



Crisis Wolverine 2

SHADOWS OF THE PAST

INSTRUCTION MANUAL

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INSTALLATION

If you are installing CW2 from a CD-ROM,
skip to step 3.

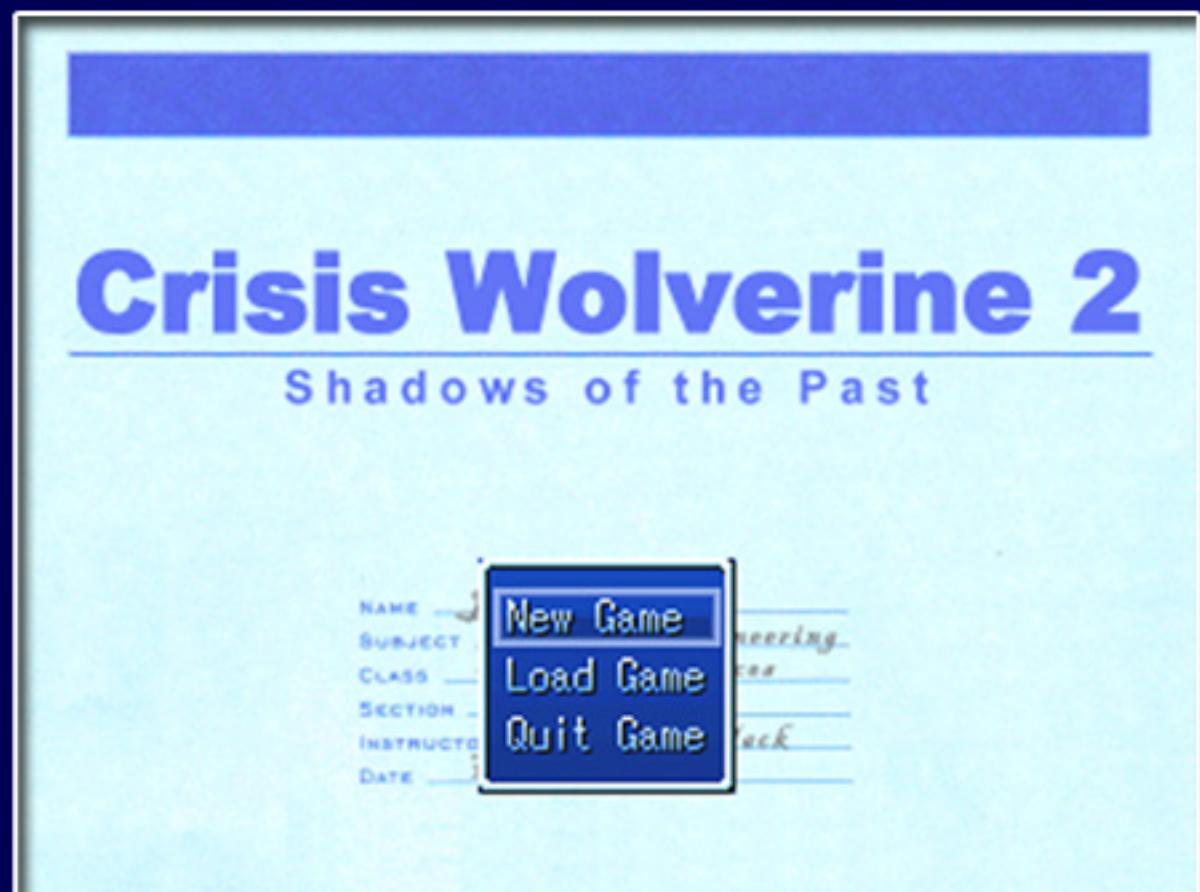
1. Download the Zip file from the Crisis Wolverine 2: Shadows of the Past website (<http://www.crisiswolverine.com>).
2. Extract the Zip file (you can download an evaluation version of the unzipping utility WinZip at WinZip.com)
3. View the 'Readme' file included with the game.
4. Run the 'CW2 Install.exe' file and follow the on-screen instructions to complete your installation.

Once installed, you can click on the 'Play CW2' shortcut and begin playing!



STARTING THE GAME

To begin playing Crisis Wolverine 2:Shadows of the Past, double-click on the 'Play CW2' icon in the folder you installed the game to (C:\Program Files\Crisis Wolverine 2 by default).



Once the game begins, the main menu will be displayed, with three options:

- New Game** - *Start a new game from the beginning.*
- Load Game** - *Load a previously saved game.*
- Quit Game** - *Exit the program and return to the desktop.*

1. File Number - Each save file has its own file number. Up to 15 saves can be filed.
2. Leader's Name - Name of the party leader.
3. Leader's Level - Current level of the party leader, along with his/her current max HP.
4. Character Pictures - Pictures of the characters currently in your party.
5. Empty Save File - A save slot that has not been used, and can be saved in without overwriting previous data.

To load a saved game, use the Arrow Keys to highlight the save file that you want to resume, then press Enter.



CONTROLS

CONTROLLING YOUR CHARACTER ON CAMPUS

Arrow Keys: Move your character(s) up, down, left, or right.

Enter: This is the action button. Use it to perform various actions, such as talking to people, picking up items, opening doors, etc. Just face the person you want to talk to, or the object you want to perform an action on, and press the action button to perform the action. Sometimes, you will have to make choices in what to say, or what to do. When this happens, use the arrow keys to highlight a choice, and then press the action button to confirm your decision.

Esc: Call up the status menu.

CONTROLS FOR THE MAIN MENU

Arrow Keys: Move up and down the menu items.

Enter: Confirm/Go to sub menu.

Esc: Cancel/Go to previous menu.

CONTROLS FOR THE BATTLE MENU

Arrow Keys: Move up and down the battle commands.

Enter: Confirm/Use battle command.

Esc: Cancel.

MENU INTERFACE



1. Item - Takes you to the Item menu.
2. Tech Skill - Press the confirm button on this, then select a character to see his or her Tech Skills. Tech Skills with dimmed names cannot be used outside of battle. Any Tech Skill whose name is not dimmed can be used, as long as that character has enough MP to use it.
3. Equipment - Takes you to the Equipment menu, where you can change what weapons your characters have equipped and what each of them is wearing. Some things can only be equipped on a certain character, while other things can be equipped on any character. To replace a piece of a character's equipment, highlight the piece of equipment you want to replace, then press the confirm button. You can then highlight the piece of equipment you want to replace the old equipment with. Press the confirm button, and the new equipment will be equipped on the character.
4. Status - Provides in-depth status information on each of your party members.
5. Active/Wait - Switches between the Active Time Battle system and the Wait System; the ATB option is selected by default, and is recommended for experienced RPG gamers.
6. Quit - Highlight this and press the confirm button to end your current game.
7. Money - This shows your current amount of money.
8. Mugshot - A picture of the character's face.
9. Name - The character's name.
10. Class - The character's type / major.
11. Level - The character's current level.
12. Status Condition - Shows if the character is being affected by any bad conditions, i.e. malicious spells.
13. HP - The number on the left is the current Hit Points (HP) of the character, and the number on the right is the maximum HP of that character. Hit Points are the overall strength of the character.
14. MP - The number on the left is the current Magic Points (MP) of the character, and the number on the right is the maximum MP of that character. Magic Points represent the ability of the character to use special skills.
15. Experience Points - The number on the left is the total number of Experience Points that the character has. The number on the right is the number of Experience Points that the character must reach to gain a level.

BATTLE MENU

Throughout the game, you will encounter various enemies, who are all focused on your destruction. When a battle has initiated, the game shifts to the battle screen.



Before combat begins, you are prompted with two choices: Fight, which proceeds with a normal battle, and Auto-Battle, which leaves fighting choices to the computer. Neither of these choices is permanent, and this menu can be accessed again at any time during the battle by pressing Escape.

If Fight is selected, you will control up to four of your party members in battle. Each character has the option to Fight (physical attack), Defend, use a Skill (requires MP), or use an Item. Only one of these battle commands may be used per turn by each character.

When Skill is selected, a sub-menu pops up, containing the available skills and their cost in MP. Each skill has different effects, and if used correctly can turn the tide in a tough battle.

The yellow bar underneath the HP/MP stats represents the Active Time Battle system bar; your characters can act on one of the four battle commands only when this bar is full. Pressing the down arrow key when multiple characters are ready results in selecting a different character to act with first. Active Time Battles can be turned off in the menu screen by selecting 'Active' and changing it to 'Wait'.

BATTLE MENU

In addition to the basic battle menu, the following icons are shown when the status of one of your party members changes:

Silence - Unable to use skills or magic



Skill Up - Increases character stats



Stun - Unable to act for a short period of time



Item - Item used in battle



Blind - Lowers accuracy



Attack - Physical damage to enemy



Sleep - Unable to act for a period of time



Defend - Lessens damage to character



Berserk - Increases attack but causes loss of control



Confusion - Character randomly attacks party or enemy



Damaged - Character loses hit points



Poison - Hit Points decrease per turn



Death - Hit Points are at 0, character cannot act until revived.



CHARACTERS

Ann Arbor is in danger: MSU's forces have infiltrated the campus, and it is up to you to stop them! Throughout Crisis Wolverine 2, you will encounter many heroes who will aid you in your quest:



ALEX

IOE major and resident of Baits, Alex is the main character of the game. Alex has a strong will and heart, however he is often misled by his slacker roommate Neil. Perhaps Alex just needs to find the right motivation... being an IOE major doesn't help either.



NEIL

Alex's roommate and best friend, Neil is an "alleged" Bio Med major and is currently working at the new Bio Medical Research building. Procrastination and ignorance are the guiding virtues in Neil's life; and while his intentions are pure, he often finds himself in trouble.



SHANE

One word sums up the Shane's personality - Sketchy. An Ann Arbor resident and Washtenaw Community College drop out, Shane's knowledge of "extra curricular activities" will help keep the heroes speedy and strong...or headed for the infirmary.

CHARACTERS

Each hero has unique skills and abilities. In order to defeat MSU's minions, you will have to make use of each of their strengths on the field of battle.



KAITLYN

A field hockey player by nature and a feminist at heart, Kat is one of the strongest characters and an invaluable companion. Her blunt and sometimes forceful personality may seem a bit much, but just may be the drive necessary to stick it to those Spartans once and for all.



JADE

Dark and compassionate, this multi-lingual student is a master of all things culturally exotic. Her vast knowledge of foreign customs sometimes leads her to be cynical of the other characters; however her assistance is more than welcome, as she bolsters the party's offense with powerful spells.



KAYLA

Spunky and uplifting, there isn't much that can bring down this Kinesiology major. Then again, what is there to feel bad about when you're a Kinesiology major?

TROUBLESHOOTING

Q: The in-game text is hard to read, or the font isn't displaying properly.

A: Browse to the folder where you installed CW2 (default C:\Program Files\Crisis Wolverine 2), and open the 'Fonts' folder. Copy and paste these fonts into your system fonts folder (usually C:\Windows\Fonts), and then restart the game.

Q: I can't hear any of the MP3s in the game.

A: Browse to the folder where you installed CW2 (default C:\Program Files\Crisis Wolverine 2), and open the 'System Files' folder. Copy and paste 'harmony.dll' and 'oldharmony.dll' to your System32 folder (C:\Windows\System32).

Q: I get a message saying 'Runtime package not registered.' when trying to play the game.

A: Browse to the folder where you installed CW2 (default C:\Program Files\Crisis Wolverine 2), and run the 'CW2 Setup.exe' file. Answer yes to the prompt.

If your problem isn't listed here, feel free to check the Troubleshooting section of the CW2 website at www.crisiswolverine.com. If it is also not listed on the Troubleshooting section, you can find quick help at the CW2 forums.

CREDITS

Producer / Director : Nathaniel Bonham
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The Underworld
Pinball Pete's
Jason Roberts & The Michigan Daily
Wolverine Soft
Michigan Gamers Association
Ryan Salamone
Jason Dobkowski
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Rebecca Caulfield
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Don Miguel & anyone else who participated in creating the English version of
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And last but not least, thanks to all of our fans!

DISCLAIMER

The story, names, characters, and incidents portrayed in this production are fictional. No identification with actual persons is intended or should be inferred, except when identification is clearly defined.

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