

Microsoft®

Star Lancer™



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COMMAND TRANSMISSION // TO: ALL SHIP PERSONNEL

PRIORITY ALPHA-ONE

My fellow countrymen and defenders of the Alliance:

The future had never looked so bright. There was no obstacle too great for our Western Alliance to overcome. We had terraformed Mars and established fledgling colonies on the outer moons and planets. With abundant raw materials mined from asteroids, the discovery of new nanotechnologies, and automated zero-gravity manufacturing plants, the human race was poised to reach beyond our solar system.

...But a shadow has fallen across the stars.

Forty-eight hours ago, a surprise strike force decimated the French and Italian fleets moored in Martian orbit. A newly formed coalition of Eastern nations has made a grab for power. Their aim is to take everything we have built with our blood, tears, and toil.

We have verified reports of this Coalition overrunning our Alliance High Command on Ganymede and landing massive invasion forces on the outer colonies. We have lost Io and Europa. Pitched battles wage on Mars and Earth.

In the peaceful quest to build a future, we stretched our military forces too thin and made a tempting target for those who would take advantage of our ideals. The lack of vigilance has placed our democracy on the brink of ruin.

This battle, though, is far from lost.

The remnants of the French and Italian fleets will rendezvous with our American, British, German, Spanish, and Japanese allies in orbit around Neptune's moon, Triton. We will regroup, establish a new command structure, and assess our best strategy. There, on the edge of the solar system, we will make our stand against the encroaching darkness.

Godspeed to us all.

—Captain Robert Foster, ANS *Reliant*



ALLIANCE NAVY TECHNICAL FLIGHT MANUAL LOGON



Welcome, pilot. You are linked to the Alliance Intelligence and Tactical Computer (ITAC) database. It is continuously updated to provide the latest technical specifications and protocols. An annotation feature allows you to insert notes and customize this document to suit your personal needs.

Some pilots, however, have not been purging their notes before returning the units. The Quartermaster General requires that all annotations be deleted. Do your part!

Type your annotations in these boxes.

—John Q. “Call Sign” Pilot

COMMAND TRANSMISSION // TO: SQUADRON RECRUITS

Welcome to the 45th Volunteers. Count yourself lucky to be part of the most patriotic and highly motivated team in the fleet!

Don't let being members of the 45th go to your head. We've got a tough job to do, so cooperate with the other squadrons. There's plenty of glory out here for everyone.

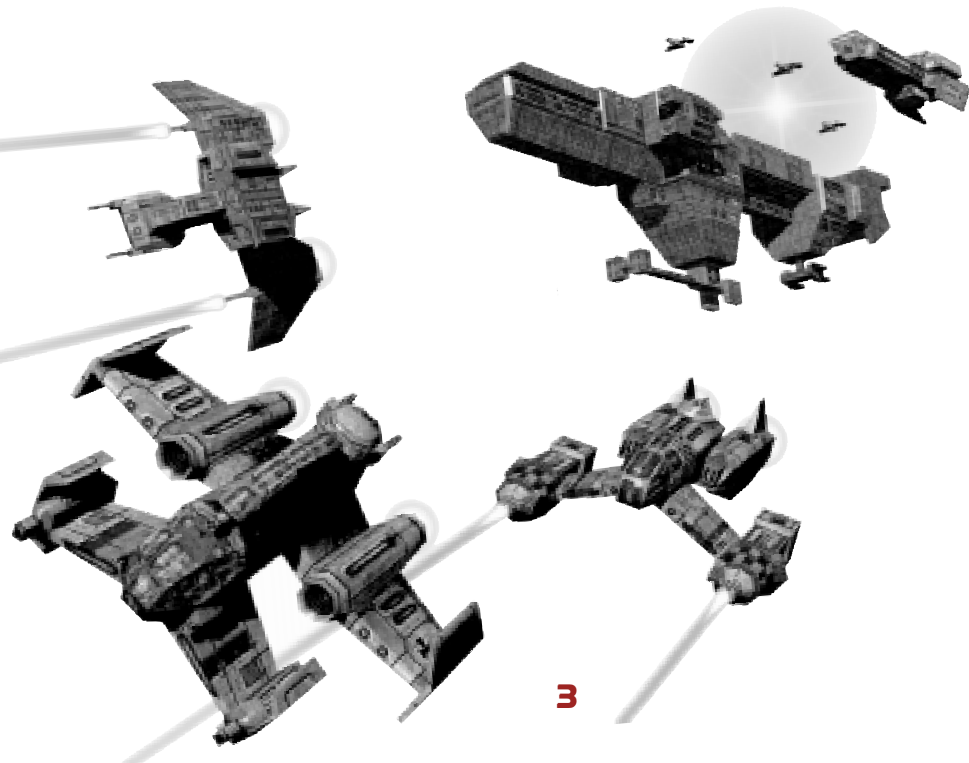
The 45th has access to state-of-the-art fighters, missiles, gunnery, and a top-notch flight crew to keep you up and running. You'll need them. The Coalition has us outnumbered and our supply lines are strained.

Stay frosty out there.

—Squadron Leader, Maria Enriquez

"Yeah, I'm lucky. I get wingmen who were Academy dropouts, ex-cops, and a bunch of rookies with as much zero-G combat experience as a flying squirrel. Try not to blow me up."

—Brad "Viper" Callan



GAME INSTALLATION

To install Starlancer, insert the Starlancer CD 1 into the CD-ROM drive, and follow the directions on the screen. If Setup does not begin automatically, refer to the Readme file on the Starlancer CD.

SINGLE PLAYER GAME

Click **Single Player** on the main menu. Select a pilot and type your call sign. Click **Start Game** and set the game difficulty level.

SAVE AND LOAD

To save or load a game, except during a combat mission, press **ESC**. Your game is automatically saved after each successful mission.

INSTANT ACTION

To launch directly into a simulated combat mission, skipping the briefing and ship loadout, click **Instant Action** on the main menu.

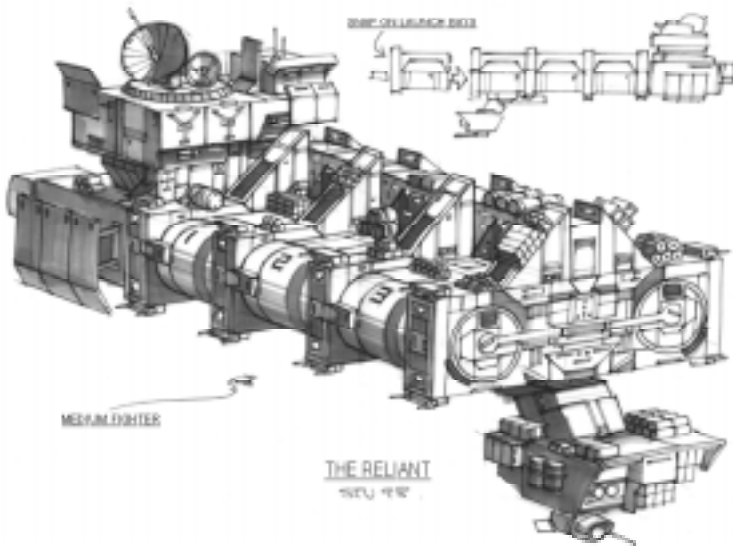
GAME OPTIONS

To customize Starlancer's video, audio, and game controls, click **Game Options** on the main menu.

“The other squads hate us. They think we’re here because no one else is stupid enough to fly these buckets of rust. Some of them think we’re just floating decoys. They can all kiss my afterburners.”

—Michelle “Silky” McCrae

SQUADRON BASE SHIP: ALLIANCE NAVAL SHIP *RELIANT*



The 45th squadron is currently stationed aboard the ANS *Reliant*, a Class 4 Carrier under the command of Captain Robert Foster.

Launched in 2125, the *Reliant* has seen extensive action in the Lunar and Europa conflicts. Decommissioned 20 years ago, it has been recently refitted with eight level-6 twin-laser turrets, and called back to active duty.

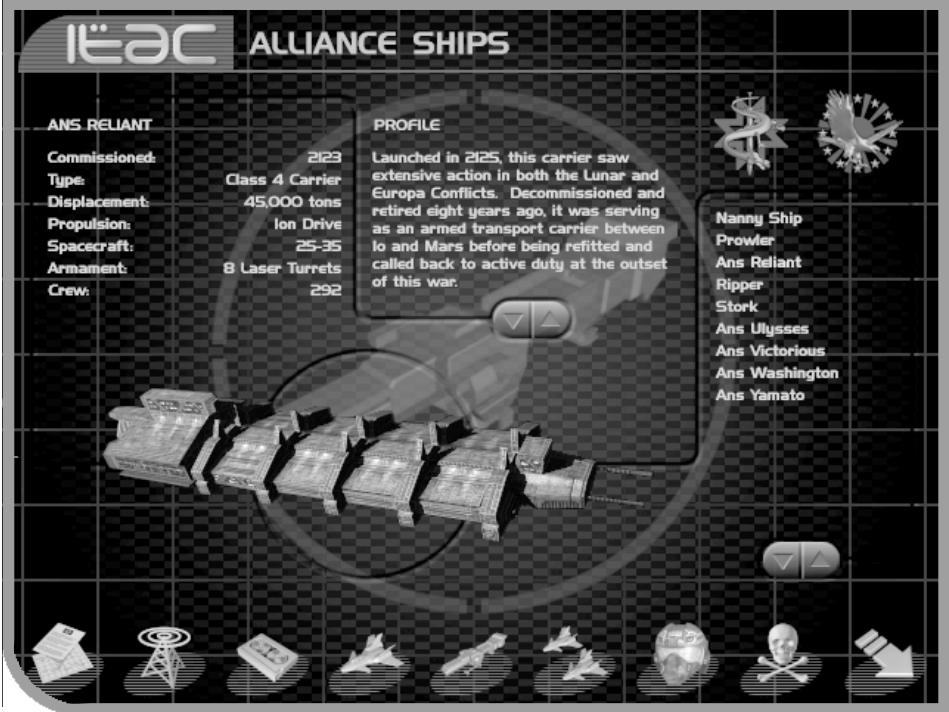
You have clearance to enter the pilots' quarters, wheel and briefing rooms, and the hangar. *Move between ship sections by pointing and clicking the edges of the screen with your mouse.* Access to sensitive ship areas is restricted to authorized personnel only.



Use extreme caution where high-voltage, radiation, variable-gravity, and decompression warnings are posted.

Welcome aboard.

INTELLIGENCE AND TACTICAL COMPUTER (ITAC)



The ITAC is classified **TOP SECRET**. Your retina will be scanned and your identity confirmed before connection is established. Icons on the bottom of the screen access Alliance databanks. Some files contain data sets on both Alliance and Coalition units. Click the Alliance or Coalition symbols in the upper-right corner to select the corresponding data sets. You can view additional data by clicking the names of ships or personnel that appear on the right side of the screen.

“Familiarize yourself with all Coalition ships and squadrons. Know your enemy and you might have a chance out there.”

—Julian “Flash” Browne



Debriefing Records of your wing's and personal performance on completed missions.



News Reports Text of current events throughout the solar system.



Video Reports Video feeds on current events throughout the solar system as well as previous mission briefings.



Fighter Ships Data on Alliance and Coalition fighter units.



Capital Ships Information on capital ships in Alliance and Coalition fleets.



Squadrons Histories of Alliance and Coalition fighter units.



Personnel Official records of Alliance and Coalition military personnel.



Killboard Displays the number of kills for Alliance pilots.



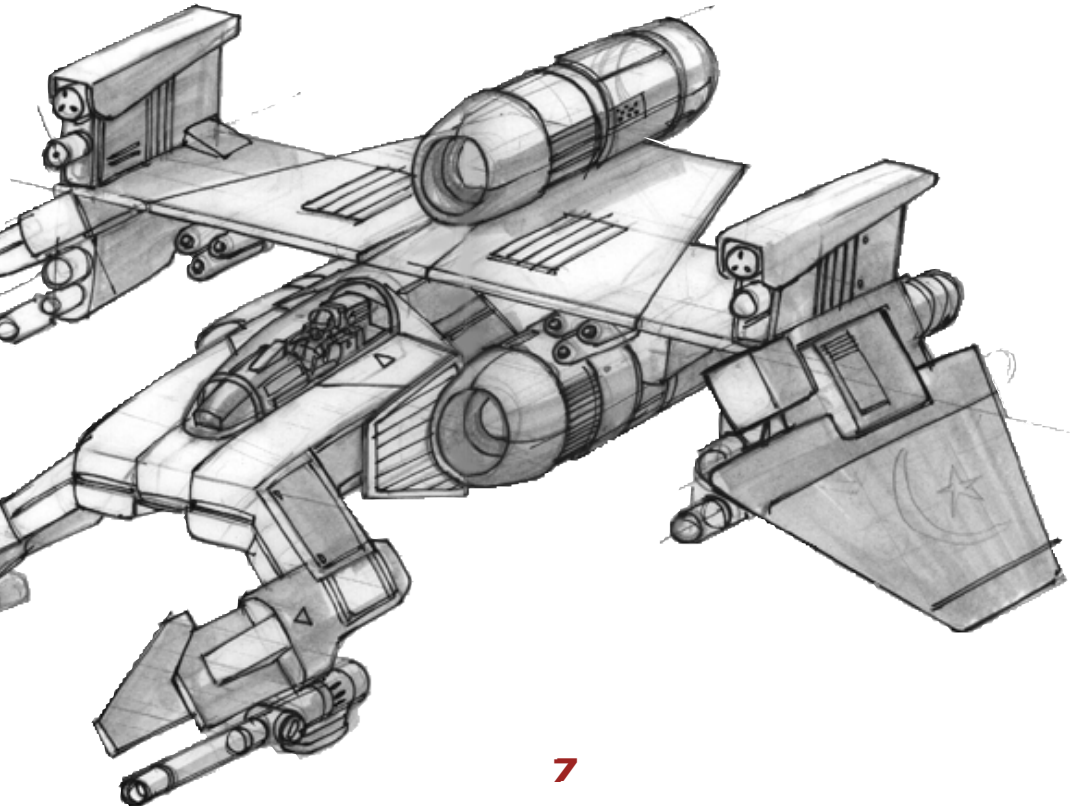
Exit Terminates secure interface and shuts down ITAC.



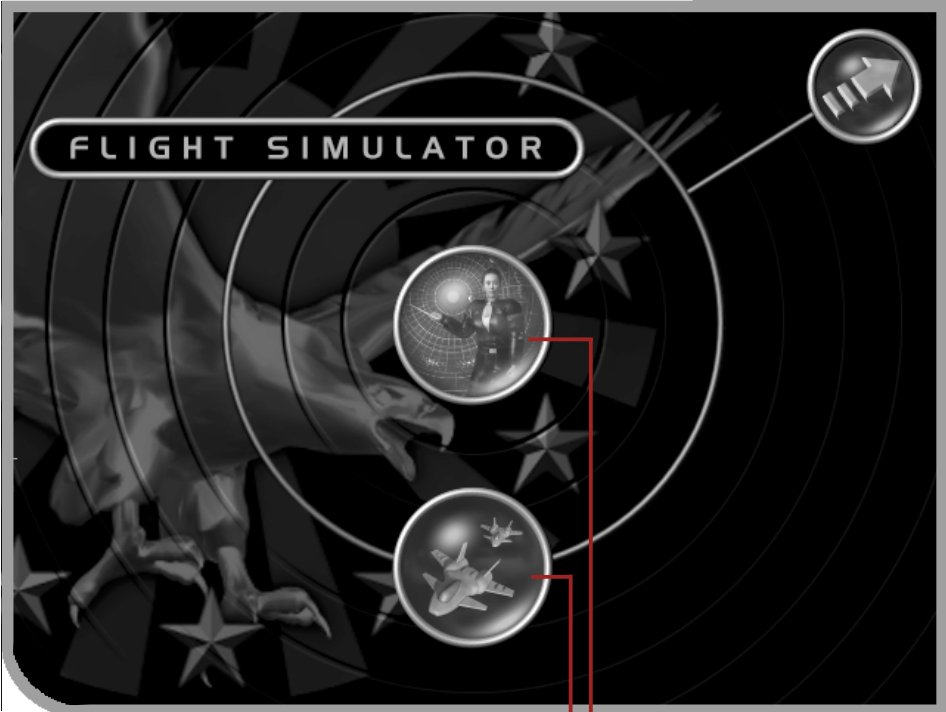
Alliance Symbol Selects data on Alliance units within database.



Coalition Symbol Selects data on Coalition units within database.



SIMULATION POD



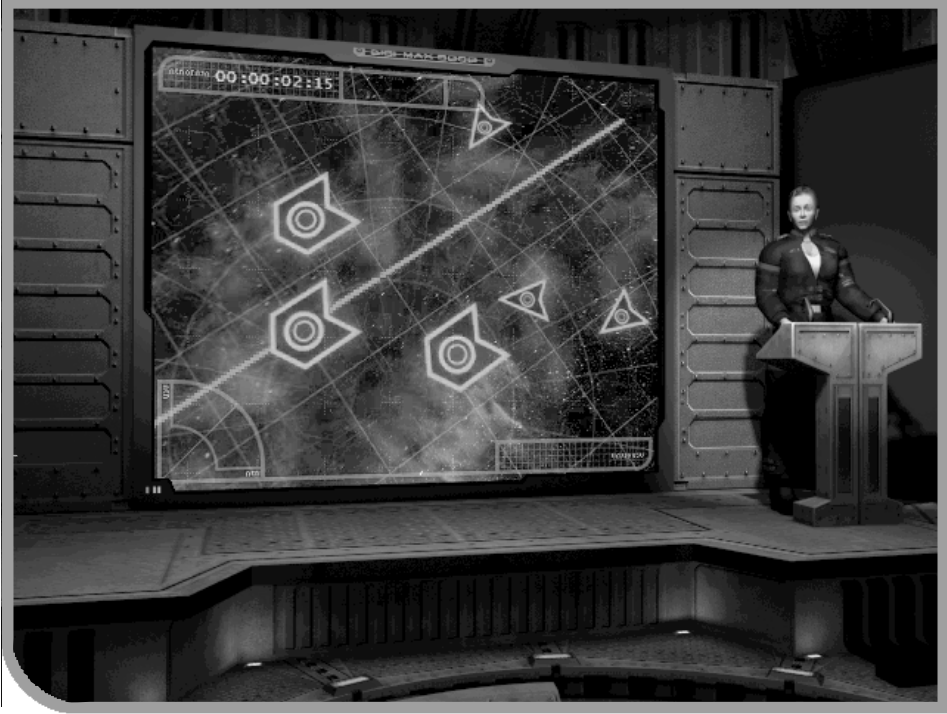
Training Mission
Instant Action

“No freaking simulation can get you ready for the big black. This junk is for losers.”
—Jeff “Ace” Goetz

“Jeff Goetz thought he was hot, so he left his sim pod cold. His maiden voyage, he got shot. That’s all there is to be told. Draw your own conclusions, rookie.”
—Doug “Claymore” McCleod

The simulation (sim) pod is a state-of-the-art virtual reality simulator designed to train Alliance pilots. There are two simulator modes. The first mode demonstrates the operation of the latest flight, instrument, and weapon control systems. The second mode, Instant Action, allows you to hone your dogfighting skills in a simulated combat mission.

BRIEFING ROOM



This is where you'll receive your preflight instructions and mission objectives. Pay attention. After your briefing you will proceed to the loadout computer to select your fighter and configure its armaments.

"Follow the briefing instructions to the letter and *in the exact order* they were given. Otherwise, you'll jeopardize the mission, get yourself killed—or worse, you might get your wingmates burned."

—Mike "Moose" Horrigan

FIGHTER SELECTION AND LOADOUT



This loadout computer allows you to select a fighter and configure its accompanying missile payload. Advanced and prototype ships are restricted to high-ranking pilots who have completed many successful missions.

“Some rookies are so hot to hit vacuum, they grab the first ship they can . . . forgetting to load their missiles. It’s a surefire way to make your first mission your last. Load all your ship’s hardpoints!”
—Hawkeye



Ship Selection Displays Alliance fighters and their statistics. Click a ship to select it.



Missile Loadout Shows missile specifications. Click a missile to load. Displays the **Use Default Loadout** and **Remove All Missiles** icons.



Use Default Loadout Loads a preselected missile array for the ship selected.



Remove All Missiles Clears selected missiles from a fighter, allowing you to choose a new loadout.



View Internal Guns Shows selected fighter's internal gunnery.



Exit Loadout Computer Submits ship configuration for the launch crew to prep.

After you have selected your fighter and ordnance, relevant mission data will be downloaded to your navigation computer. You will then proceed directly to the hangar and launch.—Good luck!



ALLIANCE FIGHTER SHIP OPERATIONS

LAUNCH AND JUMP SEQUENCE

After launching from your squadron base ship, you will usually activate your jump engines to bridge the long distances between mission destinations.



When prompted by the **Jump** icon on your cockpit display, press **J**, the Jump Drive key, to proceed.

CAMERA ANGLES

You can access different viewpoints to analyze threats and gather information not available from the forward-facing cockpit view.

Move view to the right, left, and aft HATSWITCH

Keyboard Equivalents

Reset to the standard forward cockpit view

Left view

Right view

Rear view

Flyby camera

Target camera

External camera

Missile camera

1

2

3

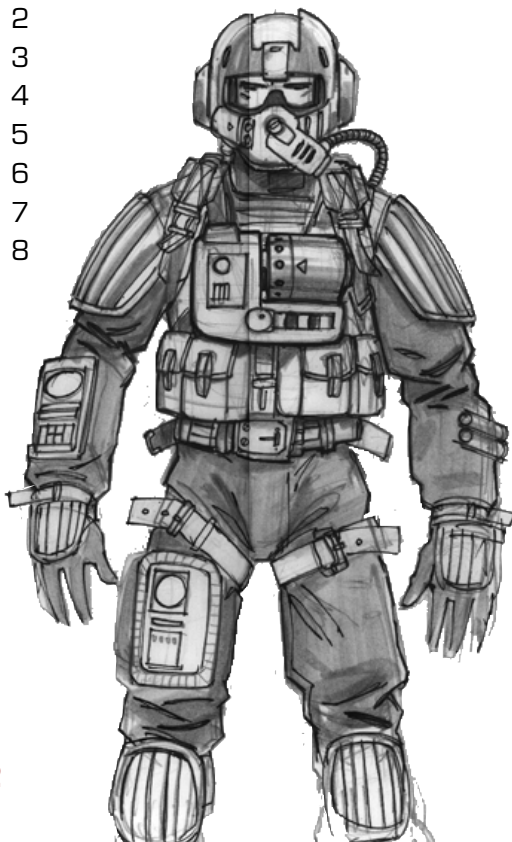
4

5

6

7

8



“Use the missile camera to confirm a kill. If your opponent is not destroyed, they could regenerate shields, and then come back to haunt you.”

—Klaus “Butcher” Hopman

MANEUVERING AND FIRING CONTROLS

Maneuvering and firing controls are integrated into a simple yoke (or joystick) to minimize response time in combat. Alternate maneuvering keyboard equivalents (marked with *) are only active if the joystick is disabled.

Maneuvering

Forward thrust To adjust velocity use the throttle control on the joystick. As soon as the throttle is decreased, counter thrusters fire to correspondingly decrease your speed.

Keyboard Equivalents

*Accelerate	EQUAL SIGN (=)
*Decelerate	MINUS SIGN (-)
*Zero throttle	BACKSPACE
*Full throttle	END BRACKET (])



Afterburners Dramatically increase velocity, but they are limited by available afterburner fuel. The number below the afterburner icon indicates seconds of remaining fuel. Press **TAB** or toggle on and off with the **ACCENT** (') key.



Match Speed To match the velocity of a targeted ship, press **Z**.

Attitude Controls To change the pitch and yaw (the up/down and side-to-side orientation) of your fighter, use the joystick.

Strafe Fires thrusters that move the ship sideways. Press **PAGE DOWN** to strafe right and **END** to strafe left.

Keyboard Equivalents

*Adjust the pitch and yaw of your craft	ARROW keys
*Roll ship right	PAGE UP
*Roll ship left	HOME

“Keep moving in a dogfight. Run away or blast straight toward your opponent. Do anything but sit and wait for a missile to lock onto you. They don’t call it a “dead stop” for nothing.”

—Jean-Marc “Frenchy” Baptiste

Weapons

Guns	To fire lasers, press the trigger on your joystick.
Missiles	To launch a missile, press BUTTON 1 on your joystick.

Keyboard Equivalents

Fire guns	SPACEBAR
Launch missile	ENTER

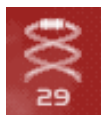
MISCELLANEOUS OPERATIONS

Electronic Countermeasures (ECM)



Electronic countermeasures protect Alliance fighters from turrets found on enemy capital ships by scrambling sensors to prevent weapons lock. To activate ECM, press **L**. ECM has a limited duration before it must recharge.

Countermeasures



When an enemy fighter achieves missile lock, you can launch countermeasures to deceive the missile's tracking computer. Countermeasures emit an electronic and radar signature similar to its parent fighter craft. Success, however, is not guaranteed. To launch countermeasures, press **H**. The number beneath the icon indicates how many countermeasures remain.

Ejection



If your ship suffers critical damage, an audio warning will prompt you to eject. Press **F12**. The cockpit life pod will detach from the damaged fighter. This pod has maneuvering thrusters and a communications system to contact a nanny ship for retrieval.

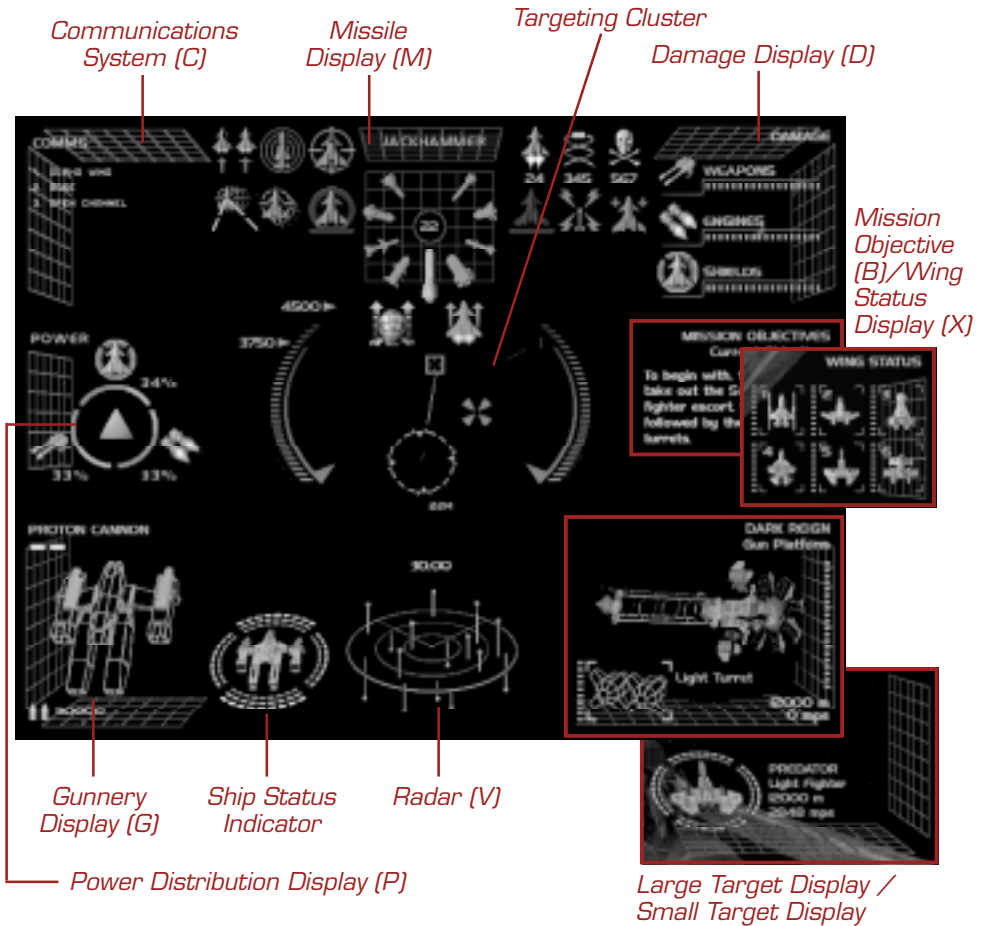
Eject only as a last resort. There's no guarantee our guys will get to you before enemy fighters can target your pod . . . or, worse, you could be retrieved by a *Coalition* nanny. Personally, I'd rather ride my exploding fuel pods.

—Susanne “Arrow” de Griey-Birche

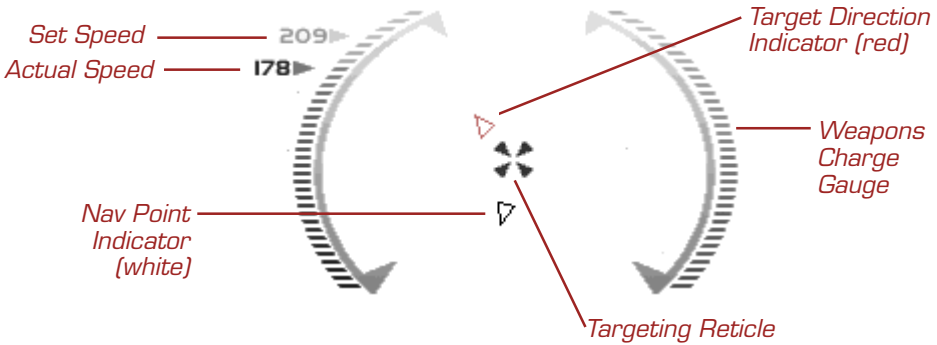
ALLIANCE FIGHTER HEADS-UP DISPLAY (HUD)

The heads-up displays in all Alliance fighter cockpits are standardized to minimize the steep learning curve associated with piloting new craft.

Onboard artificial intelligence makes data appear and disappear as required. You can override the ship's AI and lock specific displays in place by using the **SHIFT** key with the corresponding key that activates the display.



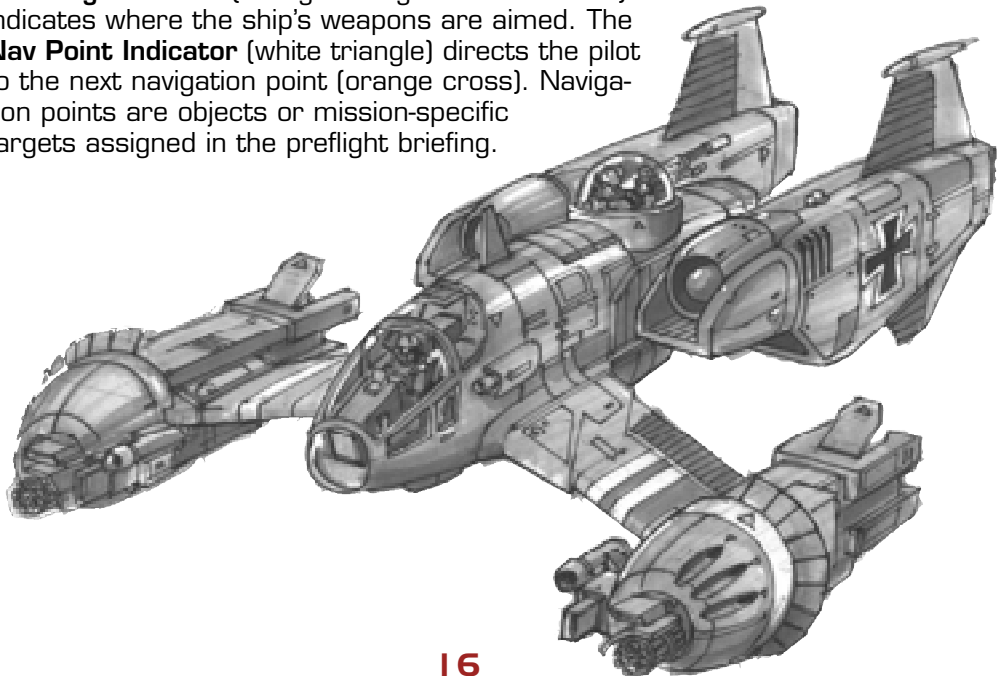
TARGETING CLUSTER, SPEED, AND WEAPONS CHARGE GAUGES



Your fighter's speed is displayed on the graduated arc on the left side of the cluster. The **Set Speed** is the maximum velocity as determined by your throttle position. The **Actual Speed** is your current velocity as it moves toward the **Set Speed**. All speeds are given in kilometers per second.

The graduated arc along the right side of the targeting cluster is the **Weapons Charge Gauge**. Firing an energy weapon will register a corresponding drop in available power. If power drops too far, energy-based weapons become ineffective, and require an interval to recharge.

The **Target Reticle** (orange triangles in the center) indicates where the ship's weapons are aimed. The **Nav Point Indicator** (white triangle) directs the pilot to the next navigation point (orange cross). Navigation points are objects or mission-specific targets assigned in the preflight briefing.



TARGETING

Alliance fighters are equipped with the latest fast-Fourier pulse radar systems to target opponents. To target enemies use the following key commands:

To	Press
Cycle through enemies within range	E
Cycle backward through enemies within range	SHIFT+E
Select primary mission target	A
Select object under reticle	Y
Select incoming bombers and torpedoes	T
Select nearest enemy	R

To select friendly units within range use the following commands:

To	Press
Cycle through friendly units	Q
Cycle backward through friendly units	SHIFT+Q
Select nearest friendly unit	W

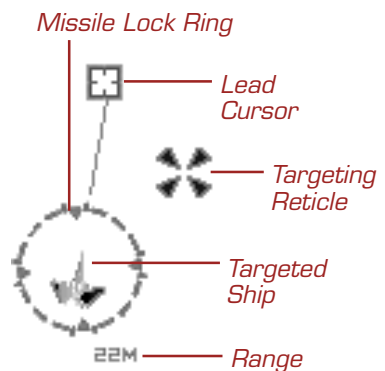
When targets are selected, additional data is shown in the **Target Display** (see “Target Display”).

When a target is selected, the **Target Direction Indicator** points to it. This indicator will be a red triangle if the target is a hostile unit or a green triangle if the unit is friendly.

The indicator will track objects outside your field of vision. **Directional Calipers** slide along the edges of the HUD signifying the target's direction and range.

When you make a direct visual sighting of the target, a ring appears (a red ring for hostile units and a green ring for friendly units). In the lower portion of this ring the target's range is given in meters.

The **Lead Cursor** (red box with trailing line) shows where you need to shoot to hit the targeted ship. When the **Lead Cursor** and the **Targeting Reticle** overlap, your ship's weapons are correctly aligned.



Smart Targeting



When this system is enabled, any ship fired upon becomes automatically targeted. Smart targeting is toggled on and off by pressing **CTRL+E**.

Missile Lock and Targeting

Missiles require a lock to successfully hit a target (with the exception of fire-and-forget missiles such as the Solomon). Lock is achieved by keeping an enemy craft in the forward cockpit view long enough for its tracking system to identify and acquire the target's visual, heat, or electronic signatures. This lock time varies depending on the type of missile (see "Fighter Selection and Loadout").

When lock is acquired, the missile-targeting ring will zoom in around the target and turn white, and then a tone will sound confirming missile lock.

WARNING Without first achieving missile lock, it is highly unlikely a launched missile will hit its intended target.

"If you rookies have problems using the 2D target indicator (red triangle) to find a bogey in real 3D space, try rolling your ship until the triangle points straight up, then pull back on the yoke. This rotates your ship along the z-axis until you can site them. Good hunting."

—Mark "Bandit" Banister

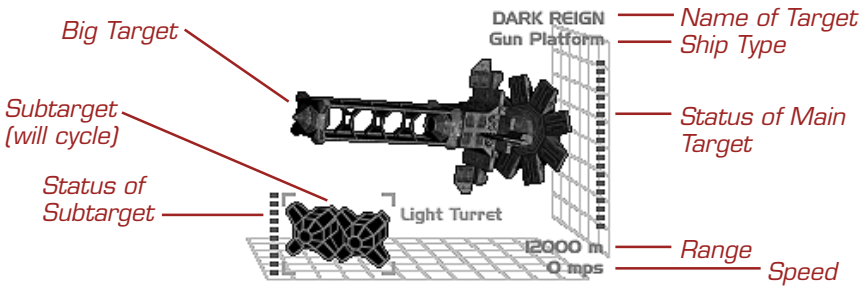


Target Display

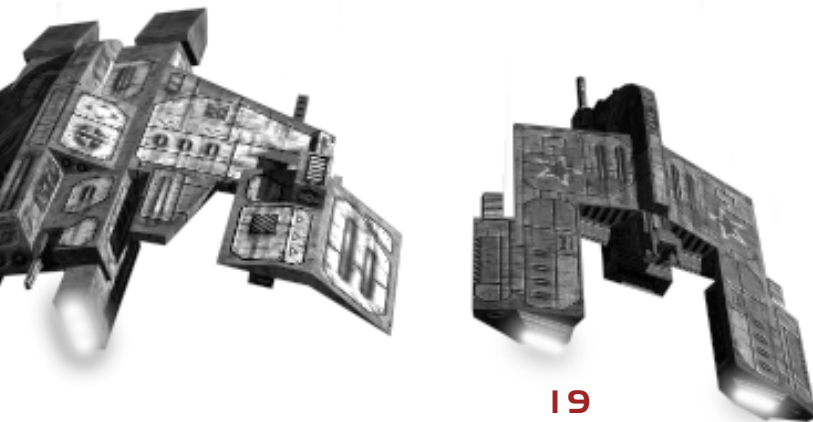
When the targeting computer is activated, additional data on targets appears in the lower-right corner of the HUD. This **Target Display** provides information on smaller ships like Coalition fighters, or for larger objects such as a capital ship. A red display indicates a hostile ship, while a green display denotes a friendly unit.



For larger targets, you will see a different display.

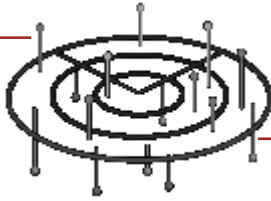


Instead of targeting the entire structure of a large target, you generally target specific subtargets. Subtargets can be features such as gun turrets, radar dishes, or reactor cores. To pick a subtarget to attack, press **S** to view all available subtargets (or **SHIFT+S** to cycle backward through the list of subtargets). The corresponding targeted area on the object will highlight red. The segmented bars in this display indicate damage inflicted.



RADAR DISPLAY

Target is to the left and above player



*– Green dots are friendlies
– Red dots are hostiles*

Target is to the right and below player

Alliance fighters are equipped with fast-Fourier pulse radar arrays to accurately identify potential threats. Radar-identified objects are displayed within the three concentric rings in the **Radar Display** in the center bottom of the HUD.

Your position remains fixed in the middle of the concentric rings. The wedge radiating from the center denotes your forward field of view. Objects are positioned to the right or left, or—as indicated by lines perpendicular to the concentric rings—above or below your fighter. Red dots indicate enemy units, green are friendly objects, and blue dots indicate those units broadcasting to your communication system.

The radar range may be contracted and expanded by pressing **V**. At minimum range, the central circle enlarges to fill the radar display. Closer scans may reveal more details than longer ranged scans.



“Don’t worry about what you can see in front of you. It’s the guys on your tail you need to worry about.”
—Mike “Moose” Horrigan

“ . . . unless your target has a cloaking device. Then you better be icy.”
—“Worm”

SHIP STATUS INDICATOR



This indicator monitors your shield and armor status. It is always on.

A double layer of segmented rings surrounds an image of your craft, grouped into forward, aft, and side regions. The outer ring represents shields. The inner ring represents armor.

As shields are worn down, the outer segments will dim. When a region of shield has disappeared, any damage taken to that area will register on the craft's armor. As armor is damaged, corresponding segments of the inner ring will vanish. When all armor in a region is destroyed, the ship's systems are vulnerable to damage.

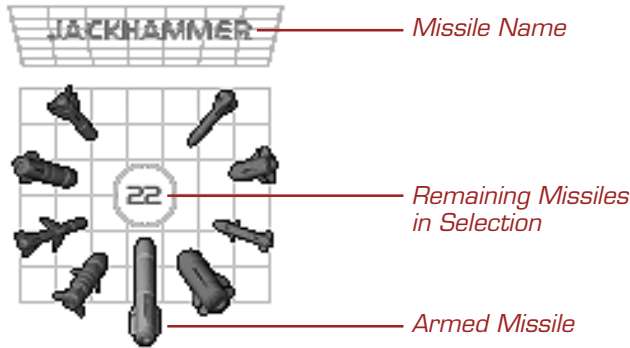
Power can be transferred between the front and aft shields. Press and hold down **N** and push the joystick forward to transfer power to the front shields, or pull the joystick back to transfer power to the aft shields. With additional power allocated, a double layer of shields in that region will be indicated on the ship status display.



“Shields regenerate. Armor doesn’t. You can hang in a firefight without armor, though, if you let your shields regenerate. Allocate more power to shields. They’ll be the only thing between you and vacuum.”

—Brad “Skippy” Jacks

MISSILE DISPLAY



This display shows the status of missile ordnance loaded aboard your ship. To activate the display, press **M**.

The display is also activated when missile lock is acquired and you press the **Launch Missile** key.

Missiles must be armed one at a time. Rotate the missiles left using the **COMMA** (,) key or rotate right using the **PERIOD** (.) key until the desired ordnance is at six o'clock. This is the missile or missile pod the fighter will launch next.

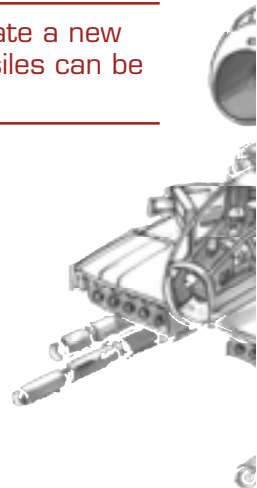
WARNING If selected missiles are depleted, you must rotate a new ordnance into the six o'clock position before additional missiles can be launched.

“Solomon and Screamer pods, you gotta love ’em. Heaps of shots without having to mess with controls in the middle of a dogfight.”

—Jordy “Trigger” Kruger

“Precision is everything. Use the right missile for the right job. Jackhammer, Havok, Bandit—they all have their place. Memorize the commands of this display until using it becomes as natural as blinking your eyes. You will be victorious.”

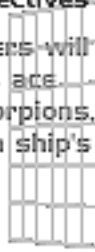
—Torii “Mayday” Kiyonaga



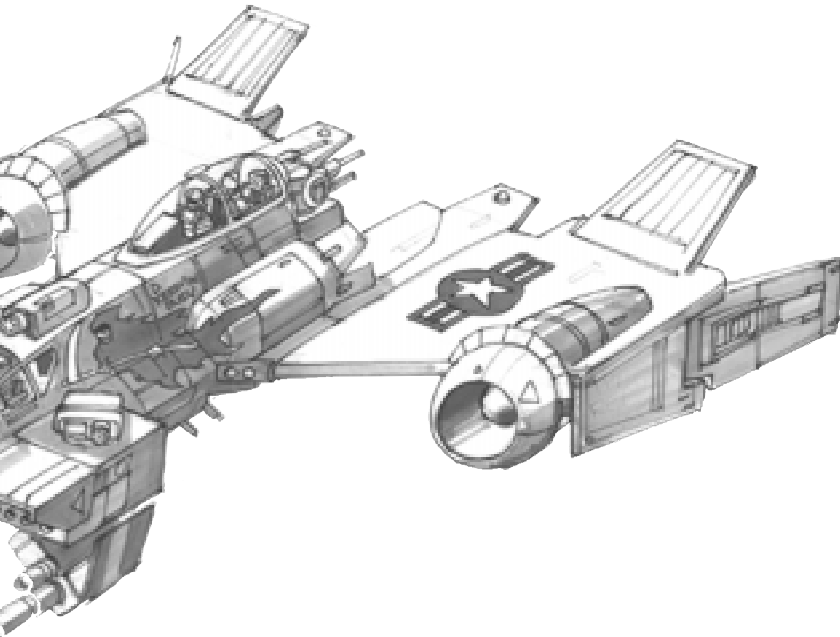
MISSION OBJECTIVES DISPLAY

MISSION OBJECTIVES Current Objectives

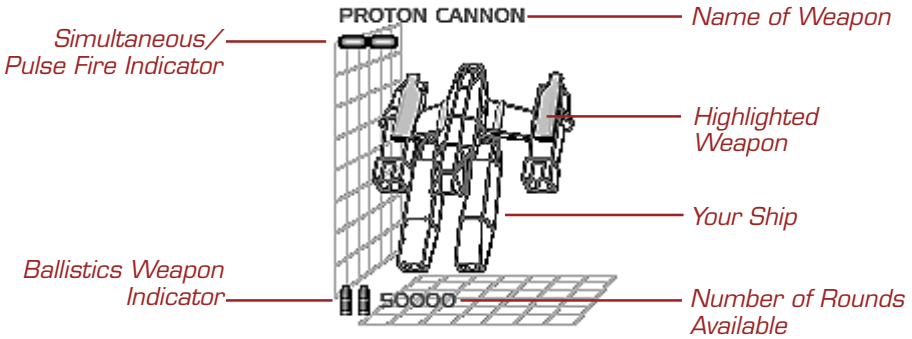
To begin with, the Tigers will take out the Saladin's ace fighter escort, the Scorpions, followed by the prison ship's turrets.



This display shows the goals for the current mission. The current objective is shown by default. To activate the display, press **B**. Page through objectives by continuing to press **B**. When you complete an objective, it will no longer appear on this display.



GUNNERY DISPLAY



The **Gunnery Display** allows you to monitor and customize your non-missile ordnance. To activate this display, press **G**.

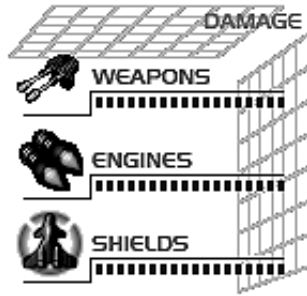
Available gun systems may be selected by continuing to press **G**. A schematic representation of the weapon system is highlighted within a wire-frame representation of your ship. If the weapon selected is ballistic, then the number of remaining rounds will be indicated.

To fire all guns at once, press **F**. Full gun mode may be customized by pressing **CTRL+G** to switch between simultaneous mode and pulse mode, denoted by either a solid or dotted line in the upper-left corner of the display. In simultaneous mode, all weapons fire in unison. In pulse mode, they fire sequentially.

“It’s a good idea to test your guns before a mission and watch this display. Some weapons are notoriously power hungry. You may only get a few shots before needing to recharge. Better know this before you get in a firefight.”

—Julian “Flash” Browne

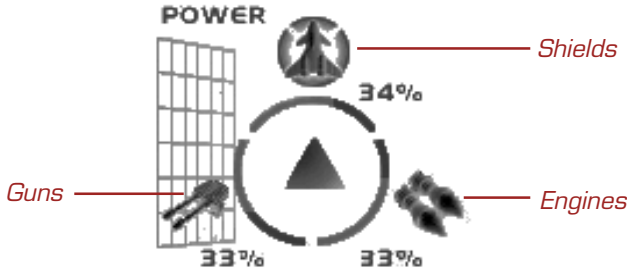
DAMAGE DISPLAY



The **Damage Display** is activated by pressing **D**. The display appears in the upper-right corner of the HUD. As the segmented indicator next to each listed system decreases, the system has sustained more damage, and may not function at full capacity.



POWER DISTRIBUTION DISPLAY



The **Power Distribution Display** appears on the left side of the HUD. To activate the display, press **P**. You can assign varying percentages of the ship's power to its engines, shields, or weapons.

By default, one-third of the available power is assigned to each system. To reallocate this energy, press and hold down **P** while moving the joystick toward the system icon requiring additional power.

Alternatively, there are four pre-set key commands for power distribution.

- U** Full power to guns
- I** Full power to engines
- O** Full power to shields
- L** Equalize power distribution

"If you can't catch a target, try giving 100% to the engines. Don't forget to eventually give some juice back to your guns . . . so you can do something when you do finally catch them."

—Rudy "Wolf" Muller




COMMUNICATIONS DISPLAY



Two-way video and audio feed is encrypted and transmitted between Alliance fighters and capital ships via the **Communications Display**. To activate this display, press **C**.

All units within range are assigned a number in the Communications Display. You can contact these units by using the corresponding numbers on your keyboard. To obtain permission to land, request a rearming, or request a nanny ship, first contact the base ship.



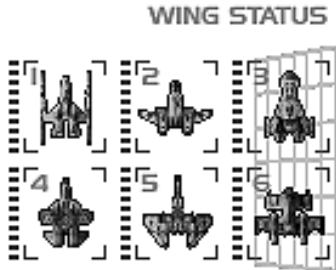
“Unscrambled messages are prohibited. Let’s face it, though, you rocket jockeys chatter more than my ninety-year-old Aunt Linda. Don’t let anything classified slip out. And don’t let those Coalition pilots bait you into a suicidal maneuver.”

—Enriquez

“After any mission it’s easy to spot the rookies. They’re drifting outside their base ship waiting for orders! You got to ask for permission to land. Did I mention the last one in the hanger buys the first round?”

—“Cutter”

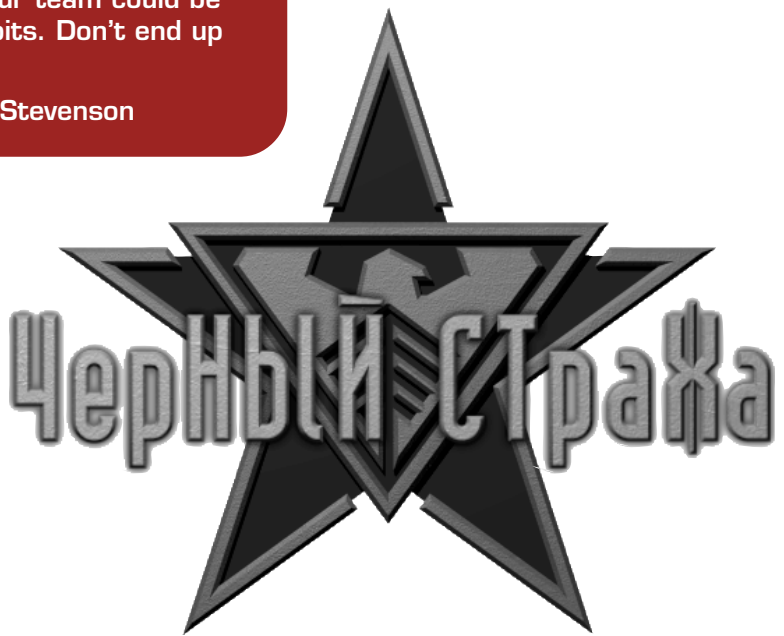
WING STATUS DISPLAY



The **Wing Status Display** shows the amount of damage each Alliance fighter has sustained. To activate this display, press **X**. Alliance fighters are grouped into their respective wings. Your wing will be displayed first. Each fighter’s condition is indicated by the graduated bar next to it.

Wing leaders typically use this display to assess their team’s condition. If a member is too damaged, the wing leader can use the Communications Display to order them to return to base.

“If you’ve got a spare nanosecond between dogfights, check out your buddies. You might be doing great, but the rest of your team could be getting blown to bits. Don’t end up alone out there.”
—Linc “Diceman” Stevenson



SPECIAL SHIP FEATURES

Some Alliance fighters have prototype devices or other unique features. If your ship has any of these advanced technologies they will be noted in the displayed ship's data on the loadout computer (see "Fighter Selection and Loadout").

Reverse Thrust



Ships equipped with reverse thrust can fly backward. To enable reverse thrusters press **SHIFT+TAB**. Reverse thrusters consume afterburner fuel.

Spectral Shields



These shields attune and counter the most frequently used type of energy-based enemy fire—providing immunity from that specific attack. They rapidly drain power and can be used only for a limited duration, indicated by a timer bar beneath the icon. To enable spectral shields, press SEMICOLON (;).

Cloaking



Advanced Alliance ships are equipped with cloaking capabilities, rendering them virtually invisible to an opponent's sensors. To activate this feature, press **K**. Cloaking can be used only for a brief duration, indicated by a timer bar beneath the icon, before it requires recharging. If you fire your weapons, cloaking becomes inoperative.

Blind Fire



When activated by pressing **SHIFT+F**, your guns automatically track any target within the HUD's central targeting cluster.

MISCELLANEOUS PROCEDURES

Landing Ship

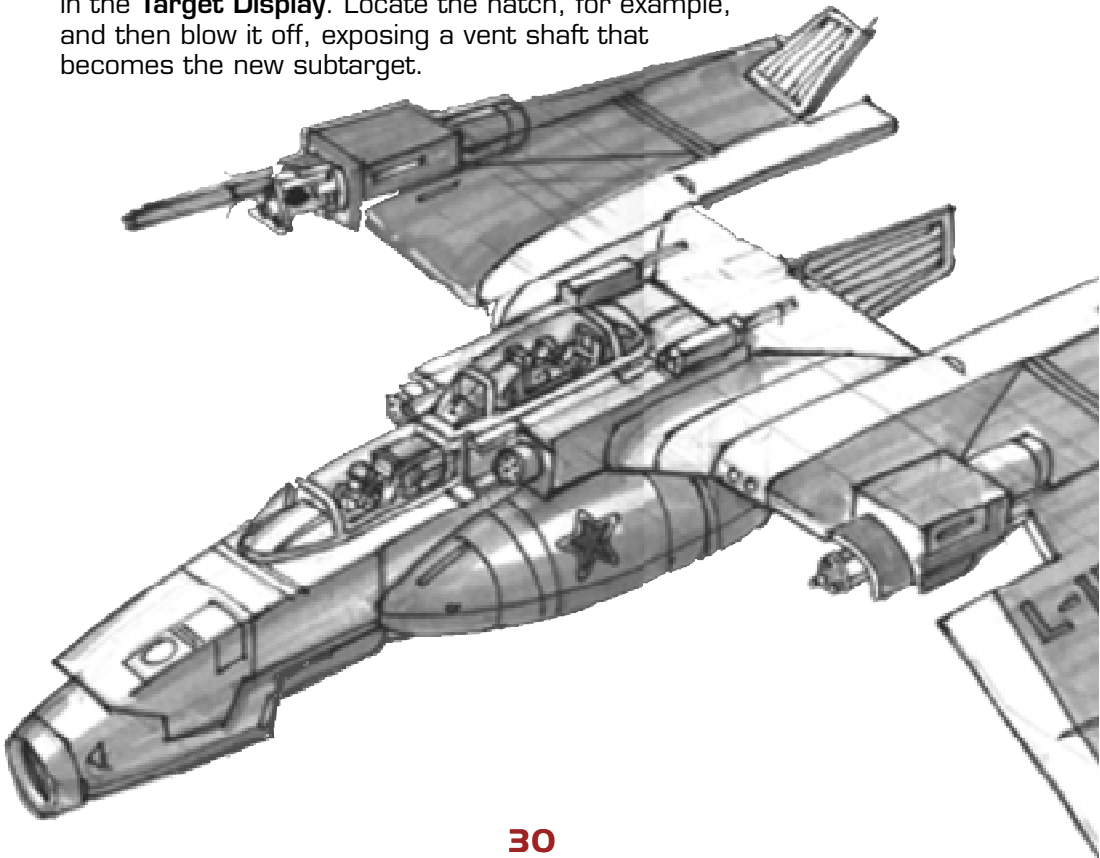
To land after a mission, you must first request permission to board your base capital ship. Select the F8 shortcut key or activate your Communications Display by pressing **C**, followed by **2** to contact your base, and then **1** to request permission to land. If granted, your ship's autopilot will maneuver you into the landing bay.

Escort Position

You may be required to orient your craft in specific escort positions relative to other ships. This position appears in the HUD as a red wire frame. Fly into this frame and your speed will be automatically synchronized with the escorted ship.

Hidden Targets

You may be required to remove obstacles such as vent hatches before firing on targets beneath. Press **S** to cycle through subtargets in the **Target Display**. Locate the hatch, for example, and then blow it off, exposing a vent shaft that becomes the new subtarget.



MULTIPLAYER GAME

To play a multiplayer game of Starlancer:

1. Establish the network or Internet connection that you will use for multiplayer. Click **Multiplayer** on the main menu.
2. Select your connection type—MSN Gaming Zone, TCP/IP Internet, LAN IPX or TCP/IP, Modem, or Serial.

MSN Gaming Zone: To play on the Zone, create a Zone Name and install the Zone software. After you've done this, enter a Starlancer game room and start playing! For more information, go to <http://www.zone.com/> and click **Help**.

TCP/IP Internet: Connect across the Internet or a network that uses the TCP/IP protocol.

Local (LAN) IPX or TCP/IP: Connect across a network using the IPX or TCP/IP protocol.

Modem: Connect two computers using a modem.

Serial: Connect two computers using a null-modem cable.

3. Decide whether you want to host or join a game.
 - To join a game, select a game session and click **Join Game**. If connected via the Internet TCP/IP protocol, you must enter an IP address or press **Find Games**, then select a game session and click **Join Game**.
 - To host a game, click either **Host Cooperative** or **Host death match**. For cooperative missions, type your call sign and select the game mission you want to play, then click **Start Game**. To host a death match, enter your call sign, select a ship and scenario, and then click **Start Game**.



DEATH MATCH GAMEPLAY

Starlancer multiplayer death match supports up to eight players. All death match scenario maps have a restricted, predefined play area. If you try to fly past these boundaries, you will bounce off.

All ships begin death matches with standard lasers and no missiles. You can acquire weapon upgrades and other features by collecting powerups distributed throughout the game.

You get powerups by flying through a glowing powerup symbol. You won't know the type of powerup or whether it's good or bad until its powerup icon appears on the heads-up display. Unless otherwise noted, powerups' effects are immediate.



Ship Cloak Gives you limited-time invisibility. If you fire a weapon you become visible.



Missile Gives you one missile.



Invulnerability Makes you indestructible for a limited time.



Shields Down Disables your shields for a limited time.



Proximity Mine Gives you one mine. Deploy with the **Launch Missile** key.



Repair Fully repairs your shields and armor.



Fuel Provides additional afterburner fuel.



Countermeasure Prevents an enemy missile from locking on. Press **H**.



Reverse Yoke Reverses the direction of the pitch and yaw controls.



Tag Bomb Countdown timer indicates when the bomb explodes. Collide with another ship to pass the bomb.



Beacon Collect several to trigger a nuclear strike, killing all opponents.



Power Core Must be dropped off at a specific location to stop attacks by robotic drones.



Vampire Appears if you are infected as a vampire in the "Vampire" scenario.



Shadow Appears if you attain shadow status in the "Hunt the Shadow" scenario.



Half-Max Speed Decreases your maximum speed for a limited time.

Microsoft Product Support Services

The services and prices listed here are available in the United States and Canada only. Support outside the United States and Canada may vary. Microsoft's support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.

Self-Help

Help yourself with Microsoft Personal Online Support — designed specifically for home users and individuals! Go online and get the most up-to-date answers swiftly and easily. You can use simple self-help tools or search a wide variety of technical information. If you still need help, Personal Online Support provides an easy way to submit support incidents directly to Microsoft via the Web. Connect to Personal Online Support at <http://support.microsoft.com/>.

Assisted Support

No-Charge Assisted Personal Support: If you acquired this product as a stand-alone retail product, you are eligible for unlimited no-charge assisted Personal Support for this product during regular business hours. You can receive no-charge Personal Support via the Web or the telephone. When submitting incidents, be prepared to provide your Product ID (PID) number. For applications, the PID is a 20-digit number that you can find by clicking **Options** and then clicking **About Starlaner**.

Paid Assisted Personal Support: If you need help after hours, or if you have used up or are not eligible for no-charge Personal Support, you can use Pay-Per-Incident Support via the Web on Personal Online Support or the telephone. Support fees are billed to your VISA, MasterCard, or American Express card. In the U.S.: \$35 U.S. per incident. In Canada: \$45 CDN + tax per incident. Both are available 24 hours a day, 7 days a week, including holidays.

Note: If your Microsoft product was preinstalled or distributed with your personal computer or dedicated system (Windows CE-based device), or provided by an Internet Service Provider (ISP), and your PID contains the letters "OEM" after the first five digits, you are welcome to use the many online no-charge self-help or paid assisted support offerings provided by Microsoft. No-charge assisted support for OEM licenses is not provided by Microsoft. Please contact the personal computer manufacturer, device/system manufacturer, or ISP directly for more information regarding their no-charge and paid offerings for support of your product. Please contact the personal computer manufacturer, device/system manufacturer, or ISP directly for more information regarding their no-charge and paid offerings for support of your product. Please check the documentation that came with your personal computer or check our list of manufacturer phone numbers at <http://support.microsoft.com/support/webresponse/pid/oem.asp>.

Retail versions of Microsoft software are those stand-alone packaged products purchased at retail stores, mail-order resellers, and online resellers. Microsoft products preinstalled or distributed with your personal computer or dedicated system (Windows CE-based device), provided by an ISP, or purchased through a volume licensing program such as Select, Open, or License Packs receive all Microsoft support privileges, excluding no-charge assisted support.

Getting Assisted Support

When you contact Product Support Services, you should be at your computer and have the following information at hand:

- The version of your Microsoft product.
- The type of hardware, including network hardware, if applicable.
- The operating system (e.g., DOS, Windows 95, Windows NT, and so on).
- The exact wording of any informational or error messages that appeared on your screen.
- A description of what happened and what you were doing when the problem occurred.
- A description of how you tried to solve the problem.

Via the Web: Web-based support on Microsoft's Personal Online Support is available 24 hours a day, 7 days a week. Via the Web, you can submit a no-charge or paid incident to a Microsoft Support Professional any time day or night. You will receive notification from Microsoft that your solution is available and your answers are ready during regular business hours. Connect to Personal Online Support at <http://www.microsoft.com/support>.

Via the Phone No-Charge:

- In the U.S.: Games & Multimedia: **(425) 637-9308**. Regular business hours for no-charge assisted Personal Support are 5 AM to 9 PM Pacific time Monday through Friday and 9 AM to 3 PM Pacific time Saturdays, excluding holidays. This number is based in Redmond, Washington, so your phone company may charge you for your call. Contact your long-distance number provider for rate information.
- In Canada: Games & Multimedia: **(905) 568-3503**. Regular business hours for no-charge assisted are 8 AM to 8 PM Eastern time Monday through Friday, excluding holidays. This number is based in Mississauga, Ontario, so your phone company may charge you for your call. Contact your long-distance provider for rate information.

Via the Phone Paid:

- In the U.S.: **(800) 936-5700**. Available 24 hours a day, 7 days a week, including holidays.
- In Canada: **(800) 668-7975**. 8 AM to 8 PM Eastern time Monday through Friday only.



Change view forward, aft, right, left

Launch Missile

After-burners

Fire Guns

Target Nearest Enemy

To roll left or right, hold down SLASH (/) key while moving joystick.



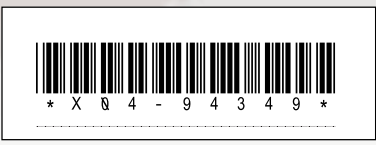
Strafe Right

Next Friendly Target

Counter-measures

Strafe Left

Throttle



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