

# Wasp

# 6

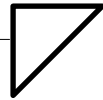
Video

# 7

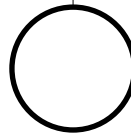
Camera View

**MESSAGE PLAQUE:**  
**MANIAC:** Chalk up another for the Maniac!  
**STILETTO:** The aliens are not here. Let's keep moving!

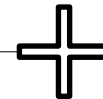
Off-Screen  
Target Indicator



Reticle



Nav Point  
Indicator  
(should be a  
thin Plus sign)



ITTS Circle



# 2

Player Input

# 4

Guns/Weapons

KPS: XXX

LOCK

LOCK

SET: XXX

# 1

Player Armor/Shields

ST

# 3

Radar

ET

EJECT

AUTO

TIMER: XX:XX:XX

EJECT

G  
U  
N  
P  
W  
R

F  
U  
E  
L

# 5

Target Armor/Shields

6  
Video

SET: XXX

TIMER: XX:XX:XX

KPS: XXX

EJECT

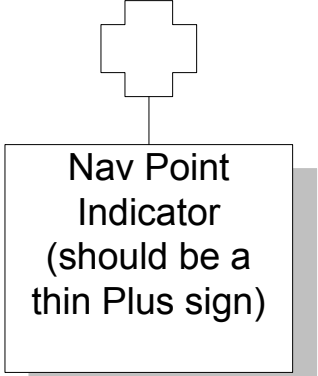
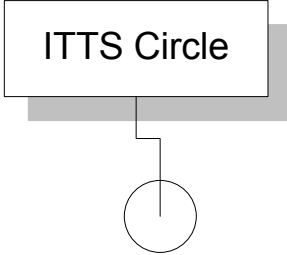
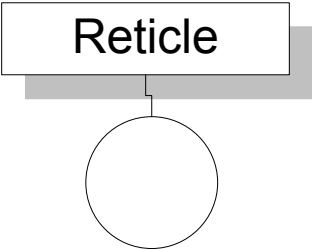
AUTO

EJECT

**MESSAGE PLAQUE:** The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...  
**MANIAC:** Chalk up another for the Maniac!  
**STILETTO:** The aliens are not here. Let's keep moving!

7  
Camera View

Off-Screen  
Target Indicator



**FIGHTER - TYPE**  
**Wild Weasel**

Afterburn

Gun Pool

LOCK

ECM

LOCK

1  
Player Armor/Shields

2  
Player Input

3  
Radar

4  
Guns/Weapons

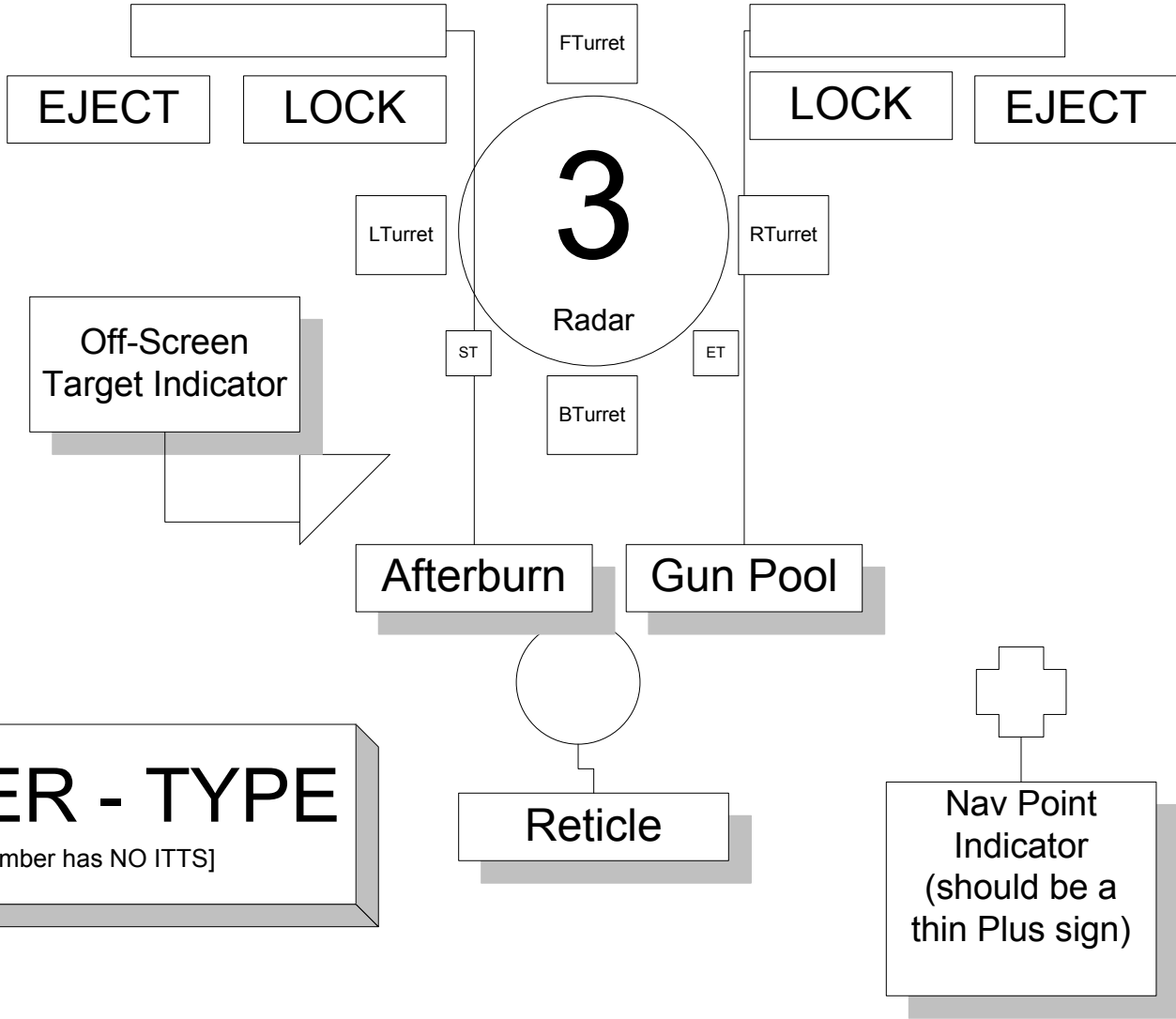
5  
Target Armor/Shields

**2**  
Player Input

**6**  
Video

**BOMBER - TYPE**  
[NOTE: Bomber has NO ITTS]

**1**  
Player Armor/Shields



**4**  
Guns/Weapons

**7**  
Camera View

**MESSAGE PLAQUE:** The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...  
**MANIAC:** Chalk up another for the Maniac!  
**STILETTO:** The aliens are not here. Let's keep moving!

SET: XXX

**AUTO**

TIMER: XX:XX:XX

KPS: XXX

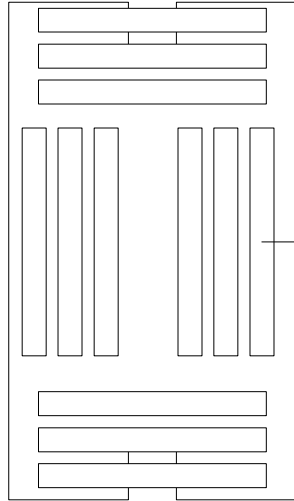
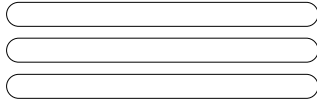
**5**  
Target Armor/Shields

1

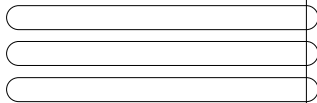
Player will be Vertically oriented to  
differentiate from Target

Player - Armor/  
Shields

XX



XX

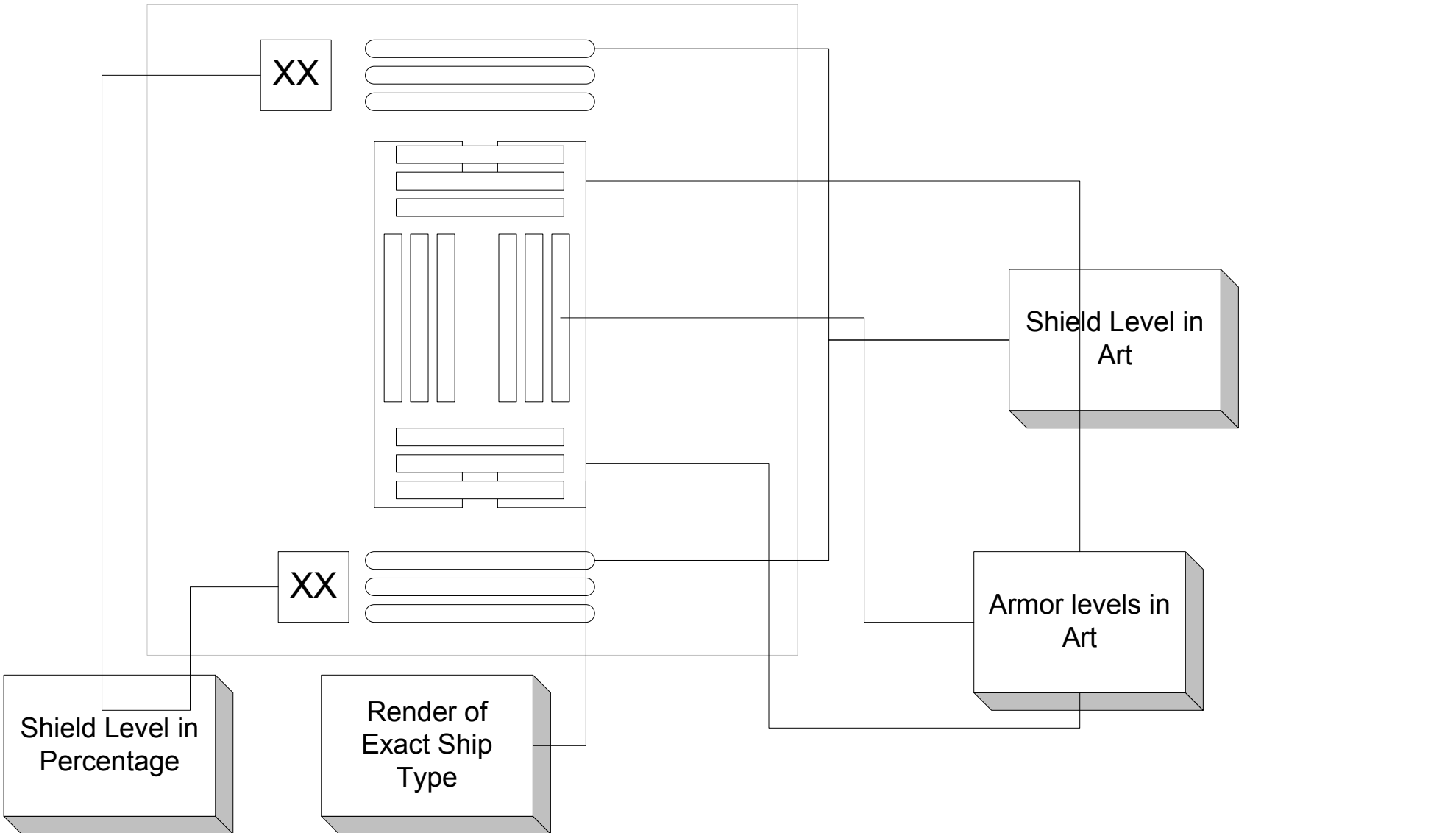


Shield Level in  
Art

Armor levels in  
Art

Shield Level in  
Percentage

Render of  
Exact Ship  
Type



2

(P) Power Distribution  
(C) CommOptions  
(D) Damage Display  
(S) Shield Configuration

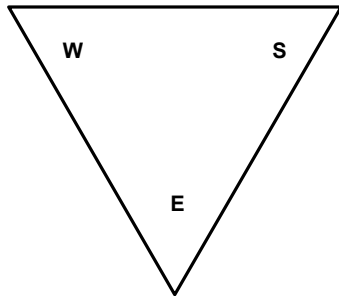
# Player - Input Window

Power Distribution

Comm Options

Damage Display

Shield Configuration



### Comm Options

- (1) Wingman1
- (2) Wingman2
- (3) Target

- ( ) Wingman ( )
- (1) Break and Attack
- (2) Form on my wing
- (3) Help me out here
- (4) Attack my target
- (5) Keep radio silecne
- (6) Never Mind

### DAMAGE REPORT

**Shields 60%**  
**Engines 50%**  
**Guns 25%**  
**Radar 25%**



Holding down (P) will bring up the Power Distribution meter. Moving the joystick to the corners will change the power distribution to the value the stick is left.

Pressing (C) will bring up the Comm options. At this point, the selections will be made by pressing the 1-top number keys. The functionality will remain as in previous Wing Commanders.

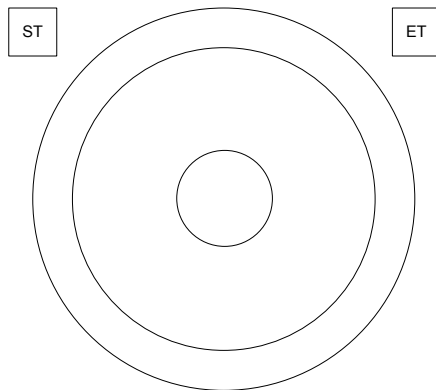
This is a visual display of what systems are damaged/destroyed, and should indicate to the player that the systems that are damaged are being repaired.

This display (accessed by pressing S) shows the status of the shields. **Holding down** (S) will allow the player to change the distribution of the shields.

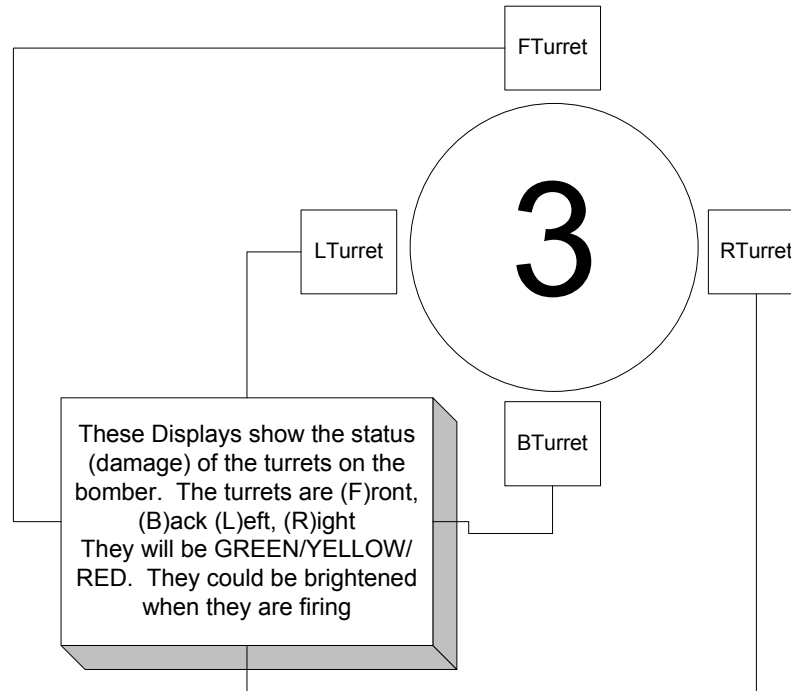
3

Radar - Persistent Display, the radar will act as in previous Wing Commanders

Radar



Persistent display, the radar will act as in previous Wing Commanders. Central circle is player's view cone, quads are to the sides of player, outer ring is behind player.



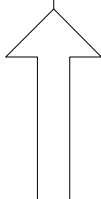
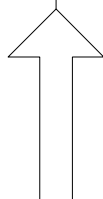
4

Each display can be brought up separately.  
(G) Guns  
(W) Weapons

## Guns and Missile Display

Each gun is drawn as damaged

GUN:  
LASER



AMMO: XXXX

MISSILE: DUMBFIRE



REMAINING: XXX

Either display  
can pop up as  
needed

If FULL GUNS are selected, there will be an  
ICON - not all the individual guns.

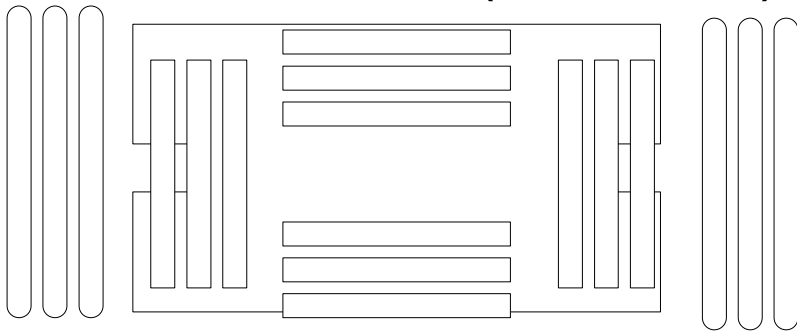
If FULL SALVO is selected, there will be an  
ICON - not all the individual missiles.

5

Target will be Horizontally oriented to  
differentiate from Player

Target - Armor/  
Shields

AUTO TARGETING  
TARGET: NAMENAME  
RANGE: XXXX (NO UNIT)



XX

XX

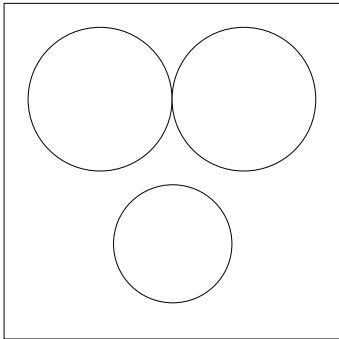
Shield Level in  
Percentage



6

This is where the incoming comms will be played. It can have a border, but will be turned off if not in use.

Comm Video  
Playback



7

Camera will switch between:  
Target Cam  
Rear Cam  
Missile Cam  
Bomb Cam (if on a Bomber)

Camera View

