

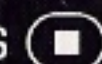

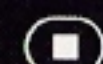
SUPER WING COMMANDER®

▶ PLAY GUIDE



CALIBRATING YOUR 3DO JOYSTICK

You can use a 3DO extended joystick to play *Super Wing Commander*. If you do so, and your joystick drifts or does not respond, you may need to calibrate it. Turn off the 3DO machine and restart it. While flying a mission from the cockpit, perform these steps:

1. Make sure the trim pots (the wheels on the base of your joystick) are in their center positions.
2. Move the handgrip as far as possible to the upper left, then press  + trigger.
3. Move the handgrip as far as possible to the lower right, then press  + trigger.
4. Move the handgrip to the center position, then press  + trigger.

If the joystick still doesn't work properly, check all cable connections (refer to your joystick documentation).



3DO

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SUPERWING COMMANDER®

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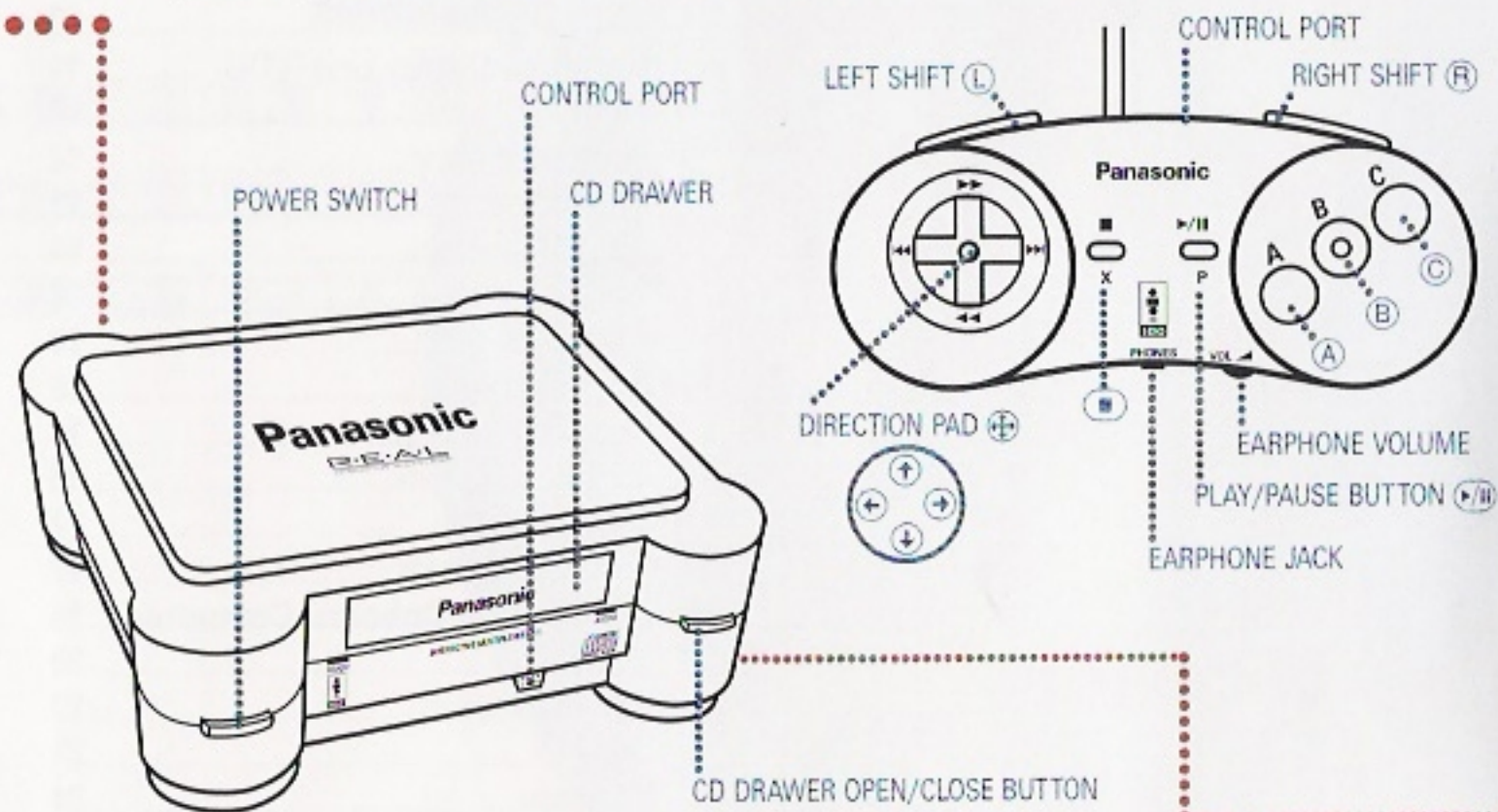
PLAY GUIDE

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STARTING THE GAME

To begin *Super Wing Commander*, turn on power to the 3DO machine (if necessary, refer to the hardware documentation). Open the CD-ROM drive and insert the 3DO disk. After you close the door, the game will play an introductory animation. (To bypass animations, press \blacksquare .) The following diagram shows the keypad controls:



- (A)Press the indicated key once.
- \blacksquare Use the D-pad to change options (on the carrier) and steer your ship (during flight).
- (B) \uparrow Press the first key and hold it as you press the second key. Here, you would press (B), then \uparrow (on the D-pad).

Note: You may have more than one 3DO controller hooked up when playing *Super Wing Commander*. If so, press any button on the controller you wish to use. The game will then recognize that controller for the duration of the game.

After the introduction, a menu appears with two options: NEW GAME and CONTINUE. Press \blacksquare to change options and (A), (B) or (C) to begin *Super Wing Commander*. The screen will dim as the CD-ROM accesses the disk and loads portions of the game.



NEW GAME begins a new game starting with Mission 1 of the first campaign.

CONTINUE GAME starts the game with the last successful mission flown. If you've just turned on the 3DO machine, it also allows you to load a saved game (not an option until you complete and save a mission).

REC ROOM.....

The Rec Room is the favorite hangout for off-duty *Tiger's Claw* crew members and the perfect place to keep up with events in Vega Sector. Here, you can check everyone's latest number of kills, talk strategies with pilots, practice your flying techniques, or head for the barracks. Stay in the Rec Room as long as you want, but you must enter the Barracks to access the Hangar and fly a real mission.



.....CHECK PILOT RANKING

.....ENTER BARRACKS

.....TALK TO PALADIN

.....TALK TO ANGEL

ENTER
SIMULATOR

- ⊕ **Choose an action.** When you change actions, objects light up or animate, or characters stop what they're doing and look at you. You also see and *hear* the option — **Talk to ANGEL, Talk to PALADIN, Talk to SHOTGLASS, Enter SIMULATOR, Enter BARRACKS, or Check Pilot Ranking.**

Note: You can toggle onscreen text on and off through the system menu (see **System Configuration Menu** on page 23).

- Ⓐ **Begin selected action.** Press Ⓐ to activate the option you've chosen.

SIMULATOR

If you're new to *Super Wing Commander*, the training simulator is a good place to practice before you begin flying. Since training missions don't affect your score, you should use the simulator to become familiar with the game.

- ⊕ Press left or right until the simulator opens and you see and hear **Enter SIMULATOR.**
- Ⓐ Choose the training simulator option. You'll see four Kilrathi fighters, with the selected ship highlighted.
- Ⓑ Press if you wish to abort the simulation (only works before selecting an enemy).
- ⊕ Choose a ship to fly against. A detailed information screen displays that ship's statistics, such as speed, mass and armor.
- Ⓐ Begin the simulation.

Ten fighters of the chosen type (*Salthi, Dralthi, Krant* or *Gratha*) are divided into four waves. First, you will face one fighter, then two, then three, then four. If you complete the fourth wave, you proceed on to the next fighter. Your score appears in the upper left portion of the screen, and the time remaining displays in the upper right. If you manage to complete all four waves for *all* ships, you'll be victorious!



BARRACKS

⊕, (A)To enter the Barracks, press ⊕ until you see and hear **Enter BARRACKS** (the red entrance to the right lights up), then press (A).

In the barracks, you can **Save, Load and Delete Games, View MEDALS, Enter RECROOM, or Enter BRIEFING ROOM.** Press ⊕ to change actions, (A) to begin.

SAVING, LOADING AND DELETING GAMES. After completing a mission, you should save the game. Later, you can load it and start playing where you left off. If you've already saved the maximum number of games (8), delete old games and save new ones in their place.

Note: If you save other manufacturer's 3DO games after saving Super Wing Commander games, you may erase your saved missions.

To save, load or delete a game:

⊕Press until a bunk lights up and you see and hear the word **Bunk** followed by a number from **1** to **8** (you can save up to eight different games at a time).

(A)Press to bring up the game menu.

⊕Press until you highlight SAVE, LOAD or DELETE

(A)Press to perform the selected option.

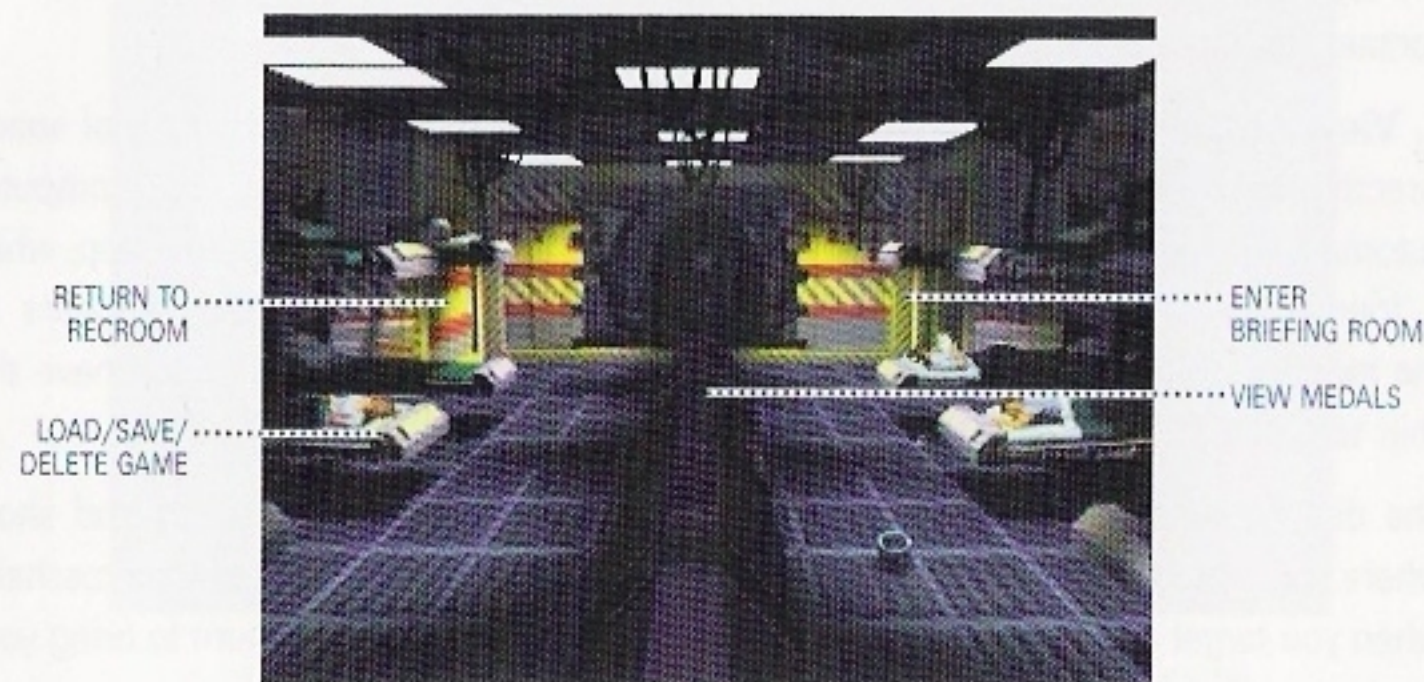
(Note: When you select an empty bunk, SAVE will be your only option. After you delete a game, the bunk becomes empty.)

■Press to abort the SAVE, LOAD or DELETE process.

VIEW MEDALS. To view your locker contents, press ⊕ until you see and hear **View MEDALS.** Press (A) to see your uniform with your current ribbons and medals. Press (A) once more to return to the Barracks.

ENTER BRIEFING ROOM. To enter the mission briefing, press ⊕ until the Briefing Room door to the right slides up and you see and hear **Enter BRIEFING ROOM.** Then, press (A). Here, you will receive instructions about your mission objectives.

ENTER REC ROOM. To return to the lounge, press ⊕ until the Rec Room door to the left slides up and you see and hear **Enter RECROOM.** Then, press (A).



BRIEFING ROOM

Once you enter the briefing room, you receive a mission briefing from Colonel Halcyon. If you've seen this briefing, press (■) to skip to the next animation. If you haven't seen it, you'll hear instructions about your mission objectives, navigation route and wingman assignment. (The navigation details will automatically load into your ship's computer.)

After the briefing is over, you're fitted for a flight suit in the armory. Then, you enter a cinematic launch sequence that takes you to the hangar, into your fighter and through the launch process. (NOTE: The machine may take a few moments to load the mission.)

COCKPIT INSTRUMENTS

Once you see open space through your fighter's viewscreen, you're in control of the flight. All the information screens in the cockpit may be intimidating at first, but reading them will soon be second nature.

During the *Super Wing Commander* campaign, you have the opportunity to fly up to five types of ships. Although the cockpits have different instrument arrangements, they contain the same dials and gauges.

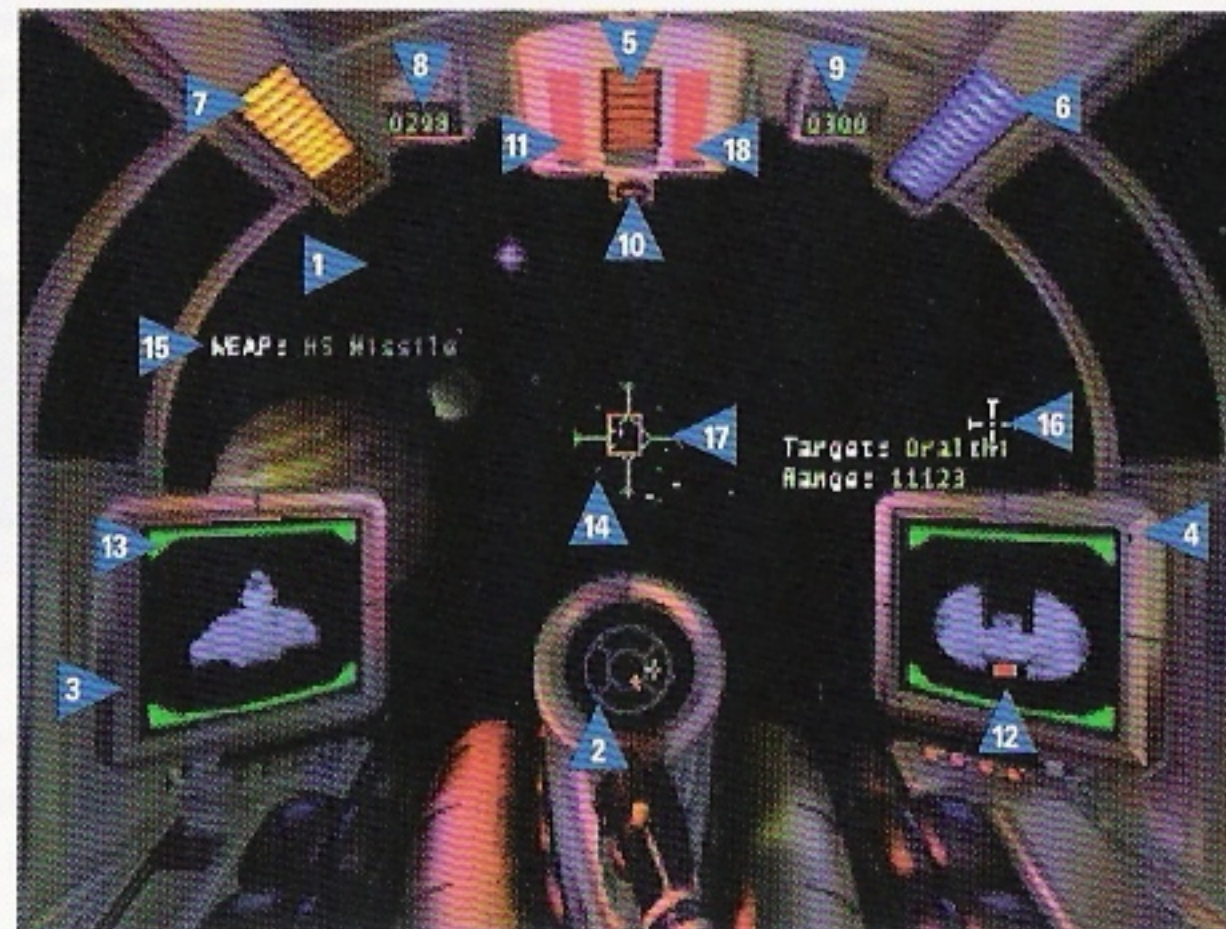
1. Viewscreen. The viewscreen and Heads-up Display provide a clear view of space directly ahead of you. When other ships enter your viewing window, your computer automatically targets the closest ship. Red brackets appear around an enemy ship, while a friendly ship gets blue brackets. A picture of the bracketed ship appears in the monitor on the right side of the cockpit (the Right VDU), as long as you have the ship targeted.

The dim green crosshairs in the middle of the screen are your gunsights and show where your ship's guns are aimed. A solid arrow appears in the middle of the crosshairs when you target a ship. The arrow shows which direction you need to turn to bring your target into view.

Alternate Views. You can change views in *Super Wing Commander* to get an external perspective of the battlefield:

- (A).....Switches to a *battle view* that shows action from a distance.
- (C).....Switches to a *chase view* from *behind* your ship.

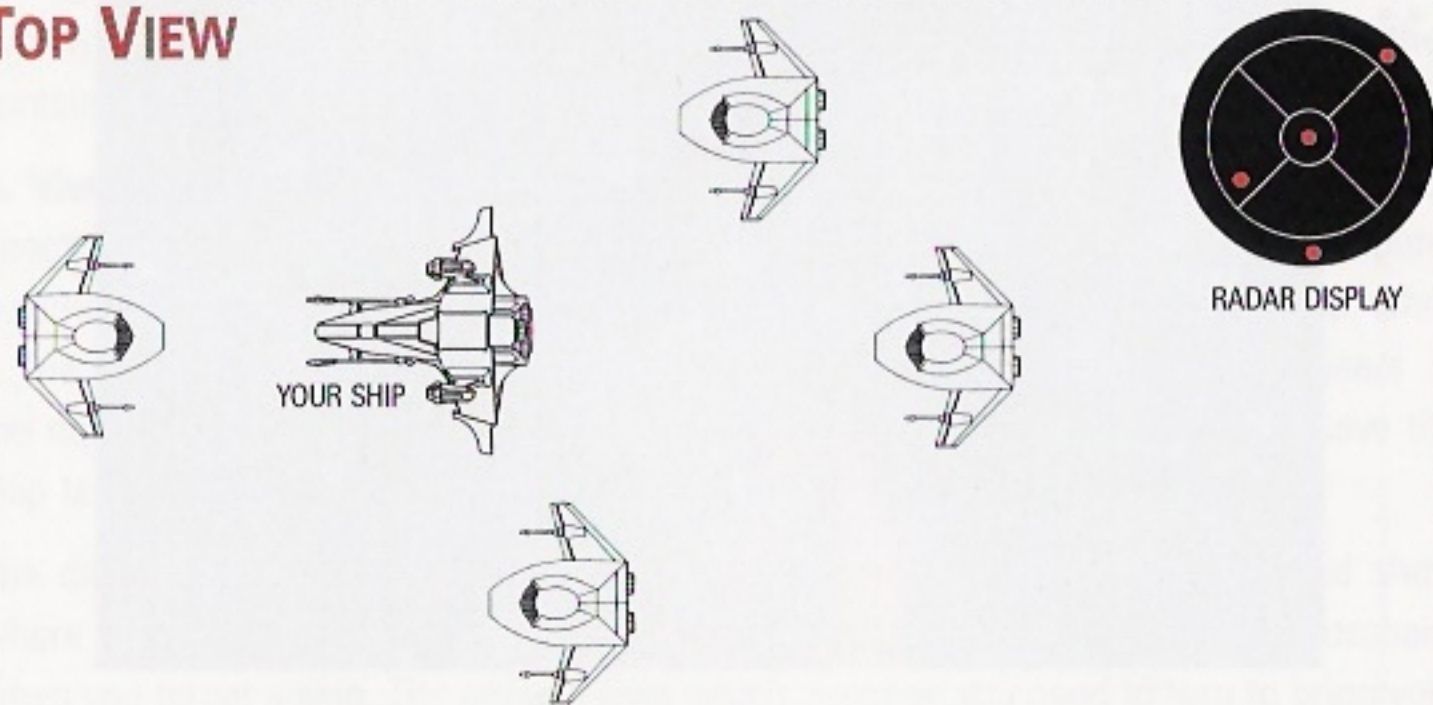
HORNET COCKPIT



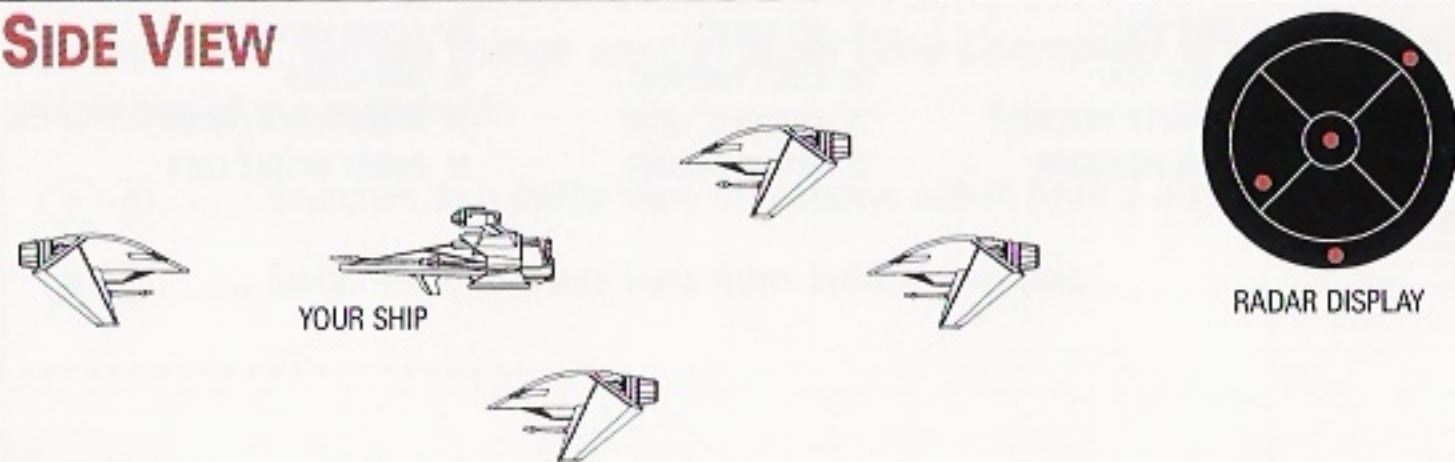
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|----------------------|---------------------|------------------------|
| 1. VIEWSCREEN | 7. SPEED INDICATOR | 13. SHIELD INDICATOR |
| 2. RADAR DISPLAY | 8. CURRENT SPEED | 14. GUNSIGHT |
| 3. LEFT VDU | 9. SET SPEED | 15. ACTIVE WEAPON |
| 4. RIGHT VDU | 10. EJECT WARNING | 16. NAV CROSS |
| 5. BLASTER INDICATOR | 11. AUTOPILOT LIGHT | 17. MISSILE LOCK CROSS |
| 6. FUEL INDICATOR | 12. ARMOR DAMAGE | 18. ENEMY MISSILE LOCK |

2. Radar Display. This circular radar screen appears in every cockpit. It shows how far you have to rotate to bring a target into your front viewscreen. The radar display is divided into six sections, and each ship detected appears as a colored dot. The outer ring shows the position of ships *behind* you; the center circle shows ships *ahead* of you; and the four middle quadrants represent ship positions *alongside, above* or *below* you.

TOP VIEW



SIDE VIEW



Radar Display Colors

<i>Red Dot</i>	Enemy ship
<i>Blue Dot</i>	Friendly ship
<i>Orange Dot</i>	Enemy capital ship, transport or tanker
<i>White Dot</i>	Friendly capital ship, transport or tanker
<i>Blinking Dot</i>	Targeted ship (red/blue/orange/white)
<i>Large White Cross</i>	Current nav destination
<i>Blinking Yellow Dot</i>	Enemy missile

3. Left Video Display Unit (VDU). The Left VDU shows a profile of your fighter with its shield and armor status. Your ship's active gun(s) and weapon appear briefly just above this display when you change them. Depending on what ship you are flying, you have different shield and armor strengths and different guns and weapons available.

- Green brackets around the ship profile indicate shield strength. They dim and disappear as shields take damage. Shields gradually regenerate unless the shield generator is destroyed. Once the shields are pierced, armor begins taking damage.
- Armor damage is indicated by flashing red panels on top of the ship profile. For instance, if armor on the rear of your ship is damaged, the rear part of the ship profile turns red and blinks on and off. Unlike shields, armor cannot regenerate.
- Whenever a ship component is damaged or when you change the active gun or weapon (see **Guns** and **Weapons** on page 21), you'll see a line of text just above the Left VDU. Some systems repair themselves over time, while others remain damaged. If a gun or weapon is damaged, the name temporarily appears in red text. The color of the other text varies, depending on the system condition:

Yellow.....Light damage

Orange.....Moderate damage

Red.....Heavy damage

Gray.....Destroyed

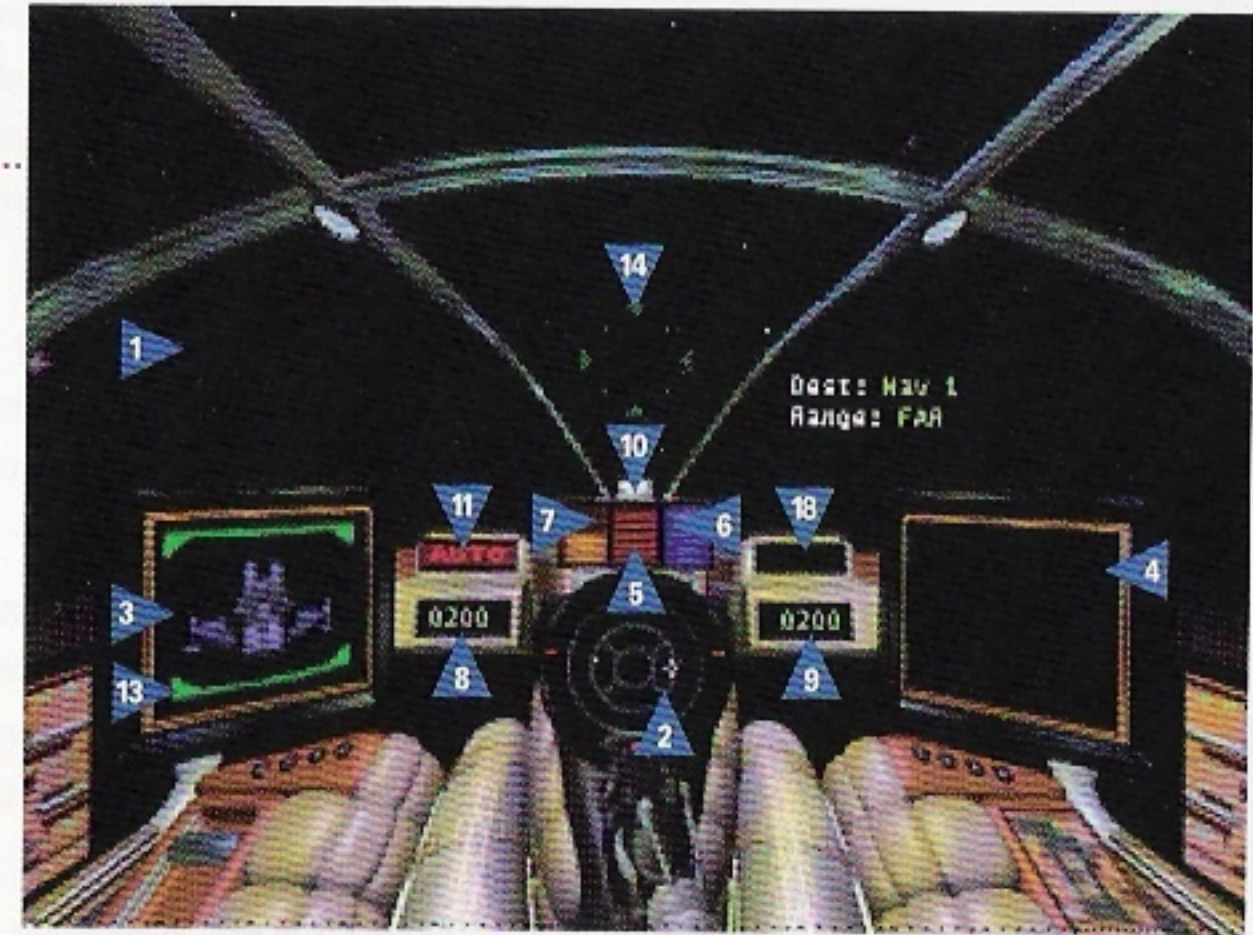
4. Right VDU. The Right VDU has three functions, depending on your ship's situation:.....

- When a ship (friendly or enemy) appears in your viewscreen, your onboard computer targets the closest ship and places its profile on the VDU. You know a ship is targeted when brackets appear around it and a flashing dot appears on your radar (see **Targeting System** on page 16). Red brackets indicate enemy ships, blue brackets denote friendlies, and white brackets appear around ships that are talking to you.
- When you target a ship, text above the Right VDU identifies the ship type (for enemies) or displays the pilot or ship name (for friendlies). A second line of text tells how far away (in kilometers) you are from the enemy.
- Flashing red panels appear on the enemy ship profile in the Right VDU when the ship's armor becomes damaged. If you destroy a ship's rear armor with a Dumbfire missile, for example, the rear panel of the enemy ship profile will flash red.
- The Right VDU shows incoming video messages from other ships when they talk to you. To respond, see **Communication** on page 19.

5. Blaster Indicator. The blaster indicator is a bar that displays the power level of your lasers, mass drivers, and/or neutron guns (location and color vary between cockpits). Frequently firing your guns runs down blaster power and shortens the bar. The more guns you fire at once, the faster you drain blaster power. (If you have no blaster power left, your guns won't fire.) The bar grows longer as blasters regenerate. Guns recover power gradually if your power generator isn't too damaged.

6. Fuel Indicator. This bar shows how much fuel you have and shortens as your tank empties. Afterburners boost your speed dramatically but burn fuel at a ferocious rate, so use them sparingly. If you run out of fuel, you cannot afterburn and must coast on reserves at a speed of 50 kilometers/second.

SCIMITAR COCKPIT



- | | | |
|----------------------|---------------------|------------------------|
| 1. VIEWSCREEN | 7. SPEED INDICATOR | 13. SHIELD INDICATOR |
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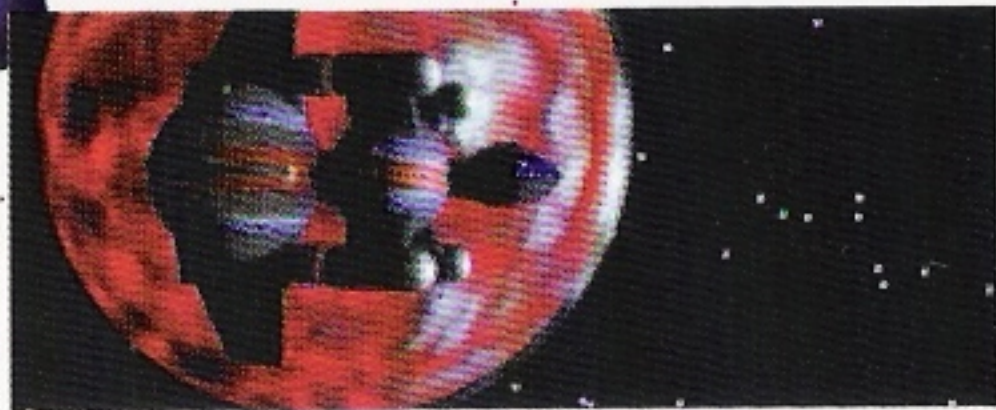
LIGHT BLUE ENTRIES IN THE KEY ARE NOT VISIBLE IN THIS SCREEN SHOT.

7-9. Speed Indicators. The speed indicator is a bar that shows your throttle magnitude. A numerical gauge near the bar gives the *current speed* of your ship in kilometers per second. It is located in the left portion of the viewscreen and changes if your ship changes speeds. The number increases when you speed up (B↑) and decreases when you slow down (B↓). It also changes when you turn sharply or apply your afterburners (L/R).

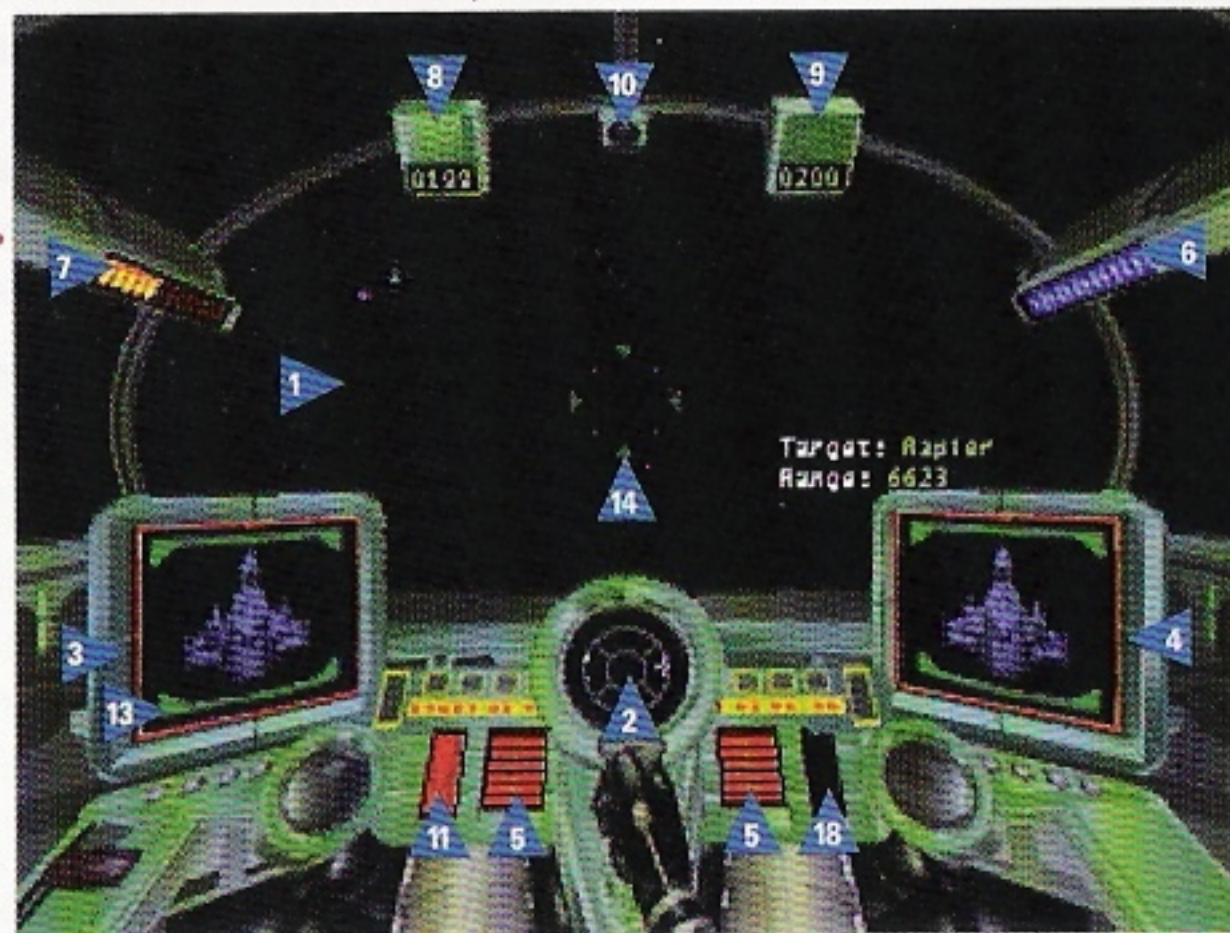
Another speed indicator appears to the right. It displays your *set speed*, or the speed that your ship returns to after you finish using your afterburners or turning. This number matches the current speed setting (when you're not using your afterburners or turning) and changes whenever you speed up or slow down using B↑ or B↓.

10. Eject Warning. The eject warning flashes red if your ship sustains heavy damage. When the warning activates, you must decide how serious the situation is and whether to eject or not (see **Eject** on page 22). If you decide to eject, the Confederation will suffer from the loss of a starfighter. But, unlike the Kilrathi pilots who fly ships without ejection systems, you'll automatically live to fight another day.

11. Autopilot Light. The autopilot light (AUTO) is located on the instrument panel, although its position varies between ship types. It remains dim if asteroids or enemies are present, but glows when it is safe to autopilot.



RAPIER COCKPIT



- | | | |
|----------------------|---------------------|------------------------|
| 1. VIEWSCREEN | 7. SPEED INDICATOR | 13. SHIELD INDICATOR |
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LIGHT BLUE ENTRIES IN THE KEY ARE NOT VISIBLE IN THIS SCREEN SHOT.

IN-FLIGHT SYSTEMS

Autopiloting System. You can autopilot to the next Nav point (press **R** **C**) as long as no enemies or hazards are nearby. If you are able to autopilot, the autopilot light glows. If you try to autopilot when it isn't possible, you'll hear a verbal warning and see text above the Left VDU, such as *Hazard Near* or *Enemy Near*. The location of the autopilot indicator light differs between cockpits.

Note: You can't autopilot out of an area until any surviving enemies are at least 10,000 kilometers away from you.

Targeting System. This system automatically targets the ship closest to you and places red (enemy) or blue (friendly) brackets around it. As long as you have a ship targeted, the Right VDU displays a profile of that ship, along with any damage it has sustained. Text above the Right VDU describes the targeted ship type. You *must* have a ship targeted before you can gain a missile lock and fire Image-Recognition or Heat-Seeking missiles.

To cycle through targets in your viewscreen, press **R** **A**. The brackets shift to another ship in your viewscreen, and the targeted ship appears as a flashing dot on your radar. You can only target one ship at a time.

Tactical Tip: *Your computer automatically targets the enemy ship closest to you. To bring this target into view during battle, find the flashing dot on the radar. Also, look to see which direction the arrow in your gunsight is pointing. Then, maneuver your ship in the direction of the arrow so that you center the dot in the innermost circle of your radar display. This will bring the target directly in front of you and into your viewscreen.*

Missile Lock. Depending on what ship you're flying, you have access to certain missiles. Dumbfire missiles are "point-and-shoot" weapons and do not need a missile lock. Friend-or-Foe (FF) missiles don't require a missile lock either, but they do automatically travel toward the nearest enemy target when you fire them within range (12,000 meters). They might also attack friendly ships that are damaged and unable to transmit Confederation signals.

However, Heat-Seeking (HS) missiles do require you to lock onto a heat source. This means you have to approach an enemy ship from the *rear* so that your missiles can lock onto its hot exhaust ports. Image-Recognition (IR) missiles also require a lock. With IR missiles, you must keep the target in view for several seconds so that the missile can "memorize" the ship type.

When a targeted ship comes into view, a green missile cross appears outside the targeting brackets and moves toward the center of the brackets. Keep the target in view. When the green cross flashes, you'll hear a missile lock tone. This means you can fire your HS or IR missile.

Weapons System. If you're piloting a ship with multiple guns and/or missiles, you can change them directly from the cockpit during flight. To change the active gun, press **L** **C**; to change the active weapon, press **L** **A**. Notice that the text above the Left VDU changes. You can also change the active gun(s) and weapon by using the onboard computer (see **Guns** and **Weapons** on page 21).

HOW TO USE THE ONBOARD COMPUTER

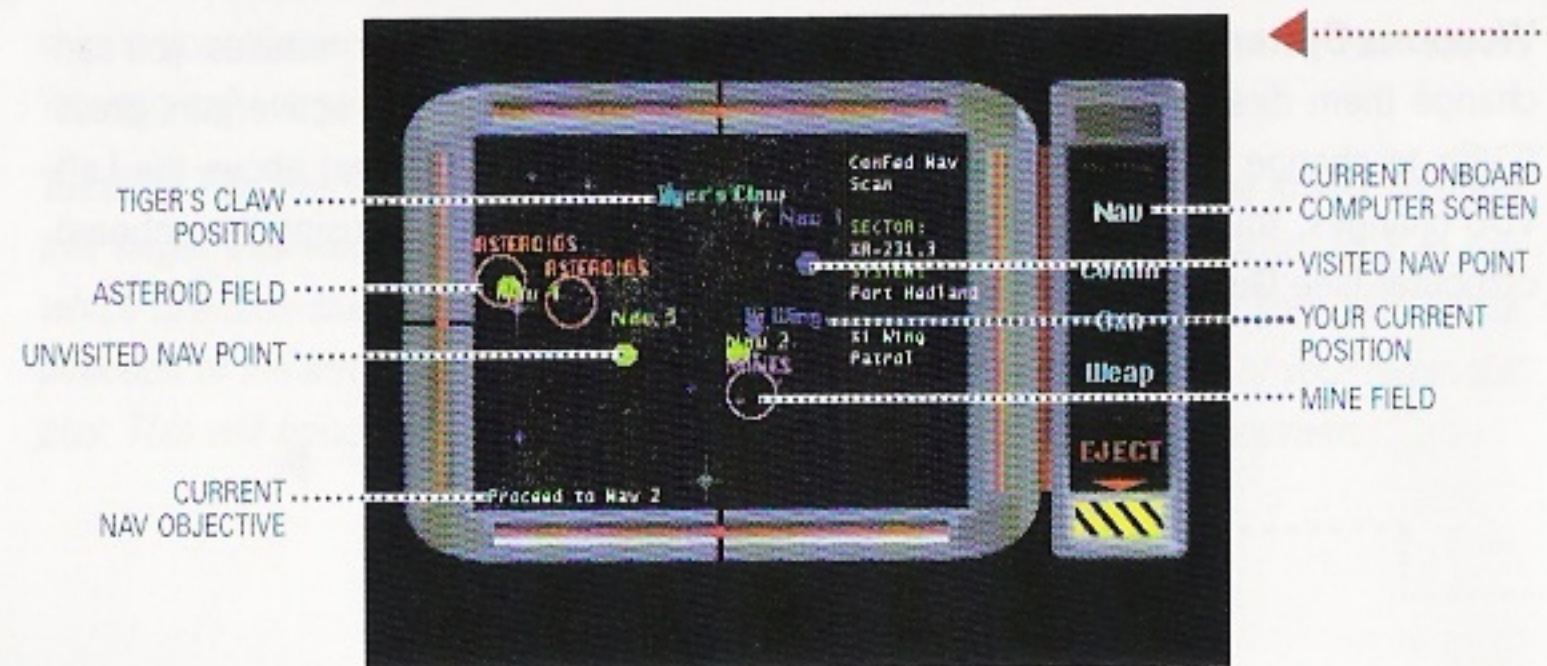
Each ship is equipped with an onboard computer that you access by pressing \square (B). This pauses the game and brings up the onboard computer. The computer has five functions — the panels to the right represent computer screens, with the current screen highlighted. An enlarged view of the highlighted screen appears on the left. To access the other four computer screens, press \downarrow or \uparrow .

The onboard computer lets you:

- Select navigational points
- Change your active weapon
- Communicate with other ships
- Eject from your ship
- Change your active gun(s)

Note: The Nav screen appears when you first open the onboard computer. The next time you open the computer, you'll see the last screen used.

Text at the bottom of the Navigation screen identifies the objective for the selected Nav point. Colored circles and triangles on the map indicate the locations of other objects:



Navigation. When you begin a mission, your navigational points and mission objectives are automatically loaded into your computer. (The white cross you see on your radar and in your viewscreen represents your next navigational destination.)

- \square (B)Access onboard computer (the Nav screen is the first screen).
- \leftarrow or \rightarrow Change Nav points. (The highlighted Nav point is your new destination.)
- \square (B)Return to cockpit and resume play. If you changed Nav points, the white cross now indicates your new Nav point.

Communication. This screen lets you send messages to friendly and enemy ships. You can send various orders to your wingman, request landing aboard your carrier or taunt the enemy. (You can only talk to an enemy if he is currently targeted.) When a friendly or enemy ship sends *you* a message, that ship's brackets turn white.

- \square (B)Access onboard computer.
- \downarrow or \uparrow Switch computer screens until you open the Communication screen.
- \leftarrow or \rightarrow Select a ship, then press (A) to bring up a list of messages.
- \leftarrow or \rightarrow Select a message (the list varies, depending on what ships are in range).
- (A)Send message and return to cockpit view.
- \square (B)Return to cockpit view without sending a message.

Here are a few shortcut keys that let you send messages directly from the cockpit:

- \square (↑)Send *Break and Attack/Attack my Target* message to wingman.
- \square (→)Send random taunt to targeted enemy.
- \square (←)Send *Help Me Out Here!* message to wingman.
- \square (↓)Request landing (when *Claw* is targeted).



Here's a complete list of messages:

Break and Attack — Tells your wingman to break formation and engage enemy ships within 12,000 meters.

Keep Formation — Denies a wingman's request to break and attack on his own initiative.

Form on My Wing — Tells your wingman to return to formation and follow your ship.

Return to Base — Instructs your wingman to return to the *Tiger's Claw* immediately. If the command is obeyed, your wingman will not be available for the duration of the mission.

Help Me Out Here! — Commands your wingman to engage the enemy attacking you (only available in the quick communication keys, as  .

Attack My Target — Tells your wingman to engage the enemy you have currently targeted. (You can use this message to get your wingman to attack an enemy capital ship.)

Keep Radio Silence — Prevents your wingman from talking to you until a *Broadcast Freely* is sent.



Broadcast Freely — Allows your wingman to talk to you and breaks the "Keep Radio Silence" command.



Never Mind — Tells receiver to disregard communication.


Enemy Taunt — When you have an enemy ship targeted, you can send a random insult. Taunting sometimes draws enemy ships to you, luring them away from your wingman or another friendly ship.



Request Landing — When you complete a mission and return to the *Tiger's Claw*, you must request permission to land.



Guns. This screen shows a profile of your ship and its available guns — lasers, neutron guns or mass drivers. (*Guns* are all multi-fire blasters that draw energy from your ship.) The active gun flashes, and the name of the gun appears in bold, white letters. If your ship has multiple guns, you can select just lasers, just neutrons, just mass drivers, or full guns (all guns combined, which quickly depletes your blaster power).

 Access onboard computer.



 or Change computer screens until you open the Gun screen.



Change active gun (if ship has multiple guns). Whatever gun is highlighted becomes the active gun.


 Return to cockpit view.



You can also can switch active guns directly from the cockpit by pressing  .



Weapons. This screen shows a profile of your ship and its available weapons. (*Weapons* include all single-shot munitions that are self-powered.) The game weapons include Dumbfire, Heat-Seeking, Image-Recognition, and Friend-or-Foe missiles, and Porcupine mines. When you pull up this screen, the active weapon flashes, and the name of the weapon appears in bold, white letters. Unlike guns, you can only activate one weapon at a time.

 Access onboard computer.

 or Change computer screens until you open the Weapon screen.

Change active weapon (if ship has multiple missiles). Whatever missile is highlighted becomes the active weapon.

 Return to cockpit view.

You can also change the active weapon directly from the cockpit by pressing  .

Eject. If your ship receives heavy damage during combat, the Eject warning may light up in the cockpit. If you see it flashing red, you may want to consider ejecting.

- ⓑAccess onboard computer.
- ⓈChange computer screens until you open the Eject screen. (A flashing red screen appears that displays *Warning*.)
- ⒶPress to eject. You will fail the mission, but you can fly the next one in the series. (Don't eject too often, or you'll end up playing the losing mission path and losing the entire game.)

LANDING

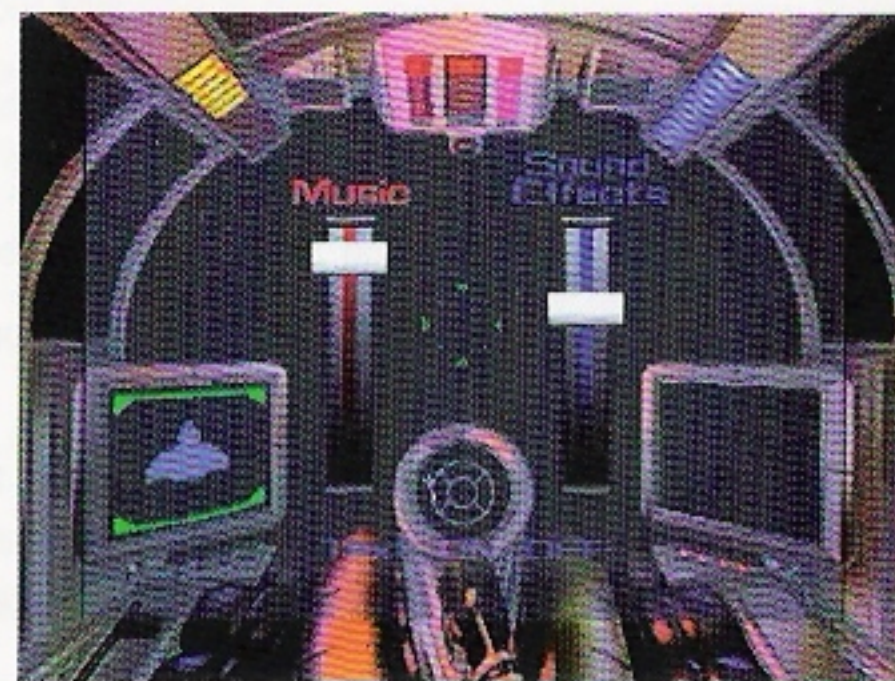
After completing your mission, head back to *Tiger's Claw* using the autopilot function (ⓓ Ⓢ). When you are ready to land, target the *Claw* (see **Targeting System** on page 16). Use the Communication screen (see **Communication** on page 19) to signal the ship's traffic control officer and request permission to land. You *cannot* land if enemy vessels are near the *Tiger's Claw* or if you haven't fulfilled at least one of the following requirements:

- a) Traveled to any Nav point
- b) Achieved at least one mission objective
- c) Killed at least one enemy ship
- d) Taken heavy damage
- e) Exhausted your fuel supply

After you receive permission to land, steer toward the *Tiger's Claw* and let the automatic landing system take over. Coast toward the carrier, but *do not* use your afterburners. Upon landing, you go to a debriefing, where Colonel Halcyon evaluates your performance and notable achievements.

SYSTEM CONFIGURATION MENU

You can change the music and speech volume levels and toggle the text display on or off through the System Configuration Menu:



- ⓂPress to open the System Configuration Menu. Two options appear — MUSIC AND SOUND EFFECTS and VIEW CREDITS.
- Ⓢ or ⓈPress to switch between options. The selected option flashes.
- ⒶPress to accept the flashing option.
- Ⓢ or ⓈPress to switch between options (if you selected MUSIC AND SOUND EFFECTS).
- Ⓐ or ⓑPress to move the MUSIC and SOUND EFFECTS sliders up or down. Move down (Ⓐ) to decrease volume, up (ⓑ) to increase volume. or Press to turn the display text on or off.
- ⓂPress to close the System Configuration Menu and return to the cockpit.

YOUR FIRST MISSION

After the game loads, you're ready to take off! You'll find yourself in the Rec Room. Follow these steps to launch into your first mission.

LAUNCH PREPARATION

Before you launch, you'll need to meet a few pilots and get to know the *Tiger's Claw*.

- **Talk to ANGEL** and **Talk to PALADIN** (⊕, then Ⓐ, for each pilot). Both pilots give you hints that aid you in fighting the *Dralthi* and *Salthi* ships you'll be facing.
- **Enter BARRACKS.** From there, enter the **BRIEFING ROOM** (the door to the far right) and attend the mission briefing.

After you go through the launch sequence, you find yourself away from the *Tiger's Claw*, in the cockpit. Look at your radar and notice that Spirit, your wingman, appears as a blue dot and the *Tiger's Claw* shows up as a large white dot. The white cross indicates your next Navigational point.

- Maneuver your ship (⊕) to center the white cross on your radar display.
- Display your onboard computer (■Ⓑ). The first screen you'll see is the navigational map. It displays the current Nav point as a flashing yellow dot and your position as a dark blue triangle. Notes at the bottom of the screen identify the objective for the current Nav point.
 - ← or →Cycle between navigational points. (Make sure you return to *Nav 1* before performing the next step.)
 - ⒷResume play and return to cockpit.
- Autopilot toward the first Nav point (ⒷⒸ).

ON THE WAY TO NAV 1

During your journey to the first Nav point, Spirit warns you that enemy ships are ahead. Here are a few tips to aid you in your fight against three Kiltrathi *Dralthi*.

- Maneuver your ship (⊕) to bring an enemy target into view (it will appear as a flashing red dot on your radar).
- Order Spirit to *Break and Attack* (shortcut key is ■⬆).
- Ⓑ, ⬇Cycle through computer screens until you reach the Communication screen. A list of ships will appear. (Note: If another ship isn't in the area, Spirit will be the only available receiver.)
- ← or →Change the highlighted receiver.
- ⒶSelect the receiver. (A list of messages will display.)
- ← or →Highlight *Break and Attack*, then press Ⓐ to send the message.
- Keep a *Dralthi* in view and fire your Dumbfire missiles. Tail the ship and use your Dumbfire missiles at close range. Two missile hits or seven direct laser hits should be enough to down one of these ships. Enemy damage shows up as illuminated panels on the ship profile in the Right VDU. Damage to your ship shows up similarly in the Left VDU.
 - ⊕Maneuver until you have an enemy ship in your viewscreen. (Red brackets appear around this ship, and the ship appears as a red, flashing dot on the radar even when it is out of view.)
 - ⒷChange computer screens until you open the Weapon screen.
 - ⬇ or ⬆Change the active weapon directly from the cockpit (ⒻⒶ).

- ⒶSwitch to *DF* missiles. (If you haven't switched weapons, this missile will already be selected.)
 - ⒷReturn to cockpit view.
 - ⒶLaunch the missile (you have four of this type) when the enemy is lined up with your green gunsight.
- After you defeat these enemies, finish autopiloting to the first Nav point (press Ⓐ Ⓒ).

NAV 1

Here, you'll find yourself flying straight into the asteroid field that Colonel Halcyon warned you about. Use these tips to navigate through it:

- Set your speed between 250 and 300 kilometers per second (use Ⓑ ↓ to slow down).

Do *not* use your afterburners in the asteroid field! The last thing you want to do is suddenly increase your speed. The display in the top left part of the cockpit displays your *current speed*, the one to the right shows your *set speed*. The current speed fluctuates constantly as you maneuver and use your afterburners, but the ship always returns to the set speed whenever you let up on the afterburners.

- Roll your ship left or right (Ⓑ ← or Ⓑ →) to maneuver out of danger's way.
- Maneuver to position the Nav cross on one side of your viewscreen. After a few moments, position the cross on the opposite side of your viewscreen. This will help you avoid some of the asteroids.
- If you can't evade an asteroid, shoot it with your guns (Ⓒ).
- After you're through the asteroids, autopilot to Nav 2 (Ⓐ Ⓒ).

NAV 2

On the next leg of your patrol, you and Spirit find two fast-flying *Salthi* fighters. *Salthi* always break to the left when you tail them and "flip" less often if you stay on their tail.

- Use your afterburners (Ⓐ Ⓑ) for short bursts of speed. The afterburners remain engaged until you release the buttons. After you pull away from your opponent, turn 180 degrees and fight the *Salthi* head-on.

- Target a *Salthi*, damage its front end and select your Heat-Seeking missiles.

⊕, ⒸBring the targeted ship (the flashing red dot on the radar) into view and attack it with your guns.

■ ⒷChange computer screens until you open the Weapon screen

↓ or ↑ (or press Ⓐ Ⓑ).

ⒶSwitch to *HS* missiles. (If you've fired all your Dumbfire missiles, Heat-Seekers will already be highlighted.)

■ ⒷClose the computer and return to cockpit view.

- When the locked target comes into view, a green cross appears outside the targeting brackets and shrinks toward the middle of the brackets. When the green cross flashes and you hear the missile lock tone, fire your missile.
















⊕Keep the damaged *Salthi* in view and listen for the missile tone. (Notice that the ship profile in the Right VDU displays ship damage for the targeted ship.)

ⒶLaunch the missile.

- After destroying these targets, autopilot to the *Tiger's Claw* at Nav 3 (Ⓐ Ⓒ).

• RETURN TO THE *TIGER'S CLAW*

Halfway home, you'll run into a small asteroid field. Once again, navigate through it at a speed between 250 and 300 kps. Then, continue autopiloting back to the *Tiger's Claw*.

- Target the *Tiger's Claw* and use your radio to request permission to land (shortcut key is  ).
- ,  Maneuver your ship until you have the *Claw* in view, then slow down to less than 250 kps. Don't run into the ship!
-  Press until you see blue brackets around the *Tiger's Claw*.
-  Change computer screens until you open the Communication screen.
-  or A list of ships will appear.
-  or Select the *Tiger's Claw*, then press . Highlight *Request landing*, then press  once more. Once you receive permission to land, steer toward the *Tiger's Claw* and let the automatic landing system take over!

THE CAMPAIGN

Each campaign has its own plot and conclusion. Each series of missions you fly — and whether or not you're victorious — affects the Confederation's chances for ultimate victory in Vega Sector.

After several missions, you'll be presented with story updates that describe what's happening in the war. Do badly, and the forces of the Terran Confederation take a beating. Do well, and Terran forces prevail. Do *very* well, and you may be responsible for Confederation victory in Vega Sector and beyond!

.....▶ **END**


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