DELUXE EDITION
PRIVATEER™ 2
THE DARKENING™
REFERENCE CARD

NOTE: *Page numbers in parentheses refer to sections in your* Pilot's Manual *(CD insert).*

FLIGHT CONTROLS (PP.4-5, 15)

- [>.] Roll left*
- [+] Increase speed
- [Tab] Afterburner (hold)
- [/] Set speed to zero
- [<,] Roll right*
- [-] Decrease speed
- [X] Match speed of target
- [*] Increase speed to maximum (without afterburners)

*If using joystick. If using mouse, hold down right mouse button to roll.

NAVIGATION (PP.6-9)

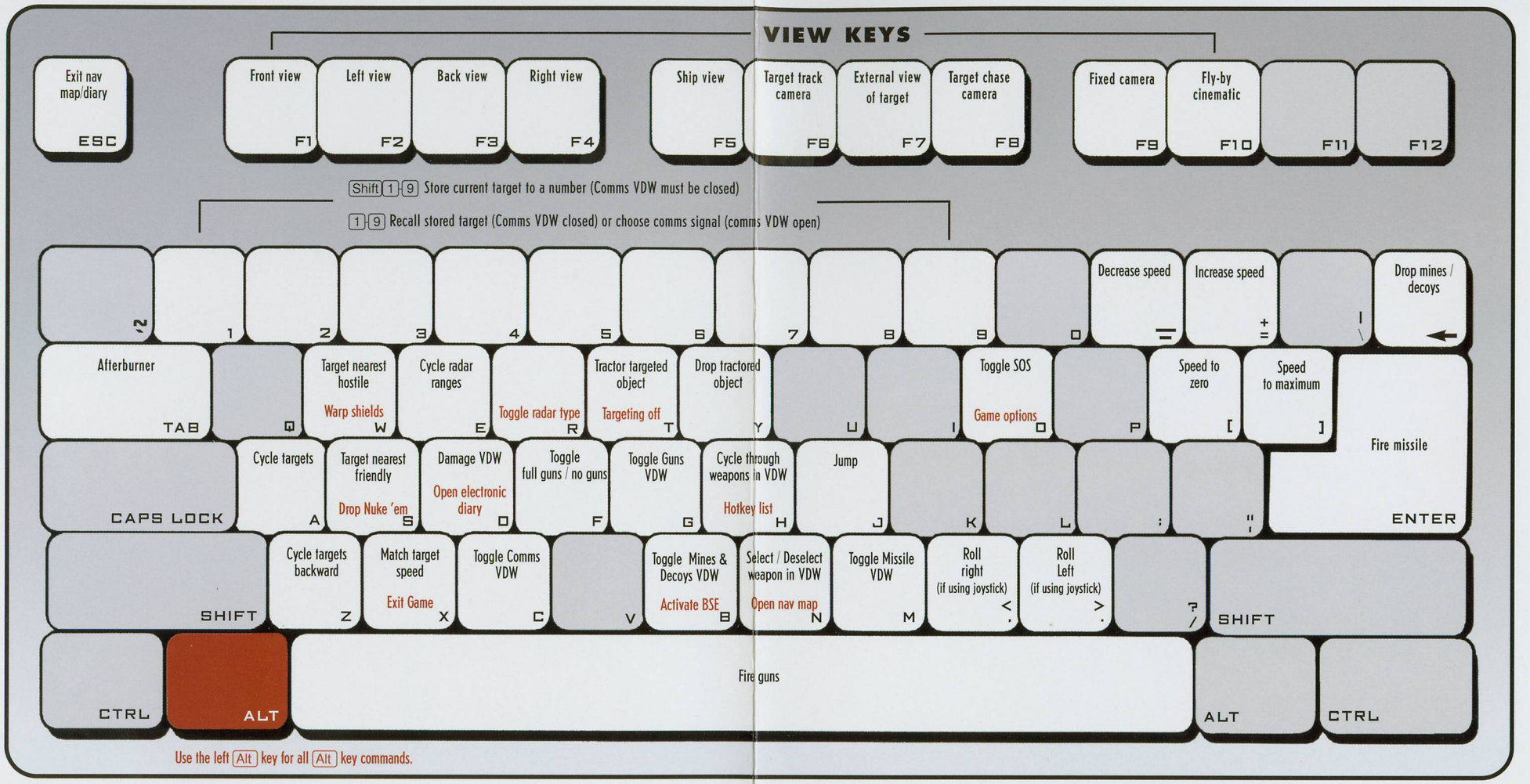
- [Alt][N] Nav map
- [F] Nav map search
- [J] Jump
- [Esc] Exit nav map/diary
- [+] (numpad) Zoom nav map in
- [-] (numpad) Zoom nav map out
- [R] Rotate nav map

RADAR AND TARGETING (PP.10-15)

- [Alt][R] Toggle between radar modes
- [A] Cycle forward through targets
- [S] Target nearest friendly
- [W] Target nearest hostile
- [E] Cycle through radar ranges
- [Z] Cycle backward through targets
- [Alt][T] Turn targeting off
- [1]-[9] Recall stored target
- [Shift][1]-[9] Store current target to number key (if Comms VDW closed)

WEAPONS (P.16-21)

- [B] Mines/Decoys VDW (toggle)
- [M] Missile VDW (toggle)
- [G] Gun VDW (toggle)
- [H] Cycle through ordnance in current VDW
- [N] Selected ordnance on / off (toggle)
- [Backspace] Drop mines / decoys
- [Enter] Fire missile
- [Spacebar] Fire selected guns
- [F] Full guns / no guns (toggle)



VIEWS

- F1 Front view
- F2 Left view
- F3 Back view
- F4 Right view
- F5 Exterior ship view (pan with ↑↓←→)
- F6 Target track camera
- F7 External view of target
- F8 Target chase camera
- F9 Fixed camera
- F10 Fly-by cinematic

DAMAGE (P.21)

- D Open Damage VDW (closes automatically)

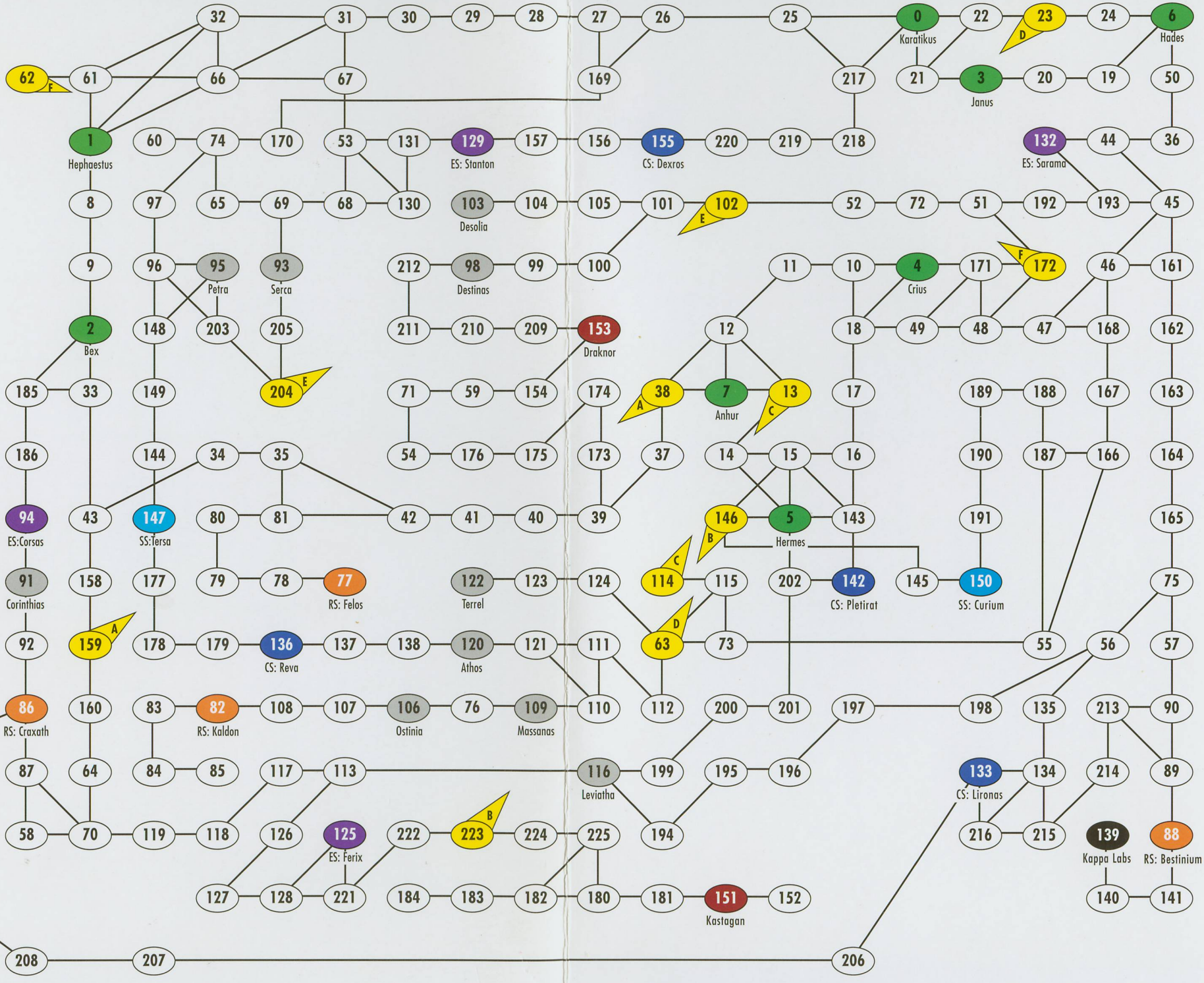
SPECIAL FEATURES (PP.23-29)

- Alt B Activate BSE system
- Alt D Open electronic diary
- Alt H Open hotkey list
- Alt O Game options
- Alt S Drop Nuke 'em
- Alt W Activate warp shields
- Alt X Exit game
- O SOS receiver on / off (Toggle)
- T Tractor targeted object
- Y Jettison tractored object

COMMUNICATIONS (P.22)

- C Comms VDW (toggle)
- 1-9 Choose comm signal

NOTE: *To adjust gamma correction (brightness) during cinematics press + and -.*



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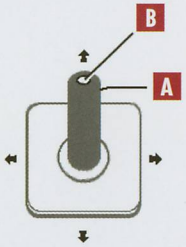
SCHEMATIC MAP OF THE TRI-SYSTEM UNIVERSE

Legend

- 6 — Planet
- 103 — Minor Planet
- 132 — Equipment Station
- 88 — Repair Station
- 133 — Commodity Station
- 23 / D / D / 63 — System Jump Gates
- 147 — Super Station
- 153 — Pirate Base
- 163 — Navigation Buoy
- Jumpline (Crossed lines do not indicate interconnecting jumps. For example, there is no jump line between Nav 148 and 203.)

JOYSTICK COMMANDS

Two-button joystick



A Fire selected guns (trigger)

B Hold down and move joystick to roll

Move joystick:

↑ ↓ Pitch up/down

← → Yaw left/right