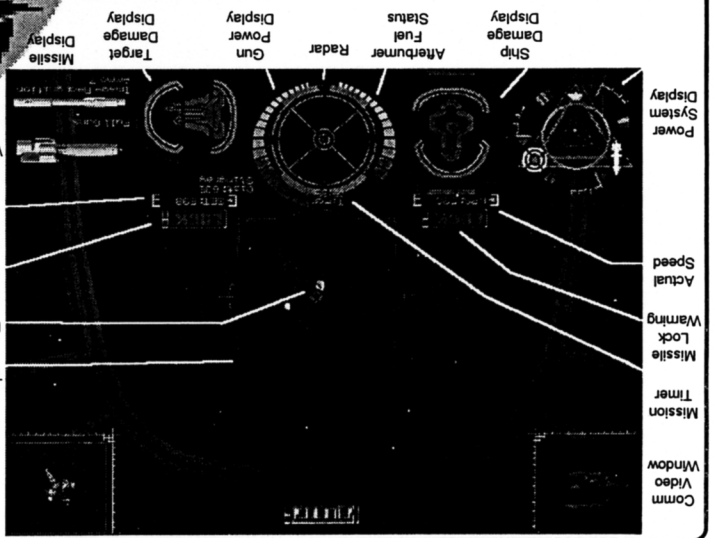
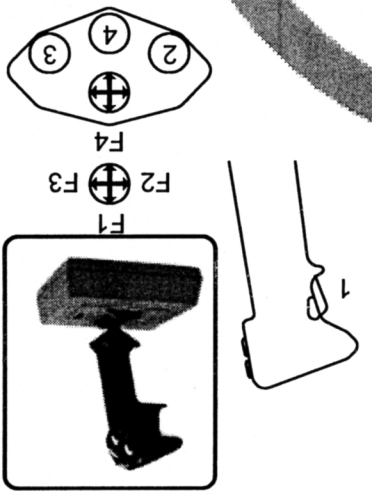


WING COMMANDER



- ALT-A - Attack My Target
- ALT-B - Break And Attack
- ALT-D - Request Status
- ALT-F - Form On My Wing
- ALT-H - Help Me Out Here
- ALT-K - "Attack Turrets" "Not Hooked Up Yet"
- ALT-R - Return To Base
- ALT-T - Taunt
- SHIFT-T - Cycle backwards through target list
- SHIFT-O - Mission Objectives
- SHIFT-S - Adjust Shield Levels
- CTRL-E - Eject
- 1 - Fire Weapon
- 2 - Cycle Weapon
- 3 - Fire Missile
- 4 - Target Nearest enemy



WING COMMANDER PROPHECY

REFERENCE CARD

FLIGHT

- Turn and Rotate ↑ ← → ↓
- or numpad 8 2 4 6
- Turn and Rotate Left numpad 7 1
- Turn and Rotate Right numpad 9 3
- Roll Left numpad 7
- Roll Right numpad *
- Afterburner Tab (hold)
- Toggle Afterburner On/Off ~
- Increase Throttle + (or manual throttle)
- Decrease Throttle - (or manual throttle)
- Full Throttle V
- Zero Throttle Backspace
- Autopilot A
- Display Current Nav N
- Engage Autoslide Caps Lock (hold)
- Toggle Autoslide On/Off keyboard /
- Eject Ctrl E
- Booster System (Wasp only) B
- Display Nav Map Ctrl N

MULTIPLAYER

- Slide Left numpad 7
- Slide Right numpad 9
- Slide Down numpad 1
- Slide Up numpad 3
- Slide Back numpad 0
- Slide Forward numpad .

COMBAT

- Cycle Guns G
- Fire Selected Guns Spacebar
- Full Guns F
- Cycle Missiles M
- Fire Selected Missile(s) Enter
- Cycle Targets T
- Cycle Backwards through Target List Shift T
- Lock target (toggle) L
- Smart targeting (toggle) Ctrl S
- Target Nearest Enemy U
- Match target Speed V
- Select Next Component on target (if available) R
- Evasive Counter Measures E
- Mission Objectives O

VIDEO DISPLAY UNITS (VDU)

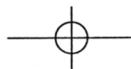
- Communications VDU C
- Power VDU / Change Settings P
- Adjust Power Systems P (hold)
- adjust settings with pointer device
- center with primary click
- Rear Turret View Ctrl F4
- Missile View Ctrl F8
- Damage VDU D
- Adjust Shield Levels S (hold)
- adjust settings with pointer device
- center with primary click

NAV MAP

- Display Nav Map Ctrl N
- Change Viewpoint ↓ ↑ ← →
- or joystick + button A
- View Item Under Cursor Primary Click
- View Item Under Cursor Secondary Click
- Select Next Nav Point (within map) N
- Select Previous Nav Point P
- Exit Nav Map Esc
- Grid (toggle) G
- Background (toggle) B
- Zoom In, Out I O
- Center View C
- ON TARGET SELECTED
- Cycle Targets T
- Starfield (toggle) S



Handwritten mark resembling a stylized 'M' or 'W'.



ESC	Cycle Forward View F1	Left View F2	Right View F3	Rear View F4	Chase Cam F5	Object Cam F6	View Cam F7	Missile Cam F8	Death Cam F9	Fly-by Cam F10	Drop Cam F11	Target Cam F12	PRINT SCREEN	SCROLL	PAUSE	
1	2	3	4	5	6	7	8	9	0	Decrease Throttle	Increase Throttle	Full Throttle	Zero Throttle	INSERT	HOME	PAGE UP
Afterburner TAB	Roll Left Q	Roll Right W	Drop Decoy / Flare Eject E	Return to Base R	Cycle Targets Backwards Taunt Y	Match Target Speed Y	Target Nearest Enemy U	Mission Objectives O	Adjust Power Systems P	[]	Fire Selected Missile ENTER	DELETE	END	PAGE DOWN	
CAPS LOCK	Autopilot Attack My Target A	Smart Targeting Adjust Shield Levels S	Damage Display Request Status D	Full Guns Form on My Wing F	Cycle Guns G	Help Me Out Here M	Stats Viewer Attack Turrets K	Enhanced Targeting L	/	;	'	ENTER				
SHIFT			Comm System C		Booster System Break & Attack B	Nav Map N	Cycle Missiles M									
CTRL	Fire Selected Guns												CTRL			

	Roll Left	Roll Right	Decrease Throttle
NUM LOCK			+
Slide Left 7	Pitch Down 8	Slide Right 9	Increase Throttle
Yaw Left 4		Yaw Right 5	
Slide Down 1	Pitch Up 2	Slide Up 3	+
Slide Back 0	Slide Forward		Fire Selected Missile ENTER

	Pitch Down	
Yaw Left	Pitch Up	Yaw Right

CAMERA VIEWS

- Nav Map (N)
- Cycle Forward View (F1) or (Shift) + joystick
- Left View (F2)
- Right View (F3)
- Rear View (F4)
- Chase Cam (F5)
- Zoom In, Out (I, J)
- Object Cam (F6)
- Rotate View in Object Cam ... (Shift) (↑) (↓) (←) (→)
- View Cam (F7)
- Missile Cam (toggle) (F8)
- Victim Cam (toggle) (F9)
- Fly-By Cam (F10)
- Drop Cam (F11)
- Target Cam (F12)

COMMS

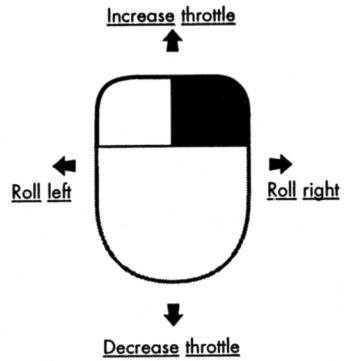
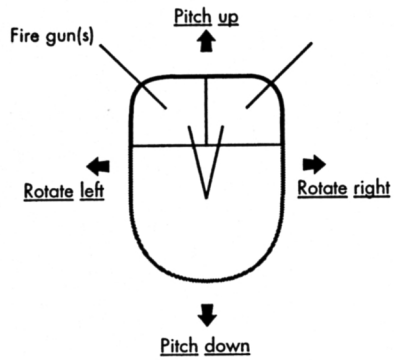
- Attack My Target (Ctrl) (A)
- Break and Attack (Ctrl) (B)
- Request Status (Ctrl) (D)
- Form on My Wing (Ctrl) (F)
- Help Me Out Here (Ctrl) (H)
- Taunt (Ctrl) (T)
- Return to Base (Ctrl) (R)

GAME OPTIONS

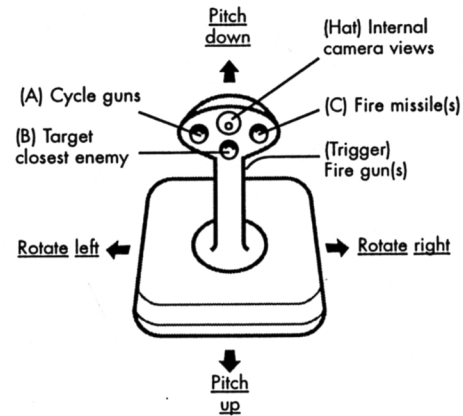
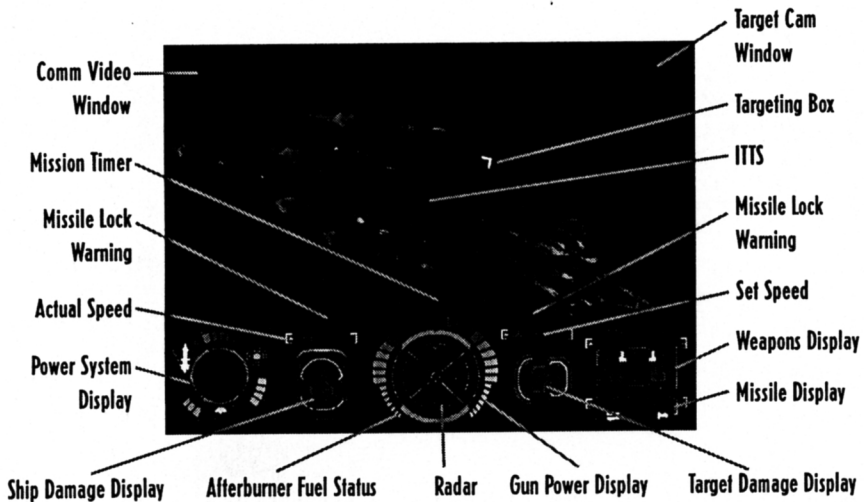
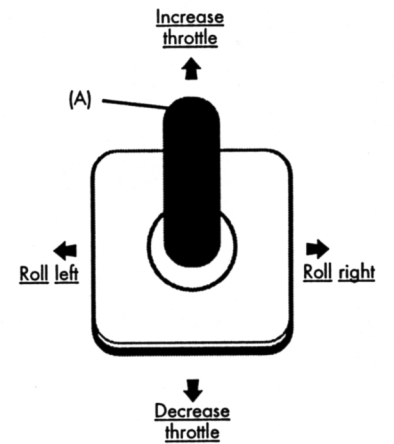
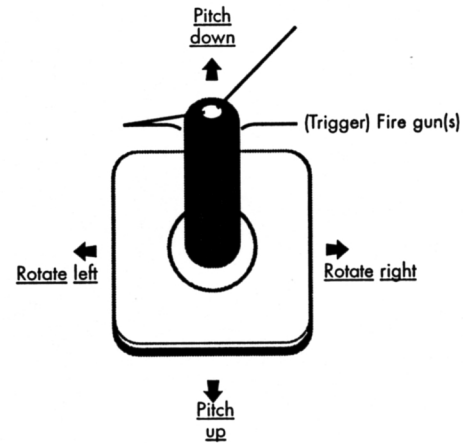
- Exit Game (Alt) (X)
- Pause Game (Alt) (P)
- Calibrate Joystick (Alt) (C)
- Music (toggle) (Alt) (M)
- Sound (toggle) (Alt) (S)



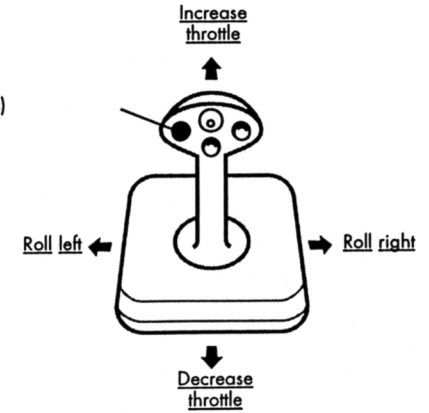
With Right Button Pressed



With Button A Pressed



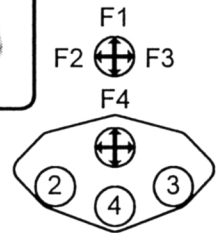
With Button A Pressed



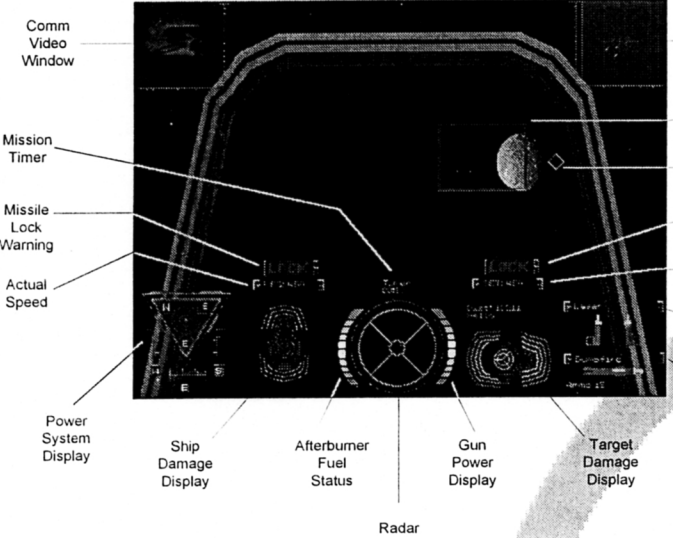


WING COMMANDER PROPHECY

- ALT-A - attack my target
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- ALT-D - request status
- ALT-F - form on my wing
- ALT-H - *help me out here
- ALT-K - *attack turrets
- ALT-R - *return to base
- ALT-T - taunt



- 1 - Fire Weapon
- 2 - Cycle Weapon
- 3 - Fire Missile
- 4 - Target Nearest enemy



- Target Cam Window
- Targeting Box
- ITTS
- Missile Lock Warning
- Set Speed
- Weapons Display
- Missile Display

