READ THIS FIRST!

WING COMMANDER

◄══════ The 3-D Space Combat Simulator ══════►

Quickstart, Installation Guide, and Tech Specs

This description of a *Wing Commander* mission is all you need to begin. No mission can be duplicated precisely by each player, but follow it as closely as possible to familiarize yourself with the game. **NOTE:** We assume you have a joystick and hard drive. If you don't, consult your reference card for equivalent keyboard or mouse commands.

QUICK INSTALL

1. Insert disk 1 in your disk drive (usually A: or B:).
2. Type the drive letter followed by a colon (A: or B:). Press **<ENTER>**.
3. Type **INSTALL <ENTER>** and follow the on-screen prompts until installation is complete. See the "Installation Guide" (page 3) for details.
4. If you want to install onto a hard disk that has 6 Mb + disk space free, you are asked if you prefer to Save Time (longer installation time/faster game play) or Save Space (shorter install/less disk space). Make your choice, press **<ENTER>**.

YOUR FIRST MISSION

Beginning Play

1. When installation is complete, type **WC <ENTER>** at the C:\WING prompt.
2. The opening sequences appear. Press the joystick button to exit these sequences.

   If the game doesn't load, skip the rest of this mission and turn to the "Installation Guide and System Requirements," below. If that doesn't help, refer to "Technical Support and Troubleshooting."

3. You are asked a question from the game documentation or blueprints. Type in your answer (always a number). Press **<ENTER>**.
4. Two bars appear on the screen: "Start Vega Campaign" and "Start Secret Missions." Calibrate your joystick by using it to move the pointer clockwise around the outer edge of the screen, touching all four corners. Then position the pointer over "Start Vega Campaign" (the blue pointer turns into a green cross). Press button #1.

Aboard the *Tiger's Claw*

5. The TrainSim unit is displayed. After a few seconds, the words "Game Over" appear. Type a name **<ENTER>** and callsign **<ENTER>** when prompted (use any name and callsign you choose). Click joystick button #1.
6. In the Bar, talk to the bartender by moving the pointer over him. When the blue pointer turns into a green cross, click joystick button #1. You can let the conversation progress or click the joystick button to speed it along. After your talk, you return to the Bar. Follow the same procedure to talk to the pilots seated on the right or to check the chalkboard on the wall. Click again to return to the Bar.
7. Click on the right-hand door labeled "Barracks." Move the pointer over an empty bunk and click. The words "Game Name:" appear. Type a name to identify this game. Press **<ENTER>**. A sleeping pilot appears indicating that the game has been saved.
8. Move the pointer to the far right door. The words "Mission Hangar" appear. Click on the door to go to your first mission briefing. When it's done, you launch into space.

> *If you die during a mission, watch the funeral sequence. When the titles roll, press button #1 and select "Continue Campaign." Click on the feet of the sleeping pilot in the barracks to go to the mission hangar and try the same mission again.*

9. **In space, pause the game by pressing "P".** Resume play by pressing button #1 or any key. Press the "N" key to view the mission map. Note that Nav 1, your destination, is highlighted in yellow. Press <ESCAPE> or button #1 to return to the cockpit.

10. Note the white cross on the radar screen and in your viewscreen. Maneuver your ship until the cross is centered. (See pg. 41 in Claw Marks.) Press the "A" key to activate autopilot and fly to Nav 1.

11. You drop from autopilot to battle Kilrathi ships before you've reached Nav 1. Your wingman, Spirit, says she's spotted the enemy. Press "C" to activate communications and press "1" twice to tell her to attack.

12. Press the "+" (plus) key to increase speed to about 420 KPS.

13. The red dots in your radar screen are enemy ships. The blue dot is your wingman. Maneuver until the enemy ships are in the center circle of the radar display.

14. Press "T" to activate your targetting computer. Red brackets appear around one of the enemy ships and the image of a Dralthi medium fighter appears in the right VDU (the video display unit in the lower right corner of the cockpit). Press "L" to lock this Dralthi as your target. The brackets turn into a solid rectangle. (If you kill your locked target, target another ship and press "L" again to lock onto him.)

15. Press "W" to select a Javelin HS heat-seeking missile. You may need it later!

16. Press button #1 repeatedly to fire your laser cannon. Use the joystick to center your target in the green crosshairs on your viewscreen. If your target runs away, double click button #2 to fire your afterburners and put on a burst of speed.

17. As your blasts hit, damaged parts of the Dralthi turn red on the right VDU.

18. If you maneuver your ship behind a target, a red circle and crosshairs indicate a missile lock. When the words "Missile Locked" appear in the right VDU, press both joystick buttons at once to launch your missile. (This might take some practice.)

19. Continue fighting until you defeat all of the enemy ships. (This may take a few tries.)

20. When all of the enemy ships have been destroyed or have fled, go to Nav 1 by pressing the "N" key to re-enter navigation mode. Center the white cross and press "A." Center the cross again and fly until "Objective Reached" appears in the right VDU.

21. Once you reach your objective, the next Nav point is selected automatically. (Press "N" and you see that Nav 2 is highlighted in yellow.) Autopilot to it by pressing "A".

22. You'll find yourself in an asteroid field before reaching Nav 2. If going over 250 KPS, press the "-" (minus) key to fly through and avoid the asteroids at about 250 KPS.

23. When you leave the asteroids, center the white cross, press "A" to reactivate autopilot, and go to the next Nav point.

24. You will soon be in another dogfight. When all enemies have been defeated, press "N" and "A" until you emerge from autopilot at Nav 3. Maneuver through another asteroid field, then fly to the *Tiger's Claw* by engaging the autopilot.

25. Slow for landing. Press "T" to target the Tiger's Claw. Press "C" to communicate and "2" to contact the Claw and "1" to request landing clearance.

26. Head to the front of the Claw, and watch your landing and debriefing. Then you'll be sent back to the Bar where you can talk, fly the TrainSim, check your score, or head for the barracks to save a game or exit to DOS.

    To save the game, click on the right-hand door labeled "Barracks." Move the pointer over the feet of the sleeping pilot and click. The words "Save this campaign" appear. Click and the words "Replace [Game Name] ? (Y/N)" appear. Select Y and press <ENTER>. Your old saved game has been replaced.

27. Congratulations! You've completed your first mission. Read through the reference card and documentation to master the *Wing Commander* game.

This information is for those who had trouble installing the game during Quickstart.

If installing to floppies, make one blank, formatted floppy disk for each original disk that came with your game.
- 5.25" high-density disks: Three (3) blank, formatted disks
- 3.5" low-density disks: Six (6) blank, formatted disks
- 5.25" low-density disks: Eleven (11) blank, formatted disks

1. Insert your original Disk 1 into a floppy drive (usually A: or B:).

2. Type the drive letter followed by a colon (Example – A:), then <ENTER>.

3. Type INSTALL <ENTER>.

Throughout the install process, you will be prompted to insert the original game disks. After inserting a disk, press <ENTER>. Use the arrow keys or press one of the red letters to highlight the desired configuration option. Press <ENTER> to select.

To abort installation, press the <ESCAPE> key. This returns you to DOS.

The Installation Screen

1) The current configuration is displayed at the top of your screen.

2) The bottom of the screen lists which keys can be pressed and their function.

3) Windows appear in the middle of the screen allowing you to change the default configuration information.

Step 1: Selecting the Destination Drive and Path

When you begin, a window appears displaying the available disk drives and asks you to pick the drive to which you want to install the game. Press the corresponding drive letter (A, B, C, etc.) and then <ENTER>.

• *Floppy Disk Users:* You can't play from the original game disks. The installation process copies information from the original disks to the formatted disks you prepared earlier. Select the drive letter of the drive into which you will insert your blank disks.

• *Hard Disk Users:* You will be asked to enter the path name or subdirectory for the game. Our default subdirectory (\WING) will work for nearly everyone. If you want, however, you can enter a different path name. Once you have typed in the name (or to select our default name) press <ENTER>.

At one point, a window may appear asking if you prefer to Save Time during play (unpack [1] the files) or Save Space on your hard disk (leave the files packed). Select the option you want and press <ENTER>. If you have insufficient hard disk space to unpack the files, you are not given this option and the files remain packed.

[1] Packing stores a great deal of information in little disk space (4 megabytes of free hard disk space). Unpacking the files requires more hard disk space (approx. 6 megabytes) and takes anywhere from 5 to 20 minutes initially, but it speeds game play from then on.

Step 2: Selecting the Graphics Mode

A window appears offering you a choice of graphics modes. Highlight the mode that matches your computer's video system, then press <ENTER>.

Step 3: Selecting the Sound System

Wing Commander does not require a sound board, but you *must* have a sound board installed if you want to hear the game's musical score.

If you have a Roland MT-32 /LAPC-1, an Ad Lib, or a Sound Blaster, highlight the sound board installed in your computer. If you do not have a sound board, highlight "PC Speaker" (sound effects only) or "No sound." Press <ENTER>.

Step 4: Completing the Installation Process

You will be asked if the configuration at the top of the screen is correct. If not, press "N" and reset the options as you prefer. If so, press "Y" and the installation program copies files onto the selected drive. Insert original disks when prompted. When the install process is finished, make sure you are in the *Wing Commander* directory (\WING if you selected the default) and type WC <ENTER> to begin playing.

> **IMPORTANT:** *If you're instructed to re-insert disk 1, be sure you return it to the drive it was originally in. If you remove it from drive A:, you must return it to drive A:. You can't replace it in any other drive.*

Memory Usage

You must have at least 640K of RAM to play *Wing Commander*. (Tandy owners must have at least 768K of RAM.) Regardless of the amount of RAM in your machine, you *must* have between 560000 and 583000 bytes *free* to run the game (583000 bytes are required for full music). The amount of free RAM necessary depends on whether you have a sound board and/or expanded memory.

Run the DOS program, **CHKDSK**, and look at the last line of the information presented. This tells you how much RAM memory is free. For example, CHKDSK might tell you that your 640K system has 519490 bytes free. If you have less than 560000 bytes, you do not have enough free RAM and the game will not run.

You may want to remove memory-resident programs that are unnecessary for system usage from your AUTOEXEC.BAT and CONFIG.SYS startup files . If you do not want to reconfigure your system, we suggest making a bootable DOS system floppy disk to start your computer prior to play. Refer to your DOS manual for the procedure to create a startup diskette.

Expanded Memory

Memory beyond 640K can be allocated as "expanded memory" which is used to provide extra graphics and sound. During installation and when loading the game, you will be told if expanded memory was detected. Expanded memory is *not* the same as "extended memory" — if your computer has *extended* memory, configure it as *expanded* memory.

To access expanded memory on 386 systems, you must use an expanded memory manager program. Two of the most common ones are QEMM.SYS (which comes with Quarterdeck's Desqview) and EMM386.SYS (which comes with Microsoft Windows), but there are others. These memory managers are installed by adding a line to the CONFIG.SYS file on your computer.

The Microsoft Windows memory manager allocates only 256K of expanded memory unless you specify a greater amount. Consult your Windows documentation and allocate at least 400K of expanded memory (500K - 1 Megabyte is even better). In addition, you must have HIMEM installed to use the Windows memory manager. Your CONFIG.SYS file should include the following lines in this order:

        DEVICE=<PATH\HIMEM.SYS
        DEVICE=<PATH\EMM386.SYS

(<PATH> is the directory in which these SYS files are found, usually C:\WINDOWS.)

To access expanded memory on a 286 system, you must use an expanded memory card. *Wing Commander* supports the Lotus/Intel/Microsoft 4.0 EMS standard and has been tested with the Everex and Above Board expanded memory cards. Other cards may not be 100% compatible.

Consult your hardware dealer or your expanded memory manager's documentation for more information about configuring expanded memory and determining how much expanded memory is available.

TECHNICAL SUPPORT & TROUBLESHOOTING

PROBLEM: *Wing Commander* **fails to load or run properly:**

- You may not have sufficient free RAM memory. Run CHKDSK to check your computer's available RAM. Compare this to the amount of free RAM required for your computer/sound board system. Free-up RAM if needed.
- You may have a memory-resident TSR program that conflicts with the game. Boot the computer from a DOS system floppy or remove memory resident programs before running the game.

- You may have chosen an invalid configuration during the install process. Check your configuration and, if necessary, reinstall *Wing Commander*.
- You may have filled all free space on the active disk drive. Use the DOS "DIR" command at your DOS prompt to check available disk space.
- You may have incorrectly answered a copy protection question. This returns you to DOS and you must begin again.

PROBLEM: I get an Installation Aborted message after I run the install program. The game runs fine for a while but then crashes.

- The Installation Aborted message means a problem occurred while files were being copied from the original floppies to your play copies or hard drive. The game may run for a while but it will crash eventually. Call ORIGIN Customer Service for assistance.

PROBLEM: I can't even install the game on my AST computer:

- If you own an AST computer, the install program may not work properly. The procedure below will allow you to load the game from drive A onto your hard drive:
  1. At the C:\ prompt, type **MD \WING<ENTER>**
  2. Type **MD WING\GAMEDAT<ENTER>**
  3. Type **CD WING**
  4. Insert disk #1 into a floppy drive and type **XCOPY A:*.* GAMEDAT<ENTER>** 2
  5. Insert disk #2 and type **XCOPY A:*.* GAMEDAT<ENTER>**
  6. Repeat this process for all game disks
  7. Type **XCOPY GAMEDAT*.EXE**
  8. Type **DEL GAMEDAT*.EXE**

2 If your floppy isn't drive A, substitute the appropriate drive letter.

To begin the game type **WC V** for VGA graphics or **WC E** for EGA graphics

If you have an AST computer and an Ad Lib or Sound Blaster sound card, type **A904** after you select the graphics mode. For example, to play the game in VGA with an Ad Lib, type **WC V A904**. If you have a Roland MT-32 or LAPC-1, type an **R** after you select the graphics mode. For example, to play in EGA with a Roland, type **WC E R.**

Note that AST owners may not be offered the opportunity to speed game play by unpacking the graphics files.

PROBLEM: The arrow pointer doesn't respond properly:

- Your joystick may need to be calibrated. On the screen offering you the choices, "Start Vega Campaign," etc., use your joystick to move the pointer clockwise around the screen from the upper left-hand corner. The joystick should respond normally. If it doesn't, press the "J" key and follow the on-screen instructions. (If nothing happens when you press the "J" key, and you continue to have joystick problems, call ORIGIN Customer Service for assistance.)
- The game supports the Microsoft Mouse and Microsoft Mouse driver, version 7.0. Other mouse brands and drivers may not be compatible.

PROBLEM: The game runs slowly. Ship movement is jerky:

- You may have had too little free space on your hard drive to unpack the game files. Free up 6 megabytes of hard disk space and re-install.
- PC speaker sound effects slow play. Select "No Sound" when installing.
- Your computer may not be fast enough to run the game efficiently. The preferred configuration is a 16 megahertz (or faster) IBM PC/100% compatible 386-based machine with 2 megabytes total memory, 256-color VGA graphics, a joystick, a Roland MT-32 or LAPC-1 sound board, and a hard disk with at least 6 Mb+ free. Some older and/or slower machines may not be powerful enough to provide the full experience.

- If movement in space seems slow, press **CTRL <PLUS>** until the speed seems right to you. This causes the game to skip animation frames during maneuvering, speeding up play while making movement a little less smooth. For smoother movement, press **CTRL <MINUS>** until the game looks right. This adds frames, resulting in slightly slower, smoother play.

PROBLEM: I can't figure out how missiles work:

- With the dumb-fire missile you line up a target by eye. Fire using the key/button combination described in the reference card.
- The heat-seeking missile automatically locks on a target when you're on his tail. When lock is possible, a red circle, the lock indicator, appears in your viewscreen. Maneuver until this is positioned on your target. When the lock indicator blinks and the words "Missile Locked" appear in the right VDU screen, fire the missile using the appropriate keys/buttons.
- The image recognition missile automatically locks on a target when you've held it in the viewscreen for a few seconds. Wait until the red, circular lock indicator blinks, then fire using the appropriate keys/buttons.
- The friend or foe missile automatically targets the nearest enemy ship. Press the fire keys/buttons and it seeks out the closest enemy (or the nearest ship with a damaged communication system!).

PROBLEM: I can't copy my high density originals to low density disks:

- You can only copy to disks with the same or higher capacity than the disks you are copying from.
- You can't copy from a high-density disk to a low-density disk, but you *can* copy a 1.2 Mb 5.25" floppy to another 5.25" high-density disk or a 1.44 Mb 3.5" disk.
- If, for example, you have the low-density 5.25" (360K) version of the game, you can copy *two* 360K disks to a single 720K 3.5" disk. You can even copy *three* 360K disks to a single high-density 5.25" or 3.5" disk.
- *You must copy whole disks. Never split the files found on a single original disk by copying partial disks or individual files.*

CALLING CUSTOMER SERVICE

If you can't solve a *Wing Commander* problem, call ORIGIN Customer Service at (512) 328-0282, Mon.-Fri. 9 a.m. - 5 p.m., Central time.

When calling, please have the following information ready (if possible):

Machine type, graphics mode, sound boards, mouse /joystick type; RAM memory installed; amount of free RAM, expanded memory, if any; which version of DOS you use; the contents of your AUTOEXEC. BAT and CONFIG.SYS files; whether you use Windows, Desqview, or a DOS shell.

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