

WING COMMANDER: PROPHECY

TOC

GETTING STARTED

Insert the CD and follow the prompts onscreen to install. If you have difficulty installing, see the *Install Guide*.

Once the game is installed, you can begin play by either clicking on a desktop shortcut (see the *Install Guide* for instructions on making a shortcut) or from the START menu.

You can move about the carrier and fly your ship using joystick, mouse or keyboard. To select the input device you wish to use during spaceflight, go to the Options Menu (press [Esc], then choose **OPTIONS**), click on **CONTROLS** and then on your chosen interface device.
Menu Gameplay

You may use your left mouse button (☐), joystick trigger or [Enter] to “click on” a selection, depending on the input device you selected.

MAIN MENU

When you first enter the game, you will be given the following options:

New Game. Begin a new single-player game.

Continue Game. Continues the current game at the latest save.

Multi-Player. Start or join a multi-player game.

Load Game. Load a previously saved single-player game.

Options. View and modify the game options (see p. XX).

Credits. View the game credits.

Exit. Close *Wing Commander: Prophecy*.

Escape Menu

SAVING, LOADING AND EXITING

You may save or load a game only from the Ready Room of the *Midway*. Click on the spots indicated on p. XX to Save or Load. Your game will automatically save itself every time you enter a Mission Briefing.
(You can load from main menu)

Save/Load allows you to create or load a named save game. From the Save/Load window, Click on a slot, then click SAVE. Give your saved game a short name and press [Enter]. You can save multiple games and write over previous saves.

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

Exiting. Press [Esc], EXIT, YES, or [Alt][X] and then [Y] to exit the game.

Quit to Windows

ON BOARD THE MIDWAY

In *Wing Commander: Prophecy* you are 2LT Lance Casey, rookie fighter pilot for the Terran Confederation Space Force. All 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. When you pass your

No Hotspot on Flight Deck or Briefing Room

cursor over a "hot spot" a message describing the spot's function appears. You can cycle through all of a room's "hot spots" with [Tab], a right-click, or your joystick trigger. ←??

While on board the carrier you can also execute the following keyboard commands:

[Esc] to access the Escape Menu.

Adjust gamma correction (brightness)

[Alt] [→] Brighter

[Alt] [←] Darker

EVERYWHERE

Talking to Characters

You communicate with the other characters in the game via pre-recorded "movie" segments. Some of these movies contain information essential to understanding the plot. You will see them at the appropriate time without having to take any particular action. Others are elective. Although not absolutely necessary, these optional conversations include a great deal of important and useful information, and it is strongly recommended that you talk to anybody you can, whenever you get a chance to.

Whenever an optional conversation with another character or characters is available, you will see them standing or sitting in the Rec Room. When you pass your cursor over them, they will animate and you'll see a message telling you that person wishes to talk. Click on the person to begin the conversation movie.

You can cancel any movie at any time with [Esc].

Rec Room

[[REC ROOM SHOT, W/ CALLOUTS]]

The rec room is the spiritual center of Pilot Country on board the *Midway*. It's where off-duty pilots go to eat (a bit drink (a lot) and hang out with others of their own kind (although sometimes a non-pilot will wander in, too).

Simulator

This is where a pilot can go to hone his skills without risking his neck (and without risking losing the game). If you can successfully complete all the missions in the simulator, you'll be more than ready to face the challenges that the first part of the game proper will throw at you.

[[SIMULATOR MENU]]

When you enter the simulator you will be given a menu from which to select your mission and ship. When you click on any of the numbered missions, a briefing will appear in the Simulation Detail window explaining the nature of the simulation.

Once you decide on a mission, you can select a ship by clicking through available choices in the Ship Selection window with the PREV and NEXT buttons.

Once you've selected your mission and your ship, click on FLY MISSION to begin the simulation.

Click on EXIT to return to the Rec Room.

fly mission?

Object Viewer Tactical Database

This important reference work shows 3-D views and complete stats on every Confed fighter and cap ship in the game, including speed, maneuverability, defenses, weapons and more.

[[OBJECT VIEWER WINDOW]]

The arrow buttons below the image toggle you backwards or forwards through the available images. The bar between the arrows displays the name of the object currently being viewed.

Can't confirm this is not in game.

can be continually.

The image itself is a 3-D, color, continually rotating image with adjustable light sourcing. The view of the object can be adjusted along three axes, each view axis can be increased, decreased or locked.

Y (yaw) turns the image to the right or left.

P (pitch) turns the image up or down.

R (roll) rotates the image along an imaginary line extending through the nose and tail.

To adjust the direction of the light on the image, click on any of the four corners of the image area. Click on the same corner again to adjust the direction of the light from front to back.

The light console can be used to change the color of the lighting on the object.

The top light button allows you to change the color of the direct lighting.

The bottom light button allows you to change the color of the ambient lighting.

The Red, Green and Blue slides allow you to adjust the intensity of those colors in the lighting.

The stats button displays the ship's stats as an overlay above the image.

The exit button returns you to the Rec Room.

This interface may change.

Kill Board

This shows the current kills for each pilot in all squadrons on board the *Midway*. Only kills made since assignment to the *Midway* are counted.

[[KILL BOARD]]

To Ready Room

Click on this door to go to the Ready Room.

Ready Room

[[READY ROOM IMAGE, WITH CALLOUTS]]

Those portions of a pilot's working hours that are not spent in the cockpit are spent in the ready room.

View Locker

Open your locker to view your current decorations and flying stats.

Main Terminal (Save/Load)

This option is described on p. XX.

NO MAIN TERMINAL JUST "SAVE" and "LOAD" HOTSPOTS

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's nothing to click in the Briefing Room, and once your briefing is over you'll be automatically launched into your next mission. Your game will automatically quick-save itself every time you enter the Briefing Room.

Important: Make sure you've talked to everyone you want to talk to *before* you enter the briefing room.

Flight Deck

KILLED CUT

Whenever you complete a mission and return to the carrier, you will start on the Flight Deck. Usually you will be greeted (not always in a friendly fashion) by Rachel or another crew member who will comment on your success in the previous mission then, as per ship standard operating procedure, you will check your stats before returning to pilot country.

IN THE COCKPIT

Viewscreen

[[FULL-PAGE VIEW SCREEN W/ CALLOUTS]]

This is where the action is. In addition to viewing the area immediately ahead of you, all essential data is also displayed on a series of heads-up displays.

Communications Video Window This inset displays the image of anyone you're in communications with.

Target Cam Window This inset displays a close-up of the object you currently have targeted.

Targeting Box This box centers on the object you currently have targeted.

ITTS This computerized sight shows the optimal aiming point to hit an enemy given its current speed and trajectory.

Radar This is a 2-D projection of the 3-D battlefield, showing everything in the area in relationship to your ship. Enemies are red dots, friendlies are blue dots, An object at the center of the radar screen is directly in front of you, while one at the extreme edge is to your rear. *missiles are yellow, neutral objects grey, and capships are orange.*

[[RADAR EXAMPLE PAGE AS PER PREVIOUS WCS]]

Nav Point Indicator This white arrow points towards your next nav point.

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.

Ship Damage Display This shows a graphical representation of damage to your ship's shields, armor and systems. As shields decrease they get thinner, and their color changes from white to red.

Target Damage Display This shows a graphical representation of damage to your target.

Missile Display This displays the type of missile you currently have selected to fire.

Weapon Display This displays the guns you currently have selected to fire.

Set Speed This displays the cruising speed that you have selected for your fighter.

Actual Speed This displays the speed at which you are actually moving at the moment. This can differ from your Set Speed due to maneuvers, acceleration or combat damage.

Mission Timer This is digital display of the time elapsed since the start of your current mission.

Missile Lock Warning The viewscreen displays the word "LOCK" whenever an enemy has a missile lock on your vessel.

Eject Warning This advisory appears only when your ship is so badly damaged that it is unlikely to survive another hit. You are advised to use **[Ctrl][E]** to eject.

Power System Display Hold down **[P]** to view or adjust. This triangular display allows you to allocate power between weapons, engines and shields. You can move the dot around the display using your control device. The closer to any point of the triangle the dot gets, the more power is allocated to that system, with proportionally less being allocated to the other systems. Use your joystick trigger, left mouse button or **[Enter]** key to re-center the allocation.

[[POWER DISPLAY GRAPHIC]]

Damage Display Hold down **[D]** to view or adjust. It shows in bar-graph form the relative damage levels of the main ship systems. Use your joystick trigger, left mouse button or **[Enter]** key to re-center the allocation. } Have not seen this, It may change.

[[DAMAGE DISPLAY GRAPHIC]]

Adjust Shields Hold down **[S]** to view or adjust. This allows you to allocate extra shield power to the front or back (proportionately decreasing the power to the opposite end). To allocate the shields, move the pointer between the back and front of the display with your input device. Use your joystick trigger, left mouse button or **[Enter]** key to re-center the allocation.

[[SHIELD ADJUSTMENT GRAPHIC]]

Nav Map **[Ctrl][N]** replaces your viewscreen with the nav map for your current mission, showing your objectives and planned nav points. **[N]** shows a close-up view of your next nav point.

Mission Objectives **[Ctrl][O]** displays a summary of your current mission objectives.

Communicating

You can send several different messages to your wingmen and opponents. Wingmen will respond to orders with either an acknowledgment or a refusal.

[C] activates your **Communications System**. You will be presented with a numbered list of available communications channel. Press the number of the vessel you wish to communicate with.

Wingman Hotkeys
"Attack my target!" **[Ctrl][A]** Orders your wingmen to break off their current action and attack the ship you currently have targeted.

"Break and attack!" **[Ctrl][B]** Authorizes your wingmen to break formation and engage the enemy at will.

"Request status." **[Ctrl][D]** Your wingmen will reply with a report on their current status.

"Form on my wing." **[Ctrl][F]** Orders your wingmen to break off their attack and return to formation.

"Help me out here!" **[Ctrl][H]** Requests your wingmen break off any current attack and come help you with yours. If he's deeply engaged in combat, he may refuse. When flying with multiple wingmen, only one will answer this call.

~~"Attack turrets." **[Ctrl][K]** Orders your wingmen to concentrate their fire on the turrets of an enemy cap ship.~~ *Killed*

"Return to Base." **[Ctrl][R]** Orders your wingmen to leave the mission and return to the *Midway*. You will have to complete the mission alone.

Taunt **[Ctrl][T]** Broadcasts a random taunt to the enemy.

Maneuvering

Your joystick, mouse or arrow keys control your ship's pitch and rotation. If you have rudder pedals, they may be used to rotate left or right, and if you have a throttle device, it can be used to accelerate or decelerate.

[[DIAGRAMS OF JOYSTICK, MOUSE, AND ARROW KEYS]].

[Q] (or **[7]** on the numeric keypad) will cause your ship to **roll left**.

With the *mouse*, right-click-and-hold and move it left to roll left.

[W] (or **[*]** on the numeric keypad) will cause your ship to **roll right**.

With the *mouse*, right-click-and-hold and move it left to roll left.

[=] (or **[=]** on the numeric keypad) **decreases your speed** when held.

With the *mouse*, right-click-and-hold and pull it back to decelerate.

[=] (or **[+]** on the numeric keypad) **increases your speed** when held.

With the *mouse*, right-click-and-hold and push it forward to accelerate.

[V] accelerates you rapidly to your **maximum speed**.

[Backspace] decelerates you rapidly to **zero speed**.

[Tab] engages your **afterburners** when held. Afterburners dramatically increase your speed, but drain your power rapidly. Therefore they should only be used in combat, when absolutely necessary. *[~] toggles afterburner on and off;*

With the *mouse*, double-right-click-and-hold to engage afterburners.

[B] engages solid-rocket boosters. Found only on the Wasp class of fighter/interceptors, these boosters are one-shot items that dramatically increase your speed until they're exhausted, at which time they are automatically discarded.

Fighting

Fire Guns with your joystick trigger, or **[Spacebar]**, or left mouse button.

Toggle Through Guns with **[G]** or joystick button #3.

Select Full Guns (all ^{energy} guns will fire at each trigger pull) with **[F]**.

Fire Missiles with your second joystick button or **[Enter]**, or both mouse buttons simultaneously.

Toggle Through Missiles with **[M]**.

Targeting

In combat it is not sufficient to simply fire at the enemy whenever he happens to cross your sights. Your fighter is equipped with a sophisticated targeting system to allow you to acquire, lock on and destroy the enemy. You will automatically lock on to any object you target.

Smart Targeting is a system toggled on or off with **[S]**. When smart targeting is on, you cannot acquire a friendly unit as a target as long as there are enemies in sensor range. *Smart targeting defaults to 'on'.*

Target the Nearest Enemy with **[U]**.

Cycle Through Available Targets with **[T]**. This option will target each enemy vessel in range in turn.

Match your Target's Speed with **[Y]**. This allows you to automatically keep an effective distance when in pursuit of a fleeing enemy.

Against large targets (i.e., cap ships) you can engage **enhanced targeting** with **[L]**. Enhanced targeting allows you to target individual sections or components of the ship. While in enhanced targeting mode, **[T]** will toggle you through available target areas on the large ship, not through all available targets. If you wish to turn enhanced targeting off before the ship is destroyed, **[L]** will toggle it off.

Your primary asset in gun combat is your ITTS (Inertial Targeting & Tracking System), a computerized system that tells you how far and in which direction to "lead" a target, given the target's current speed and heading. In firing at a moving target, always try to line up your cross hairs with the ITTS point, not the target itself.

Defensive Measures

[E] drops a decoy which has a chance to confuse incoming enemy missiles. The more decoys you deploy, the better your chance to avoid a missile, but your fighter carries only a finite number of decoys.

[Ctrl][E] will eject you from the cockpit. Once you eject, the battle is over for you, but you are much more likely to live to fight another day. Of course, Confed takes a dim view of pilots who eject from an undamaged or lightly damaged ship.

Views

Using the 12 function keys, you can view the battle from a number of different angles and perspectives.

Forward View (F1) The default view, looking out over the nose of your fighter. This key can be used to return to the forward view from one of the other views. Also, this key cycles your front view from a view with gauges and cockpit superstructure visible, to a view with no cockpit visible, to a view of open space with no cockpit or gauges.

Left View (F2) This view looks out to the left of your craft.

Right View (F3) This view looks out to the right of your craft.

Rear View (F4) This view looks out to the rear of your craft.

Chase Cam (F5) This view deploys a camera that follows your craft at a fixed distance.

Object Cam (F6) This will display any targetable object in viewing range, friendly or enemy. You can toggle through all available objects by repeated pressing of the key. You can rotate around the object being viewed in 360 degrees with your mouse, joystick or arrow keys (depending on the device you have selected).

Ship **Point-of-View Cam** (F7) This projects a forward-looking view from the perspective of any ship in range, friendly or enemy.

Missile Cam (F8) This key toggles the missile cam on and off. If it's on, whenever you fire a missile you will get a forward-looking view from the nose of the missile, from launch until impact. When no missile is fired, you can use the other view options normally.

Death Cam (F9) This key toggles the death cam on and off. If it's on, any time your current target is destroyed, your screen will automatically display a close-up of the explosion.

Fly-By Cam (F10) This key shows your ship in a series of fly-by views.

Drop Cam (F11) This drops a stationary camera immediately behind your ship.

Target **Target Cam** (F12) This view shows a ship in the foreground, in perspective with its current targeted object. *Track*
Pressing the key a second time reverses the relationship, with the targeted object in the foreground. *Not currently true*

Options

The game options menu allows you full control over video, audio and gameplay.

There are three distinct options screens. You can access any screen from any other by clicking on the appropriate button with your pointing device (left-mouse-click, joystick trigger, or arrow keys and **Spacebar**). The option screens are:

AUDIO & VIDEO SPECIAL EFFECTS GAMEPLAY

Each screen has buttons for the following.

~~DEFAULT~~ Re-load the default settings for your system.

~~KEYBOARD~~ Display keyboard layout.

CANCEL Leave without saving.

OK Save and exit options.

Load
Save

Audio & Video

Volume Controls

Music. Slide to adjust music volume.

SFX. Slide to adjust sound effects volume.

Movies. Slide to adjust movie volume.

Movie Options

All. You will see all the between-mission movies in the game, as the game progresses.

Plot-Critical. You will see only those movies that contain crucial information to complete the game.

None. You will see no between-mission movies.

In-Flight Comms

All. Plays all in-flight messages.

Plot-Critical. Plays only those messages that contain crucial information to complete the mission or the game.

None. No in-flight messages will be played.

Audio Options

Bitching Betty. This toggles on and off the computer voice that provides in-flight status advisories.

Engine Rumble. This toggles your fighter's engine rumble sound on and off. *on*

Video Options

Subtitles. Enables written subtitles, in addition to spoken dialog.

Gamma. The gamma correction bar allows you to increase or decrease visual contrast, to provide the best possible image on your monitor.

Special Effects

Standard Effects. These effects may be toggled off if you wish to widen your view and reduce visual clutter during combat (at the expense of some visual realism).

Cockpit Struts.

Missile Trails

Advanced Effects. These options are available on any system, but may require disproportionate system resources on systems without a 3-D accelerator card. Turning them off may enhance game performance at the expense of some visual realism.

Muzzle Flash.

Fog.

Super Detail Levels.

Point Lights.

Palette Flash.

Accelerated Effects. These options are available only on systems with a 3-D accelerator card.

Textured Space

Lens Flares

Colored Light

Translucency

Gameplay

Difficulty. There are five distinct levels of game difficulty in *Wing Commander: Prophecy*. As the difficulty level goes up, the enemy becomes smarter and more aggressive. Default difficulty level is Veteran. The five levels, in ascending order of difficulty, are:

Ace,

Rookie

Veteran

Ace

Hero

Nightmare

Control Type. You must pick one and only one type of primary input device for the game. However, note that there are a number of functions which can be performed only from the keyboard. These will, of course, work even if Joystick or Mouse is selected as the primary input device.

Joystick

Mouse

Keyboard

Other Controls. Throttle controls and rudder pedals are special peripheral input devices designed for flight simulations. If you own such devices, you may use either or both with any of the three primary input choices above.

Throttle

Rudder

Cockpit Options. These are special in-flight options.

Persistent Gauges. Normally, your power and shield allocation gauges only appear when you toggle the correct key command. This option makes them a permanent part of your cockpit readouts.

Auto Camera Switching. This option will automatically switch you back from an external view to your forward cockpit view if something dangerous happens (i.e., you take damage, or are acquired as a missile target).

Invulnerability. This cheat makes it impossible for your ship to take damage.

MULTI-PLAYER

In addition to the main plot, *Wing Commander: Prophecy* also supports multi-player play in head-to-head, cooperative or team scenarios. Up to eight players can fly together or against each other.

In order to play multi-player scenarios, all participants must have *Wing Commander: Prophecy* installed on their system, and a *Wing Commander: Prophecy* CD in their drive.

From any screen in the setup process, you may click on CANCEL to return to the previous screen.

The following connection types are supported.

IPX

Requires an IPX-compatible local network connection. Up to X players may join in a game.

Modem

Links two players over a phone connection. A clean phone line connection over at least a 28,800 BPS modem is required.

Null Modem

Allows two players to play together over a physical cable connection.

Scenarios

Arena

It's a free-for-all in space. Pick your ship and try to kill them before they kill you.

Capture The Flag *Teams Co-operative*

Compete with other teams to capture their flags while defending yours.

Fair Fight

Two teams build equivalent fleets with a set number of points, then pit them against one another.

Warlords

Try to destroy your enemies' cargo boxes while defending your own.

Cargo Alley

Friendly transports jump in and jump out. Team up with your friends to defend them.

Defender

Team up to defend a friendly vessel from alien or Kilrathi bombers.

Gauntlet

Wave after wave of enemy ships swarm through a jump point. Each wave is harder than the last.

Starship

A team attack on an alien starship. If you beat the first challenge, harder targets await.

Football

Grab the ball, pass to your teammates, and try to get it to your goal before you're hit. Bump the opponent to knock the ball loose.

Setup

The multi-player scenarios are extremely customizable. This section explains how to start, configure or join a multi-player game.

Connection Type

The first thing you will be asked upon starting a multi-player game is what kind of connection you will be using: IPX network, modem or null modem cable.

If you select modem, you will be taken to a screen where you can select the comm port to which your modem is connected.

The Lobby

Once you pick a scenario, you will be taken to the Lobby, the hub of all multi-player *Wing Commander* games.

The left side of the Lobby is the SERVER list. This is a list of every game currently active in the network (in modem or null modem games, obviously, there will be no more than one server game available). Game names are the callsigns of the player who set them up (the "owner").

If you're thinking about joining a game, you may click on its name in the server list to view the scenario, options and players for that game. When you find a game to your liking, you may click on the JOIN button to play.

The first thing to do upon arriving in the Lobby is to enter your CALLSIGN in the upper left corner of the lobby. Your default callsign is "Player," but IPX will not allow two people with the same callsign into the same game. Until you have a callsign, you cannot start a game, join a game or chat. Your callsign can be up to 12 characters long.

At the bottom of the Lobby is a text window. This contains status messages from the game, and text chat between players.

Are all these definitely in game?

To **chat**, simply enter your message in the indicated area at the bottom of the text window.

New Game

Click this button in the Lobby to set up a new multi-player game. Once you start a new game, you are the owner of that game. Only you can modify and control it from your system.

The first thing you must do to start a new game is select the type of scenario you wish to play. See p. XX.

When you start a new game, your callsign will appear in the SERVER window to let other players know that you have a game available.

As the owner of the game, you can do the following:

Lock Game. Do this when you have all the players you want.

Eject Player. Use this to remove any player from your game, or to remove an AI player from a team.

Add to Team. You can assign AI players to teams. (Human players join teams on their own.)

Configure Options. See p. XX.

You also have all the player options described below, under "Join," of course.

Join

When you Join someone's game, your options are rather limited. You may:

Select your ship. From the ships available in that scenario.

Join a team. In team-play scenarios. Or join a wing in cooperative scenarios.

All other elements of play are controlled by the owner.

Options

There are numerous options in all multi-player scenarios, which can be configured by the game's owner. Note that some of the options below may only appear in certain scenarios.

Power Ups. This toggle determines if there are power ups, in the form of additional gun and missile types, floating in the play area. If power ups are enabled, any player flying through a power up will receive that gun or missile.

Asteroids. This toggle fills the area with large chunks of floating rock to serve as obstacles or cover.

Missiles. Missile combat may be toggled off, for guns-only dogfighting.

Friendly Fire. When friendly fire is toggled OFF, you cannot damage another player on your team, even by accident. When friendly fire is ON, your teammates will take damage if you fire on them.

Infinite Radar. This allows you to set the radar range to short, medium, long or infinite. Note that in the single-player game, infinite radar is the norm (you can see every other ship at your nav-point/play area in the radar screen).

Regen Limit. Allows you to set a variable number of "lives." When a ship is destroyed, this option allows the player to come back into the game up to the set number of times.

Time Limit. This simply allows you to set the maximum time which the game will run.

Kill Limit. This option allows you to end the scenario when any player reaches the set number of kills.

Opponents. In scenarios where you fly against computer-controlled enemies, this allows you to make those enemies other Confed ships, the mysterious alien enemies of *Wing Commander: Prophecy*, or the Kilrathi.

Fleet Size. In the Fair Fight scenario, this allows you to set the size of your fleet. Each fighter in the game receives a numerical value, and you may "buy" ships until their combined value equals the number of points in your fleet. (If the total number of ships in all fleets is greater than eight, extra ships will be held in reserve, and may be occupied and flown by pilots whose original ship is lost).

Human Players. This line is a display only, it cannot be modified by the owner. It shows the number of human players currently in the game.

AI Players. If you do not have a full X players, you may fill the remaining slots with computer-controlled "players." The total number of human and AI players may not exceed eight.

Teams/Wings. You may divide your players into up to four teams. In general, the term "teams" is used for head-to-head scenarios, while "wings" is preferred in more cooperative scenarios.

Need info on multiplayer weapons, cloaking, powerups, etc.