

COMBAT

Cycle Guns	[G]	Lock Target (toggle)	[L]
Fire Selected Gun(s)	[Spacebar]	Smart Targeting (toggle)	[Ctrl][T]
Full Guns	[F]	Target Nearest Enemy	[U]
Left/Right/Rear turret gun	[F2][F3][F4]	Match Target Speed	[Y]
Cycle Missiles	[M]	Target object under reticle	[I]
Fire Selected Missile(s)	[Enter]	Select Next Component on Target (if available)	[R]
Cycle Targets	[T]	Drop Decoy	[E]
Cycle Backwards through Target List	[Shift][T]	Mission Objectives	[Ctrl][O]
Sync Guns (toggle)	[Ctrl][G]	Comms Sent/Received	[Ctrl][M]

VIDEO DISPLAY UNITS (VDU)

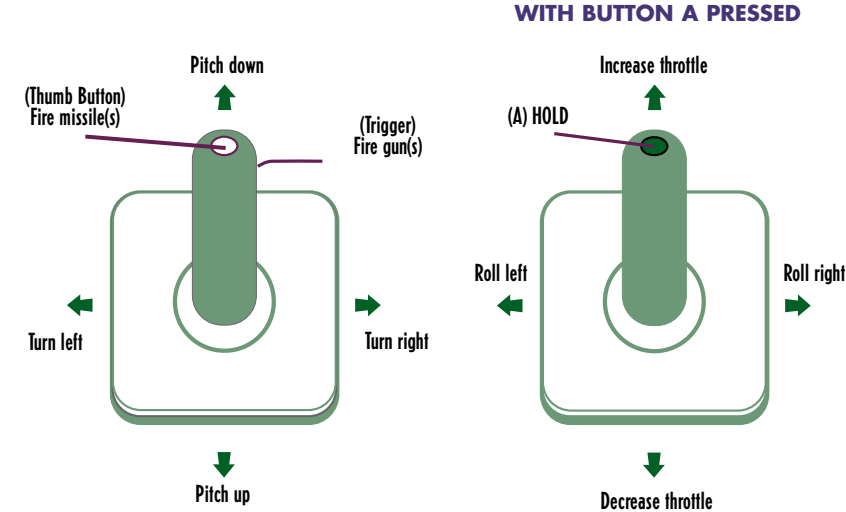
Communications VDU (toggle)	[C]	Adjust Shield Levels	[S] (hold) adjust settings with pointer device; center with primary click
Damage VDU (toggle)	[D]	Rear Cam (VDU)	[Ctrl][F4]
Adjust Power Systems	[P] (hold) adjust settings with pointer device; center with primary click	Missile View (VDU)	[Ctrl][F8]

NAV MAP

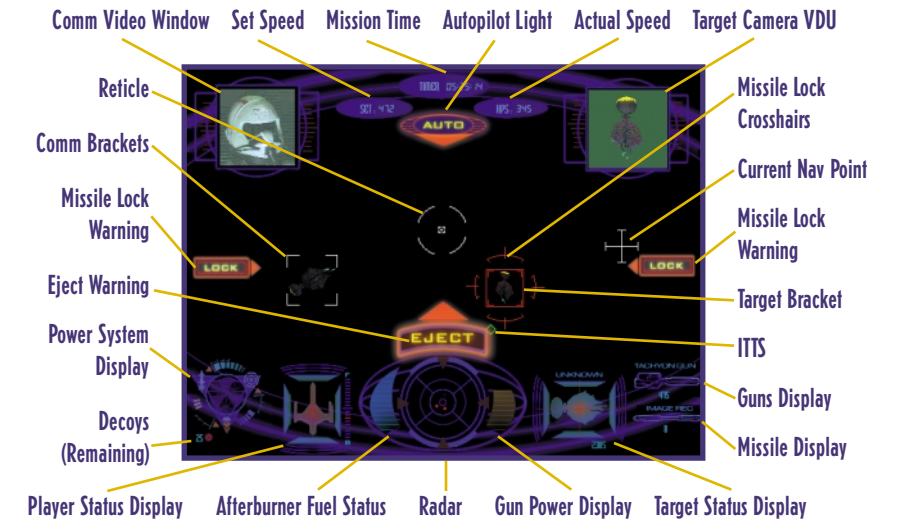
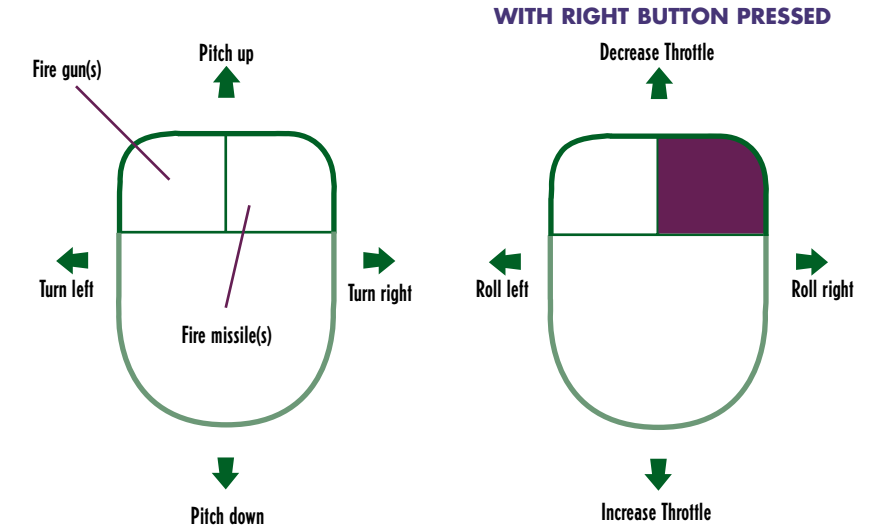
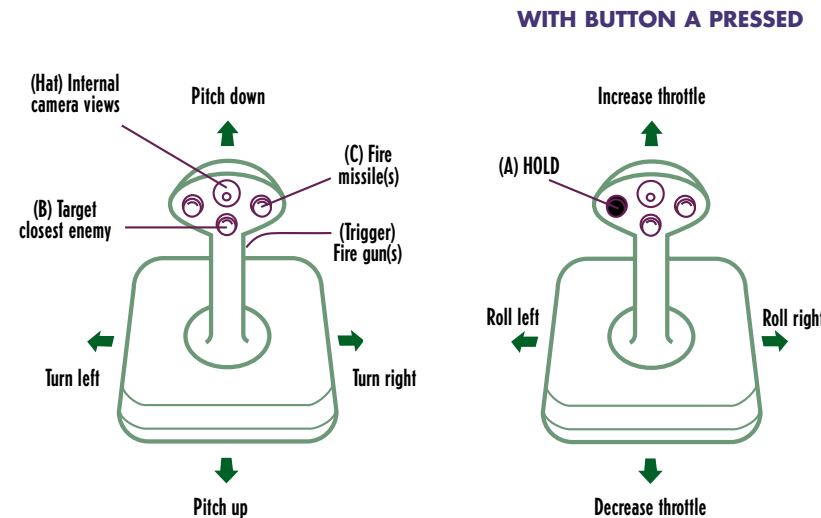
Display Nav Map	[Ctrl][N]	Grid (toggle)	[G]
Change Viewpoint in Nav Map	[2], [8], [6], [4] (numpad only)	View Item under Cursor	Primary Click / [Spacebar]
Zoom In, Out	[I], [J]	Select Item under Cursor	Secondary Click / [Enter]
Center View on Target Selected	[C]	Select Next Nav Point	[N]
Cycle Targets	[T]	Select Previous Nav Point	[P]
Starfield (toggle)	[S]	Exit Nav Map	[Esc]
View All Nav / Current Nav (toggle)	[Z]	Move Cursor	[↑], [↓], [←], [→]

See the README.TXT file for additional information.

2-BUTTON JOYSTICK



3-BUTTON JOYSTICK WITH HAT





REFERENCE CARD

FLIGHT

- | | | | |
|-----------------------------------|--|----------------------------------|---------------------------|
| Turn and Pitch | [↑, ↓, ←, →]
or numpad [8, 2, 4, 6] | Full Throttle | [~] # |
| Roll Left | [Q] , numpad [7] | Zero Throttle | [Backspace] |
| Roll Right | [W] , numpad [*] | Autopilot | [A] |
| Afterburner | [Tab] (hold) | Display Current Nav | [N] |
| Afterburner On/Off (toggle) | [~] | Autoslide (where applicable) .. | [Caps Lock] (hold) |
| Increase Throttle | [+] (or throttle control) | Autoslide On/Off (toggle) | keyboard [/] |
| Decrease Throttle | [-] (or throttle control) | Eject | [Ctrl] [E] |
| | | Booster System (Wasp only) | [B] |

GAME OPTIONS

- | | | |
|-----------------------------|-------------------------|---|
| Pause Game | [Esc] | To access all game options, press [Esc] and select |
| Exit Game | [Alt] [X] | OPTIONS. |
| Take Screenshot (bmp) | [PRT SCR] | |

Game Options / Cancel [ESC]	Forward View (cycle) [F1]	Left View [F2]	Right View [F3]	Rear View Rear View VDU [F4]	Chase Cam [F5]	Object Cam (cycle) [F6]	Ship POV Cam (cycle) [F7]	Missile Cam (toggle) Missile View VDU [F8]	Victim Cam (toggle) [F9]	Fly-by Cam [F10]	Drop Cam [F11]	Target Track Cam (cycle) [F12]	[PRINT SCREEN]	[SCROLL]	[PAUSE]	PRIMARY FUNCTIONS ARE INDICATED BY WHITE KEYS.							
Afterburner (toggle) [~]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[0]	Decrease Throttle [-]	Increase Throttle [+]	[←]	[INSERT]	[HOME]	[PAGE UP]	Roll Left [←]	Roll Right [→]	Decrease Throttle [-]				
Afterburner (hold) [TAB]	Roll Left [Q]	Roll Right [W]	Drop Decoy Eject [E]	Select Next Component [R]	Cycle Targets Smart Tgt. (toggle) taunt [T]	Match Target Speed [Y]	Target Nearest Enemy [U]	Target Object Under Reficle [I]	Mission Objectives [O]	Adjust Power Systems (hold) [P]	Zoom In [=]	Zoom Out [>]	[←]	[DELETE]	[END]	[PAGE DOWN]	Pitch Down & Turn Left [7]	Pitch Down [8]	Pitch Down & Turn Right [9]	Increase Throttle [+]			
Autoslide (hold) [CAPS LOCK]	Autopilot Attack My Target [A]	Adjust Shield System (hold) [S]	Damage VDU Request Damage Rep. [D]	Full Guns Form On My Wing [F]	Cycle Guns Sync Guns (toggle) [G]	Help Me Out Here [H]	[J]	[K]	Lock Target Lift Radio Silence [L]	[;]	[/]	[~]	[#]	[ENTER]	[ENTER]	[ENTER]	Turn Left [4]	[5]	Turn Right [6]	[+]			
[SHIFT]	[Z]	Exit Game [X]	Comm VDU (toggle) [C]	[V]	Booster System Break & Attack [B]	Current Nav Display Nav Map [N]	Cycle Missiles Mmin. Radio Silence [M]	[<]	[>]	[?]	[SHIFT]	[SHIFT]	[SHIFT]	[SHIFT]	[SHIFT]	[SHIFT]	Pitch Down [↑]	Pitch Up [↓]	Pitch Up & Turn Right [3]	Fire Selected Missile(s) [ENTER]			
[CTRL]	[ALT]	Fire Selected Gun(s)												[ALT]	[CTRL]	[ALT]	[CTRL]	[ALT]	[CTRL]	[ALT]	[CTRL]	[ALT]	[CTRL]

	Pitch Down [↑]	
Turn Left [←]	Pitch Up [↓]	Turn Right [→]

CAMERA VIEWS

- | | | | |
|----------------------------|---------------------------|--------------------------------|--|
| Forward View (cycle) | [F1] | Missile View VDU | [Ctrl] [F8] |
| Left View | [F2] | Victim Cam (toggle) | [F9] |
| Right View | [F3] | Fly-By Cam | [F10] |
| Rear View | [F4] | Drop Cam | [F11] |
| Rear View VDU | [Ctrl] [F4] | Target Track Cam (cycle) | [F12] |
| Chase Cam | [F5] | Zoom In, Out | [L] , [I] |
| Object Cam (cycle) | [F6] | Rotate View in Object Cam ... | [Shift] [↑] , [↓] , [←] , [→]
or [Shift] + joystick |
| Ship POV Cam (cycle) | [F7] | | |
| Missile Cam (toggle) | [F8] | | |

COMMS

- | | |
|------------------------------|-------------------------|
| Break and Attack | [Alt] [B] |
| Attack My Target | [Alt] [A] |
| Request Damage Report | [Alt] [D] |
| Form on My Wing | [Alt] [F] |
| Help Me Out Here | [Alt] [H] |
| Taunt | [Alt] [T] |
| Maintain Radio Silence | [Alt] [M] |
| Lift Radio Silence | [Alt] [L] |

ON THE MIDWAY / CERBERUS

- Cancel/skip scene
- Use mouse or joystick to move cursor over person or object and display "hotspot" actions.
- Cycle through "hotspots" .. **[Tab]**, **[Shift]** **[Tab]** (rev.), **[joystick button A]**
- Activate "hotspot" .. **[joystick trigger]** or **[Enter]**