

Breach 2 Tutorial

For your first mission, it is recommended that you follow this quick tutorial in order to familiarize yourself with the game controls. The tutorial is divided into two separate sections for mouse and keyboard use.

The mission "Hostage Shield" is included for use with the tutorial only. It has a very simple objective and is not meant to provide a challenge.

Keyboard Tutorial

Start *Breach 2* according to the instructions for your computer. Select the scenario "Hostage Shield" using the down arrow key. Press the "Tab" key to select the next window, "Squad Leaders."

Press the "C" key to create a new squad leader. A window will appear asking you to enter a name. Type in your last name and press return. Notice that the new squad leader now appears in the squad leader window. The word "Available" also appears to the right of your name, indicating that the character is not currently engaged in a mission and can be used. Use the up/down arrow keys to select the new squad leader if necessary.

Your screen should now show the scenario "Hostage Shield" and your squad leader both selected. Press the "M" key to make a game using these two selections. A window will appear asking you for a name for the game. Type "Tutorial" and press return. Another window will appear asking for the skill level. Press "B" for beginner.

After a moment, the game "Tutorial" will appear in the "Scenarios in Progress" window. Press "P" to play the game. After a few moments, the game screen will appear.

At the center of the map window is your squad leader. The leader's stats appear to the right. The first thing you will want to do is read the mission briefing. Press "B" and the briefing will appear. After reading, press "O" to remove the briefing.

To make things easier when first learning the game, you can turn on an optional grid that outlines each of the map squares. Press function key 7 (F7) and a message will appear indicating that the grid is now on. Press "O" to continue. The grid will appear when you begin moving your marines around the map by tracing paths.

Directly to the north of your squad leader is a laser rifle. You will first want to pick it up. Press "T" for take. Eight arrows will appear around the squad leader indicating that a direction is needed. Press the up arrow key (key "8" on the numeric keypad) and the laser rifle will disappear. Now, walk the squad leader one square to the right. Do this by holding down the shift key and pressing the right arrow (key "6" on the numeric keypad) twice. The first time you press the key, the squad leader will turn to the right. The second time, the squad leader will walk one square.

Pick up the grenade directly to the right by pressing "T" for take, then the right arrow key. The grenade will disappear. Walk one square diagonally to the northeast by holding down the shift key and pressing "9" on the numeric keypad twice. The wall you see to the northeast is the wall you need to breach.

Press "U" to use an object. A window will appear listing the objects the squad leader is carrying. Use the down arrow key to select the grenade. Press "U" to use the grenade. In the upper left corner of the map window you will see a targeting cursor. Use the arrow keys to move this cursor to the wall diagonally northeast of your squad leader. It should be two spaces below the set of lockers you see inside the building. Press "Z" to throw the grenade. The grenade will explode, leaving rubble behind.

Now it is time to move in the rest of your squad. Press "N" to select the next marine. The map will shift, placing the entry square and the marine "Conrad" at the center. Move Conrad into the building by pressing the "P" key. This is an alternate way to move your marines by tracing a path. Eight arrows will appear around the marine. Press the numeric keypad keys as follows: 9, 9, 9, and 6. Notice that each time you press a key, the arrows move and form a path that the marine will follow. Now, press the "5" key on the keypad (the center key) and the marine will move to the destination.

Oh, oh, looks like two enemy marines are waiting for you! Taking them out is a piece of cake for Conrad, but you must first face

him in the proper direction. Hold the shift key down and press "9" on the numeric keypad. He will now be facing the enemy. Select a weapon for him to arm by pressing "A". He is only carrying a rifle, so there is no choice but to press "R". The check mark will move to the rifle selection indicating that Conrad has armed his laser rifle. Press "O" to indicate you are done.

Use the arrow keys to move the map cursor onto the rightmost of the two enemy marines. Press the "Z" key to fire the rifle. The marine should be killed by this one shot, but if not, fire again until he dies. Move the map cursor to the remaining enemy marine and fire the rifle (with the "Z" key again). Keep firing until that marine dies.

Time now to bring in your remaining marine. Press "N" to move to him. Move Harper inside the building using either the path method of movement or by holding down the shift key and pressing arrow keys to move him a space at a time. Move him up to and in front of the doors. Press the "K" key to open the doors. Eight arrows will appear, indicating that you need to specify where the doors are (sometimes you may be in a corridor with doors in multiple directions). Press the up arrow key to open them.

Press the "O" key to display the mission objectives. As you can see, to complete the mission, you need to rescue all the prisoners. There are three prisoners in this mission, directly to the southeast as you walk through the door. To rescue a prisoner, walk next to him and pick him up as you did with the rifle and grenade earlier.

Press "O" to remove the objectives screen. Your marines have more movement points left, and as such can still do more things in this round. For the purposes of this tutorial, however, we will move to the next round anyway. Press "R" and a confirming window will appear. Press "Y" to confirm going to the next round.

The enemy marines will fire at you and, hopefully, all your marines will survive. The map window will then switch to your squad leader and your round begins again. Move your men in through the door and southeast. Pick up the three prisoners and press "R" to conclude the round. Your mission will then be complete. Don't expect any of the real scenarios to be as easy! There is a lot of danger and adventure waiting for you.

Mouse Tutorial

Start *Breach 2* according to the instructions for your computer. Select the scenario "Hostage Shield" by pointing to it with the mouse cursor and clicking the first (left) mouse button.

Click on the "Create" button to create a new squad leader. A window will appear asking you to enter a name. Type in your last name and press return. Notice that the new squad leader now appears in the squad leader window. The word "Available" also appears to the right of your name, indicating that the character is not currently engaged in a mission and can be used. If necessary, click on the name to select the newly created squad leader.

Your screen should now show the scenario "Hostage Shield" and your squad leader both selected. Click on the "Make" button to make a game using these two selections. A window will appear asking you for a name for the game. Type "Tutorial" and press return. Another window will appear asking for the skill level. Click on the "Beginner" button.

After a moment, the game "Tutorial" will appear in the "Scenarios in Progress" window. Click on the "Play" button to play the game. After a few moments, the game screen will appear.

At the center of the map window is your squad leader. The leader's stats appear to the right. The first thing you will want to do is read the mission briefing. Click on the briefing icon (looks like a file folder) and the briefing will appear. After reading, Click "OK" to remove the briefing.

To make things easier when first learning the game, you can turn on an optional grid that outlines each of the map square. Press function key 7 (F7) and a message will appear indicating that the grid is now on. Click on the "OK" button to continue. The grid will appear when you begin moving your marines around the map by tracing paths.

Directly to the north of your squad leader is a laser rifle. You will first want to pick it up. Click on the take icon in the lower left corner of the screen. Point to the laser rifle with the mouse cursor and click the first (left) mouse button. The laser rifle will disappear. Now, walk the squad leader one square to the right. Do this by pointing one square to the right of the squad leader and click-

ing the second mouse button twice. The first time you press the button, the squad leader will turn to the right. The second time, the squad leader will walk one square.

Pick up the grenade to the right by clicking the take icon, pointing with the mouse cursor to the grenade directly to the right of the squad leader, then pressing the first mouse button. The grenade will disappear. Walk one square diagonally to the northeast by pointing to the adjacent square above and to the right of the squad leader and clicking the second mouse button twice. The wall you see to the northeast is the wall you need to breach.

Click on the use icon to use an object. A window will appear listing the objects the squad leader is carrying. Select the grenade by pointing to it with the mouse and clicking the first mouse button. Click the "Use" button to use the grenade. Your mouse cursor will change to a targeting crosshair. Point to the wall diagonally northeast of your squad leader. Be sure you are exactly diagonal to your squad leader so that the hole in the wall is in the right position. If not, the rest of the tutorial may not match what is on your screen. Click the first mouse button to throw the grenade. The grenade will explode, leaving rubble behind.

Now it is time to move in the rest of your squad. Click on the next marine icon (bottom center of the screen, marked with the letter "N") to select the next marine. The map will shift, placing the entry square and the marine "Conrad" at the center. An alternate way to move your marines is by tracing a path. Point to Conrad with the mouse pointer. Press and hold down the first mouse button. Eight arrows will appear around the marine as well as the map grid. Move the mouse one square at a time in the compass direction as follows: NE, NE, NE, E. Notice that each time you move to a new square, the arrows move and form a path that the marine will follow. Now, release the mouse button and the marine will move to the destination.

Oh, oh, looks like two enemy marines are waiting for you! Taking them out is a piece of cake for Conrad, but you must first face him in the proper direction. Point to the square directly to the northeast of Conrad and press the second mouse button. He will now be facing the enemy. Select a weapon for him to arm by clicking on the arm icon (directly below and to the right of the stat window, marked with the letter "A"). He is only carrying a rifle, so

there is no choice but to click on the box next to the word rifle. The check mark will move to the rifle selection indicating that Conrad has armed his laser rifle. Click on the "OK" button to indicate you are done.

Move the mouse cursor to the rightmost of the two enemy marines. Press the first mouse button to fire the rifle. The marine should be killed by this one shot, but if not, fire again until he dies. Move the mouse cursor to the remaining enemy marine and fire the rifle (with the first mouse button again). Keep firing until that marine dies.

Time now to bring in your remaining marine. Click on the next marine icon to move to him. Move Harper inside the building using either the path method of movement or by using the second mouse button to move him a space at a time. Move him up to and in front of the doors. Click on the "Open Door" icon (marked with a "K"). Point to the doors with the key-shaped mouse cursor and press the first mouse button to open them.

Click on the "Mission Objectives" icon (just to the left of the mission briefing icon, marked with an "O") to display the mission objectives. As you can see, to complete the mission, you need to rescue all the prisoners. There are three prisoners in this mission, directly to the southeast as you walk through the door. To rescue a prisoner, walk next to him and pick him up as you did with the rifle and grenade earlier.

Click on the "OK" button to remove the objectives screen. Your marines have more movement points left, and as such can still do more things in this round. For the purposes of this tutorial, however, we will move to the next round anyway. Click on the "Next Round" icon (just to the right of the mission briefing icon, marked with an "R") and a confirming window will appear. Click on the "Yes" button to confirm going to the next round.

The enemy marines will fire at you and, hopefully, all your marines will survive. The map window will then switch to your squad leader and your round begins again. Move your men in through the door and southeast. Pick up the three prisoners and click on the "Next Round" icon to conclude the round. Your mission will then be complete. Don't expect any of the real scenarios to be as easy! There is a lot of danger and adventure waiting for you.