WING COMMANDER®

IV

THE PRICE OF FREEDOM™

PLAYGUIDE

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Starting the Game

If you have not installed *Wing Commander IV*, see the ***Install Guide*** for instructions.

Turn on your computer, go to your *Wing Commander IV* directory (default is C:\WC4). Type **wc4** [Enter]. To bypass the introduction and movies (although you'll still have to make the choices), press [Esc].

You can use a joystick, mouse or keyboard to move your cursor and fly your ship. To change the device for spaceflight, open the Option screen (press [Alt][O] during spaceflight) and click the box under **CONTROLS**.

The right mouse button, joystick Button A, [Tab] and [Shift][Tab] cycle through "hotspots" on the screen. The left mouse button, joystick trigger and [Enter] select the current action option.

Saving, Loading and Exiting

Left-click on a Main Terminal (see p. 6). A screen of data will then appear, and you'll receive a prompt to type your callsign. A "callsign" is a nickname that you choose for yourself. When you've entered your callsign, press [Return] and left-click **DUTY ROSTER**.

Saving Games. You can only save from a carrier. Left click on an empty slot, then click **SAVE**. Type in a short description (up to 20 characters) and press [Enter]. You can save up to 100 games and overwrite filled slots.

Loading Saved Games. Click on an occupied game slot, then click **LOAD**.

Note: Whenever you return to Wing Commander IV *after saving a game, the saved game screen automatically appears. You can either load a previously saved game, start a new game or exit.*

Exiting. Press [Alt][X], then [Y] to exit the game.

Quick Start

1. Choose to help/straighten out the vet at the bar. *Conversation choices can have an effect on the game. See* ***Talking to Characters****, p. 4, for further explanation.*
2. Choose to enter/ignore the bar fight.
3. Choose to accept/decline Maniac's challenge. *Refer to pp. 8-13 for cockpit instrumentation.*

[F] Activate full guns.

[Ctrl][G] Synchronize your guns.

[1]/[2] Press [1] to accept or [2] to decline Maniac's challenge.

[L] Lock his Hellcat on your radar (if you choose to fight Maniac).

[Tab] Close in using your afterburners.

[Spacebar] Line your sights on Maniac, and blow him away by using either your keyboard or joystick trigger.

4. Fight the pirates.

[Alt][B] Tell Maniac to Break and Attack.

[Tab] Rely on your afterburners until your system reconfigures for Battle Mode.

[Tab] Close in using your afterburners.

[Spacebar] Line your sights on the pirates, and blow them away by using either your keyboard or joystick trigger.

[Enter] Use keyboard (or joystick Button A and trigger) to fire missiles.

[A] 5. Autopilot to the next waypoint.

[A] 6. Autopilot to Bluepoint.

[C], [2], [1] 7. Request clearance to land.

[A] 8. Autopilot into carrier bay.

9. Talk to Eisen (*left-click on him*).

10. Go to the Officers' Lounge *(left-click on the bottom of the screen).*

11. Talk to Vagabond.

12. Return to Flight Control.

13. Attend Mission Briefing *(left-click on the door on the left side of the screen).*

14. Select Ship Loadouts and Wingmen from the Main Terminal.
(For more information, see pp. 7 and 8.)

15. Go to the Flight Deck and left-click on your ship.

[A]/[+] 16. For auto-takeoff, press [A]. For manual takeoff, increase the throttle ([+]).

On Board the Lexington

Gameflow (the part of the game in between missions) is driven by "hotspots" — places on the screen that produce an effect when you click on them. Talking to people, moving from room to room, using ship computers, etc., can all be done through hotspots. Text at the bottom of the screen describes what the hotspot does.

[Tab], Button A, Cycle through hotspots. ([Shift][Tab] cycles through in reverse.)

[Enter], Trigger, Select current action option.

Talking to Characters

Left-click on people to talk to them, or move your cursor over their hotspot and use the trigger/[Enter].

Often,in movies, the game pauses and displays two choices.

Move the mouse (joystick/[↑][↓]) up or down to choose a response, then left-click (trigger/[Enter]).

Sometimes your response will affect individual morale. For instance, you can lower people's morale by implying that they aren't doing their job well. Often, the result is that they won't be "friendly" towards you in the future, or may not fly as well in missions.

Other choices influence the plot. Choosing one mission over another, or one person's side over someone else's can direct the branching of the story — even resulting in a different ending scenario!

Gameflow Map

M Call up the map.

With the gameflow map, you can go directly to any available room by left-clicking on it. Moreover, this handy device not only brings up a schematic of the available ship sections, it also lets you know where any "talkative" people are located. Talking to your shipmates is vital to moving the plot along.

A **red** dot indicates a conversation you *must* participate in before you can attend the mission briefing.

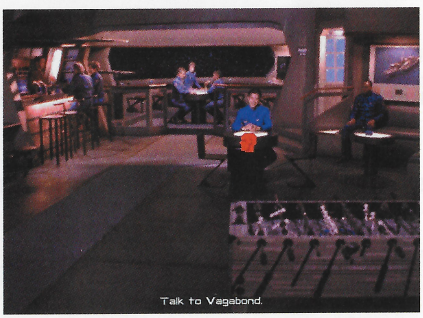
A **blue** dot indicates an optional conversation. These tend to be available for a short while before becoming unavailable.

Flight Control

Flight Control is an important location on the *Lexington*, if only for the fact that it houses the Main Terminal. The Flight Deck, Briefing Room and Officers' Lounge are all accessible from here, as well.

Officers' Lounge

The heart of the *Lexington* is the Officers' Lounge, where most of the people you'll come to know go to relax for a moment. Information is traded, bets are made and friendships are forged in the quiet time between missions. Eisen's cabin even has a door directly into this area.



Mission Briefing Room

Prior to each mission, you attend a mission briefing. You'll be given information about the flight path and mission objectives. Often, you'll need to make decisions concerning the nature of the mission. Then you'll brief your squadron and pick a wingman. See **Wing Configuration** (p. 8).

Main Terminal

The Main Terminal is in Flight Control. When you access this terminal for the first time, you must enter your callsign. Each time after this, selecting the terminal console displays a close-up of the computer, with a menu on-screen. Move the cursor over the option you want, then select it. To cancel the screen, click Logoff Main Terminal.

Duty Roster | Control Parameters | Killboard | Ship Configuration | Wingman Configuration | Logoff Main Terminal

Duty Roster

Use the single arrows to move up or down one slot at a time. Use the double arrows to scroll up or down one page at a time.

Save Game. Left-click on an empty slot and click Save Game. Type a short description (up to 20 characters), then press Enter. You can save up to 100 games and overwrite existing ones. Saving often allows you to make different choices without restarting the game.

Load Game. Left-click on an occupied game slot and click the Load Game button.

Start New Game. Begin the *Wing Commander IV* adventure from the beginning of the introduction.

Leave Duty Roster. Return to the Main Terminal screen.

Load Game | Save Game | Start New Game | Leave Duty Roster

Control Parameters

Use these to adjust music, sound, graphic mode and language. (Changes are included in saved games.)

SOUND VOLUME. Increase/decrease sound volume. Click the arrows to adjust volume.

Movie Options

SUBTITLES. Toggle conversation subtitles on/off.

SMALL WINDOW. Run movies in a smaller window. This speeds up movie playback considerably.

BLACK & WHITE. Show movies in black and white. Also speeds up playback.

FAST DECOMPRESSION. Increase speed of movie playback, with a slight decrease in picture quality.

Movie Video Modes

VGA, SVGA 8-BIT OR SVGA. 16-BIT Switch movie graphic mode to VGA (256 colors), SVGA 8-bit (256 colors) or SVGA 16-bit (up to 32,000 colors).

Gameflow Video Modes

VGA, SVGA 8-BIT OR SVGA. 16-BIT Switch gameplay graphic mode to VGA (256 colors), SVGA 8-bit (256 colors) or SVGA 16-bit (up to 32,000 colors).

Brightness

OFF, LOW, HIGH. Adjust screen brightness (OFF is darkest, HIGH is brightest). You can also use Ctrl ← and Ctrl → to adjust brightness.

JOYSTICK CALIBRATION. Calibrate joystick. (Follow the instructions on the screen.)

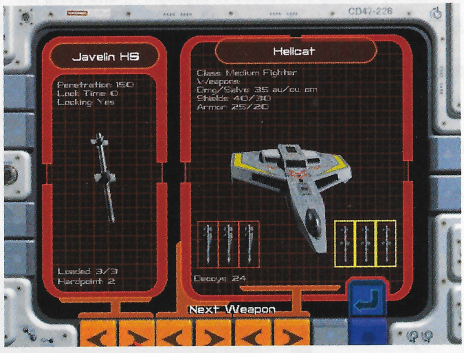
RETURN. Return to Main Terminal screen.

Killboard

You'll find the Killboard in the Main Terminal. It displays the number of kills for each pilot. Your name appears last on the list, and as you complete missions and destroy enemy pilots, the number in the "Kills" column increases. The number of aces killed by each pilot displays in the "Ace" column.

Pilots' status appear near their names: OK, unavailable, deceased, AWOL or sick.

Ship Configuration (Loadout Screen)



Before each mission you will need to decide whether to accept the default ship and missile hardpoint loadout, or select your own. If you want to check out the default, from the Main Terminal press the Ship Configuration button. The number of hardpoints varies between ships. The missile slots available on each hardpoint are indicated by text — "loaded: 2/2" means 2 of 2 hardpoint slots are occupied. (Some ships have locked hardpoints that cannot be changed.)

- You may only view the Wingman Selection and Ship Configuration after attending a mission briefing.

1. **Choose your ship** by using the Ship buttons (Previous Ship and Next Ship).
2. **Select the hardpoint** you wish to change by using the Hardpoint buttons, or clicking the missile rack directly.
3. **Cycle through the weapons** available for that hardpoint by using the Weapon buttons.
4. When you are satisfied with your selection, **exit** by selecting the Leave Weapons Loadout button.

Wing Configuration (Wingman Selection)

Before climbing into the cockpit, you'll need to select the best pilot for the mission to fly as your wingman.

The upper pair of buttons on the left side scrolls through the First Wing's mission briefing; the lower pair scrolls through the Second Wing's briefing.

1. At the Main Terminal, select the Wing Configuration button.

Pilots that are unavailable are "dimmed" on the roster.

2. Select the wingman you want by clicking on a name to highlight it, and using the "check" button. You can also use the *Scroll Pilot List* buttons on the right of the screen to select your pilots.

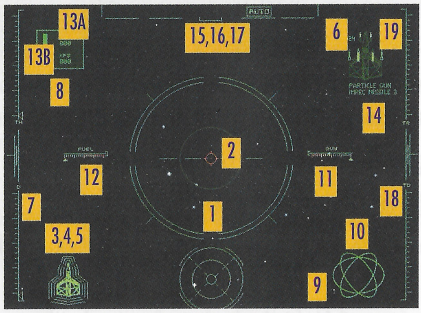
   To de-select someone, click on the "X" button.

3. If your mission requires a second pair of fighters (the Second Wing) select the second pair by using the Second Wing buttons to highlight names. Confirm your choice by selecting the "check" button.

4. Exit by pressing the Exit Wingman Select button.

In the Cockpit

Viewscreen (Cockpit Instruments)



The front viewscreen provides a clear view directly ahead of you. A yellow diamond appears on the edge of the screen when your locked target is not in front of you. To bring the enemy into view, steer toward the yellow diamond — it indicates the targeted ship's position.

When other ships come in view, your computer automatically targets the closest, unless you have already locked onto a target.

Red brackets	Targeted enemy ship
Blue brackets	Targeted friendly ship
Green brackets	Missiles locked onto you
Yellow brackets	Turrets on targeted capital ships
White brackets	Ship currently communicating with you

A profile of the bracketed ship appears in the monitor on the lower-right side of the screen as long as the ship remains in view. If you lock onto the target (press L), the profile remains until you destroy the ship or release the lock or switch targets. Locking onto the target also activates the yellow diamond described earlier.

If you prefer to fly without any "extraneous" Heads Up Display information, it is possible to toggle different sections of your viewscreen on and off:

Upper-left Ctrl Home

Upper-right Ctrl Pg Up

Lower-left Ctrl End

Lower-right Ctrl Pg Dn

1. Radar Display

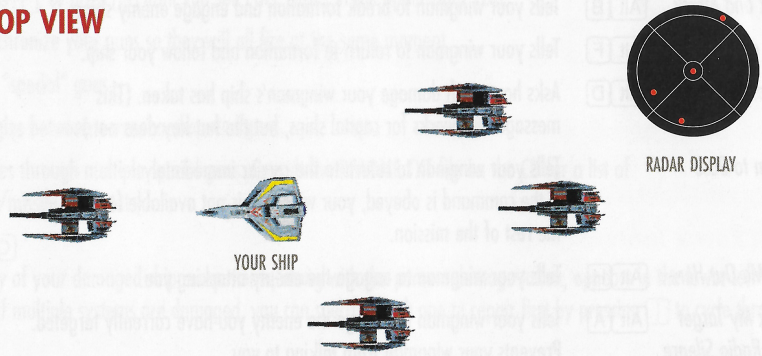
The radar display is divided into six sections, and each ship detected appears as a colored dot. The outer ring shows the position of ships *behind* you; the center circle shows ships *ahead* of you; and the four middle quadrants represent ship positions *alongside, above* or *below* you.

Dots are color-coded, and your current target appears as a cross of the appropriate color.

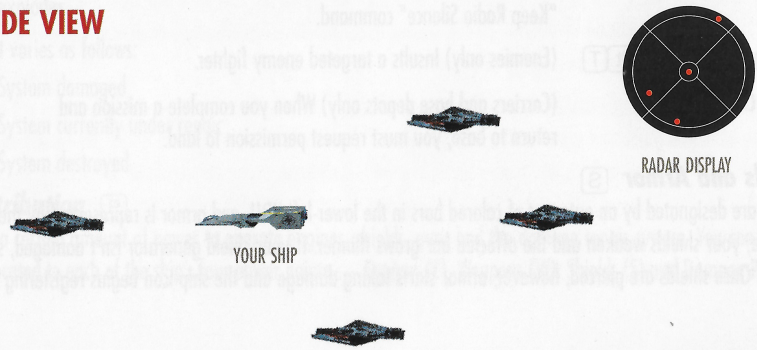
Red Dot	Enemy fighter
Blue Dot	Friendly fighter
Light Blue Dot	Friendly capital ship
Orange Dot	Enemy capital ship
Yellow Dot	Missile or mine (friendly or enemy)
White Cross	Currently selected nav point
Purple Dot	Ejected pilot

Tactical Tip: *To bring an enemy target into view, find a red or orange dot on the radar. Then, maneuver your ship and center the dot in the innermost circle of your radar display. This brings the target directly in front of you and into view.*

TOP VIEW



SIDE VIEW



2. Gunsight

The red circle in the middle of the screen is your gunsight — it shows where your ship's guns are aimed.

3. Communications C

You can communicate during flight: taunt an enemy, send instructions to your wingman, request permission to land or make decisions.

Press C to display the communication screen in the lower left. If you can communicate, you'll see a numbered list of potential receivers on the screen. Press a number to choose a receiver (a list of messages you can send then appears). Press the number of the message you wish to send. When a pilot communicates with you, an image of the sender appears in the lower-left Video Display Unit (VDU) and text and/or speech commences.

To Communicate

C 1. Display the communication screen in the lower left VDU.

2. **Type the number** of the receiving ship or pilot.

3. **Type the number** of the message you wish to send.

Esc • Abort communications.

Ctrl V • Toggle in-flight video off and on.

Wingman Orders

During flight, you can send these orders to your wingman. Some keyboard shortcuts (hot keys) are available without accessing the communication screen:

Break and Attack	Alt B	Tells your wingman to break formation and engage enemy ships.
Form on My Wing	Alt F	Tells your wingman to return to formation and follow your ship.
Request Status	Alt D	Asks how much damage your wingman's ship has taken. (This message also works for capital ships, but the hot key does not.)
Return to Base		Tells your wingman to return to the carrier immediately. If the command is obeyed, your wingman is not available for the rest of the mission.
Help Me Out Here	Alt H	Tells your wingman to engage the enemy attacking you.
Attack My Target	Alt A	Tells your wingman to engage the enemy you have currently targeted.
Keep Radio Silence		Prevents your wingman from talking to you.
Lift Radio Silence		Allows your wingman to talk to you and breaks the "Keep Radio Silence" command.
Enemy Taunt	Alt T	(Enemies only) Insults a targeted enemy fighter.
Need Clearance		(Carriers and base depots only) When you complete a mission and return to base, you must request permission to land.

4. Shields and Armor S

Your shields are designated by an outer set of colored bars in the lower-left VDU, and armor is represented by the ship icon. As you take damage, your shields weaken and the affected bar grows thinner. If your shield generator isn't damaged, shields will regenerate slowly. Once shields are pierced, however, armor starts taking damage and the ship icon begins registering that damage:

Green No damage
Yellow Light damage
Red Heavy damage

5. Rear View Ctrl F4

You can keep track of what's going on directly behind you by displaying the rear view in the lower-left VDU. This is useful if you're fighting someone head-on, and there's an enemy tagging you from the rear.

6. Weapon Loadout W

Missile and gun icons display whenever the loadout screen is active. The *active gun(s)* and *active missile* show up as colored icons, while inactive guns and missiles are gray.

Guns are multi-fire blasters that draw energy from your ship. *Missiles* are single-shot, self-powered munitions. Depending on what ship you are flying, you have different guns and missiles available.

G Change the active gun.

M Change the active missile.

Pressing these keys multiple times cycles through available guns or missiles. Text in the upper-right VDU changes to reflect the new active gun and missile.

B Enable one missile from each hardpoint to be launched in a single salvo.

If you're flying a ship with two or more guns, you can activate all of them at once — they'll fire one after another, very rapidly but not simultaneously. However, this technique quickly runs down gun power.

F/G Press F, *or* press G until you see FULL GUNS in the upper-right VDU.

Ctrl G Synchronize your guns so they will all fire at the same moment.

Several ships have "special" guns.

H Toggles between normal and special guns.

G Cycles through multiple special guns. Consult the README.TXT file on the CD for a list of gun/missile/ship stats.

7. Damage D

A description of any of your damaged ship components, along with the percent damage taken, appears in the lower-left VDU (such as "Radar 30%"). If multiple systems are damaged, you can specify which one to repair first by pressing] to cycle through damaged systems.

Text describing the currently selected system is brown. Completely destroyed systems cannot be repaired. When engines take 100% damage, your ship explodes.

The color of the text varies as follows:

Yellow System damaged
Green System currently under repair
Red System destroyed

8. Power Distribution P

Each ship can store a certain amount of power to operate engines, shields, guns and the damage repair system. You can adjust the mount of power allocated to each of the ship's four power points — Engines (E), Weapons (W), Shields (S) and Damage Repair (D).

Note: Whenever you decrease (or increase) the allocation to one system, other systems receive more (or less) allotted power. Changes in power distribution cause an icon to appear by the system name in the upper-left VDU.

Damage Repair. The more power you allocate to Damage Repair, the faster damaged systems are repaired.

Engines. Extra power to Engines gives you a faster rate of acceleration/deceleration. If you set engine power to less than 25%, your maximum speed decreases.

Shields. Shunting power to the shields does not make them stronger, but gives them a faster recharge rate.

Weapons. The more power your weapons you allocate to your weapons, the faster they recharge — *but they are not any more powerful.*

P	Displays the power distribution screen, and thereafter cycles through the four power points.
Shift]	Sets the current system's power to 100%.
Shift [	Resets all power systems to 25% each.
[	Decreases the current system in 5% increments.
]	Increases it in 5% increments.
Ctrl]	Locks a system's power allocation.

9. Target I.D.

When ships (friendly or enemy) come into view, your onboard computer targets the closest ship. You know a ship is targeted when brackets appear around it and a cross appears on your radar (see **Targeting** on p. 12).

Red brackets	Enemy ships
Blue brackets	Friendly ships

Text above the lower-right VDU identifies the ship type and tells how far away it is in klicks.

10. Target Profile

Once a ship is identified, its profile appears in the lower-right VDU. A dark green sphere indicates shield strength. Appropriate areas of the sphere grow lighter as the enemy shields diminish, and then turn bright green as you disable a section of your enemy's shields. When the targeted ship takes armor damage, sections of the profile turn from green through yellow to red.

11. Gun Power Indicator

Tick marks in this gauge indicate the power level of your ship's active guns (color varies between cockpits). If you use guns frequently, the power level diminishes. The more guns you fire at once, the faster you drain gun power. If you have no gun power left, your guns won't fire until some power is regenerated. Guns recover power gradually if your generator isn't too damaged.

12. Fuel Indicator

Tick marks in this bar show how much fuel you have, and they disappear as your tank empties. Using afterburners may help you get out of a dangerous situation or zero in on the enemy, but they burn fuel ferociously. If you run out of fuel, you'll coast on reserves at the ship's maximum cruising speed (which varies between ships).

13A, 13B. Speed Indicators

13A. Ships have two numerical speed indicators. ***Set Speed*** *(Set)* indicates the speed in klicks per second that your ship tries to maintain on its own (comparable to the cruise control in a car). It changes if you accelerate or decelerate (but not if you fire afterburners). ***Klicks Per Second*** *(KPS)* shows how fast your ship is moving in klicks per second. It changes when you change the set speed, turn sharply or use your afterburners.

When you tail a targeted ship, it's useful to press Y. This automatically adjusts your speed to match that of the targeted ship.

13B. Ships also have a graphical representation of ship speed. The top of the scale indicates the top speed of the ship *without* afterburners.

Action	Keyboard	Joystick Button A or
Accelerate	[+=]	Push device forward
Decelerate	[-]	Pull device backward
Action	Keyboard	Joystick Button A or
Cut speed to zero	[Bksp]	—
Full throttle	[|]	—
Match speed of target	[Y]	—
Apply afterburners	[Tab] (hold)	Tap and hold
Apply afterburners (toggle)	[~]	—
Autoslide (See p. 25)	[Caps Lock] (hold)	—
Autoslide (toggle)	[?/]	—

Note: The [Tab] afterburner and [Caps Lock] autoslide (p. 16) remain active as long as you hold down the key. [~] and [?/], on the other hand, are toggles that turn the effects on/off.

14. Active Gun, Active Missile

Textual data on your current gun and active missile appear in your upper-right VDU.

15. Autopilot Indicator

The autopilot indicator (AUTO) appears at the top center of your viewscreen.

You can autopilot (press [A]) to the next nav point as long as no enemies or hazards are nearby. If you are able to autopilot, the autopilot light in the cockpit glows. If you try to autopilot when it isn't possible, you'll see "Hazard near" or "Enemies near."

16. Missile Lock Indicator

Once an enemy has locked a missile onto *your* ship, this indicator appears. (A distinctive siren also sounds, and if that missile is within sight, a green box will appear around it.) When this happens, you can release *decoys* to distract missiles that are chasing you. (In the upper-right VDU, decoys show up as "D," followed by a number.) Note that you have a finite number of decoys (all of which are identical).

[E] Once your missile lock light glows, press [E] to release a decoy, then afterburn away.

17. Jump Light

Some ships have a jump engine that lets you travel through jump points (jump points are places where you take "short cuts" through space). Listen to the mission briefings to find out which missions require jumps. The jump indicator (JUMP) appears at the top center of your viewscreen.

[J] Engage jump engines (after you see the jump indicator).

18. Target Damage

This is a reading of the amount of damage that you've inflicted upon your target. When the arrow reaches the very top of the scale, your target is destroyed.

19. Target Range

This indicates the distance separating you from your target.

Navigation

[N] Temporarily pause the game and bring up the navigational map. Text in the blue box describes the mission name and nav point objective, and gives notes for the current nav point. Whenever you select a different nav point (by pressing [N] or [P]), this text changes. Use [↑], [←], [→] and [↓] to rotate the map, or move the joystick while holding down Button A.

Blue Completed nav points

Red Uncompleted nav points

White Sphere Currently selected nav point

[N] or [P] *Select next or previous nav point*

[[ ] and [ ]] *Zoom in and out, respectively*

[T] *Cycle through targets in area*

[C] *Center grid on your ship*

[G] *Turn grid on/off in map*

[S] *Turn stars on/off in map*

[B] *Turn background on/off in map*

[Esc] *Exit map view*

Targeting

Blue bracket Friendly ship

Red bracket Enemy ship

White bracket Ship currently communicating

Your ship's targeting system automatically targets the closest ship and places red (enemy) or blue (friendly) brackets around it. As long as a ship is targeted, the lower right VDU displays a profile of that ship. Text above that describes the targeted ships type. You *must* have a ship targeted before you can fire missiles or torpedoes.

[T] Press [T] repeatedly to cycle through multiple targets in your viewscreen. (You can only target one ship at a time.) As you switch targets, the brackets shift to another ship in your viewscreen.

[U] Target and lock on the closest ship.

[Y] Match the speed of the targeted ship.

When you target a capital ship, your ship places a yellow bracket around the closest turret gun location (in addition to the red targeting brackets around the ship).

[R] Cycle through available turrets.

Target Lock

[L] Lock onto a targeted ship in view (toggle).

This activates a targeting system (I.T.T.S., below) and gains a permanent target lock on a ship. A locked target is framed by a solid box instead of brackets. Once you do this, the lock remains active even if the ship moves out of view. A locked ship appears as a large cross on the radar.

[T] Press [T] when you have a ship locked to cycle your target lock through all ships (whether they are in view or not). The lock transfers to the next target you select.

[L] Press [L] again to unlock a ship.

Smart Targeting

During battle, you automatically have "smart targeting" — you only cycle through *enemy* targets.

[Ctrl][S] Turn off smart targeting for friendly ships (toggle). This instructs your targeting computer to target any ships in the vicinity.

Inertial Targeting & Tracking System (I.T.T.S.)

All fighters employ the I.T.T.S., a system that calculates how much you must lead your target in order to maximize your chance of a hit. When you lock onto a targeted ship, the I.T.T.S. places a green circle near that ship whenever it's in sight. It takes into account the enemy's speed and current position and automatically computes the necessary "lead" needed. If you line your gunsight up with the green circle instead of the targeted ship, your shots are more likely to hit the target.

Once a locked target moves out of view, the green circle changes to a yellow circle. Its position along the edge of your viewscreen indicates the direction you need to move to bring the locked ship back into view. When the ship is in view again, the yellow circle changes back to the green circle.

Auto-Targeting

Auto-targeting means that you don't have to keep the green I.T.T.S. diamond directly in your sights to do damage. A ship with auto-targeting capabilities adjusts for enemy maneuvering or "drift." When your target leaves your viewscreen, however, the auto-target is unable to follow.

Missile Lock

Depending on what ship you're flying, you have access to certain missiles. Most have their own locking mechanisms. Dumbfire and Friend-or-Foe missiles are exceptions.

If you have a missile selected that requires a lock, and a targeted ship comes into view, red cross hairs appear outside the targeting brackets. They move toward the center of the brackets. You will hear a distinctive series of tones as the missile works on getting a lock. Keep the target in view. When the brackets close in on the target, you'll hear a missile lock "chime." This means you can fire your selected missile.

Missiles will remain locked until fired or until the targeted ship moves out of view.

If an enemy has fired a missile at *your* ship, the missile lock light in your cockpit glows. See **Missile Lock Indicator** (p. 13) to learn how to use decoys.

Note: If you fire a full salvo (press [B] to arm all missiles), you'll get a tone when the first missile type has a lock. (Dumbfires, however, can be fired immediately.) Keep in mind, however, that you have to wait long enough for *all* missile types to lock before they will *all* fire. You can tell they are ready to go when all the missile points in the upper-right VDU are highlighted. When you fire, only the missile types that have acquired a lock at that point will be activated.

AUTOSLIDE

The autoslide systems allow you to maintain a constant, linear velocity (a deep-space version of cruise-control).

Caps Lock Accelerate to the desired speed, then press and hold Caps Lock to engage autoslide. (Or, press / to toggle sliding on/off.)

You can then spin your ship in any direction without changing the course of your ship. This is useful when you're flying near an enemy capital ship and firing at its hull, or attacking its turrets.

Caps Lock Release Caps Lock (or press / again) to restore normal steering controls.

Note: You cannot change your ship speed while in autoslide mode.

TAKEOFFS AND LANDINGS

You can press A for an automatic takeoff, or take off manually.

Manual Launch

+= 1. Press += to increase throttle speed.

2. Steer straight ahead to exit the launch bay.

A 3. When you've cleared the launch bay, press A to autopilot to the first nav point.

Landing

1. Bring the carrier into view.

C 2. Open the Communications screen in the lower-left VDU.

3. Press the number corresponding to the carrier.

4. Press the number of the message that reads "Need clearance." (You must be within 10,000 klicks before you can request clearance.)

5. Wait for "You are clear to land."

Manual Landing

6a. Maneuver so that your ship faces the launch bay.

7a. Slow down below 100 kps and glide into the launch bay.

8a. Once you've passed halfway through the hull, you've landed.

Note: If you try to land manually without permission you can't do anything but fly through the launch bay.

Automatic Landing

A 6b. Press A after receiving clearance to land.

CLOAKING

Later in the game, certain ships are equipped with a defensive cloaking mechanism that makes them invisible to other ships for a short period of time. Once you cloak, your ship temporarily disappears from view and from your enemy's radar screen.

Ctrl C Activate cloaking.

When you're cloaked, the viewscreen turns to black and white.

Also while cloaked, you cannot fire missiles or normal guns. Any enemy missiles that are already locked onto your ship will remain locked until you're completely cloaked. After you're invisible, enemy missiles cannot initiate or maintain a lock on your ship.

Escorting Transports

Certain missions may require you to escort transports to their destinations. Before you can begin an escort, you must "link up" with the craft you are escorting. To do so, simply fly within 1000 klicks of the transport. You should receive a notification that you are linked and ready to autopilot. If you neglect to link up, the transport will communicate to you that it is ready for autopilot link.

Manned Insertion Pods

Manned Insertion Pods (M.I.P.s) are torpedo-sized pods used for personnel transport. Only available for some missions, they are selected and fired just like any missile/torpedo. After the mission is accomplished, it is your responsibility to retrieve any survivors by using your tractor beam.

Tractor Beam

Ships equipped with rear turrets also have tractor beam capabilities. (If you are uncertain, press F4 to see if you have a rear turret. If you see a radar screen, you have a rear turret, and are therefore a bomber.) Tractor beams can be used to retrieve ejected pilots and to recover M.I.P.s.

F4, G — Press F4 to activate your rear turret, then G to activate the tractor beam and "fire" the beam — ***and continue to hold the trigger/key/button down.*** Releasing the trigger/key/button will shut off the tractor beam.

If your gunsight is aligned with your target object, and you are close enough, it will be tractored in.

Dying

If you sustain severe damage in flight and die, a plaque displays:

REPLAY MISSION	Return to the cockpit and take off again with the same ship/loadout.
LOAD A SAVED GAME	Return to the Duty Roster screen.
EXIT WING COMMANDER	Exit the game.

Views

Shift from the front cockpit view to other views using the function keys. These camera settings are temporary and do not save from mission to mission.

- F1 — Display **front view**.
- F2 — Display **view to left**.
- F3 — Display **view to right**.
- F4 — Display **view to rear**.
- Ctrl F4 — Display **rear turret view in the left VDU**.
- F5 — Display **chase plane view** from behind your ship.
- F6 — Cycle through **all nearby ships** (external rotational view allows you to pan around ships).
- F8 — Toggle **missile camera view** (activates whenever a missile is on its way).
- F9 — Toggle **victim camera view** (shows external view of your victims' fates).
- F10 — Toggle **track camera view** (lines your ship up with its target). Pressing again reverses previous view.

Spaceflight Options

Open this screen by pressing Alt O during spaceflight.

Control

Select flight control device. Choose KEYBOARD, MOUSE, JOYSTICK, THRUSTMASTER or FS PRO.

Detail Level

Set graphic detail level to LOW, MEDIUM or HIGH. The lower the detail, the higher the frame rate.

Video Mode

Toggle spaceflight video mode between VGA and SVGA.

Game Play

COLLISIONS OFF	Turn collisions with other ships on/off.
INVULNERABLE	Make your ship invincible (it won't take damage).
FRAME RATE SWITCH	Auto-switch between VGA, SVGA to adjust frame rate.
ALT. FLT. MODE	Turn banking ability on/off. (Banking combines yaw and roll.)
ALT.FLT.DYNAMICS	Turn ship inertia on. (Maneuvering becomes more realistic.)

Cameras

VICTIM	Switch on Victim view automatically when an enemy is about to die.
MISSILE	Switch on Missile Camera view automatically when you fire a missile.
AUTO-SWITCHING	Switch automatically between VGA, SVGA to optimize camera view frame rate.
UNLOCK	Disable flight control device while in any camera view other than front view. (Switches device function to panning instead of flight control.)

Miscellaneous

PALETTE FLASH	Turn damage flash on/off for your ship.
JITTER	Turn ship vibrations on/off when you're hit.

Audio

MUSIC	Turn music on/off.
SPEECH	Turn speech on/off.
SUB-TITLES	Turn subtitles on/off.
SOUND FX	Turn sound effects on/off.
RUMBLE	Turn capital ship engine sound on/off.

Skill Level

Set skill level to ROOKIE, VETERAN, ACE, HARD, CRAZY or NIGHTMARE.

Help	Get information on spaceflight.
Save	Save the newly set options.
Load	Return to the last set of saved options.
Calibrate	Calibrate the joystick. (Center the joystick and click the trigger. Move the joystick to the upper left hand corner and click the trigger. Move the joystick to the lower right, then click the trigger again.)
OK	Quit Option screen and resume spaceflight.

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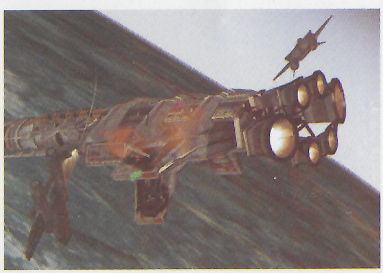

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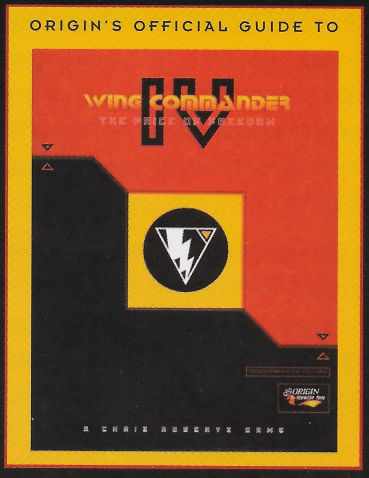

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