WING COMMANDER®

PRIVATEER™

REFERENCE GUIDE

Beginning Play. The *Install Guide* tells you how to install *Privateer*. After installation, change to the directory in which you installed the game (default is \PRIVATER). Type PRIV [Enter] to begin play. Press [Esc] to bypass the Introduction. (When you first play the game, you should watch the introduction — it provides important background information.)

Title Screen

To select an option, click on it, press [N], [L], [O] or [Q], or use [↑], [↓], [←] and [→] to place cursor over it, then press [Enter].

NEW ([N]). Asks for your character's name and callsign. After giving them, you begin play.

LOAD ([L]). Shows list of saved games (if any); select one to load it. (You can also load a saved game from within the game, using your Personal Computer.)

OPTIONS ([O]). Allows you to adjust game options. (During play, [Alt][O] reaches these options.) (see Options Screen).

QUIT ([Q]). Exits to DOS. (During play, [Alt][X] exits to DOS.)

Options Screen

During play, [Alt][O] reaches these options. To select one, click on it, or use [↑], [↓], [←] and [→] to place cursor over it, then press [Enter].

UNLIMITED AMMO. Prevents energy drain when firing guns, allowing you to fire indefinitely. ***Important Note:*** *If you have* UNLIMITED AMMO *selected at any time after accepting a mission and before completing it, that mission is considered a failure — you will not be paid for it.* UNLIMITED AMMO *is a cheat that allows you to practice combat under favorable conditions.*

INVULNERABILITY. Prevents your ship from taking any damage. ***Important Note:*** *If you have* INVULNERABILITY *selected at any time after accepting a mission and before completing it, that mission is considered a failure — you will not be paid for it.* INVULNERABILITY *is a cheat that allows you to practice combat under favorable conditions.*
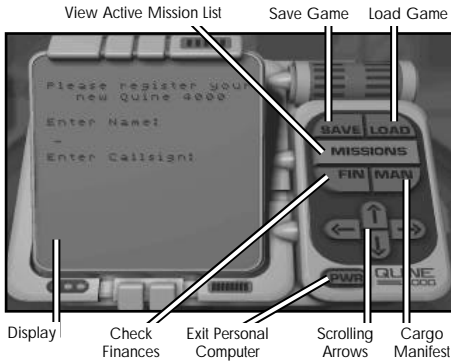
JOYSTICK CALIBRATION. If your cursor drifts or your ship turns in space when you are not controlling it, select JOYSTICK CALIBRATION, then follow the instructions that appear on the screen.

MUSIC, SOUND FX. Click on these to toggle music and sound effects. If you change your sound card or port configuration, follow the *Install Guide* instructions and rerun the install program.

MOUSE, KEYBOARD, JOYSTICK. To move around at a base, you can use the mouse, keyboard or joystick. When piloting through space, however, only one may be used at a time. Select the device (MOUSE, KEYBOARD or JOYSTICK) you want to use for piloting.

RESUME, CANCEL. Click RESUME to return to the title screen or to where you left off in the game. Click CANCEL to undo any changes you made on the Options Screen and return to where you left off.

Personal Computer

View Active Mission List — Save Game — Load Game

Display — Check Finances — Exit Personal Computer — Scrolling Arrows — Cargo Manifest

Your Personal Computer is only available at a base. All information it provides is available through your MFDs and nav map during space-flight. It cannot be accessed while you are interacting with another computer (at the screens for the Commodities Exchange, Mission Computer, Ship Modification, Software Dealer's or Guilds' computers).

To access your Personal Computer, type $\boxed{C}$ or simultaneously click both buttons of your mouse or joystick.

To exit, click on PWR at bottom of unit, or $\boxed{Esc}$.

SAVE. ($\boxed{S}$ or SAVE.) Type a name for your game, and press $\boxed{Enter}$. Once you've named a save game you cannot amend or delete its name, but there is no limit to the number of saved games you may have. If you have more than one screen of saved games, click on $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to scroll through available screens.

To save over an existing game, click on the name of the previous saved game — it will appear in the box — then click on SAVE again. You cannot save over an old saved game unless you use the same name. Using the same name will automatically over-write the previous saved game.

LOAD. ($\boxed{L}$ or LOAD.) Type the name of the game, then press $\boxed{Enter}$ (or click on the name and then on LOAD again). If you have more than one screen of saved games, click on $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to scroll through screens.

MISSIONS. ($\boxed{M}$ or MISSIONS.) Click on $\boxed{\uparrow}$ and $\boxed{\downarrow}$ to scroll through all currently active missions. For each mission, the display will inform you of its type, where it is, its requirements and its compensation. If a mission you have accepted does not appear, you have either fulfilled its requirements or failed it by landing before the objectives had been fulfilled.

FIN. ($\boxed{F}$ or FIN.) This is your current balance of credits.

MAN. ($\boxed{C}$ or MAN.) This lists all items in your cargo hold, the quantity of each and the space remaining in your hold.
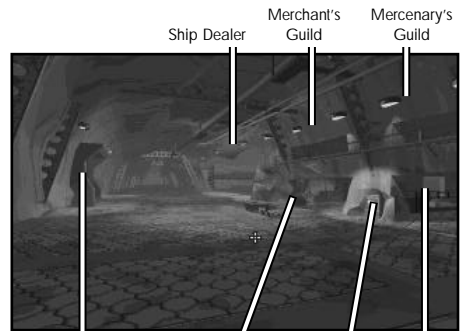
Base Locations

Every base has some or all of the following locations. You may interface with any of these screens using mouse, keyboard or joystick. In addition, you can $\boxed{Tab}$ through the available "hot spots" and hit $\boxed{Enter}$ to go to the selected location. If a monitor has one or more arrow buttons, click on them to scroll through available selections.
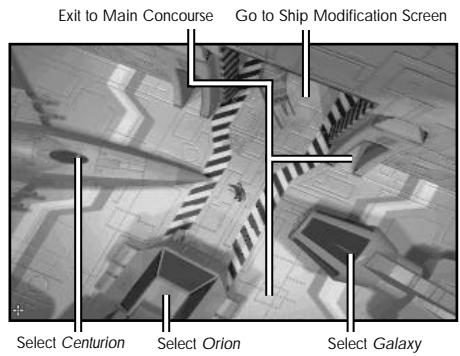

Tarsus (click to take off) — To Main Concourse

Hangar. This is the first place you see on any base. From here you may go to the Main Concourse or launch into space.
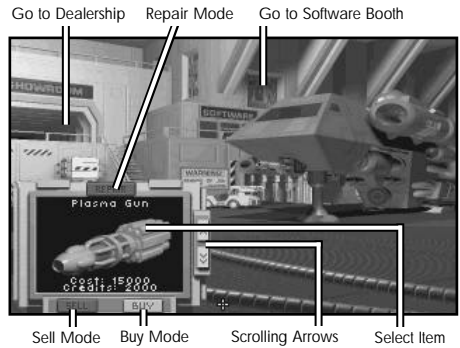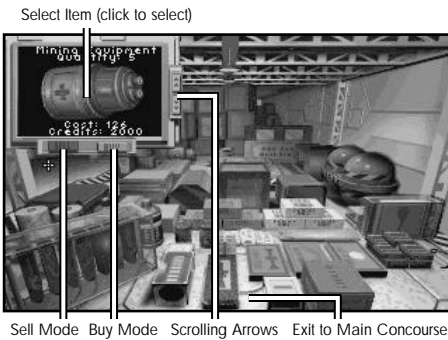

Ship Dealer — Merchant's Guild — Mercenary's Guild

Hangar — Bar — Mission Computer — Commodity Exchange

Main Concourse. These vary significantly from base to base. All businesses are located just off the main concourse of each base.

Fixer   Exit to Main Concourse   Bartender

Bar. Bars are extremely useful as sources of information and work. Bartenders will share current rumors, and some patrons offer lucrative and interesting missions.

Select Item (click to select)

Sell Mode   Buy Mode   Scrolling Arrows   Exit to Main Concourse

Commodity Exchange. This is where all trade occurs. The trading interface (the monitor in the upper left corner) defaults to Buy mode.

To **buy one** of an item, left-click on its image on monitor. To **buy all** of an item, right-click on it.

Click on SELL to place the unit in Sell mode. To **sell one** of an item, left-click on its image on monitor. To **sell all** of an item, right-click on it. (If you know that you have an item in your hold and it does not appear in Sell Mode, the base either does not want it or refuses to accept it. For example, New Constantinople, the capital, refuses to accept the illegal drugs Brilliance and Ultimate.)

Exit to Main Concourse   Go to Ship Modification Screen

Select *Centurion*   Select *Orion*   Select *Galaxy*

Ship Dealer. There are three types of ship available to you. If you are ready to buy a ship, click on the one you want and the salesman will offer you a deal. If you have too much cargo for the new ship, he will recommend that you sell part of your cargo and then come back. If you cannot afford the new ship, he will tell you so. When you buy a new ship, you will be credited for the trade-in value of your old ship, plus the current value of any modifications.

Go to Dealership   Repair Mode   Go to Software Booth

Sell Mode   Buy Mode   Scrolling Arrows   Select Item

Ship Modification. Select BUY, SELL or REPAIR. Click on an item to purchase, sell or repair it (depending on the mode you've selected). If an icon appears when you buy something, drag it to the location on your ship where you would like to place it.

Software Booth. Select BUY, SELL or REPAIR for scanners and maps. Click on the arrow buttons to scroll through the available equipment or (if purchasing) click on the item you are interested in and it will appear in the monitor. To buy, sell or repair the item, click on it in the monitor (when it is in the appropriate mode).

View Mercenaries' Mission Computer

Speak to Guild Officer   Exit to Main Concourse

Speak to Guild Officer

View Merchants' Mission Computer   Exit to Main Concourse

Mercenaries' Guild. The Mercenaries' Guild brokers combat missions, include bounty, attack, patrol and defend base missions. You must join the Guild to fly their missions. Talk to the representative to join. There's one-time 5,000 credit fee. After you've paid this, click on the computer to view available missions.

Merchants' Guild. The Merchants' Guild brokers missions related to trade routes, including bounty and cargo missions. You must join the Guild to fly their missions. Talk to the representative to join. There's a one-time 1,000 credit fee. After you've paid this, click on the computer to view available missions.
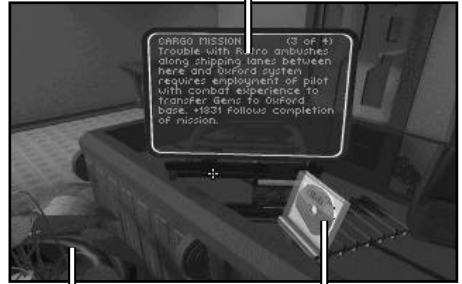
Accept Displayed Mission

Exit to Mercenaries' Guild   Select Mission

Accept Displayed Mission

Exit to Merchants' Guild   Select Next Mission

Click on the screen to activate the computer. When it's done scanning for available missions, click on a CD to view a mission. To accept a mission, click on the ACCEPT button (the disk will disappear). To go back to the Guild office, click at the bottom of the screen.
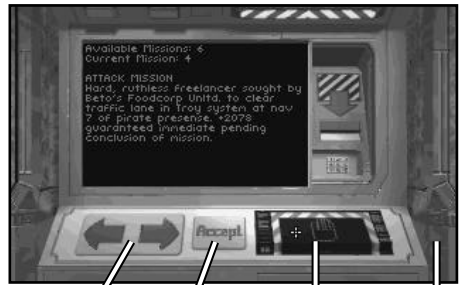
Click on the screen to activate the computer. When it is done scanning for available missions, click on a CD to view a mission. To accept a mission, click on the screen (the disk will disappear). Exit back to the Guild office by clicking at the bottom of the screen.

Mission Computer. Activate by clicking on the palm icon. When you find a satisfactory mission, click on the ACCEPT button. A mission that you accept no longer appears in the mission computer (it is summarized in your Personal Computer).
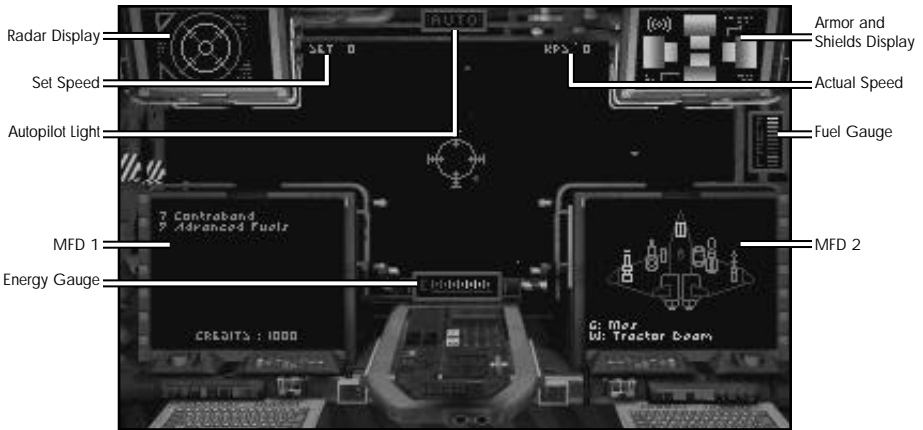

Scroll through   Accept Displayed   Activate Mission   Exit to Main
Missions   Mission   Computer   Concourse

Missions

Missions from the Mission Computer or either guild follow the same guidelines. An accepted mission occupies one of your mission slots until you attempt it. A cargo mission is attempted as soon as you leave the base. All other types of missions are attempted when you approach any of the nav points designated by the mission. You are automatically paid as soon as you complete any mission (and land at a base). If you land between attempting and completing a mission, that mission is considered a failure — do not attempt a mission if you plan to land at another base before completing it. In particular, do not take cargo missions to different bases — the second mission will be logged as a failure when you land to complete the first mission.

Flight

Though the cockpits of the four ships you can fly may seem different, they are substantially the same. All cockpits have the following systems.

Fuel. Used only for jumps between systems. Once you have purchased a jump drive, you may make up to six jumps. You are automatically refuelled at every base, but make sure that your sixth consecutive jump is into a system with a base.

Energy. Used for propulsion, afterburners and maintaining shields. Use your energy wisely — e.g., when you're firing energy-depleting guns, avoid using afterburners.

Available energy may be increased by purchasing engine upgrades. Without a sufficient engine upgrade, it is difficult to support the other systems you've purchased.

Shields and Armor. S cycles through active shield levels (by thirds, unless you have only Level 1 or 2 shields). Indicator shows damage to shields and armor.

Speed. SET indicates the speed your ship is trying to maintain. KPS shows current speed. $Backspace$ sets speed to zero. Tab ignites afterburners (if available).

To increase / decrease speed:

- Keyboard: Press $+$ / $-$.
- Mouse: Hold right mouse button down and move away from you/toward you.
- Joystick: Hold joystick button 2 down and push forward/ pull back.

Radar. The center circle indicates objects in front of you; the quadrants indicate objects to sides, top and bottom; the outer ring indicates objects behind you. Low-level scanners show all objects in gray. With more sophisticated scanners, objects are color-coded:

- *Red*   Hostile fighter.
- *Dark Blue*   Friendly fighter.
- *Yellow*   Missile.
- *Orange*   Neutral, retrievable object.
- *Light Blue*   Jump sphere.
- *Gray*   Base.

Multi-Function Displays (MFDs). The *Tarsus* and *Centurion* each have one MFD; the *Orion* and *Galaxy* each have two. All MFD options can appear on either screen. ⌑ cycles through options on a single MFD, or the left MFD in ships with two screens. ⌑ cycles through the right MFD options. An MFD can display the following information:

Destination. ⌑ displays your selected destination, your distance from it and your current system location. If you cannot autopilot while this MFD is on-screen, it will tell you why.

Examine Target. ⌑ displays an outline of your target, showing its shield and ship damage, as well as its range. With the better scanners, the object will be identified by type.

View Object. ⌑ displays a camera view of the currently targeted object. ⌑ toggles between a zoomed in and a more distant view. (This won't appear on a ship without a scanner.

Report Damage. ⌑ displays vital ship components and indicates their status:

- *Green*   Intact system.
- *Yellow*   Slightly damaged.
- *Orange*   Damaged.
- *Red*   Severely damaged.
- *Gray*   Irreparably destroyed.

Cargo Manifest. ⌑ displays your current cargo loadout and available credits. A number precedes each cargo listing. Typing that number calls up a more detailed listing. From the detailed report, ⌑ brings you back to the main manifest screen.

Weapons and Gun Loadout. ⌑ or ⌑ displays your ship's weapons loadout. ⌑ cycles through and activates all launcher options (missile, torpedo, tractor beam) in turn. ⌑ cycles through and activates each possible gun permutation in turn.

Communications. ⌑ displays the Communications MFD. If you are able to communicate when you pull up this MFD, a numbered list of messages you can send appears. Press the number of the desired message to broadcast it. (If there is more than one person to talk to, you must first select the number of the person you wish to speak to, then select your message.) You can communicate with any current target or base in the system. When a pilot decides to communicate with you, his image appears on your MFD.

Activate Guns. To activate guns directly from the keyboard (without pulling up the MFD screen), press ⌑, ⌑, ⌑ or ⌑. Each activates a different selection of guns.

Jump. You must have a jump drive to jump between systems. Fly into a jump point (a foggy blue sphere) and press ⌑. You are vulnerable for a few seconds as your jump drive powers up. You may jump six times with a full tank of fuel. Be sure that you have a map which includes the system you are jumping to.

Targeting System. Your targeting system activates automatically and targets one ship at a time. ⌑ cycles your system through available targets if there is more than one in sight. With the more sophisticated scanners, ⌑ locks a target — the targeting brackets around it on your HUD become a solid box, and the target is indicated with a small cross on your radar.

A missile lock is required for Friend-or-Foe (FF), Heat Seeker (HS) and Image-Recognition (IR) missiles. When you have acquired a missile lock, a diamond appears over the target in brackets.

ITTS. If your scanner supports it, use ⌑ to activate your ITTS. It computes by how much you have to lead your target to hit it. There is a different color-coded ITTS cross for each gun type:
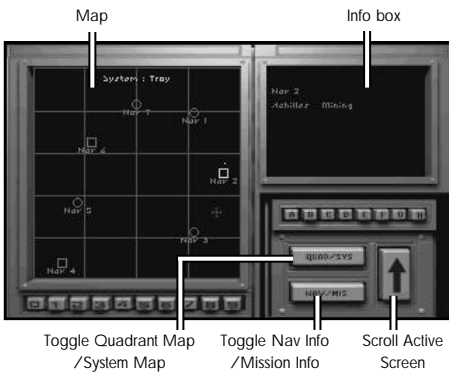
- *Turquoise*   neutron gun
- *Off-White*   meson blaster
- *Peach*   ionic pulse cannon.
- *Gray*   mass driver.
- *Salmon*   particle cannon.
- *Bright Red*   laser.
- *Dark Red*   plasma cannon.
- *Purple*   tachyon blaster.

Expel Cargo. Press X to expel your cargo into space.

Tractor Beam. Press W and cycle through weapons until your tractor beam is selected. "Fire" at a retrievable object (such as expelled cargo or space salvage) to draw it into your cargo hold.

Autopilot. Press A to autopilot when the gauge marked AUTO in your cockpit is lit. (It is lit only when there are no hostile fighters or asteroids in range.) The autopilot deactivates automatically when you are approaching a hazard or when you have reached your destination.
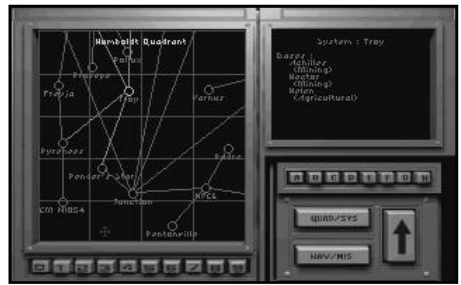
Navigation System. Press N to view your nav map. This is the only way to find landmarks in space and to access the complex navigational information you will definitely need.

Map — Info box

Toggle Quadrant Map /System Map — Toggle Nav Info /Mission Info — Scroll Active Screen

Initially, the system map is displayed. (N toggles to the system map from the quadrant map.) Type N or click on the large arrow button repeatedly to cycle through its nav points. Clicking on a nav point also selects it.

System map color-coding:

- *Green Circle*   Nav point — usually a buoy.
- *Green Square* Base where you can land your ship. Selecting a square gives more information in the info box.
- *Blue Circle*   Jump point.
- *Yellow*   Currently selected nav point.
- *Bright Red*   Nav point containing mission objective.
- *White Dot*   Location of your ship.

Q toggles to the quadrant map. Type Q or click on the large arrow button to cycle through each available quadrant map. Click on a system to select it.

Quadrant map color-coding:

- *Dark Blue line* Jump tunnel between systems.
- *Light Blue line* Jump tunnel currently available.
- *Yellow*   Currently selected system.
- *Light Green*   Your current system.
- *Red*   System containing mission objective.

NAV/MIS toggles between mission listings and nav information. M calls up all mission listings. Use M or click on the large arrow button to scroll through mission information. Use I to return to the information box.

Mission list color-coding:

- *Bright Red*   Remaining mission task.
- *Dull Red*   Accomplished mission task.
- *Yellow*   Usually helpful, but not always necessary for mission completion.

QUAD/SYS toggles between system and quadrant maps.

Esc exits nav map and accepts selected nav point as current destination.

Pause Game. P pauses the game. Any other key resumes gameplay after pausing.

Player Options. Alt O displays the Option Screen at any point in the game.

Exit to DOS. Alt X terminates game and exits to DOS.

Self-Destruct. Alt D explodes your ship and takes you back to the title screen, where you can load a saved game and re-fly the mission.

Prices

All prices are given in credits.

Ships

Orion	75,000
Galaxy	150,000
Centurion	200,000

Afterburner — 3,000

Armor

Plasteel Armor	1,000
Tungsten Armor	1,500

Cargo Expansion — 5,000

ECM

Level 1	5,000
Level 2	15,000
Level 3	30,000

Engines

Level 1	10,000
Level 2	30,000
Level 3	60,000
Level 4	100,000
Level 5	150,000

Jump Drive — 10,000

Nav Maps

Clarke	2,000
Fariss	2,000
Humboldt	2,000
Potter	2,000
All Maps	5,000

Repair Droid — 30,000

Shield Generators

Level 1	10,000
Level 2	30,000
Level 3	50,000
Level 4	100,000
Level 5	150,000

Scanners

Iris Mk I	10,000
Iris Mk II	30,000
Iris Mk III	60,000
Hunter 6	30,000
Hunter 6i	50,000
Hunter Infinity	80,000
B & S Tripwire	40,000
B & S E.Y.E.	70,000
B & S Omni	100,000

Tractor Beam — 7,500

Turret (any) — 10,000

Guns

Laser	1,000
Mass Driver	1,500
Meson Blaster	2,500
Neutron Gun	5,000
Particle Cannon	10,000
Tachyon Cannon	20,000
Ionic Pulse Cannon	40,000
Plasma Gun	80,000

Missile Launcher — 10,000

Missiles

Dumb Fire	20
Heat Seeker	35
Image Recognition	75
Friend or Foe	100

Torpedo Launcher — 2,000

Torpedo — 15

PRIVATEER™ REFERENCE CARD

Flight

Boost Engine	+	Increases engine power by 2% of max
Cut Engine	–	Decreases engine power by 2% of max
Stop	Backspace	Sets speed to 0
Autopilot	A	Works if destination selected in Nav Map and no danger present
Jump	J	Activates jump drive (if at a jump point)
Afterburners	Tab	Activates afterburners (if available)
Direction	↑, ↓, ←, →	Flight control (pitch and yaw)

Nav Map

Nav Map	N	Calls up map (if no map on screen)
System Map	N	Views system map (if at quadrant map)
Select	N	Selects next nav point (if at system map)
Quadrant Map	Q	Views quadrant map, cycles through available quadrant maps
Mission Status	M	
Information	I	Returns to information box from mission status
Cursor	↑, ↓, ←, →	Moves cursor
Select	Enter	Selects item under cursor
Accept	Esc	Accepts current destination and returns to cockpit

Combat

Target	T	Switch targets
Lock	L	Locks current target
ITTS	I	Toggles ITTS on/off
Fire Weapon	Enter	Fires weapon (selected launcher or tractor beam)
Fire Gun	Spacebar	Fires selected gun or guns
Weapon	W	Activates next weapon (launcher or tractor beam)
Gun	G	Activates next gun permutation
1st Gun	1	Toggles first gun type on/off
2nd Gun	2	Toggles second gun type on/off
3rd Gun	3	Toggles third gun type on/off
4th Gun	4	Toggles fourth gun type on/off
Shield Level	S	Cycles through levels
Expel Cargo	X	

MFDs

MFD 1	[	Cycles through MFD 1's options
MFD 2	]	Cycles through MFD 2's options
Report Damage	R	
Destination	D	Also tells why you can't autopilot, use tractor beam or jump
Examine Target	E	
Communications	C	
Cargo Manifest	M	(Use number to view within type; M then returns you to main manifest.)
View Object	V	
Zoom	Z	Toggles zoom with View Object MFD
Gun Loadout	G	
Weapons Loadout	W	

Cameras

Forward	F1	Turret 1	F5	(if available)
Left	F2	Turret 2	F6	(if available)
Right	F3	Missile Camera	F7	(Toggle on/off)
Back	F4	Chase Camera	F8	
		Theater Camera	F9	(Not available in asteroid fields)

AT BASES

Personal Computer

Personal Computer	C	Current Missions	M
Save Game	S	Current Finances	F
Load Game	L	Cargo Manifest	C

Commodity Exchange and Ship Modification

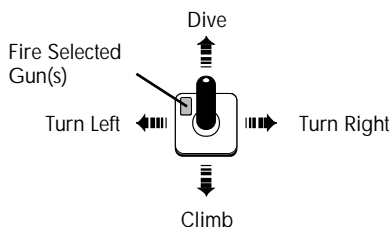|		
Buy All	Alt Enter	(In BUY mode with cursor on item)
Sell All	Alt Enter	(In SELL mode with cursor on item)
Buy One	Enter	(In BUY mode with cursor on item)
Sell One	Enter	(In SELL mode with cursor on item)

GAME INTERFACE

Pause Game	P	Option Screen	Alt O
Exit to DOS	Alt X	Self-Destruct	Alt D

JOYSTICK CONTROL

At Base
Personal Computer   *Joystick buttons 1&2*

In Commodity Exchange
Buy/Sell All	*Joystick button 2*
Buy/Sell One	*Joystick button 1*

Joystick

Dive
Fire Selected Gun(s)
Turn Left ◄— —► Turn Right
Climb

Joystick (while pressing button 2)

Increase Speed
Fire Selected Weapon
Roll Left ◄— —► Roll Right
Decrease Speed

MOUSE CONTROL

At Base
Personal Computer   *Left & right mouse button*

In Commodity Exchange
Buy/Sell All	*Right mouse button over item on monitor*
Buy/Sell One	*Left mouse button over item on monitor*

Mouse

Dive
Fire Selected Gun(s)
Turn Left ◄— —► Turn Right
Climb

Mouse (while pressing right button)

Increase Speed
Fire Selected Weapon
Roll Left ◄— —► Roll Right
Decrease Speed