WING COMMANDER

The 3-D Space Combat Simulator

IBM-PC and 100% Compatibles — REFERENCE CARD

BEGINNING PLAY

Hard Disk Owners: Log onto the appropriate drive and subdirectory.

1. If the default was selected during installation*, type: **C: <ENTER>**
2. Type: **cd\WING<ENTER>**
3. To start, type: **WC<ENTER>**

Floppy Disk Owners: Insert the copy of Disk 1 created during installation* into a high-density drive.

1. Type the letter of the drive followed by a colon (Example, "**A:**") and press **<ENTER>**.
2. To start, type: **WC <ENTER>**

* See enclosed Installation Guide.

USING THE INTERFACE

WING COMMANDER uses no menus or commands when you're aboard the *Tiger's Claw*. Select game functions by moving the pointer around the on-screen picture. The pointer's shape and color indicate whether a function is available:

- *Blue Arrow Pointer* — Nothing for you to do in this area.
- *Green Crosshairs* — A game function is assigned to this area.

Select functions with the joystick, mouse or keyboard.

- *Keyboard:* Use the arrow keys or numeric keypad to move the pointer. **<ENTER>** or **<SPACE>** selects game functions.
- *Joystick:* Controls pointer movement. Button #1 selects game functions. If your joystick has auto-fire, turn it *off*.
- *Mouse:* Controls pointer movement. Left button selects game functions.

<ESCAPE> ("Esc" on keyboard) usually aborts your current activity.

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SIGNING ON

After loading, the credits play until you press a key. Some or all of these options appear:

- *Start Vega Campaign* — Select to begin your first game, or to create a new character and campaign.
- *Continue Campaign* — Select if you have already played and wish to continue with a saved character.
- *Start Secret Missions* — Select if you have installed the "Secret Missions" Disk and wish to begin the Secret campaign.

To choose an option, move the pointer to that option and press the select key. (See Using the Interface). Follow the prompts, and press **<ENTER>** after you type in the required information. Then press any key to cut to a view of the carrier's bar.

IN THE BAR

- *Talking to People:* Move the pointer to the character you want to talk to. When the green crosshairs appear, press select to learn what they have to say. Press any key to advance the conversation.
- *The Pilots' Chalkboard:* Displays each pilot's record. Move the pointer over the blackboard and press select. Click again to return to the main view.
- *Flying the TrainSim:* Select the TrainSim (see page 39 in *Claw Marks* for details). Move the pointer over the ship you want to fight and press select to begin. The less time you take to destroy the enemy ships, the higher your score. If you are destroyed or press **<ESCAPE>**, the simulation ends.
- *Enter Barracks:* Select the door on the right to enter the barracks.

THE BARRACKS

Saving the Game: You can only save a game in the Barracks. Save your current campaign frequently.

1. Move the pointer over one of the eight bunks. If it's unoccupied, "Save this Campaign" appears.
2. Press select, and type in a name for the saved game. Press **<ENTER>**.
3. If necessary, you are prompted to insert a disk. A sleeping pilot appears in the bunk when the game is saved.

Replacing a Saved Game: If a bunk is occupied (a game is already saved there), move the pointer to the lower half of the sleeping pilot.

1. Press **<ENTER>** to display the message "Replace <Name> (Y/N)."
2. To replace a campaign, press **"Y"** to confirm the replacement or **"N"** to abort.
3. If you select "Y," the saved game in that slot is erased (All other saved games are unaffected). To save the new information, enter a name for the replacement saved game and press **<ENTER>**.

Loading a Saved Game: If your character dies or you want to pick up where you left off in a previous game, load a saved game.

1. Move the pointer to the head of a sleeping pilot. The words "Awaken <Name>." appear.
2. Confirm your selection by entering **"Y"** if the name matches the game you want to load, or **"N"** if it's the wrong saved game. If confirmed, the selected game loads and you can go to the Bar or Mission Hangar as desired.

Exit to DOS: Move the pointer over the airlock door (next to the lockers) and the words "Exit to DOS (Y/N)" appear. Select to quit and return to DOS. You are *not* asked if you wish to save your game first. Save before selecting the airlock.

THE BARRACKS (cont.)

Return to the Bar: Move the pointer to the passageway on the left and press select to return to the *Tiger's Claw* bar.

Mission Hangar: Select the door on the right to go on a new mission.

View Medals: Select the lockers to view your medals, ribbons, and rank, as well as your name, callsign and the date and the system you're in.

MISSION HANGAR

This is where mission briefings take place. You learn where you're supposed to fly and what you're supposed to do.

VIEWSCREEN

The viewscreen looks out ahead of your ship while flying. A green circle with crosshairs shows where your guns are aimed. Brackets indicate the position of the targeted ship (red brackets=enemy; blue=friendly). When another vessel communicates with you, yellow brackets appear around it.

Switching Camera Views: The function keys (F1-F9) allow you to view the action from a variety of angles.

F1 *Cockpit view:* Returns you to the forward view from any other view.

F2 *Left*, **F3** *Right*, and **F4** *Rear:* Good for tracking your wingman and spotting enemy ships during dogfights.

F5 *Chase plane view:* Puts the camera directly behind your ship. Hold the key down to move the camera closer to your ship. This is a good view for flying in asteroid fields.

F6 *Battle view:* Displays a long-distance view of an entire battle.

F7 *Tactical view:* Always keeps you and the ship you have targeted (or the most significant threat) in view.

F8 *Missile view:* Gives you a missile's eye view of the action. Select this option and the camera tracks the next missile you fire to its target.

F9 *Tailing views:* Positions the camera behind any ship in the area. Press repeatedly to change ships.

THE RADAR DISPLAY

The radar screen is divided into six sections.

- Outer ring = Space behind you
- Center ring = Space ahead of you
- Middle Quadrants
  Front = Space above your ship
  Rear = Space below your ship
  Right = Space right of your ship
  Left = Space left of your ship

Contacts are displayed as colored dots.

- *Tiger's Claw* = White
- Terran Capital Ships = Dark Gray
- Kilrathi Capital Ships = Orange
- Terran Fighters = Blue
- Kilrathi Fighters = Red
- Missiles Targeted on You = Yellow

Your current target is represented on the radar as a flashing dot.

SHIP'S STATUS DISPLAY

The Ship's Status Display (Left VDU) displays a green profile of your ship, with weapons in brighter green.

- Press **"D"** to cycle through all internal damage your ship has taken. Damaged systems appear in red. To view all damage quickly, press **"D"** repeatedly.
- Press **"G"** to change your ship's active gun. The selected gun is highlighted in light green. Press repeatedly to cycle through all available guns.
- Press **"W"** to change your active weapon delivery system (missile or mines). The selected system is highlighted in light green.

TARGETING DISPLAY

The Ship's Targeting Display (Right VDU) shows the outline, current damage and weapons of your current targeted ship, using three colors.

- Green = Undamaged, shields full.
- Yellow = Light component damage/Shield damage.
- Red = Weapon positions, shield damage, ship damage. (Note: Red weapons are not damaged).

TARGETING DISPLAY (cont.)

To target a ship, position it in the center of your screen and press **"T"** until brackets appear around the ship. Normally, you lose the lock on a target you are no longer facing.

If you want to keep a target locked even when you're not facing it, press **"L."** The targeting brackets become a full rectangle and you maintain your lock on that ship. You can still use **"T"** to target new ships. Press **"L"** again to disengage the lock.

You can't target friendly ships if enemy ships are visible.

NAVIGATION SYSTEM

The Navigation options appear on the right VDU (See page 44 in *Claw Marks* for additional details).

- Press **"N"** to show navigation information and to display white crosshairs on the viewscreen and radar screen. Keep the crosshairs centered to fly to your next Nav point manually, or activate the autopilot to shorten the trip.

2. *The Navigation Map:* Pressing **"N"** a second time brings up the full-screen navigation map. This allows you to select Nav points manually or view mission notes. Move the pointer to any Nav point in your current mission (or cycle through the Nav points by pressing **"N"**). The selected Nav point is highlighted in yellow. Press *select* to leave the Nav map and return to the cockpit view. The last Nav point you selected becomes your new destination automatically. If you don't want to change your destination, leave the Nav map by pressing **<ESCAPE>**.

3. *Autopilot:* To fly automatically near your selected Nav point, wait until the autopilot light comes on and press the **"A"** key. If there are no enemies or hazards nearby, and you are far enough away from your destination, the autopilot takes control. (See pages 44-45 in *Claw Marks* for details)

COMMUNICATION SYSTEM

Communications are displayed on the right VDU (See pages 45-46 in *Claw Marks* for details).

- Press the **"C"** key and a list of people you can talk to appears. Press the number next to the name of the pilot or ship you want to contact. A list of messages appears. Send by pressing the number next to the desired message.
- The list of available messages changes, based on the situation. Your on-board computer knows which messages are valid.
- When other pilots send messages, a yellow box appears around their ship and the message shows in your viewscreen. If you have expanded memory (see the Installation Guide), the face of the pilot appears on the right VDU. The **"V"** key toggles the comm video on/off.
- *Message Duration:* In space, press the **"M"** key to change the duration of messages. Duration ranges from 1 (fastest) to 5 (slowest).

OTHER INDICATORS

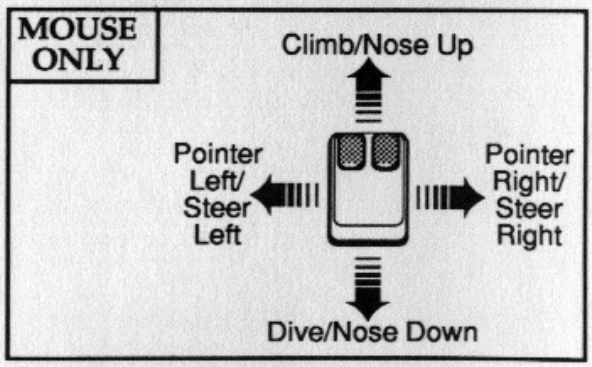
- *Armor and Shield Indicator:* When armor and/or shields are damaged, the colored bars in the indicator shrink; when destroyed, the bars vanish and warning lights flash.
- *Fuel Indicator:* As your fuel supply decreases, the indicator shrinks. Using afterburners drains your fuel supply quickly.
- *Speed Indicator: Set* indicates the speed your ship tries to maintain under normal conditions. *KPS* indicates your *actual* speed in kilometers per second.
- *Blaster Indicator:* The blaster indicator shows the power level of your ship's active guns. If the blaster indicator is completely gone, your guns don't fire. Power is restored gradually over time.
- *Eject Warning:* This light flashes when your ship is badly damaged, you have no shields, and you are in danger of being destroyed. You don't *have* to eject when the light begins flashing.

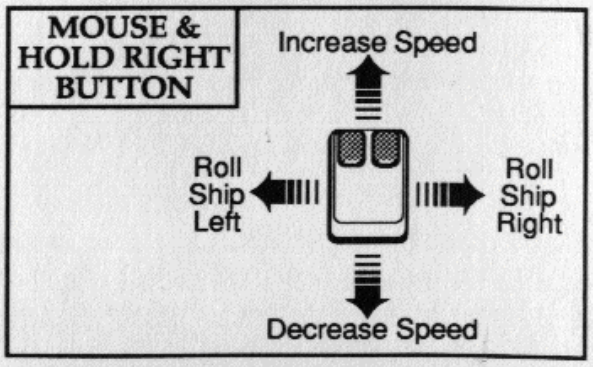
CONTROLLING YOUR SHIP

Using a Mouse

When you move the mouse, a white, circular pointer appears in the viewscreen. Your ship homes in on the pointer. Maneuver by moving the mouse until the pointer is where you want to go. You travel in that direction until you move the mouse to a new position.

- **Turn Left or Right by moving** the pointer toward the left or right side of the viewscreen.
- **Stop diving,** climbing or turning by placing the pointer inside the green sights in your viewscreen.
- **Kick in the afterburners** by double clicking on the right mouse button. Release button to stop afterburner.
- **Fire selected guns** by pressing and releasing the left mouse button.
- **Fire selected missiles/mines** by pressing both buttons simultaneously.
- **Center pointer** in viewscreen by pressing **"5"** on the numeric keypad.

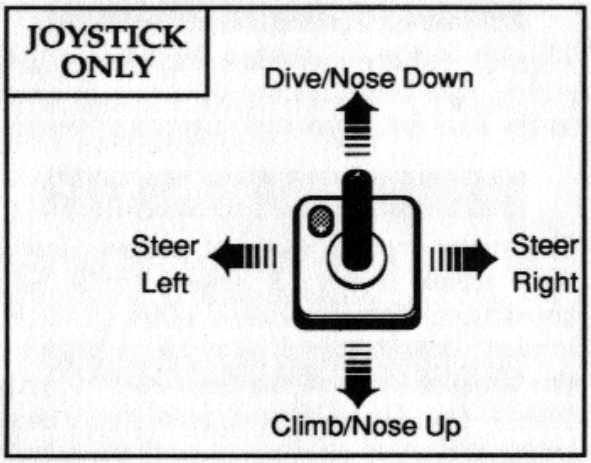


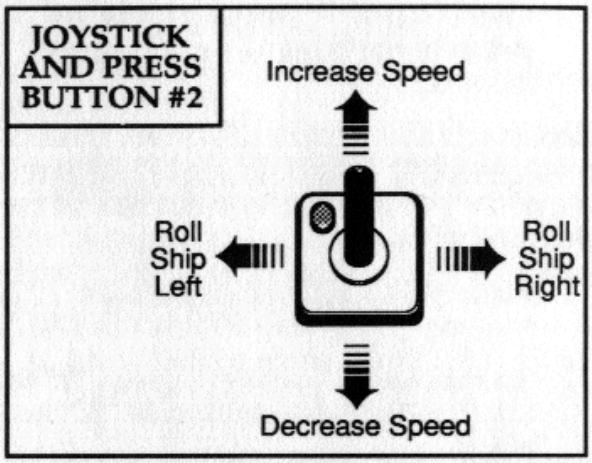


Using a Joystick

The diagrams below show the movements of the joystick and the use of joystick buttons for basic flight control.

- **Fire the selected guns** by pressing button #1. You can fire while maneuvering.
- **Fire the afterburners in a short burst** by double-clicking button #2.
- **Keep the afterburners lit** by double clicking *and holding* down button #2. The afterburners stay lit until you let up on the button.
- **Fire a selected missile or drop mine** by pressing both buttons simultaneously.

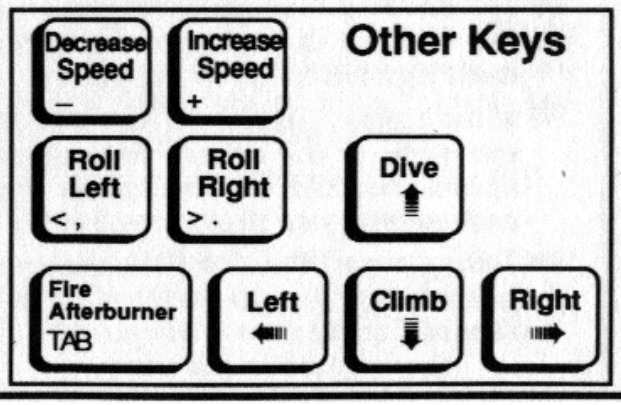




Using a Keyboard

Both the numeric keypad (with Num Lock *off*) and arrow keys are active for controlling flight.

- **Gradual turns** are initiated by pressing a directional key alone. Let up on the key and you continue straight ahead in the direction of your last key press.
- **Sharp turns** are initiated by pressing **<SHIFT>** and a directional key simultaneously. Let up and you continue in a straight line.
- **Fire selected guns** by pressing **<SPACE>**. Fire selected missiles or drop mines by pressing **<ENTER>**. You can maneuver at the same time.
- **Fire your afterburners** in a short burst by pressing **<TAB>** or **<*>** (numeric keypad). Hold down the key to keep your afterburners lit.





Game Commands Summary

General Commands

A	Engage Autopilot
C	Select Communication Panel/ Clear Incoming Comm.
D	Display Ship Damage
Ctrl-E	Eject from Ship
G	Select Ship's Gun Type
L	Lock Targeting Computer
M	Change Message Duration
Ctrl-M	Toggle Music On/Off
N (Once)	Select Navigation
N (Twice)	View Navigation Screen
P	Pause Game
Ctrl-S	Sound On/Off (in space only)
T	Select Targeting Computer/ Active Target
V	Comm Video On/Off
W	Select Missile Type
Alt-X	Exit to DOS
Escape	*Tiger's Claw:* Skip animation Cockpit: Leave Comm Mode or Nav Map

Switching Camera Views

F1	View Front
F2	View Left
F3	View Right
F4	View Rear
F5	Chase Plane View
F6	Battle View
F7	Tactical View
F8	Missile Camera
F9	Tailing Views

Keyboard Flight Controls

Numeric Keypad	Steer Ship
+ (Plus Key)	Increase Speed
- (Minus Key)	Decrease Speed
(< or ,), (Ins)	Roll Ship Left
(> or .), (Del)	Roll Ship Right
TAB, *	Fire Afterburners
Space Bar	Fire Selected Guns
ENTER	Fire Missiles/Mine

Joystick Flight Controls

Move stick (no buttons pressed)	Steer Ship
Button #1	Fire Selected Guns
Both Buttons Simultaneously	Fire Selected Missile or Mine
Button #2 and Move Stick Forward	Speed Increase
Button #2 and Move Stick Back	Speed Decrease
Button #2 and Move Stick Left	Rotate Ship Left
Button #2 and Move Stick Right	Rotate Ship Right
Double Click Button #2	Fire Afterburner

Mouse Flight Controls

Move mouse (no buttons pressed)	Steer Ship
Click Left Button	Fire Selected Guns
Both Buttons Simultaneously	Fire Selected Missile or Mine
Right Button and Move Mouse Forward	Speed Increase
Right Button and Move Mouse Back	Speed Decrease
Right Button and Move Mouse Left	Rotate Ship Left
Right Button and Move Mouse Right	Rotate Ship Right
Double Click Right Button	Fire Afterburner

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