Table of Contents

BASIC FLIGHT

Taking Off and Landing

Planetary takeoffs and landings are automatically controlled by the local Off-Planet Control (OPC). Similar control units handle docking procedures at space stations.

Once you have entered your ship (which you do whenever you click on the LEAVE [NAME OF LOCATION] area of a customs screen), takeoff procedures will be initiated automatically. Your ship's computer announces the takeoff procedure; details are displayed briefly on your HUD.

To initiate landing:

1. Press C to call up your Comms VDW.

2. Fly directly toward the planet or station until its name appears in the Comms VDW. (Don't get too close, however, or your ship will burn up in the atmosphere.)

3. Press the number listed in the Comms VDW next to *Planetary Control*.

4. Press the number next to *Permission to land*.

5. Sit back and relax — OPC will take over from here.

In the Cockpit

Page numbers indicate where the item is discussed later in this manual.

IMPORTANT NOTE: Not all of the VDWs pictured on the screen to the left can actually be open at the same time.

3

1. Controlling Your Ship

Move your joystick or mouse around, paying attention to the way the starfield moves relative to your ship. Pull the mouse or joystick back to raise the nose, push forward to lower the nose. Pull to the left to yaw left and to the right to yaw right.

Note: *You can choose your flight controls, calibrate your joystick and flip your flight orientation from the* Options *screen. See* **Options Screen***, p. 28.*

Forward motion is controlled by your throttle. To control throttle with the keyboard:

- ⊞ Increase velocity
- ⊟ Decrease velocity
- [] Accelerate to maximum speed (without afterburners)
- [] Brake to zero

The separate throttle wheel on your joystick allows you to accelerate to max speed (without afterburners) and brake to zero, overriding key commands.

The velocity bar (1) at the top of the HUD shows your current velocity. Also, a vertical bar gauge (28 on the cockpit diagram) appears to the right of your gunsight. The higher the indicator, the faster your speed.

Calibrating a Joystick or Mouse

All ships support several standard control devices.

To select and calibrate a control device:

1. Press [Alt] [O] while in flight to activate the *Options* screen.
2. Choose JOYSTICK (regular one-/two-button joystick), JOYSTICK AND THROTTLE CONTROL (joystick with a CH Products throttle control device) or MOUSE.
3. Select the corresponding CALIBRATE option.
4. Follow the calibration instructions on the right.
5. Click on EXIT to return to space flight.

Note: When calibrating, use [+] and [−] to increase/decrease the joystick dead zone. Make sure the gray dot is in the yellow box before you exit.

2. Afterburners

All ships operating in the Tri-System area are required to have basic afterburner capabilities. Afterburner enhancers, which boost your max afterburn speed, can be purchased through the CCN booth system.

[Tab]   Hold down to afterburn

Remember that afterburner fuel won't last forever, so save it for emergencies. The afterburner fuel bar (2) shows how much fuel you have left; a light on the bar comes on when you are using your afterburners. Afterburner fuel containers are automatically refilled every time you land or dock.

Navigation

3. Traveling From Point to Point

Tri-System space consists of pockets of local space connected by jumps. If there is no planet or major space station in a pocket, it is marked by a navigation buoy. To move from nav point to nav point along your route, you will have to activate your jump drives and jump.

Before you can activate your jump drives, you must select a destination with the nav map (see facing page). Once you have a destination, watch the jump drive bar in the top center of your screen (the smallest bar — 3 on the cockpit diagram). It will turn green when your drives are powered up and you can jump.

J   Jump from nav point to nav point

Note: A ship powering up for a jump is an easy target. For this reason, you cannot jump if there are any hostiles in your area. The jump drive bar will turn red and you will have to eliminate the hostile ships or travel 3600 klicks away from an enemy before you can jump.

Nav Map

All ships for sale through the CCN come with a nav map of all planets, nav points and space stations in the Tri-System. With this map you can plot a course to any of these locations.

Alt N	Call up the Nav Map (while in flight)
R	Rotate Nav Map
C	Center map again
+, −	Zoom in, out

You can also right-click-and-hold on Nav Map — it will then rotate around its center as you move the mouse around.

To make the map easier to read, you can turn some elements on and off:

1	Toggle planets
2	Toggle nav points
3	Toggle nav point numbers (Only if nav points visible)
4	Toggle space stations

Your position on the map is marked by a red dot. To select a destination, left-click on it — your route will be plotted and shown with a red line. Click on EXIT or press Esc to close the Nav Map and return to the HUD.

Nav Map Find Feature

The Nav Map also has a "Find" feature. To search for a location by name or nav number, press [F]. Type in the name or number of the location you are looking for (often the first few letters of a name are enough), then press [Enter] and the computer will select it.

You do not need to type "o" before 1- or 2-digit numbers. To clear your search, press [Enter]. To try begin a new search, type [F] again.

4. Nav Indicators

When you exit the Nav Map and return to the cockpit, thin blue brackets on the viewscreen surround the nav buoy, planet or station that is your current nav point. When this nav point moves off-screen, a small blue arrow in the center of the HUD indicates which way to turn to bring it back into view.

Note: *Never fly directly into a nav buoy — it is a solid object and can damage or destroy your ship.*

Using Jump Gates

When you select a route on the nav map, the number of nav points in the route is displayed in the bottom left of the screen. To shorten some routes, you can use *jump gates* (system jumps) shown as dotted rings connected by yellow lines. You will be charged a 200-credit toll for using this type of jump, but if you've got valuable cargo, it's a good way to avoid hostile pirates.

Because of the toll, nav routes do not automatically include jump gates. To use a jump gate to shorten your route:

1. Select the entry gate as your destination on your Nav Map.

2. Travel to that jump gate, point the nose of your ship toward the jump gate and fly through the ring.

3. The toll fee is deducted from your credit account.(If you do not have 200 credits, you will not be allowed to jump.)

4. After you've jumped, pull up your Nav Map again and choose your final destination.
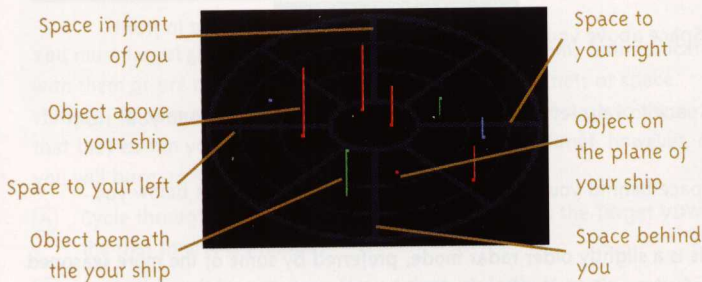
COMBAT

5. Using Radar

Standard radar systems feature two modes — the 3-D Celestial[TSM] and 2-D Patriarch[TSM].

| Alt R | Toggle between radar modes |

Radar Color Coding

- 🔴 Unclassified (assume Pirate or Kindred)
- 🟢 Military
- 🔵 Neutral (most privately owned vessels)
- 🟡 Missiles, debris and canisters
- ⚪ Current target
- ⚫ Nav buoys and stations

3-D Celestial™ Mode

Space in front of you

Object above your ship

Space to your left

Object beneath the your ship

Space to your right

Object on the plane of your ship

Space behind you

The plane of your ship is represented by the elliptical disk. Your ship is in the center of this disk, and objects in space to the front, back, left and right of you ship are displayed on the disk as marked in the picture above.

If an object is in the same plane as your ship (i.e., somewhere on the elliptical disk) it will appear as a small dot. An object above or below your ship (above or below the disk) appears as a small dot with a line leading to the radar disk. The length of the line is an indication of how far the object is above or below you.

The closer a dot (or dot and line) is to the center of the radar disk, the closer it is to you. To bring an object directly in front of you, pick a dot or line on the radar and maneuver until it is a dot on the front of the radar as marked on the diagram above.

2-D Patriarch™ Mode

Space above you

Space in front of you

Space to your left

Space to your right

Space behind you

Space below you
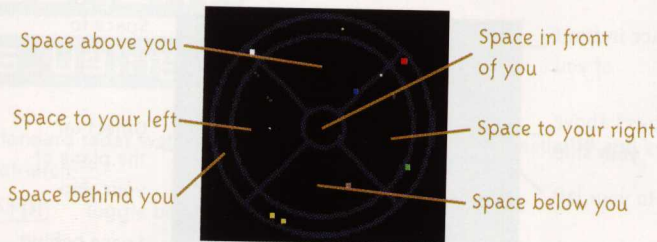
This is a slightly older radar mode, preferred by some of the more seasoned Tri-System pilots. It uses a 2-dimensional circle to represent space around you. The circle is divided into six sections. The outer ring shows the position of ships behind you; the center circle shows ships ahead of you; and the four middle quadrants represent ship positions alongside, above or below you.

To bring an object directly in front of you, pick a dot on the radar screen and maneuver your ship until it is in the center circle of the radar.

6. Radar Range

The bar directly beneath the radar represents radar range. If the entire bar is orange, your radar is reading at maximum range. If only the center section is orange it's at minimum range.

E   Cycle through radar ranges.

max

min
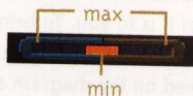
Targeting

You must target ships or objects in space to identify them, communicate with them or fire missiles at them. (You can't target planets or space stations. To communicate with them, simply get close enough to them that they comm you.) Be sure not to fly too close to a planet, however, or you will burn up in the atmosphere.

- [A] Cycle through targets in random order (also opens the Target VDW the first time it is pressed)
- [Z] Cycle through targets from closest through farthest away
- [Q] Target object closest to center of screen (if within 10° of center)
- [W] Target closest hostile
- [S] Target closet friendly

7. Target Indicators

When you target an object, a target box appears around it. If your target moves offscreen, a small arrow indicates which way to turn to bring it back into view. The box and arrow are red if the target is within the standard range of a Stream Laser (Mk 1), and yellow if the target is outside this range.

8. Target VDW

Selecting a target (press A) opens up the Target VDW in the bottom left of the screen. This window displays a line render of the object, the type of object, the registration ID for the object (if available), and the object's speed and range relative to you.

Note: The only way to close the Target VDW is to turn the ship's entire targeting system off (Alt T turns the system off). However, this also locks out all of the targeting keys and hides the target box.

The line render of the object is color-coded according to CIS Color Radar Coding. (See **Radar Color Coding**, p. 10.)

Storing Targets

To store a target for quick recall:

- Target the object.

- Press Shift and a number between 0 and 9.

To recall a stored target (if it is still alive and within range):

- Press the number key you assigned it. (Do *not* press Shift again.)

Note: The Comms VDW has priority over the stored-target function. While the Comms VDW is open, you can't use the number keys to store or retrieve targets.

Match Speed with Target

Pressing ⓍX sets your speed equal to the current speed of your target. If your target is moving faster than your ship can (without afterburners), then your computer will set your speed equal to the highest speed possible (without afterburners).

9. Target Shield/Armor Display

When you fire at a target, a shield/armor status display pops up to the left of the radar. The blue outside ring represents the target's shields, and the yellow inside ring, its armor. Both rings are divided into fore, aft, left and right quadrants. Inside the rings is a red model of the target ship. Flashes of light on this model indicate exactly where the ship is being hit.

Fore

Shields

Armor

Left

Right

Aft
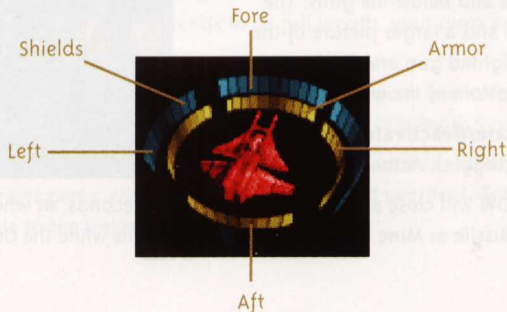
10. Using Guns

All fighters have two or more gun hardpoints. By default, all of these are *active*, meaning that when you pull the trigger, all of them fire at once. (This is called *full guns*.)

[F]　　　　Toggle between **full guns** active and **no guns** active

The Gun VDW displays icons for all of the guns loaded on your ship. Active guns have a red icon; inactive guns have a gray icon.

If you want to activate or deactivate some of your guns:

[G]　**Open/close** Gun VDW (toggle)

[H]　**Cycle** through the guns in the window. Two small arrows scroll above and below the guns. The name and a larger picture of the highlighted gun are displayed at the bottom of the window.

[N]　**Activate/deactivate** the indicated gun (toggle). Active guns are red.

The Gun VDW will close automatically after a few seconds, or when you open the Missile or Mine VDW. You can still fire guns while the Gun VDW is closed.

11. Leading Targets

Your guns fire concentrated packets of electromagnetic energy that move more slowly than the speed of light and must be aimed in front of a moving object in order to hit it. Based on your target's current speed, range and direction, your targeting computer estimates where it will be when your gunfire reaches it. The computer then marks the spot where you should aim with a small orange star. Fire at that and you have a much better chance of hitting your target.

12. Overheating Guns

Using guns excessively will result in their overheating, which means they will fire sporadically or not at all. When the laser temperature bar at the bottom of your screen turns extends to its full length, your guns are in great danger of overheating.

Buying a coolant unit upgrade for your laser weapons can keep you firing longer. Several models are available through the CCN Booth System.

Note: *The only exception to this is the mass ion cannon, which does not use electromagnetic energy and therefore cannot overheat. See p. 12 of Your Guide to the Universe for more details.*

13. Using Mines/Decoys

Mines. Mine launchers sold through the CCN contain 10 mines. Mines float in space where you drop them, and destroy or disable anything that comes into contact with them. They do not discriminate between targets, and it's possible to blow yourself, your wing-man or your cargo ship up with your own mine.

MINES

15

HI-EX MINES

Decoys. Decoy launchers contain 15 decoys. Use decoys to distract incoming missiles and lure them away from your ship. Decoys available through the CCN are effective against all standard types of missile (For more information, see p. 15 of *Your Guide to the Universe.*)

When you press [Backspace], the computer activates a launcher and releases a mine or decoy from it. It will continue to launch mines or decoys from that launcher until the launcher is empty or you choose a different launcher.

Use the Mine/Decoy VDW to manually activate a launcher.

[B]   **Open/Close** the Mine/Decoy VDW

[H]   **Cycle** through the launchers. An arrow scrolls above the launchers, and the highlighted launcher turns red. The type of mine or decoy and number remaining, appear next to a larger green picture of the selected launcher.

[Backspace] **Launch** decoys or mines from the highlighted launcher

The Mine/Decoy VDW will close automatically after a few seconds, or when you open the Gun or Missile VDW. You still can launch mines and decoys even if the Mine/Decoy VDW is closed.

14. Missile Lock Indicator

This icon appears on your screen when a missile locks onto you. Launch decoys until the missile loses its lock and the icon disappears.

15. Using Missiles

MISSILES

SNIPE MISSILE

Note: *For information on missiles available from the CCN, see p. 9 of* Your Guide to the Universe.*)*

The Missile VDW displays all missiles currently loaded on your ship; *active* missiles have a red icon, *inactive* missile have a gray icon. When you press [Enter], any active missile will fire. You can specify exactly which missile fires, or prepare a salvo of missiles to be fired at once with the Missile VDW.

The Missile VDW works just like the Gun VDW (see p. 16):

[M] **Open/Close** the Missile VDW

[H] **Cycle** through the missiles in the window

[N] **Activate/deactivate** the indicated missile

[Enter] **Fire** a missile

When firing a missile, make sure you center the target in your view. This allows the missile to lock. To set a missile salvo, activate multiple missiles. (When you fire off a "salvo," you launch several missiles at once.)

The Missile VDW closes automatically after a few seconds, or when you open the Gun or Mine VDWs. You can fire missiles while the Missile VDW is closed.

Missile Lock

Once you have a missile ready for launch, keep your target onscreen long enough for the missile to lock onto it. The target box closes around the target, and your ship's computer announces: "missile lock."

Assessing Damage

16. Shield/Armor Display

The shield/armor display for your ship appears to the right of your radar and works exactly like the target shield/armor display. See **Target/Shield Armor Display**, p. 15. Your ship appears as a blue profile in this display.

17. Damage VDW

The Damage VDW graphically displays the condition of your ship's systems. Each system is listed next to a bar that normally ranges from red to green. As a system becomes damaged, the green end of its bar begins to disappear. When only the red end of the bar is left, the system is near failure.

[D]   Open the Damage VDW (closes automatically)

Auto repair droids — for sale through the CCN booth system — will repair systems in flight. For information on damage, see *Your Guide to the Universe*, p. 26.

18. Communication

A sub-theta radio system allows you to bark orders at cargo ships and wingmen, request permission to land and dock, taunt hostile ships and query friendlies.

C   **Open/close** the Comms VDW

The Comms VDW displays a numbered list of your current target, your wingman and/or cargo ship, and planets or stations, if you are within their OPC range. The VDW will close automatically after a few seconds.

comms

REPAIR STATION

1 - 9   Press the number next to the object with which you want to communicate

The VDW now displays a list of available communications.

1 - 9   Press the number next to the message you wish to send

If the ship you wish to communicate with is not on the list, cycle through all targets in the area using A. If a planet or space station is not on the list, fly closer to it until its name appears in the VDW.

Note: The Comms VDW has priority over the stored-target function. While the Comms VDW is open, you cannot use the number keys to store or retrieve targets.

ADDITIONAL SHIP FEATURES

Electronic Diary

The electronic diary system stores memos and information on current mission status. It interfaces with onboard computer systems and the PAD.^{TSM}

Alt D	Open electronic diary
NEXT DIARY ENTRY	See next page
PREVIOUS DIARY ENTRY	See previous page

Your available credit (CREDS) and the value of your ship, equipment and cargo are listed under CREDIT. RATING tells you how good a pilot you are — GREEN, APPRENTICE, AVERAGE, etc. NUMBER OF KILLS lists your kill total.

19. E-Mail

During flight, you receive e-mails containing mission offers and other important information. Particularly important info will be automatically logged into your electronic diary. The mail icon flashes as you're receiving e-mail, then the message is superimposed over your screen.

YES/NO	Respond to a mission offer and exit the mail screen (not all e-mails have this option)
EXIT	Exit the mail screen if no offer was made

20. SOS Receiver

When your SOS receiver is active, you will receive emergency e-mail from all over the Tri-System, asking you for help. Rescue missions usually, but not always, offer rewards. The SOS icon appears at the top of the screen when SOS receiver is active.

O   Toggle SOS Distress Receiver on/off

21. Tractor Beam

You sometimes find it necessary to tractor in objects floating in space. The standard fighter tractor beam is capable of maintaining a lock on relatively small objects — an escape pod, a person or at most a cargo bay — and storing them in the hold. The tractor beam icon appears when your tractor beam is engaged.

To operate the tractor beam:

A   Target object you wish to tractor and get close to it (within 25 klicks)

I   Cut velocity to zero

T   Tractor in an object

Y   Release a tractored object/jettison whatever is in your hold

22. Blindfire

This add-on makes your lead indicator (see p. 17) light up when you have centered sights accurately enough to hit with your guns. Blindfire is still available only to military pilots — you will have to make friends high up in the CIS to get one of these installed. The Blindfire icon appears when the system is installed.

23. Nuke 'em

This horrible device emits a blast wave from the vicinity of your of ship powerful enough to annihilate almost everything within close proximity. Damage is worst near the epicenter, dissipating outward.

A Nuke 'em device carries with it a small Synchronic Temporal Warp (STW) generator, which throws you marginally forward in time at the moment of detonation. You "reappear" in the same place after the blast, protected from the carnage of the explosion in the immediate past. STW generators are currently neither powerful nor sophisticated enough to protect any cargo ships or wingmen, however. Point your Nuke 'em away from your travelling companions, and make sure they are far enough away to survive.

[A] Choose a target and maneuver so it is in the center of your screen

[Alt] [S] Release and detonate Nuke 'em bomb

Nuke 'em bombs can be purchased through the CCN. The Nuke 'em icon appears when you have one loaded.

24. BSE

A Binary Sickness Emitter (BSE) device infects its target's computer systems, leaving the target completely defenseless until it can get the systems back on line. The BSE icon appears when you activate the BSE module.

[Alt] [B]   Send a BSE transmission to your current target

Each BSE unit can be used four times. BSE modules can be purchased through the CCN booth system.

25. Signal Filter

A signal filter will give you partial protection from computer viruses being transmitted to your ship in the form of viral coding, viral mines and BSE signals. Given the rate that new viruses are being written, nothing can be 100% effective, but this is better than nothing. Signal filters are available through the CCN booth system. The signal filter icon appears when the signal filter is triggered by an enemy BSE. Once installed, this filter works automatically.

26. RTS

The Return to Sender (RTS) system has a 50% chance of sending a locked missile back to the ship that fired it. The RTS icon appears when it is activated by an enemy missile. Once installed on your ship, your computer will activate the RTS deflector automatically whenever a missile locks on you.

The RTS is currently only available through contacts outside of the CCN. If you are looking for one of these, watch for some shady and/or influential character who might give you one in exchange for a favor.

27. Warp Shields

Warp shields provide invulnerability to all known types of weaponry for 10 seconds. They are extremely expensive, and they only work once. They are not currently available through the CCN, but prototypes are in the last stages of testing and they are expected to hit the market very soon.

[Alt] [W]   Activate warp shields.

Hotkeys

An emergency aid, this screen lists all of the in-flight key commands in the game.

[Alt] [H]	Bring up the *Hotkeys* screen
NEXT/PREVIOUS	Go from page to page
EXIT	Return to the cockpit

Option Screen

The DANNI[TSM] computer system has an internal *Options* screen, which allows you to turn several features on and off. You will also find the calibration routines for flight controls (such as a joystick) here.

[Alt] [O]	Bring up the *Options* screen

Options that are *on* are bright; options that are *off* are grayed out. To toggle an option on or off, click the button next to it.

These options are only available in flight:

HIGH DETAIL LEVEL	When on (default), lighting effects are enabled. Turning this option off can increase frame rates. (Affects spaceflight graphics only.)
JOYSTICK FLIGHT CONTROL	Select joystick without throttle as flight control
JOYSTICK/THROTTLE CONTROL	Select joystick with built-in throttle, as flight control
MOUSE FLIGHT CONTROL	Select mouse as flight control
FLIGHT MODEL ORIENTATION	When on (default), pushing mouse or joystick forward pushes nose down, pulling back pulls nose up. When off, pushing control forward pushes nose up, pulling back pulls nose down.
CALIBRATE JOYSTICK	Click to go to joystick calibration screen
CALIBRATE THROTTLE	Click to go to throttle calibration screen

The following options are also available on the P.A.D. See **Game Options**, in *Your Guide to the Universe*.

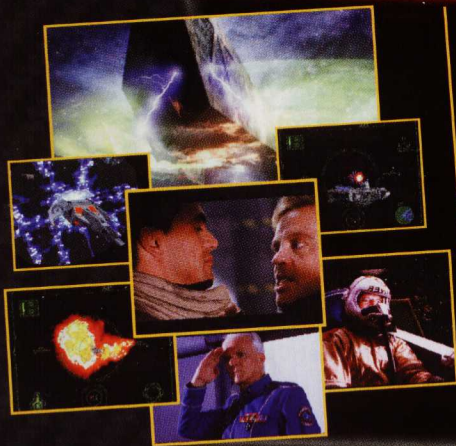|	
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