

GAME BOY ADVANCE™

WING COMMANDER™

# PROPHECY



Destination  
Software, Inc.



Instruction Booklet

LICENSED BY



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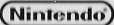


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- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
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READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

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Rechargeable batteries are only to be recharged under adult supervision.

# Contents

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Introduction	4
Getting Started	5
Menu Controls	6
Playing Wing Commander™ Prophecy	10
In Game Controls	13
Multiplayer	16
Ships Database	18
Weapons Database	21
Credits	24



# Introduction

## Report on Unidentified Military Threat

Compiled from Terrain Confederation Intelligence Assets.

This is a PRELIMINARY REPORT. All data and analyses are based on unprocessed primary sources.

Conclusions and recommendations should be regarded as HIGHLY TENTATIVE.

This information current as of 0730 hours 2681.021

## PRECIS

At 2025 hours 2681.018, in the Kilrah asteroid belt near Kilrah Prime, unknown forces initiated an apparent military strike on the Copernicus-class planetological research vessel TCS Devereaux, destroying it. Between that time and 0345 hours 2681.019, two colonies, four intelligence outposts, and a research station have also apparently been destroyed within the Kilrah system. All efforts at relief have resulted in the destruction of the vessels involved, and of seven attempts to infiltrate the area with intelligence-gathering resources between .019 and .020. Only one has re-established contact. Early and unofficial reports estimate that all military and civilian personnel in the stricken areas are either killed or missing. On that basis, the estimated casualty count stands at:

23,763 Kilrathi

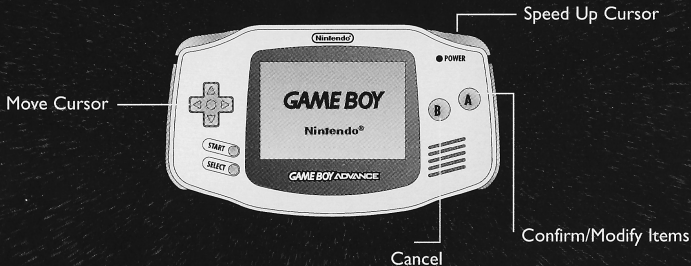
2,988 Human (446 Confed military, 311 Confed admin/diplo, 2,231 Civilian)

41 Firekkan.

# Getting Started

Insert the Wing Commander™ Prophecy Game Pak into your Game Boy Advance™ and turn the power ON. When the title screen appears, press Start to begin the game.

## BASIC MENU CONTROLS



### Main Menu

Use the Control Pad to highlight each of the options and press the A Button to select them.

# Menu Controls

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**New Game:** Start the story mode with up to 48 missions and different courses according to the in-game achievements.

**Continue Game:** Load a previously saved game.

**Multiplayer:** Enter Wing Commander™ Prophecy's Multiplayer mode.

**Options:** Set various options for the game.

**Difficulty Level:** Select between easy, medium, or hard.

**Music:** Setting this to OFF will turn the music off for the remainder of the game.

**Sound FX:** Setting this to OFF will turn the sound effects off for the remainder of the game.

**Credits:** View the game credits.

**Exit:** Go back to the main page.

## New Game

This is the main game mode that offers up to 48 missions and different courses, depending on how well you fight during the battle. Press the A Button if you wish to bypass the introductory sequence.

## Continue Game

Select Continue Game and choose one of the slots in the Select Slot menu if you want to load one of your previously saved games.

## Select Slot

Select your preferred slot to save your current game and progress. Select an EMPTY slot, as otherwise you may overwrite your old games.

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## Callsign

Enter your callsign. It will appear on the Killboard (See page 8 for more information.).

## On Board the TCS Midway

In *Wing Commander™ Prophecy* you are 2nd Lt. Lance Casey, rookie fighter pilot for the Terrain Confederation Space Force. Most of the interactive action of the game takes place either on board the megacarrier TCS Midway, your home base, or in the cockpit of your fighter spacecraft. All your actions on board the Midway are accomplished by clicking on “hot spots” in the rooms where you can pass your time between missions: the Rec Room, Ready Room, Briefing Room and Flight Deck (Briefing Room and Flight Deck do not have “hot spots”). When you pass your cursor over a “hot spot”, a message describing the spot’s function appears.

## Talking to Characters

You can talk with other characters in the game. Whenever a conversation with another character is available, you will see them standing or sitting in the Rec Room. When you pass your cursor over them, you’ll see a message telling you that the person wishes to talk. Click on the person to begin conversation. You can enter into conversation using the A button or cancel any conversation at any time with the START button.

## REC ROOM

The Rec Room is the spiritual centre of Pilot Country onboard the Midway. It's where off-duty pilots go to eat, drink, and hang out with others of their own kind. Use the Control Pad to move your cursor and press the A button to confirm when a "hot spot" is highlighted.

### Tactical Database

This important reference work shows 3-D views and stats on every confed fighter in the game including speed, manoeuvrability, defences and more. Use the L and R buttons to toggle backwards or forwards through the available images. You can rotate the image itself using the Control Pad and see different ships by pressing the L and R buttons. Press the B button to go back to the Rec Room.

### Kill Board

This shows the current kills for each pilot in all squadrons onboard the Midway. Only kills made since assignment to the Midway are counted. White pilots are from Diamondback squadron, Red pilots are from BlackWidow squadron, Blue pilots are from Wolf Pack squadron. Press the B button to exit the Kill Board and go back to the Rec Room.

### To Ready Room

Click on this door to go to the Ready Room.

Kill Board  
Tactical Database  
To Ready Room



## READY ROOM

Those portions of a pilot's working hours that are not spent in the cockpit are spent in the Ready Room. You may also save or load games from here.

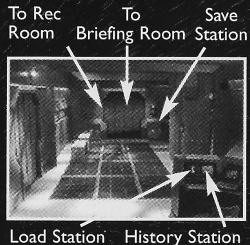
**Save Station:** You may save your current game by clicking on the Save Terminal in the Ready Room.

**Load Station:** You may load your last saved game by clicking on the Load Terminal in the Ready Room.

**History Station:** The History Terminal in the Ready Room allows you to load previous automatic saves. The History Terminal contains the automatic saves for each mission you have completed during the current game. To load a game from the History menu, click on the mission you want to start with.

**Attend Briefing:** Click on this door to go to the Briefing Room and begin your next mission.

**To Rec Room:** Click on this door to return to the Rec Room.



## BRIEFING ROOM

This is where you receive your mission briefings. There is nothing to click in the Briefing Room, and once your briefing is over you'll be automatically launched into your next mission. Press the Fly button anytime to skip the briefing, press Replay to see it again. Press the A button on the text to speed it up.

# Playing Wing Commander™ Prophecy

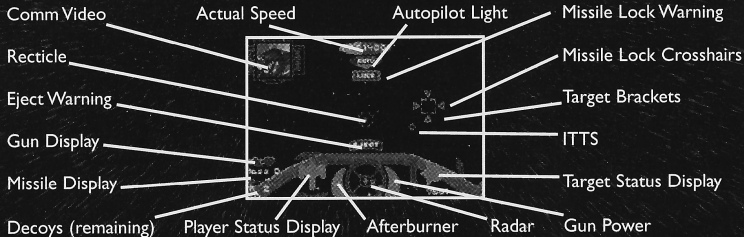
## Integrated Combat Information System (ICIS)

Your mission briefings come from the Midway's ICIS computer. At any time during the briefing, you can click on Replay to review the briefing, or click on Fly to enter spaceflight.

## Flight Deck

Whenever you complete a mission and return to the carrier, you will start on the Flight Deck where you will check your stats before returning to pilot country.

## IN THE COCKPIT





## VIEWSCREEN

This is where the action is. In addition to showing the area immediately ahead of you, all essential data is displayed here.

**Comm Video Window:** This inset displays the image of anyone you're communicating with.

**Target/Comm Brackets:** This box centres on the object you currently have targeted.

**ITTS:** This computerised sight (the "Inertial Targeting and Tracking System") shows the optimal aiming point to hit an enemy given its current speed and trajectory.

**Radar:** This is a 2D projection of the 3D battlefield, showing everything in the area in relationship to your ship. An object at the centre of the radar screen is directly in front of you, while one at the extreme edge is to your rear. On the radar, display objects appear as coloured dots. The object you currently have targeted is a larger dot.

- Enemies are red
- Friendly capital ships are orange
- Friendlies are blue
- Friendly capital ships are light blue
- Neutral objects are grey

**Gun Power Display:** This semi-circular graph shows how much power you have left for your guns. The shorter the arc, the less power remaining.

**Afterburner Fuel Status:** This semi-circular graph shows how much afterburner fuel you have remaining. The shorter the arc, the less fuel remaining.

**Player Status Display:** This gives a graphical representation of damage to your ship's shields, armour, and systems.

**Target Status Display:** This gives a graphical representation of damage to your target and its distance.

**Missile Display:** Displays the type of missile you currently have selected to fire.

**Gun Display:** This displays the guns you currently have selected to fire.

**Actual Speed:** This displays the speed at which you are actually moving at the moment.

**Mission Time:** This displays the time remaining to accomplish the current mission objective/s.

**Missile Lock Warning:** The viewscreen displays the word "LOCK" whenever a missile has you locked as its target. dropping decoys gives you a chance to confuse incoming enemy missiles. Note that your fighter carries only a set number of decoys.

**Eject Warning:** This only appears when your ship is so badly damaged that it is unlikely to survive another hit.

**Mission objectives:** This displays a summary and stats of your current mission objectives.

## Communicating

You can send several different messages to your wingmen.

Press Start to go to the pause menu and see the list of available communications, and then select the message you wish to send.

"Break and attack" authorises your wingmen to break formation and engage the enemy at will.

"Attack my target" order your wingmen to break off their current action and attack the ship you currently have targeted.

"Help me" request assistance from friendly craft.

# In Game Controls

## BASIC CONTROLS

Control Pad left

Control Pad right

Control Pad up

Control Pad down

A button

B button

Select button

Start button

L button + R button (hold)

## ADVANCED CONTROLS

R button (Hold) + Control Pad up

R button (Hold) + Control Pad down

R button (Hold) + Control Pad left

R button (Hold) + Control Pad right

L button (Hold) + A button

L button (Hold) + B button

## ACTIONS

Turn left

Turn right

Pitch down

Pitch up

Fire gun(s)

Fire missile(s)

Drop decoy

Pause game

Activate afterburner

## ACTIONS

Increase speed

Decrease speed

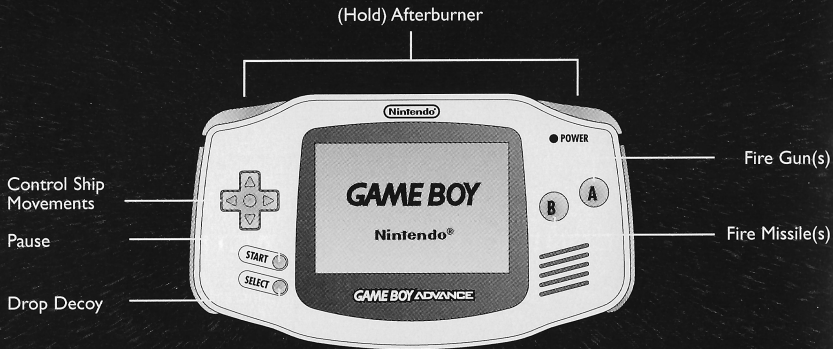
Roll left

Roll right

Cycle through guns

Cycle through missiles

# Basic Controls



## Pause menu

During the game you can enter the pause menu where you can select:

**Resume:** exit pause menu and return back to the action

**Break and attack:** see Communicating section

**Attack my target:** see Communicating section

**Help me:** see Communicating section

**Eject:** eject your pilot in case of an emergency

**Statistics:** displays your mission objectives and current stats

**Quit:** exit the game and return to the Main Menu

## Landing

After completing a mission (successfully or otherwise), you will land automatically when you return to the Midway. Press the Start button to skip the landing sequence.

## Statistics

After every mission, regardless of whether it is a success or failure, you'll be taken to the mission stats. Here you can view the results of the mission. Statistics will display whether you completed the objectives necessary to succeed, as well as the status of your ship after the mission (Ship damage). You will also be shown the number of guns (Gunnery) and missiles (Missiles) you fired, the number of hits, and the relative percentages. Total Kills in the mission and time elapsed (Mission Time) in accomplishing your objectives completes the information contained in the Statistics menu.

# Multiplayer

Wing Commander™ Prophecy Multiplayer Mode offers two variations of the basic gameplay mode for up to four players using the Game Boy Advance™ Game Link™ cable. Please note that every player must have a Wing Commander™ Game Pak in order to participate in multiplayer games.

## Select pilot

All players can select their own pilot from Confederation or Alien pilots. Selecting a pilot will automatically determine your team (Confed or Alien) in Team Deathmatch.

## Select Ship

After selecting the pilot and team, each user needs to select their own ship. If you choose a Confed pilot, you'll be able to select one of the available Confed ships and vice versa.

## Multiplayer options

In all multiplayer modes, player 1 is responsible for picking the game and setting the individual game options. Once all players have selected their pilots and ships, player 1 can select the Multiplayer options.

## Game type

**Deathmatch:** this is a standard all vs. all battle for 2 to 4 players. Players are ranked by the number of successful kills they achieve. In addition to the 2-4 human players, player one will be able to assign additional AI-controlled pilots for a maximum of 4 pilots



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

**Team Deathmatch:** team play divides the forces into two separate teams. All players are free to choose the Confederation or Alien side. In addition to the 2-4 human players, player one will be able to assign additional AI-controlled pilots for a maximum of 4 pilots (human and AI) on each side. By assigning all the AI pilots to one side, it is possible to play a co-operative battle with friends against the AI-controlled pilots.

### **Mode**

**Kills:** the match ends after a certain number of kills have been reached.

**Minutes:** the match has a time limit.

### **Limit**

This shows the minutes or the number of kills needed to end a multiplayer game.

### **Summary**

The summary shows all players the multiplayer options selected by player one and all the pilots involved in the match for each side (Confed, Alien). Player one can start the game by pressing the A button or cancel all the selections by pressing B button.

### **Playing a Multiplayer Game**

If your pilot is shot down during a multiplayer game, press the A Button to leap back into the fray. The game will proceed until the time limit or points limit has been reached. Once the match is over, all players will be shown the results of the match, including the victor. Player 1 must press the A Button to leave this screen.



# Ships Database

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## After the Game

After a multiplayer game has been completed, you'll be taken to the Next Game Screen. Player 1 can set up the options for the next game from this screen.

**Replay:** Start a new multiplayer game using the same rules and settings as the game that was just completed.

**Exit:** Takes all players back to the main menu.

## SHIPS

### F-106A PIRANHA

Scout Fighter

Squadron: Diamondbacks

Intended as a short-range, light-weight escort and reconnaissance fighter, the Piranha sacrifices shields, armour, and firepower for manoeuvrability and acceleration. A pure dog-fighter, in the hands of a skilled pilot the ship's small size and nimble moves make it so challenging a target that the design concessions are overcome. The Piranha is most often seen assigned to very small escort carriers tasked with counter-insurgency and anti-pirate operations, but a few are assigned to the TCS Midway, where they're tasked with low-intensity fighter missions and the occasional scouting hop.

## **F/A-105A TIGERSHARK**

### **Multi-Role Fighter**

**Squadrons:** Diamondbacks, Black Widows

The Tigershark is a throwback to the wartime general-purpose fighter. It is most frequently used for light strikes, but can be effective as a dogfighter. Its shields are of medium strength, with good (though not excellent) recharge characteristics. The Tigershark is a generally valuable supplement to the more specialised fighters in a CV's wing, capable of filling most "gaps" as needed.

## **F-110A WASP**

### **Interceptor**

**Squadrons:** Diamondbacks, Black Widows, (Proposed Third Squadron)

The Wasp is a small point-defence fighter that serves as the inner ring of a carrier group's defences. It is usually launched only when enemy bombers are closing in on the carrier itself (in a "scramble" situation). It is designed to destroy enemy torpedo bombers, at which it is devastating, but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries multiple "cluster-rocket" packs (swarmers). Its thin shields recharge quickly.

## **F-108A PANTHER**

**Space Superiority Fighter (Class B)**

**Squadron:** Black Widows

Usually assigned to light escort carriers, the Panther is a smaller version of the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its exceptional acceleration and manoeuvrability make it the preferred choice of some pilots, who consider it a superior dogfighter. Its shields are lighter than the Vampire's, but exhibit similar excellent recharge characteristics.

## **F-109A VAMPIRE**

**Space Superiority Fighter (Class A)**

**Squadron:** (Proposed Third Squadron)

Usually assigned to heavy fleet carriers, the Vampire is customised to destroy other fighters. The Vampire can engage in long-range missile duels, with good chances of survival. Its shields are of medium strength, but exhibit an excellent recharge rate.

## **TB-81A SHRIKE**

**Torpedo Bomber (Class B)**

**Squadron:** Black Widows

Usually stationed on escort carriers, the Shrike is a lighter version of the much larger Devastator. While it is not as powerful an anti-ship platform, it is noticeably faster and more manoeuvrable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It has the same computer targeting

# Weapons Database

system as the Devastator, but not its massive plasma cannon. Instead, the Shrike carries more conventional weapons. Due to its limited torpedo load, the Shrike is most effective against naval targets from light cruiser-size down, but in larger groups can be employed effectively against larger targets. The Shrike has top, bottom and tail turrets, but lacks the Devastator's side mounts, depending instead on overlap from the top and bottom positions to cover its flanks.

## TB-80A DEVASTATOR

Torpedo Bomber (Class A)

Squadron: (Proposed Third Squadron)

Usually stationed on fleet carriers, the Devastator has a simple mission: survive long enough to destroy a big target. Its main anti-ship weapon is the torpedo. The Devastator's massive plasma cannon is essentially a smaller version of the same weapon carried by capital ships. Virtually useless against fighters (due to its very slow firing rate), this extremely powerful weapon can cause significant damage to starships, and is by far the platform of choice when it comes to striking heavily defended and armoured targets like battleships and heavy cruisers. Its shields are extremely thick, but exhibit only average recharge characteristics.

## WEAPONS

The following weapons are mounted on current Confed fighters and cap ships.

### GUNS

**Laser Cannon:** Confed's mainstream low-power, low-damage weapon that is effective at long ranges.

**Ion Cannon:** Fires a bolt of highly charged ion particles at the target. This long-range gun does a moderate amount of damage with a high refire rate.

**Mass Driver:** This weapon uses a linear accelerator to fire projectiles of metallic mass at a target. A long-range gun, it requires less energy per shot than most blasters and has a relatively fast refire rate.

**Charging Mass Driver:** Upgraded from previous versions, this weapon incorporates a "choke" setting. A thinner choke yields a higher rate of fire and uses less energy, but does less damage at shorter range. A wider choke inflicts more damage and has a longer range, but takes more energy and has a slower refire rate. The dynamics of the mass driver's adjustability are determined by the length of time you hold down the trigger.

**Tachyon Gun:** More powerful than previous versions of the same gun but with a longer refire delay and a higher energy cost. It also fires one of the fastest moving "bolt" type projectiles.

**Heavy Plasma Cannon:** This weapon has a slow refire rate, but packs a solid punch. Primarily used against starships, it is not designed to be used against small, highly mobile targets, but will tear a fighter up if a lucky shot is scored.

**MK2 Stormfire Cannon:** This Gatling gun from the Benelli Corp. has a slower fire rate than its predecessor, the MK1, but fires a higher-calibre round that explodes against a ship's hull on contact or at the limit of its range. Also, like the Border World's original Stormfire weapon, it has a limited number of rounds.

**Particle Cannon:** More powerful than the Mass Driver but less powerful than the Tachyon, this weapon fires excited atomic particles at its target that create small nuclear explosions on impact.

## MISSILES

**Mines (MD):** Confed's internally guided submunitions. Mines are deployed backwards, and are detonated by proximity.

**Dumbfire Rocket (DB):** Confed's no-lock rocket that delivers a massive payload to its target. Excellent against slower moving targets like transports, corvettes and destroyers.

**Friend-or-Foe Missile (FF), (MIRV):** Confed's all-aspect, no-lock missile that can identify friend or foe targets and distinguish between the two, seeking out and destroying the closest enemy. MIRV is a more powerful version of the Friend-or-Foe missile.

**Image-Recognition Missile (IR):** Confed's top-of-the-line all-aspect single-warhead guided missile. Has changed very little since its inception. Once a ship type has been locked into the missile's memory, it will persistently hunt that ship down (until its propellant expires). If it misses on the first pass it will loop around and reacquire its target.

**Heat Seeker Missile (HS):** Requires less circuitry than the image-recognition and friend-or-foe missiles and packs more of a punch. However, if this missile loses its lock it will not reacquire another target. This missile is best used when you're on the enemy's six, since his heat signature is usually strongest at the rear of his ship.

**Light Torpedo (LT):** The light torpedo is effective against smaller starships but does not pack enough of a punch to bring down heavier vessels.

**Torpedo (T):** The only fighter-mounted missile effective against major warships.

**Rocket Pods (RP):** Pods of small, fast, unguided rockets that have a fast rate of fire and come in six-or twelve-packs. Good against slow moving targets like bombers and transports, but only do light damage to starships. Each rocket does considerably less damage than a Dumbfire, but as a pod they do much more extensive damage.

**Swarmers (AB):** Multiple missiles immediately launch from each pod and track their target. A line-of-sight weapon (you must maintain a visual lock on target until missiles impact), primarily used for close combat/dogfighting against powerful targets. Swarmers are unaffected by decoys.

# Credits

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# NOTES

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