DELUXE EDITION
PRIVATEER™ 2
THE DARKENING™
REFERENCE CARD

NOTE: *Page numbers in parentheses refer to sections in your* Pilot's Manual *(CD insert).*

FLIGHT CONTROLS (PP.4-5, 15)

`>.`	Roll left*	`<,`	Roll right*
`+`	Increase speed	`–`	Decrease speed
`Tab`	Afterburner (hold)	`X`	Match speed of target
`[`	Set speed to zero	`]`	Increase speed to maximum (without afterburners)

*If using joystick. If using mouse, hold down right mouse button to roll.

NAVIGATION (PP.6-9)

`Alt` `N`	Nav map	`+`	(numpad) Zoom nav map in
`F`	Nav map search	`–`	(numpad) Zoom nav map out
`J`	Jump	`R`	Rotate nav map
`Esc`	Exit nav map/diary		

RADAR AND TARGETING (PP.10-15)

`Alt` `R`	Toggle between radar modes	`Z`	Cycle backward through targets
`A`	Cycle forward through targets	`Alt` `T`	Turn targeting off
`S`	Target nearest friendly	`1`-`9`	Recall stored target
`W`	Target nearest hostile	`Shift` `1`-`9`	Store current target to number key (if Comms VDW closed)
`E`	Cycle through radar ranges		

http://www.replacementdocs.com

WEAPONS (P.16-21)

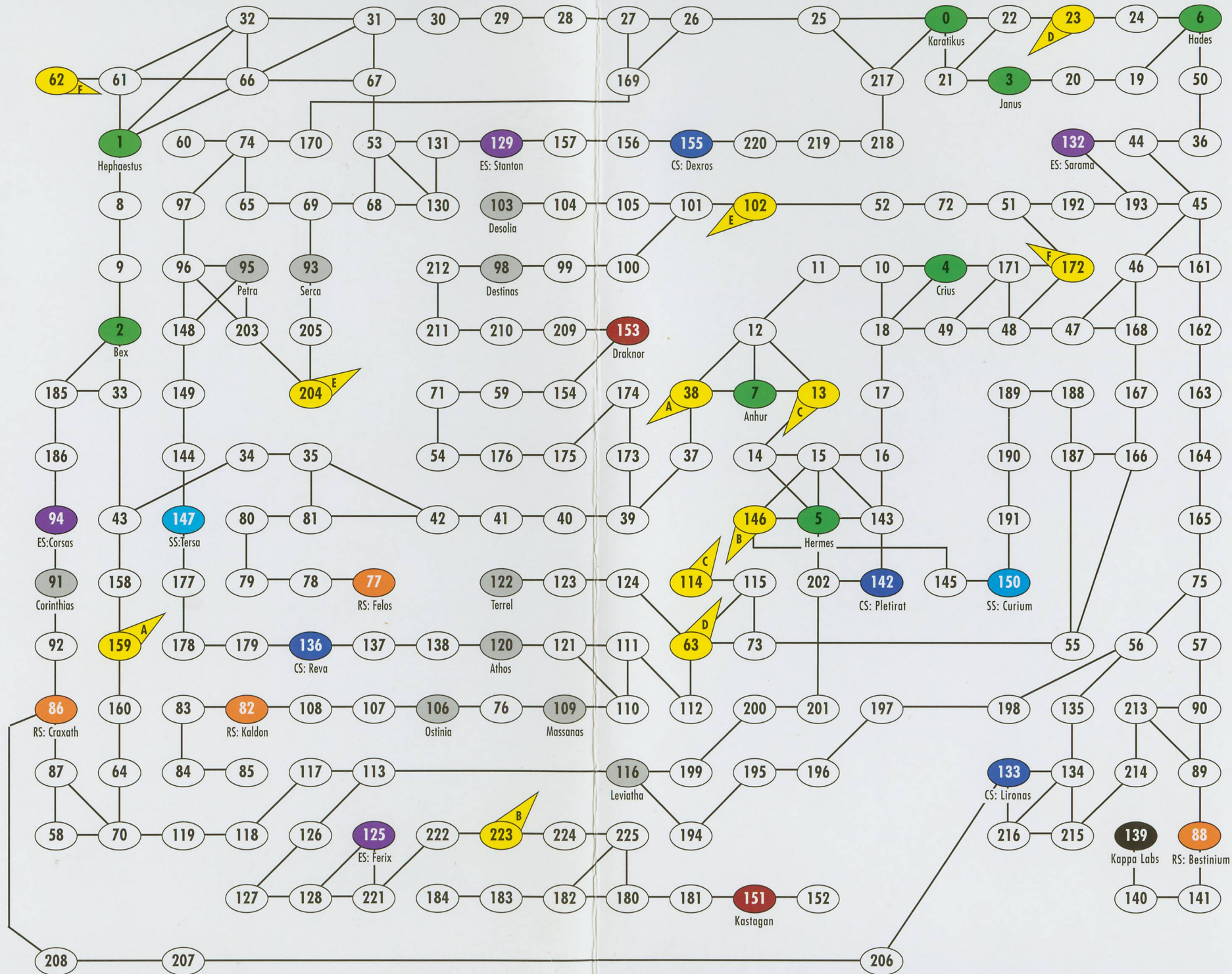|			
`B`	Mines/Decoys VDW (toggle)	`N`	Selected ordnance on / off (toggle)
`M`	Missile VDW (toggle)	`Backspace`	Drop mines / decoys
`G`	Gun VDW (toggle)	`Enter`	Fire missile
`H`	Cycle through ordnance in current VDW	`Spacebar`	Fire selected guns
		`F`	Full guns / no guns (toggle)

VIEW KEYS

Key	Function
ESC	Exit nav map/diary
F1	Front view
F2	Left view
F3	Back view
F4	Right view
F5	Ship view
F6	Target track camera
F7	External view of target
F8	Target chase camera
F9	Fixed camera
F10	Fly-by cinematic
F11	
F12	

Shift 1–9 Store current target to a number (Comms VDW must be closed)

1–9 Recall stored target (Comms VDW closed) or choose comms signal (comms VDW open)

Number row:
- ` ~
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 0
- − (Decrease speed)
- + = (Increase speed)
- | \ (Drop mines / decoys)

TAB row:
- TAB — Afterburner
- Q — Warp shields
- W — Target nearest hostile
- E — Cycle radar ranges / Toggle radar type
- R — Toggle radar type
- T — Tractor targeted object / Targeting off
- Y — Drop tractored object
- U
- I
- O — Toggle SOS / Game options
- P
- [— Speed to zero
-] — Speed to maximum
- \ — Fire missile

CAPS LOCK row:
- CAPS LOCK
- A — Cycle targets
- S — Target nearest friendly / Drop Nuke 'em
- D — Damage VDW / Open electronic diary
- F — Toggle full guns / no guns
- G — Toggle Guns VDW
- H — Cycle through weapons in VDW / Hotkey list
- J — Jump
- K
- L
- ;
- "
- ENTER

SHIFT row:
- SHIFT
- Z — Cycle targets backward
- X — Match target speed / Exit Game
- C — Toggle Comms VDW
- V
- B — Toggle Mines & Decoys VDW / Activate BSE
- N — Select / Deselect weapon in VDW / Open nav map
- M — Toggle Missile VDW
- , < — Roll right (if using joystick)
- . > — Roll Left (if using joystick)
- / ?
- SHIFT

Bottom row:
- CTRL
- ALT
- Space — Fire guns
- ALT
- CTRL

Use the left Alt key for all Alt key commands.

VIEWS

Key	Function
F1	Front view
F2	Left view
F3	Back view
F4	Right view
F5	Exterior ship view (pan with ↑ ↓ ← →)
F6	Target track camera
F7	External view of target
F8	Target chase camera
F9	Fixed camera
F10	Fly-by cinematic

DAMAGE (P.21)

Key	Function
D	Open Damage VDW (closes automatically)

SPECIAL FEATURES (PP.23-29)

Key	Function
Alt B	Activate BSE system
Alt D	Open electronic diary
Alt H	Open hotkey list
Alt O	Game options
Alt S	Drop Nuke 'em
Alt W	Activate warp shields
Alt X	Exit game
O	SOS receiver on / off (Toggle)
T	Tractor targeted object
Y	Jettison tractored object

COMMUNICATIONS (P.22)

Key	Function
C	Comms VDW (toggle)
1–9	Choose comm signal

NOTE: To adjust gamma correction (brightness) during cinematics press + and −.

Node labels:

- 0 Karatikus
- 3 Janus
- 6 Hades
- 23 D
- 62 F
- 1 Hephaestus
- 129 ES: Stanton
- 155 CS: Dexros
- 132 ES: Sarama
- 103 Desolia
- 102 E
- 95 Petra
- 93 Serca
- 98 Destinas
- 153 Draknor
- 4 Crius
- 172 F
- 2 Bex
- 204 E
- 38 A
- 7 Anhur
- 13 C
- 94 ES:Corsas
- 147 SS:Tersa
- 91 Corinthias
- 77 RS: Felos
- 122 Terrel
- 5 Hermes
- 114 C
- 142 CS: Pletirat
- 150 SS: Curium
- 159 A
- 136 CS: Reva
- 120 Athos
- 63 D
- 86 RS: Craxath
- 82 RS: Kaldon
- 106 Ostinia
- 109 Massanas
- 116 Leviatha
- 133 CS: Lironas
- 139 Kappa Labs
- 88 RS: Bestinium
- 125 ES: Ferix
- 223 B
- 151 Kastagan

SCHEMATIC MAP OF
THE TRI-SYSTEM UNIVERSE

Legend

6 Planet

103 Minor Planet

132 Equipment Station

88 Repair Station

133 Commodity Station

23 / **63** System Jump Gates
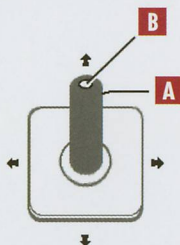
147 Super Station

153 Pirate Base

163 Navigation Buoy

———— Jumpline (Crossed lines do not indicate interconnecting jumps. For example, there is no jump line between Nav 148 and 203.)

JOYSTICK COMMANDS

Two-button joystick

A Fire selected guns (trigger)

B Hold down and move joystick to roll

Move joystick:

⬆ ⬇ Pitch up/down

⬅ ➡ Yaw left/right