WING COMMANDER™ Vengeance of the Kilrathi™

REFERENCE CARD

COMMANDS BETWEEN MISSIONS

D	Delete a saved game (at console)		+/-	Increase/ Decrease pointer speed
L	Load a saved game (at console)		Alt-x	Escape to DOS
P	Pause cinematic scene		1-5	Adjust text speed (fastest - slowest)
S	Save a game (at console)		Esc	Cancel command/Skip conversation

Space Bar/Left Mouse Button/Joystick Button #2: Advance through cinematic scene text

COMMANDS DURING SPACEFLIGHT

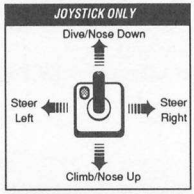
A	Engage autopilot		F4	View rear/Go to *Broadsword* or *Sabre* rear turret
C	Select Communication panel/ Clear incoming communication		F5	Chase plane view
D	Display ship damage screens		F6	Battle view
G	Select ship's gun type (or tractor beam)		F7	Tactical view
J	Hyperjump (*Broadsword* only)		F8	Missile camera view
L	Lock Targeting computer/ Activate I.T.T.S. (if available)		F9	Tailing views
M	Change message duration		Esc	Leave Nav Map or current mode
N	Once to select Navigation		Tab	Afterburners
NN	Twice to view new Navigation screen/ Again to view next Nav point		Bkspc	Immediate stop
P	Pause game		Alt -A	Send "Attack my target" message
R	Replay mission recording		Alt -B	Send "Break and Attack" message
T	Select targeting computer/change target		Alt -D	Request wingman damage report
V	Enable/Suppress comm. video		Alt -F	Send "Keep Formation"/ "Form on My Wing" message
W	Select weapon system		Alt -H	Send "Help Me Out Here" message
1-5	Adjust message speed (fastest - slowest)		Alt -T	Taunt enemy pilot
F1	View front		Alt -X	Exit to DOS
F2	View left/Go to *Broadsword* left turret		Ctrl -E	Eject from ship
F3	View right/Go to *Broadsword* right turret		Ctrl -M	Toggle music on/off
			Ctrl -S	Toggle sound on/off

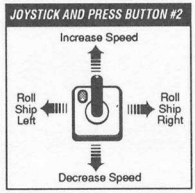
USING A JOYSTICK

Between Missions: Move the joystick to maneuver the arrow-shaped pointer around the on-screen picture. When the pointer's shape changes into a cross, press button #1 to select functions.

In Space: The diagrams on the right show the movements of the joystick and the use of the joystick buttons for basic flight control.

- **Turn left or right** by moving the stick in the appropriate direction.
- **Climb or dive** by moving the stick toward or away from you.
- **Fire selected guns** by pressing button #1. You can fire while maneuvering.
- **Fire the afterburners** by double-clicking button #2. The afterburners stay lit until you let up on the button.
- **Fire a selected missile** by pressing both joystick buttons at once.
- **Increase speed** by holding down button #2 and pushing the stick away from you.
- **Decrease speed** by holding down button #2 and pulling the stick toward you.
- **Roll the ship** by holding down button #2 and pushing the stick left or right.



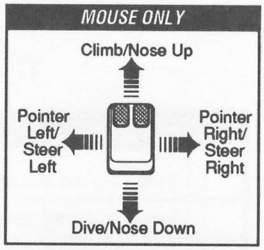


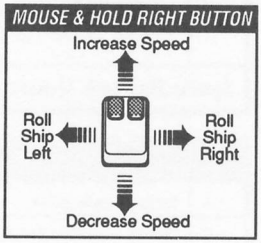
USING A MOUSE

Between Missions: Move the mouse to maneuver the arrow-shaped pointer around the on-screen picture. When the pointer's shape changes into a cross, press the left mouse button to select game functions.

In Space: 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.
- **Climb or dive** by moving the mouse toward or away from you.
- **Stop diving, climbing or turning** by placing the white pointer inside the green sights in your viewscreen.
- **Roll the ship** by holding down the right button and moving the mouse left or right.
- **Kick in the afterburners** by double clicking on the right mouse button. Release the button to stop the afterburners.
- **Increase speed** by holding down the right button and pushing the mouse away from you.
- **Decrease speed** by holding down the right button and pulling the mouse toward you.
- **Fire selected guns** by pressing the left mouse button.
- **Fire selected missiles** by pressing both buttons simultaneously.





USING A KEYBOARD

Between Missions: Use the arrow keys or numeric keypad to move the arrow pointer. When the pointer's shape changes into a cross, press (ENTER) to select functions.

In Space: 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 or rolls** are initiated by pressing (SHIFT) and the appropriate key simultaneously. Let up and you continue in a straight line.
- **Climb or dive** by pressing the up or down arrow.
- **Roll left** by pressing the (INSERT) key.
- **Roll right** by pressing the (DEL) key.
- **Increase speed** by pressing the + (plus) key.
- **Decrease speed** by pressing the - (minus) key.
- **Decrease speed quickly** by hitting the (BKSPC) key.
- **Fire your afterburners** in a short burst by pressing (TAB) or * (numeric keypad). Hold down the key to keep your afterburners lit.
- **Fire selected guns** by pressing (SPACE). You can maneuver at the same time.
- **Fire selected missiles** by pressing (ENTER).

