restrictions on placement. For instance, a deep water square cannot be placed on a map square that has an opponent or

object since it cannot be traversed. For details on these restrictions, see the **Terrain** section.

Special consideration must be given to removing objects and opponents that you have placed in error. The "Blank" squares located on the object and opponent palettes work to erase opponents and objects. If placed on the map, they will not affect the actual terrain but will instead remove the object or opponent.

Adding Text to Map Squares—Map squares can contain a line of text that will appear when a player's marine walks over it for the first time. Text can be added to the square by holding down the "Alt" key and clicking the mouse on the square. Keyboard players can hold down the "Alt" key and press the "Z" key after selecting the square with the map cursor. There is a limit of 20 squares per scenario that can have text.

Adding Text to Objects—Objects can contain a line of text that will appear when a marine takes the object for the first time. Text can be added to the object by holding down the "Shift" key and clicking the mouse on the object. Keyboard players can hold down the "Shift" key and press the "Z" key after selecting the object with the map cursor.

Changing a Transporter Destination—When transporters are first placed on the map, the destination (that is, the square the marine will

be transported to when stepping on the square) is set to the same square. You will want to change this to another location. The destination can be changed by holding down the "Shift" key and clicking the mouse on the transporter. Keyboard players can hold down the "Shift" key and press the "Z" key after selecting the transporter with the map cursor.

A window will appear showing the destination X, Y, and Level. You can select the coordinate you want to change by clicking on it with the mouse pointer. Keyboard players can use the tab key to move from one to another. The backspace key will erase numbers in the box, allowing you to type new ones. When finished, click on the Ok button to save or the Cancel button to cancel. Keyboard users should hold down the "Alt" key and type either "O" for Ok or "C" for cancel.

Modifying an Opponent—An opponent's characteristics can be modified from the defaults set when the opponent is first placed on the map. Opponents are modified by holding down the "Shift" key and clicking the mouse on the opponent. Keyboard players can hold down the "Shift" key and press the middle key on the keypad (the "5" key) after selecting the opponent with the map cursor.

A window will appear with all of the current stats on the opponent. You

can click the mouse on any of the boxes containing numbers to edit the information. Keyboard users can use the "Tab" key to move from one box to the next.

The health check boxes and the check box for psionic ability can be changed by clicking the mouse pointer in the box. Keyboard players can hold down the "Alt" key and press the key corresponding to the first letter appearing to the right of the box. For instance, to change the health status to good, hold down the "Alt" key and press "G". When finished, click the Ok button. Keyboard users should hold down the "Alt" key and press "O".

Special Note: Setting a Marauder's bonus moves to the maximum will equip the Maruder with a camouflage suit. Setting an Alien or Marauder's encumbrance level higher will allow it to use more rockets and grenades.

Naming a Scenario ("N")

Pressing the "N" key will display a window allowing you to name the scenario and set the difficulty level. You can click the mouse pointer in a check box to set the difficulty. Keyboard users can hold down the "Alt" key and press the key corresponding to the first letter appearing to the right of the box. For instance, to set the difficulty rating to medium, hold down the "Alt" key and press "M". The edit box on the

screen allows you to enter the name for the scenario.

When finished, click on the Ok button to save or the Cancel button to cancel. Keyboard users should hold down the "Alt" key and type either "O" for Ok or "C" for cancel.

Setting the Victory Conditions ("V")

Pressing the "V" key will display the victory conditions window. You can click the mouse pointer in the check box to set the conditions. Keyboard users can hold down the "Alt" key and press the key corresponding to the first letter appearing to the right of the box. For instance, to set the "Exit Combat Zone" condition, hold down the "Alt" key and press "E". Note that you cannot select both "Destroy DataPacks" and "Capture DataPacks" since this would not make sense. For the same reason, you cannot select both "Hold n Occupation Squares" and "Exit Combat Zone."

There are several "text boxes" on the screen for entering numbers such as the time limit. These numbers can be changed by clicking the mouse pointer on them (or using the "Tab" key) and then entering the number. If a number already exists in the box, you can use the backspace key to delete the numbers.

When finished, click on the Ok button to save the or the Cancel button

to cancel. Keyboard users should hold down the "Alt" key and type either "O" for Ok or "C" for cancel.

Filling a Level ("L")

You can fill an entire level with the selected terrain square by pressing the "L" key. You will not be allowed to fill with object, opponents, shafts, transporters, or entry/exit squares.

Copying a Level ("Y")

You can copy the contents of the current level to any other level by pressing the "Y" key. A window will appear asking you to select the level you want as the destination.

Viewing the Entire Map ("W")

Pressing the "W" key will cause the entire 50 × 50 level to be displayed in the map window. Each square is represented by a colored block to differentiate the terrain types. Once the level is displayed, you can use the mouse pointer to restore the window to normal, but at a different location. For instance, if you click the mouse pointer in the lower left portion of the level, the map will return to normal. You cannot move to another portion of the level from the wide angle view without a mouse.

Creating Marines ("R")

Pressing the "R" key will display a window for creating new marines. You can click the mouse pointer in a

check box to set the class of the marine. Keyboard users can hold down the "Alt" key and press the key corresponding to the first letter appearing to the right of the box. For instance, to set the marine's class to "Infiltrator", hold down the "Alt" key and press "I". The edit box on the screen allows you to enter the name for the marine.

When finished, click on the OK button to save or the Cancel button to cancel. Keyboard users should hold down the "Alt" key and type either "O" for Ok or "C" for cancel.

Modifying Marines ("F")

Pressing the "F" key will display a list of the marines created so far. The window is large enough to display up to five names at a time. If the scenario contain more than five marines, you can click on the up and down arrow keys (keyboard players can press the "PgUp" and "PgDn" keys) to scroll the list. Select the marine you want to modify by clicking his name (keyboard users can use the up and down arrow keys).

There are three ways to modify a marine:

Delete—Click on the delete button (or hold down the "Alt" key and press "D") to delete the selected marine from the scenario.

Outfit—Click on the outfit button (or hold down the "Alt" key and press

"O") to outfit a marine. This means you can select objects you want the marine to be carrying into the scenario. A window will appear with a list of all of the objects and the quantity the marine is carrying. You select the quantity to change by clicking on it with the mouse pointer (or using the "Tab" key). At the top of the screen are displays showing the number of free objects (there is a limit of 60 per scenario), the maximum encumbrance of the marine, and the current encumbrance of the marine. You cannot exceed the maximum encumbrance for the marine, give a marine more than 15 objects, or exceed the 60-object limit for the scenario. When finished, click on the Ok button (or hold down the "Alt" key and press "O").

Examine—Click on the examine button (or hold down the "Alt" key and press "E") to examine and edit the marine's stats. You can click the mouse on any of the boxes containing numbers to edit the information. Keyboard users can use the "Tab" key to move from one box to the next. When finished, click on the Ok button (or hold down the "Alt" key and press "O").

When finished, click the Done button. Keyboard users should hold down the "Alt" key and type "D".

Editing the Briefing ("B")

Pressing the "B" key will display the briefing window. You can type in or

edit a briefing for the scenario. The briefing usually contains the background on the mission, plus an overview of the mission objective and possibly some hints.

Chaining Scenarios (“C”)

Pressing the “C” key will display a window allowing you to select a scenario to chain to once the currently open scenario is completed. The window is large enough to display up to five names at a time. If the disk contains more than five scenarios, you can click on the up and down arrow keys (keyboard players can press the “PgUp” and “PgDn” keys) to scroll the list. Select the scenario you want to chain to by clicking on its name (keyboard users can use the up and down arrow keys). To select the scenario, click on the window’s chain button (or hold down the “Alt” key and press the “C” key). To cancel press the remove button (or hold down the “Alt” key and press the “R” key).

Threading

You can “thread” objects, opponents, and terrain text by pressing the “O”, “P”, and “X” keys respectively. Threading means that the map window center will shift each time you press a thread key, placing objects, opponents, or terrain text at

the center. For instance, suppose you have placed five objects in the scenario. Repeatedly pressing the “O” key will locate all five objects.

Displaying Totals (“T”)

Pressing the “T” key will display the total number of objects, opponents, and terrain text you have placed on the map. Click on the Ok button (or hold down the “Alt” key and press “O”) when you are finished viewing the totals.

Undo (“U”)

Pressing the “U” key will remove the last terrain squares placed since the last time you selected one from the palette.

Accessing Additional Scenario Disks (F9)

You can edit or create new scenarios on another disk by pressing the F9 function key. This will allow you to remove the current disk and replace it with a disk of your own for creating your own scenarios. This really only applies if you are playing on floppy disks. If you are playing on a hard disk, you can still change to another scenario disk on the floppy drive; however, there is no need, since hard disks allow for so much storage.

Scenario Builder Quick Reference

The following summary of the key commands you can use in the *Breach 2* scenario builder is provided for your use once you learn its basics. Refer to the specific section of the manual dealing with these commands for more information.

B	Edit Briefing	Home	Scroll Map
CChain Scenario			8 Squares Left
FModify Marines	End	Scroll Map
L Fill Level			8 Squares Right
NName Scenario	PgUp	Scroll Map
OThread Objects			8 Squares Up
P	Thread Opponents	PgDn	Scroll Map
R Create Marine			8 Squares Down
S Fill Screen	Shift/Arrow	Scroll Map
T Display Totals			1 Square
UUndo	F1	New Scenario
V	Victory Conditions	F2	Open Existing Scenario
W	View Entire Map	F3	Save Scenario
X Thread Text	F4Close Scenario
Y Copy Level	F5	Quit Scenario Builder
- Level Down	F6Toggle Cursors
+ Level Up	F7	Toggle Map Grid
[.	Previous Palette	F9Access Additional
] Next Palette			Scenario Disks

SCENARIO LIST

Grotto Game Preserve

Difficulty Rating: Easy

Synopsis: An FW scientific shuttle has crashed in the Grotto Game Preserve. We have located their position with the craft's emergency beacon. Rescue the scientists on board and destroy all computer datapacks so they don't fall into enemy hands.

Strategy: You don't have a lot of time. You must get to the crashed shuttle and rescue the scientists before it sinks. Follow the river to the crash site. Remember, your orders are to rescue the scientists—not to waste time killing everything in sight.

River Crossing

Difficulty Rating: Easy

Synopsis: The UDP is on one side of the river, and you're on the other. Some of your marines have been equipped with our new "grav shoes." Most of the enemy's troops don't have this capability. Eliminate at least 50% of the enemy troops.

Strategy: Most of the UDP troops don't have grav shoes, so use this fact to your advantage. Also remember that rockets can hit things beyond your field of view.

First Strike

Difficulty Rating: Medium

Synopsis: You are ordered to destroy a UDP listening outpost located near FW space and retrieve any useful computer data about further UDP raids.

Strategy: Get a good lay of the land before proceeding. It might be better to bypass some static enemy gun positions instead of trying to destroy them.

Officer Rescue

Difficulty Rating: Medium

Synopsis: Rescue a captured FWSF tactical officer.

Strategy: Use your smoke grenades to confuse the enemy.

Water Landing

Difficulty Rating: Medium

Synopsis: You're being dropped off a short distance from shore, within wading distance of the coast. Locate the trails that go inland, and occupy two important junctions until FW forces arrive.

Strategy: You've been picked up by enemy radar, so some UDP troops will probably be waiting for you.

Secure the area you'll be dropping into the first round with your scouts, so there won't be any surprises.

Admiral Rescue

Difficulty Rating: Hard

Synopsis: The UDP has overrun an FW outpost and taken Admiral Rankins and an unknown Commander prisoner. Rescue the prisoners and secure all data packs.

Strategy: The UDP might not be the only thing you have to worry about.

Enemy Listening Post

Difficulty Rating: Hard

Synopsis: You are ordered to attack a small UDP listening post in the jungles of Karn. Capture any datapacks you find.

Strategy: After capturing the datapacks, try to use the UDP's transporters to get to your pickup point.

Hill 501 Assault

Difficulty Rating: Hard

Synopsis: You are to destroy all UDP datapacks that control their defense positions on and around Hill 501.

Strategy: Most of the UDP troops are in foxholes. Use explosives to weaken those positions before using laser fire.

UDP Troop Garrison

Difficulty Rating: Very Hard

Synopsis: We're transporting you right into the interior of a UDP Terror Troop garrison. You have only 20 minutes to eliminate 60% of the enemy's forces, rescue our undercover agent, and transport back to the landing craft.

Strategy: Don't rush your squad leader into combat right away. Wait a few turns. Use your scouts to soften up the UDP troops first.

Alien Encounter

Difficulty Rating: Very Hard

Synopsis: An unknown alien race has kidnapped an engineering officer from one of our "Dagger" class ships. Rescue the officer, and retrieve any computer datapacks that might shed some light on these strange alien beings.

Strategy: The aliens' three-level ship is easy to get lost in, since all the levels are of similar design. Keep track of where you are and where you're going.

Mazes of Doors

Difficulty Rating: Very Hard

Synopsis: We're sending you into an unknown multi-layered military facility. Retrieve datapacks and prisoners.

Strategy: Divide your squad into two teams, so each team will be able to check out the two landing areas.

Seeker and Destroy

Difficulty Rating: Very Hard

Synopsis: The UDP has developed a very lethal anti-personnel weapon called the "Seeker." Destroy the seeker-production datapacks that run the UDP factory's computers.

Strategy: Good luck on this assignment—you'll need it. The seekers are tough to destroy, and they can go almost anywhere, and through anything.

Lion Team

Difficulty Rating: Medium

Synopsis: An important FW spy has been captured. Your mission is to rescue this spy and retrieve any computer info on the planned UDP offensive tied in with the assassination of an FW Ambassador.

Strategy: There are some nasty little beasts crawling around, so be careful. Try to use laser fire on initial contacts and save your heavy stuff for later. Be careful with your squad: it has to last through the scenario chain.

This scenario chains to the **Comm Post** scenario with the surviving members of your team.

Comm Post

Difficulty Rating: Easy

Synopsis: You have just learned that the UDP has taken over a FW supply depot. You and your surviving members of **Lion Team** have been dispatched to retake the depot. You must disable the communications post they have set up there and gather any info you come across.

Strategy: You may not have a lot of squad members left on this mission, so use caution. Time isn't a really important factor.

SQUAD LEADER STRATEGY AND TACTICS

1. Take your time. In many of the scenarios (but not all), time isn't a big factor. Don't rush headlong into situations where members of your squad will have low vitality. Spend a turn now and then resting, to bring vitality back up to—or close to—100%.

2. At the beginning of each scenario, make sure that your landing (entrance) area is secure. Use the scouts in your squad (the ones with large amounts of movement points) to explore your landing grid. In some scenarios, the scouts will be able to surprise and neutralize large concentrations of the enemy.

3. When your Squad Leader is just starting out, and accuracy and extra movement points are low, use him or her in a clean-up role to gain advancement and experience. Have another squad member weaken an enemy with a grenade or laser blast before your squad leader goes in for the kill.

4. Use your Crack Unit as soon as possible. It's hard to win when you don't know where you're going.

5. Conserve your explosives (grenades, remote charges, etc.), and try to use your lasers when possible.

DESIGNER'S NOTES

After the release of *Breach* in 1987, it soon became evident that we had achieved our goal. Like many of us here, we perceived that there were people that would enjoy a good strategic battle, but did not have the time or desire to memorize pages of detailed and intricate rules. This, from the outset, was the goal of *Breach*: to create a wargame with an elegant interface that would not sacrifice depth and detail for ease of play.

After the first six months on the market, *Breach* had garnered much praise from the public and press. We were surprised at the volume of mail we received containing suggestions for additions to the game. Shortly thereafter, we made the decision to produce a sequel.

This time, the major design goal was to take all of the suggestions we received and implement as many as possible into the new game. In addition, the new game was to retain the simplicity of operation that made *Breach* so popular. This was the first time we had undertaken this concept of designing "in concert" with our players.

When playing *Breach 2*, keep in mind that this is not meant to be a completely accurate depiction of reality. Hard core wargamers will notice "inconsistencies" between real world combat and *Breach 2*. To strictly adhere to reality would mean that the game would have to lay down a vast array of rules that is not in keeping with the design goal. You will find, however, that *Breach 2* is a satisfying blend of real world combat and easy to follow rules, not unlike chess.

It would be presumptuous of us to assume that nothing more can be added to the *Breach* world. Please drop us a line and let us know the kinds of things you would like to see. After all, how often do you get the opportunity to co-design a computer game?

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QUESTIONS OR PROBLEMS?

If you experience any difficulty with this product, due to defective media or errors in the program, or if you need clarification or assistance with the rules of the game, contact our customer support hot-line at (213) 320-5215 during regular business hours (Pacific Time). Or you may write to us at:

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The Assignment Screen

Tab Change the Selected Window
Up Arrow Move the Select Bar Up
Down Arrow Move the Select Bar Down
PgUp Scroll the Scenario List Up
PgDn Scroll the Scenario List Down
F1 Help

The Game Screen

A Arm Weapon
Shift A Detonate Remotes
B Mission Briefing
D Drop Object
I Identify
K Open Door
L List Squad
N Next Marine
O Mission Orders
P, Arrows, 5 Drag Button 1	. Trace Path
R Next Round
S Use Shaft
T Take Object
U Use Object
W Change Scale
Z Button 1	. Fire Ready Weapon
Alt Z Alt Button 1	. Change Current Marine
Arrows Move Map Cursor
Shift Arrows Button 2	. Change Facing, Move
F1 Save Game
F6 Toggle Map Cursor
F7 Toggle Grid
F8 Toggle Sound
F9 Change Message Speed