Contents

10: Landing

11: Your First Mission

Launch Preparation

On the way to Nav 1

Nav 1

Nav 2

Return to the Tigerís Claw

12: The Campaign

13: Options

INSTALL GUIDE

Quick Installation

1. Turn on your system, then disable virtual memory and deactivate all screensaver, disk compression, and RAM doubling applications. (You will need to restart your Macintosh after disabling certain system extensions and control panels.) Make sure that your CD-ROM driver is enabled (external drives may require more than one driver).

2. Place the Super Wing Commander CD in your CD-ROM drive and restart your computer.

3. Double-click on the *Super Wing Installer* icon in the `SUPERWING CD` folder.

4. After the installer has copied the *Super Wing Commander* application to your hard drive, use the mouse to double-click on the *Super Wing Commander* icon on your hard drive.

    For more details, see **Installation**.

System Requirements

Computer. *Super Wing Commander* requires a Power Macintosh™, Quadra™, Centris™ or Performa™ computer, and System 7.1 or higher. A 68040, 68LC040 or PowerPC™ CPU is required for acceptable performance.

Hard drive. You must have a minimum of 1.5 megabytes free on your hard drive to install and play this game. A full installation (with music and sound files) requires a minimum of 12 megabytes free.

Mouse. *Super Wing Commander* supports all Macintosh mice and those that are 100% compatible. (We recommend a joystick for space flight.)

Video. You must have a color monitor with 8-bit (256-color) graphics and a 640x480 video driver to play this game. (The game plays in this resolution only.)

Memory. *Super Wing Commander* requires at least 4.5 megabytes of free RAM (6 megabytes of installed RAM for 68K Macs (Anything other than a Power Macintosh; Quadra, Centris or Performa), 8 megabytes of installed RAM for Power Macs). We recommend at least 8 megabytes of installed RAM.

> Note: The readme file that was included with Super Wing Commander Mac incorrectly lists 6000K as the preferred memory field size. The correct size is 5000K. To check this setting, click the mouse on the Super Wing Commander CD icon and press ⌨️Option I. Refer to the addendum in the game box for more information.

CD-ROM. This game requires a double-speed (or better) CD-ROM drive.

Installation

Welcome to *Super Wing Commander* for the Macintosh. To avoid problems, please take a moment to confirm that your machine complies with the system requirements. You can exit the Installer program by selecting cancel and confirm.

Warning! Super Wing Commander is not compatible with disk compression utilities or RAM-doubling programs.

1. Before powering up your system, place the *Super Wing Commander* disk in your CD-ROM drive.

2. Start up your Macintosh. Note that the *Super Wing Commander CD* icon displays on the desktop when your system powers up.

3. Deactivate all screen saver applications (such as *After Dark*).

4. Disable Virtual memory (described below):

    Select `CONTROL PANELS` from the Apple menu and double-click on the `MEMORY` control panel to open it. Then, adjust the following options:

    Disk cache. Click on the arrows to adjust the size of the disk cache (we recommend 64K).

    Modern memory manager. (Power Macs only) Activate this option by clicking the on box.

    Virtual memory. Deactivate this option by clicking the off box. If you leave it active, it severely hinders game performance.

    RAM disk. Deactivate this option by clicking the off box. If active, the RAM disk option lowers the amount of memory available to play the game.

    Use defaults. Do not select this option before playing the game. Once you've finished playing, however, click this option to return all memory settings to their usual values.

5. When you have finished changing options, close the `MEMORY` screen (saving your choices).

6a. (System 7.5 and higher) Disable all extensions and control panels other than your CD-ROM driver, *QuickTime* ™ 2.0 (for music), *Sound Manager* (for sound), and your joystick. This will increase the amount of available memory and reduce any potential software conflicts that may occur.

    Machines with System 7.5 or higher require *QuickTime* 2.0 and `QUICKTIME MUSICAL INSTRUMENT`s to play music, and *Sound Manager* to play sound. Power Macs also require `QUICKTIME POWERPLUG`.

    To enable/disable extensions, open `CONTROL PANELS` under the Apple menu. Highlight the `EXTENSIONS MANAGER` to open it. Click on the names of extensions and control panels to toggle them on (enabled) or off (disabled). Active extensions have a checkmark to the left of the name.

To revert to your previous extension settings after you've finished playing *Super Wing Commander* , click undo.

Note: In System 7.5, you can save your extension setup by choosing sets from the top bar of the window. Select save set, then type in a name for this custom extension set. Close the window to return to the Extension manager window.

6b. (System 7.1 - 7.4) All machines require *QuickTime* 2.0 (**QUICKTIME MUSICAL INSTRUMENTS**) to play music. System 7.1 requires *QuickTime* 2.0 to play sounds. (Note that you cannot install *Sound Manager* unless *QuickTime* 2.0 is installed.) System 7.1 and higher runs with *Sound Manager* and does not require *QuickTime* 2.0 for sound. Power Macs also require **QUICKTIME POWERPLUG**.

Prior System versions (such as 7.1) do not have an **EXTENSIONS MANAGER** Control Panel.

To create one, make two new folders in your **SYSTEM** Folder. Name the first "Extensions (disabled)." Drag all the files in your **CONTROL PANELS** folder (except any for CD-ROM, *QuickTime* or joystick extensions) into this new folder.

Note: On Power Macs, leave any files ending with the word "Lib" in the `extensions` *folder.*

Name the second folder "Control Panels (disabled)." Drag all the files in your **CONTROL PANELS** folder (except any for CD-ROM, *QuickTime* or joystick extensions) into this new folder.

7. Restart your Macintosh after you change extensions and control panels.

Whenever you finish playing *Super Wing Commander* , make sure you reset your extensions.

8. Double-click (using the mouse) on the icon labeled *Super Wing Installer* . This opens the installation menu.

9. Choose the machine type - either power macintosh version or 68k macintosh version - by clicking on the box to the left of the name (an "x" appears beside your selection). You may select both in order to install *Super Wing Commander* so that it will run on either type of Macintosh.

10. Selecting sound files (recommended) copies sound effect files to your hard drive. This option requires about 10 additional megabytes of hard drive space (12 total), but increases the speed of the game. If you do not install sound files, they will play directly from the CD-ROM.

11. Selecting music files (faster) copies the music files to your hard drive. This option improves load times but does not speed up gameplay. If you do not install music files, they can play directly from the CD-ROM. (Refer to **Troubleshooting** if you're having frame rate problems while playing with music.)

12. The game automatically detects the name of your hard disk. To install to a

disk other than the one listed at the top of the window, click disk to cycle through (and select) another disk.

13. Click install to install the game onto your system, or cancel to abort the install process. Once installation is complete, click ok.

14. Double-click on the *Super Wing Commander* icon on your hard drive to start the game. A preference menu appears (see Options). You can also adjust these options (except for kill background applications) from the **OPTIONS** menu during play.

    We recommend that you select the box labeled kill background applications. This automatically closes any other applications that are active when you begin *Super Wing Commander* . This closes the Finder, which will stop File Sharing (if enabled), and disables any desktop accessories and other Apple menu contents. The Apple menu will be restored when you quit *Super Wing Commander* , and the Finder will automatically restart.

15. Press ⎋Esc to bypass animations. To exit the game at any time, press ⌥Option Q

Troubleshooting

Before you play *Super Wing Commander* , make sure that you disable virtual memory, disk compression, RAM-doubling programs and any screensaver applications (such as *After Dark*). If you have problems running the game, read these **Troubleshooting** tips.

Q: *When I tried to play* Super Wing Commander*, it said* "YOU DO NOT HAVE ENOUGH MEMORY TO RUN SUPER WING COMMANDER. PLEASE TRY TO FREE SOME MEMORY AND TRY AGAIN ...." *What should I do?*

A: This indicates that you need more free memory (about 4000K for 68K Macs and 3925K for Power Macs) to play the game. Make sure you have disabled all unnecessary extensions and applications. If you continue to have problems, refer to **ORIGIN Product Support**.

Q: *When I tried to play* Super Wing Commander*, it said* "YOU DO NOT HAVE ENOUGH MEMORY TO RUN SUPER WING COMMANDER WITH FULL SOUND. MUSIC WILL BE TURNED OFF ...." *What do I do?*

A: This indicates that you need more free memory (about 4500K for 68K Macs and 4000K for Power Macs) if you want to play the game with music. Make sure you have disabled all unnecessary extensions and applications. Please note that you can play the game without music.

Q: Super Wing Commander *loads and runs, but my joystick isn't responding. What's wrong?*

A: First, open the **OPTIONS** menu and highlight the **INPUT** menu (move the cursor to the top of the screen to display the menu bar). Make sure that you selected JOYSTICK as the control input. If you have, and your joystick is not working, make sure that the joystick driver is loaded (it usually appears as an

icon). Refer to your joystick documentation for more information.

Q: *I have enough RAM, but I'm not getting sound effects when I play* Super Wing Commander. *Why?*

A: It is possible that you have the sound turned off or the volume turned down. To check, move your mouse to the top of the screen and select the `OPTIONS` menu. You should see a menu item named `TURN SOUND OFF` if sound is already enabled. If you see `TURN SOUND ON` instead, you need to enable sound by dragging the cursor down to that option. It will then change to `TURN SOUND OFF.`

To check sound volume, highlight `VOLUME CONTROLS` in the `OPTIONS` menu. Make sure that the sound setting is appropriate. Drag the slider up or down to adjust the volume.

Q: *I have enough RAM, but I'm not getting music when I play* Super Wing Commander. *Why?*

A: It is possible that you have the music turned off or the volume turned down. To check, move your mouse to the top of the screen and select the `OPTIONS` menu. You should see a menu item named `TURN MUSIC OFF` if music is already enabled. If you see `TURN MUSIC on` instead, you need to enable sound by dragging the cursor down to that option. It will then change to `TURN MUSIC OFF`.

To check music volume, highlight `VOLUME CONTROLS` in the `OPTIONS` menu. Make sure that the sound setting is appropriate. Drag the slider up or down to adjust the volume.

If the previous steps do not solve the problem, make sure that you're loading *QuickTime 2.0* . Check to make sure that the *QuickTime* program icon appears at the bottom of your desktop window during startup. (You may also need `QUICKTIME POWERPLUG` if your system uses it.)

Q: *When I play the game, the music sounds really strange. Why?*

A: You may not have the `QUICKTIME MUSICAL INSTRUMENTS` extension installed or enabled. First, make sure that you have not disabled this extension. (Refer to Step 6 in the Installation for information on how to enable/disable extensions).

If you do not have the extension installed on your hard drive, look in the `SYSTEM SOFTWARE` folder on the *Super Wing Commander* CD. In the `QUICKTIME 2.0` folder, look for a file named `QUICKTIME MUSICAL INSTRUMENTS`. Drag this file on top of your `SYSTEM` Folder (on your hard drive) to install it. Restart your Macintosh and double-click the *Super Wing Commander* icon.

Q: *For some reason, the game only fills part of my screen, even though I selected* LARGE GRAPHICS *in the* `OPTIONS` *menu. Why?*

A: Some computer monitors support other resolutions besides 640x480, which is what *Super Wing Commander* uses. You should make sure that the

correct video mode is selected. To check this, open the Apple menu and access **CONTROL PANELS**. Then, choose **MONITORS** and select the **OPTIONS** submenu. Make sure that 640x480 is the selected resolution. (Refer to your monitor documentation for more information.)

Q: *A dialog box displays when I start Super Wing Commander that says* "SOUND MANAGER 3.0 OR LATER IS REQUIRED." *What should I do?*

A: First, make sure you have not disabled an extension named sound manager or a Control Panel named sound. If you do not have the extension installed on your hard drive, open the folder on the *Super Wing Commander CD* named **SYSTEM SOFTWARE**. Inside is a folder named **SOUND MANAGER 3.0**." Open it, then drag the sound manager and sound files on top of your **SYSTEM** Folder (on your hard drive) to install them. Restart your Macintosh and double-click the *Super Wing Commander* icon.

ORIGIN Product Support

● If, after reviewing **Troubleshooting**, you are still having a problem with *Super Wing Commander* , please review this section and call us. We have a staff of product support technicians ready to help you with any problems you may encounter with the game. When you do call us, if at all possible, be near your computer. If this is not possible, be sure that you have the following information.

● Your Macintosh model and System Software version.

● Amount of installed RAM memory and free RAM memory. (Select **ABOUT THIS MACINTOSH**. from the Apple menu while in the Finder.)

● A list of installed extensions and control panels (and any startup items). Look in these folders inside your **SYSTEM** Folder to find out, or refer to the **EXTENSIONS MANAGER** control panel.

● Any special hardware (large monitors, AV cards, etc.) or software installed on your Macintosh.

Contact ORIGIN Product Support at (512) 335-0440, Monday through Friday, between 9 a.m. and 1 p.m., or 2 p.m. and 5 p.m., Central time (2 p.m. to 4:30 p. m., Friday afternoons). The ORIGIN fax number is (512) 331-8559. The ORIGIN BBS number is (512) 331-4446 at 8 bit, no parity, 1 stop bit.

1: Starting the Game

⊕ means use the joystick, mouse or ⬆,⬅,➡,⬇. ▯ means mouse-click or use your joystick trigger.

If you have not installed *Super Wing Commander* , please consult the **Install Guide**. After your game is installed:

● Insert your CD into the CD-ROM drive.

● Go to the folder where you installed the game.

● Double-click on .

(To bypass animations, press any key.)

After the introduction, a menu appears with two options: new game and continue. Use ⬅ or ➡ to change options and Enter or ▯ to begin *Super Wing Commander* . The screen will dim as the CD-ROM accesses the disk and loads portions of the game.

NEW GAME begins a new game starting with Mission1 of the first campaign.

CONTINUE starts the game in the Barracks. This also allows you to load a saved game (not an option until you complete a mission and save a game).

2: Playing the Game

Cursor Movement

Super Wing Commander has three ways to make selections or steer your ship.

Joystick. Press ⌘J to establish joystick control. Pull the trigger to select an option or fire your gun.

Mouse. Press ⌘M to establish mouse control. Click the mouse button to select an option or fire your gun.

Keyboard. Press ⌘K to establish full keyboard control. Use the →, ↑, ← and ↓ keys to fly or move the cursor. Press Enter to select an option. Press Spacebar to fire your gun.

If the mouse is positioned over a hotspot (the Barracks door, simulator, Shotglass, etc.) the Tab and the →, ↑, ← and ↓ keys won't change your selected option. Move the mouse off the hotspot to enable your movement keys.

Other Actions

Most actions in *Super Wing Commander* are controlled through keyboard commands or pull-down menus. Pull-down menu options can be found in Chapter 13.

Onboard the *Tiger's Claw* , Tab and →, ↑, ← and ↓ have identical function.

3: Rec Room

The Rec Room is the favorite hangout for off-duty *Tiger's Claw* crew members and the perfect place to keep up with events in Vega Sector. Here, you can check everyone's latest number of kills, talk strategies with pilots, practice your flying techniques, or head for the Barracks. Stay in the Rec Room as long as you want, but you must enter the Barracks to access the Hangar and fly a real mission.
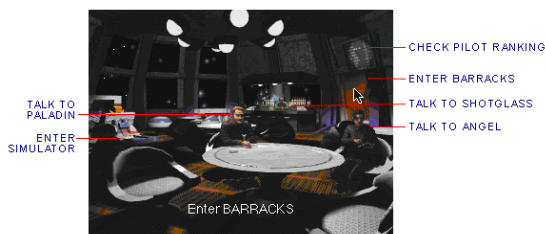
Choose an action. When you change actions, objects light up or animate, or characters stop what they're doing and look at you. You also see and *hear* the option - **Talk to ANGEL**, **Talk to PALADIN**, **Talk to SHOTGLASS**, **Enter SIMULATOR**, **Enter BARRACKS**, or **Check Pilot Ranking**.

Note: You can toggle onscreen text on and off through the pulldown menu (see **Options**).

Begin selected action. /Enter to activate the option you've chosen

4: Simulator

If you're new to *Super Wing Commander* , the training simulator is a good place to practice before you begin flying. Since training missions don't affect your score, you should use the simulator to become familiar with the game.

✛   Press left or right until the simulator opens and you see and hear **Enter SIMULATOR**.

▯/Enter   Choose the training simulator option.

Esc   Advance to the next screen. You'll see four Kilrathi fighters, with the selected ship highlighted. ✛ to select fighter.

Spacebar   Abort the simulation (only works before selecting an enemy).

✛, Enter   Choose a ship to fly against. A detailed information screen displays that ship's statistics, such as speed, mass and armor. (Esc to exit.)

▯/Enter   Begin the simulation.

Ten fighters of the chosen type (*Salthi* , *Dralthi* , *Krant* or *Gratha*) are divided into four waves. First, you will face one fighter, then two, then three, then four. If you complete the fourth wave, you proceed on to the next fighter. Your score appears in the upper left portion of the screen, and the time remaining displays in the upper right. If you manage to complete all four waves for *all* ships, you'll be victorious!
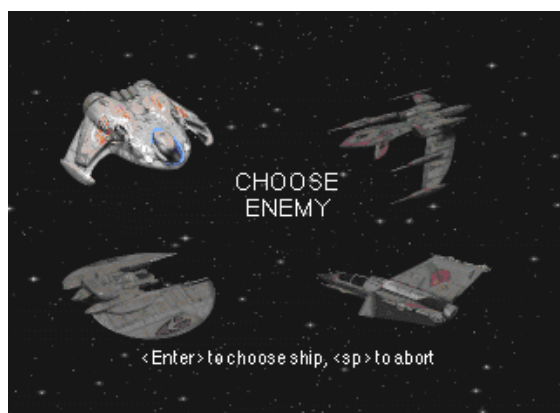
5: Barracks

⊕,   To enter the Barracks, ⊕ until you see and hear **Enter**

⬚/Enter   **BARRACKS** (the red entrance to the right lights up), then ⬚/Enter

In the Barracks, you can **Save**, **Load** and **Delete Games**, **View MEDALS**, **Enter RECROOM**, or **Enter BRIEFING ROOM**. ⊕ to change actions, ⬚/Enter to begin.

SAVING, LOADING AND DELETING GAMES. After completing a mission, you should save the game. Later, you can load it and start playing where you left off. If you've already saved the maximum number of games (8), delete old games and save new ones in their place.

To save, load or delete a game:

⊕   Choose until a bunk lights up and you see the word **Bunk** (or hear the word **Game**) followed by a number from **1** to **8** (you can save up to eight different games at a time).

⬚/Enter   Bring up the game menu.

⊕   Press until you highlight SAVE, LOAD OR DELETE.

⬚/Enter   Perform the selected option.

              (Note: When you select an empty bunk, SAVE will be your only option. After you delete a game, the bunk becomes empty.)

Esc   Abort the SAVE, LOAD or DELETE process.

VIEW MEDALS. To view locker contents, ⊕ until you see and hear **View MEDALS**. ⬚/Enter to see your uniform with your current ribbons and medals. ⬚/Enter once more to return to the Barracks.

ENTER BRIEFING ROOM. To enter the mission briefing, ⊕ until the Briefing Room door to the right slides up and you see and hear **Enter BRIEFING ROOM**. Then, ⬚/Enter. Here, you will receive instructions about your mission objectives.

ENTER REC ROOM. To return to the lounge, ⊕ until the Rec Room door to the left slides up and you see and hear **Enter RECROOM**. Then, ⬚/Enter

RETURN TO
REC ROOM

ENTER
BRIEFING ROOM

LOAD/SAVE/
DELETE GAME

VIEW MEDALS

BUNK 2
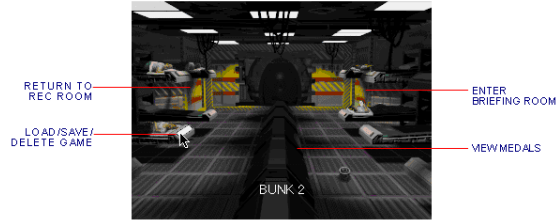
6: Briefing Room

Once you enter the Briefing Room, you receive a mission briefing from Colonel Halcyon. If you've seen this briefing, press Esc / Spacebar to skip to the next animation. If you haven't seen it, you'll hear instructions about your mission objectives, navigation route and wingman assignment. (The navigation details will automatically load into your ship's computer.)

After the briefing is over, you're fitted for a flight suit in the armory. Then, you enter a cinematic launch sequence that takes you to the hangar, into your fighter and through the launch process. (Note: Your system may take a few moments to load the mission.)

7: Cockpit Instruments

Once you see open space through your fighter's viewscreen, you're in control of the flight. All the information screens in the cockpit may be intimidating at first, but reading them will soon be second nature.

During the *Super Wing Commander* campaign, you have the opportunity to fly up to five types of ships. Although the cockpits have different instrument arrangements, they contain the same dials and gauges.

1. Viewscreen. The viewscreen and Heads-up Display provide a clear view of space directly ahead of you. When other ships enter your viewing window, your ship computer automatically targets the closest ship. Red brackets appear around an enemy ship, while a friendly ship gets blue brackets. A picture of the bracketed ship appears in the monitor on the right side of the cockpit (the Right VDU), as long as you have the ship targeted.

The dim green crosshairs in the middle of the screen are your gunsights and show where your ship's guns are aimed. A solid arrow appears in the middle of the crosshairs when you target a ship. The arrow shows which direction you need to turn to bring your target into view.

Alternative Views. You can change views in *Super Wing Commander* to get an external perspective of the battlefield:

⊞Ⓓ   Switches to a *battle view* that shows action from a distance.

⊞Ⓕ   Switches to a *chase view* from *behind* your ship.

⊞Ⓨ   Switches to a *cockpit view* .

Hornet Cockpit

1. VIEWSCREEN
2. RADAR DISPLAY
3. LEFT VDU
4. RIGHT VDU
5. BLASTER INDICATOR
6. FUEL INDICATOR
7. SPEED INDICATOR
8. CURRENT SPEED
9. SET SPEED
10. EJECT WARNING
11. AUTOPILOT LIGHT
12. ARMOR DAMAGE
13. SHIELD INDICATOR
14. GUNSIGHT
15. ACTIVE WEAPON
16. NAV CROSS
17. MISSILE LOCK CROSS
18. ENEMY MISSILE LOCK

2. Radar Display. This circular radar screen appears in every cockpit. It shows how far you have to rotate to bring a target into your front viewscreen. The radar display is divided into six sections, and each ship detected appears as a colored dot. 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.
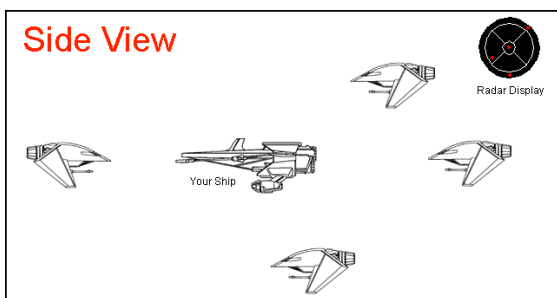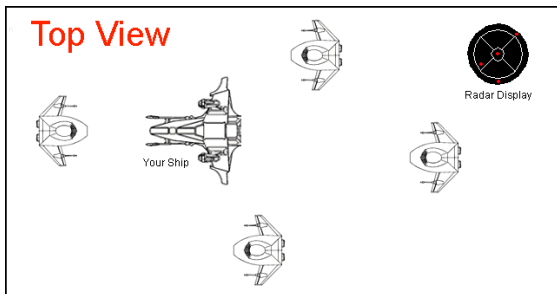
Radar Display Colors

Red Dot   Enemy ship

Blue Dot   Friendly ship

Orange Dot   Enemy capital ship, transport or tanker

White Dot   Friendly capital ship, transport or tanker

Blinking Dot	Targeted ship (red/blue/orange/white)
Large White Cross	Current nav destination
Blinking Yellow Dot	Enemy missile

3. Left Video Display Unit (VDU). The Left VDU shows a profile of your fighter with its shield and armor status. Your ship's active gun(s) and weapon appear briefly just above this display when you change them. Depending on what ship you are flying, you have different shield and armor strengths and different guns and weapons available.

● Green brackets around the ship profile indicate shield strength. They dim and disappear as shields take damage. Shields gradually regenerate unless the shield generator is destroyed. Once the shields are pierced, armor begins taking damage.

● Armor damage is indicated by flashing red panels on top of the ship profile. For instance, if armor on the rear of your ship is damaged, the rear part of the ship profile turns red and blinks on and off. Unlike shields, armor cannot regenerate.

● Whenever a ship component is damaged or when you change the active gun or weapon (see **Guns** and **Weapons**,), you'll see a line of text just above the Left VDU. Some systems repair themselves over time, while others remain damaged. If a gun or weapon is damaged, the name temporarily appears in red text. The color of the other text varies, depending on the system condition:

Yellow	Light damage		*Red*	Heavy damage
Orange	Moderate damage		*Gray*	Destroyed

4. Right VDU. The Right VDU has three functions, depending on your ship's situation:

● When a ship (friendly or enemy) appears in your viewscreen, your onboard computer targets the closest ship and places its profile on the VDU. You know a ship is targeted when brackets appear around it and a flashing dot appears on your radar (see **Targeting System**). Red brackets indicate enemy ships, blue brackets denote friendlies, and white brackets appear around ships that are talking to you.

● When you target a ship, text above the Right VDU identifies the ship type (for enemies) or displays the pilot or ship name (for friendlies). A second line of text tells how far away (in kilometers) you are from the enemy.

● Flashing red panels appear on the enemy ship profile in the Right VDU when the ship's armor becomes damaged. If you destroy a ship's rear armor with a Dumbfire missile, for example, the rear panel of the enemy ship profile will flash red.

● The Right VDU shows incoming video messages from other ships when they talk to you. To respond, see **Communication**.

5. Blaster Indicator. The blaster indicator is a bar that displays the power level of

your lasers, mass drivers, and/or neutron guns (location and color vary between cockpits). Frequently firing your guns runs down blaster power and shortens the bar. The more guns you fire at once, the faster you drain blaster power. (If you have no blaster power left, your guns won't fire.) The bar grows longer as blasters regenerate. Guns recover power gradually if your power generator isn't too damaged.

6. Fuel Indicator. This bar shows how much fuel you have and shortens as your tank empties. Afterburners boost your speed dramatically but burn fuel at a ferocious rate, so use them sparingly. If you run out of fuel, you cannot afterburn and must coast on reserves at a speed of 50 kilometers/second.

Scimitar Cockpit

1. VIEWSCREEN	7. SPEED INDICATOR	13. SHIELD INDICATOR
2. RADAR DISPLAY	8. CURRENT SPEED	14. GUNSIGHT
3. LEFT VDU	9. SET SPEED	15. ACTIVE WEAPON
4. RIGHT VDU	10. EJECT WARNING	16. NAV CROSS
5. BLASTER INDICATOR	11. AUTOPILOT LIGHT	17. MISSILE LOCK CROSS
6. FUEL INDICATOR	12. ARMOR DAMAGE	18. ENEMY MISSILE LOCK

LIGHT BLUE ENTRIES IN THE KEY ARE NOT VISIBLE IN THIS SCREEN SHOT.

7-9. Speed Indicators. The speed indicator is a bar that shows your throttle magnitude. A numerical gauge near the bar gives the *current speed* of your ship in kilometers per second. It is located in the left portion of the viewscreen and changes if your ship changes speeds. The number increases when you speed up (⊞) and decreases when you slow down (⊟). It also changes when you turn sharply or apply your afterburners (Tab).

Another speed indicator appears to the right. It displays your *set speed*, or the speed that your ship returns to after you finish using your afterburners or turning. This number matches the current speed setting (when you're not using your afterburners or turning) and changes whenever you speed up or slow down using ⊞ or ⊟.

When you stop (S), the speed indicator reads 0.

10. Eject Warning. The eject warning flashes red if your ship sustains heavy damage. When the warning activates, you must decide how serious the situation is and whether to eject or not (see **Eject**). If you decide to eject, the Confederation will suffer from the loss of a starfighter. But, unlike the Kilrathi

pilots who fly ships without ejection systems, you'll automatically live to fight another day.

11. Autopilot Light. The autopilot light (AUTO) is located on the instrument panel, although its position varies between ship types. It remains dim if asteroids or enemies are present, but glows when it is safe to autopilot.
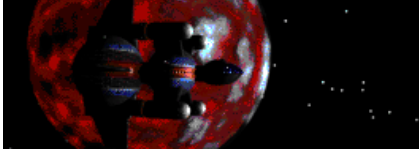
Rapier Cockpit

1. VIEWSCREEN	7. SPEED INDICATOR	13. SHIELD INDICATOR
2. RADAR DISPLAY	8. CURRENT SPEED	14. GUNSIGHT
3. LEFT VDU	9. SET SPEED	15. ACTIVE WEAPON
4. RIGHT VDU	10. EJECT WARNING	16. NAV CROSS
5. BLASTER INDICATOR	11. AUTOPILOT DAMAGE	17. MISSILE LOCK CROSS
6. FUEL INDICATOR	12. ARMOR DAMAGE	18. ENEMY MISSILE LOCK

LIGHT BLUE ENTRIES IN THE KEY ARE NOT VISIBLE IN THIS SCREEN SHOT.

8: In-Flight Systems

Autopiloting System. You can autopilot to the next Nav point (press ⌨) as long as no enemies or hazards are nearby. If you are able to autopilot, the autopilot light glows. If you try to autopilot when it isn't possible, you'll hear a verbal warning and see text above the Left VDU, such as *Hazard Near* or *Enemy Near.* The location of the autopilot indicator light differs between cockpits.

Note: You can't autopilot out of an area until any surviving enemies are at least 10,000 kilometers away from you.

Targeting System. This system automatically targets the enemy ship closest to you and places red brackets around it. (If there are no enemy ships nearby, it will target a "friendly" ship, putting blue brackets around it.) As long as you have a ship targeted, the Right VDU displays a profile of that ship, along with any damage it has sustained. Text above the Right VDU describes the targeted ship type. You *must* have a ship targeted before you can gain a missile lock and fire Image-Recognition or Heat-Seeking missiles.

To cycle through targets in your viewscreen, press ⊤. The brackets shift to another ship in your viewscreen, and the targeted ship appears as a flashing dot on your radar. You can only target one ship at a time.

Tactical Tip: Your computer automatically targets the enemy ship closest to you. To bring this target into view during battle, find the flashing dot on the radar. Also, look to see which direction the arrow in your gunsight is pointing. Then, maneuver your ship in the direction of the arrow so that you center the dot in the innermost circle of your radar display. This will bring the target directly in front of you and into your viewscreen.

Missile Lock. Depending on what ship you're flying, you have access to certain missiles. Dumbfire missiles are "point-and-shoot" weapons and do not need a missile lock. Friend-or-Foe (FF) missiles don't require a missile lock either, but they do automatically travel toward the nearest enemy target when you fire them within range (12,000 meters). They might also attack friendly ships that are damaged and unable to transmit Confederation signals.

However, Heat-Seeking (HS) missiles do require you to lock onto a heat source. This means you have to approach an enemy ship from the *rear* so that your missiles can lock onto its hot exhaust ports. Image-Recognition (IR) missiles also require a lock. With IR missiles, you must keep the target in view for several seconds so that the missile can "memorize" the ship type.

When a targeted ship comes into view, a green missile cross appears outside the targeting brackets and moves toward the center of the brackets. Keep the

target in view. When the green cross flashes, you'll hear a missile lock tone. This means you can fire your HS or IR missile**.**

Weapons System. If you're piloting a ship with multiple guns and/or missiles, you can change them directly from the cockpit during flight. To change the active gun, press Ⓖ, to change the active weapon, press Ⓦ Notice that the text above the Left VDU changes. You can also change the active gun(s) and weapon by using the onboard computer (see **Guns** and **Weapons**).

9: How to Use the Onboard Computer

Each ship is equipped with an onboard computer that you access by pressing ⓒ. This pauses the game and brings up the onboard computer. The computer has five functions - the panels to the right represent computer screens, with the current screen highlighted. An enlarged view of the highlighted screen appears on the left. To access the other four computer screens, press ⬇ or ⬆.

The onboard computer lets you:

- Select navigational points
- Copmmunicate with other ships
- Change your active gun(s)
- Change your active weapon
- Eject from your ship

Note: The Nav screen appears when you first open the onboard computer. The next time you open the computer, you'll see the last screen used.

Text at the bottom of the Navigation screen identifies the objective for the selected Nav point. Colored circles and triangles on the map indicate the locations of other objects:

Navigation. When you begin a mission, your navigational points and mission objectives are automatically loaded into your computer. (The white cross you see on your radar and in your viewscreen represents your next navigational destination.)

ⓒ	Access onboard computer (the Nav screen is the first screen).
⬅ or ➡	Change Nav points. (The highlighted Nav point is your new destination.)
Esc	Return to cockpit and resume play. If you changed Nav points, the

white cross now indicates your new Nav point.

Communication. This screen lets you send messages to friendly and enemy ships. You can send various orders to your wingman, request landing aboard your carrier or taunt the enemy. (You can only talk to an enemy if he is currently targeted.) When a friendly or enemy ship sends *you* a message, that ship's brackets turn white.

C	Access onboard computer.
↑ or ↓	Switch computer screens until you open the Communication screen.
← or →	Select a ship, then press Enter to bring up a list of messages.
← or →	Select a message (the list varies, depending on what ships are in range).
Enter	Send message and return to cockpit view.
Esc	Return to cockpit view without sending a message.

Here are a few shortcut keys that let you send messages directly from the cockpit:

B	Send *Break and Attack/Attack my Target* message to wingman.
E	Send random taunt to targeted enemy.
H	Send *Help Me Out Here!* message to wingman.
R	Request landing (when *Claw* is targeted)/Form on my wing.

Here's a complete list of messages:

Break and Attack - Tells your wingman to break formation and engage enemy ships within 12,000 meters.

Keep Formation - Denies a wingman's request to break and attack on his own initiative.

Form on My Wing - Tells your wingman to return to formation and follow your ship.

Return to Base - Instructs your wingman to return to the Tiger's Claw immediately. If the command is obeyed, your wingman will not be available for the duration of the mission.

Help Me Out Here! - Commands your wingman to engage the enemy attacking you (only available in the quick communication keys, as H).

Attack My Target - Tells your wingman to engage the enemy you have currently targeted. (You can use this message to get your wingman to attack an enemy capital ship.)

Keep Radio Silence - Prevents your wingman from talking to you until a Broadcast Freely is sent.

Broadcast Freely - Allows your wingman to talk to you and breaks the Keep Radio Silence command.

Never Mind - Tells receiver to disregard communication*.*

Enemy Taunt - When you have an enemy ship targeted, you can send a random insult. Taunting sometimes draws enemy ships to you, luring them away from your wingman or another friendly ship.

Request Landing - When you complete a mission and return to the Tiger's Claw, you must request permission to land*.*

Guns. A profile of your ship and its available guns - lasers, neutron guns or mass drivers. (*Guns* are all multi-fire blasters that draw energy from your ship.) The active gun flashes, and its name appears in bold, white letters. If your ship has multiple guns, you can select just one type, or full guns (full guns quickly deplete your blaster power).

C	Access onboard computer.
↑ or ↓	Change computer screens until you open the Gun screen.
← or →	Change active gun (if ship has multiple guns). Whatever gun is highlighted becomes the active gun.
Esc	Return to cockpit view.
/ Spacebar	Fire gun(s).

You can also can switch active guns directly from the cockpit by pressing G

Weapons. A profile of your ship and its available weapons. (*Weapons* include all single-shot munitions that are self-powered.) The game weapons include Dumbfire, Heat-Seeking, Image-Recognition, and Friend-or-Foe missiles, and Porcupine mines. When you pull up this screen, the active weapon flashes, and its name appears in bold, white letters. Unlike guns, you can only activate one weapon at a time.

C	Access onboard computer.
↑ or ↓	Change computer screens until you open the Weapon screen.
← or →	Change active weapon (if ship has multiple missiles). Whatever missile is highlighted becomes the active weapon.
Esc	Return to cockpit view.
Enter	Fire weapon.

You can also change the active weapon directly from the cockpit by pressing ▥

Eject. If your ship receives heavy damage during combat, the Eject warning may light up in the cockpit. If you see it flashing red, you may want to consider ejecting.

C	Access onboard computer.
↓	Change computer screens until you open the Eject screen. (A flashing red screen appears that displays *Warning.*)
Enter	Press to eject. You will fail the mission, but you can fly the next one

in the series. (Don't eject too often, or you'll end up playing the losing mission path and losing the entire game.)

10: Landing

After completing your mission, head back to *Tiger's Claw* using the autopilot function (⌐A⌐). When you are ready to land, target the *Claw* (see **Targeting System**). Use the Communication screen (see **Communication**) to signal the ship's traffic control officer and request permission to land (⌐R⌐). You *cannot* land if enemy vessels are near the *Tiger's Claw* or if you haven't fulfilled at least one of the following requirements:

a) Traveled to any Nav point

b) Achieved at least one mission objective

c) Killed at least one enemy ship

d) Taken heavy damage

e) Exhausted your fuel supply

After you receive permission to land, steer toward the *Tiger's Claw* and let the automatic landing system take over. Coast toward the carrier, but *do not* use your afterburners. Upon landing, you go to a debriefing, where Colonel Halcyon evaluates your performance and notable achievements.

11: Your First Mission

After the game loads, you're ready to take off! You'll find yourself in the Rec Room. Follow these steps to launch into your first mission.

Launch Preparation

Before you launch, you'll need to meet a few pilots and get to know the *Tiger's Claw* .

● **Talk to ANGEL** and **Talk to PALADIN** (✛, then ▯/Enter, for each pilot). Both pilots give you hints that aid you in fighting the *Dralthi* and *Salthi* ships you'll be facing.

● **Enter BARRACKS**. From there, enter the **BRIEFING ROOM** (the door to the far right) and attend the mission briefing.

After you go through the launch sequence, you find yourself away from the *Tiger's Claw* , in the cockpit. Look at your radar and notice that Spirit, your wingman, appears as a blue dot and the *Tiger's Claw* shows up as a large white dot. The white cross indicates your next Navigational point.

● Maneuver your ship (✛) to center the white cross on your radar display.

● Display your onboard computer (Ⓒ). The first screen you'll see is the navigational map. It displays the current Nav point as a flashing yellow dot and your position as a dark blue triangle. Notes at the bottom of the screen identify the objective for the current Nav point.

◄ or ►   Cycle between navigational points. (Make sure you return to Nav 1 before performing the next step.)

Esc   Resume play and return to cockpit.

● Autopilot toward the first Nav point (Ⓐ).

On the way to Nav 1

During your journey to the first Nav point, Spirit warns you that enemy ships are ahead. Here are a few tips to aid you in your fight against three Kilrathi *Dralthi* .

● Maneuver your ship (✛) to bring an enemy target into view (it will appear as a flashing red dot on your radar).

● Order Spirit to *Break and Attack* (shortcut key is B̄).

C̄   Open computer.

↑ or ↓   Cycle through computer screens until you reach the Communication screen. A list of ships will appear. (Note: If another ship isn't in the area, Spirit will be the only available receiver.)

← or →   Change the highlighted receiver.

Enter   Select the receiver. (A list of messages will display.)

← or →   Highlight *Break and Attack* , then press Enter to send the message.

C̄   Open computer.

↑ or ↓   Change computer screens until you open the Weapon screen.

← or →   Switch to *DF* missiles (shortcut key to cycle through weapons is W̄).

Esc   Return to cockpit view. Get as close as possible to a *Dralthi.*

Enter   Launch a Dumbfire at it (you have four Dumbfires).

● Two missile hits or seven laser hits should be enough to down a *Dralthi* . Enemy damage shows up as illuminated panels on the ship profile in the Right VDU. Damage to your ship shows up similarly in the Left VDU.

Ā   Finish autopiloting to the first Nav point.

Nav 1

Here, you'll find yourself flying straight into the asteroid field that Colonel Halcyon warned you about. Use these tips to navigate through it:

⊟   Slow your ship's speed to safe levels.

● Set your speed between 250 and 300 kilometers per second (use ⊟ to slow down).

Do *not* use your afterburners in the asteroid field! The last thing you want to do is suddenly increase your speed. The display in the top left part of the cockpit displays your *current speed* ; the one to the right shows your *set speed* . The current speed fluctuates constantly as you maneuver and use your afterburners, but the ship always returns to the set speed whenever you let up on the afterburners.

◁ or ▷   Roll your ship left or right to maneuver out of danger's way.

● Maneuver to position the Nav cross on one side of your viewscreen. After a few moments, position the cross on the opposite side of your viewscreen. This will help you avoid some of the asteroids.

● If you can't evade an asteroid, shoot it with your guns (⎘ / Spacebar).

● After you're through the asteroids, autopilot to Nav 2 (⒜).

Nav 2

On the next leg of your patrol, you and Spirit find two fast-flying *Salthi* fighters. *Salthi* always break to the left when you tail them and "flip" less often if you stay on their tail.

● Use your afterburners (⎘Tab⎘) for short bursts of speed. The afterburners remain engaged until you release the key. After you pull away from your opponent, turn 180 degrees and fight the *Salthi* head-on.

● Target a *Salthi* , damage its front end and select your Heat-Seeking missiles.

✛	Bring the targeted ship (the flashing red dot on the radar) into view.
▯ / ⎘Spacebar⎘	Attack it with your guns.
⒞, ⬆ or ⬇	Change computer screens until you open the Weapon screen (or press ⒲).
⬅ or ➡	Highlight *HS* missiles. (If you've fired all your Dumbfire missiles, Heat-Seekers will already be flashing.)
⎘Esc⎘	Close the computer and return to cockpit view.

● When the locked target comes into view, a green cross appears outside the targeting brackets and shrinks toward the middle of the brackets. When the green cross flashes and you hear the missile lock tone, fire your missile**.**

✛	Keep the damaged *Salthi* in view and listen for the missile tone. (Notice that the ship profile in the Right VDU displays ship damage for the targeted ship.)
⎘Enter⎘	Launch the missile.

● After destroying these targets, autopilot to the *Tiger's Claw* at Nav 3 (⒜).

Return to the *Tiger's Claw*

Halfway home, you'll run into a small asteroid field. Once again, navigate through it at a speed between 250 and 300 kps. Then, continue autopiloting back to the *Tiger's Claw* .

● Target the *Tiger's Claw* (⎘T⎘) and use your radio (⎘R⎘) to request permission to land.

✛	Maneuver your ship until you have the *Claw* in view, then slow down to less than 250 kps. Don't run into the ship!
⎘T⎘	Press until you see blue brackets around the *Tiger's Claw* .
⒞, ⬆ or ⬇	Change computer screens until you open the Communication screen. A list of ships will appear.

⬅️ or ➡️　　Select the *Tiger's Claw* , then press `Enter` Highlight *Request landing* , then press `Enter` once more. Once you receive permission to land, steer toward the *Tiger's Claw* and let the automatic landing system take over!

12: The Campaign

Each campaign has its own plot and conclusion. Each series of missions you fly - and whether or not you're victorious - affects the Confederation's chances for ultimate victory in Vega Sector.

After several missions, you'll be presented with story updates that describe what's happening in the war. Do badly, and the forces of the Terran Confederation take a beating. Do well, and Terran forces prevail. Do *very* well, and you may be responsible for Confederation victory in Vega Sector and beyond!

13: Options

You can change the control device, graphics options, and music and sound levels in the options menu.

Move the cursor to the top of the screen to open the OPTIONS menu, then drag down to highlight an option or menu. Checkmarks appear to the left of currently selected menu (or sub-menu) items.

INPUT. (Available only in spaceflight.) Selects KEYBOARD (⊞Ⓚ), JOYSTICK (⊞Ⓙ), MOUSE (⊞Ⓜ) or MOUSE AUTO-CENTER as the control device during flight. (mouse auto-center gradually returns the cursor to the center of the screen if you stop moving it.)

This setting defaults to the mouse (on the carrier) and the keyboard (in flight). If you change the INPUT option, you will need to reset it before each mission.

VIEW. (Available only in spaceflight.) Changes views during flight.

⊞Ⓨ COCKPIT. Returns to a forward view that looks out of the cockpit.

⊞Ⓓ BATTLE. Switches to a battle view that shows action from a distance.

⊞Ⓕ CHASE PLANE. Switches to a chase view from behind your ship.

SMALL GRAPHICS (⊞①). Displays the game in a 4.75" x 4" frame. (This is an approximation. Actual size varies according to monitor size.)

MEDIUM GRAPHICS (⊞②). Displays the game in a 7.25" x 5.75" frame (approximately).

LARGE GRAPHICS (⊞③). Displays the game in a 9.75" x 7.75" frame (approximately).

USE QUICKDRAW. Uses the Macintosh's internal graphics routines. (This is not a preferred option for any current Macintosh operating systems.)

SKIP ODD LINES. Increases the game's frame rate by skipping every other line of graphics. (Use this only to improve frame rate at the cost of sharper graphics.)

TURN MUSIC ON (OFF) (⊞Ⓤ). Toggles music on or off. Selecting this option changes TURN MUSIC on to TURN MUSIC OFF.

TURN SOUND ON (OFF) (⊞Ⓝ). Toggles sound on or off. Selecting this option changes TURN SOUND ON to TURN SOUND OFF.

VOLUME CONTROLS. Select this option to view sliders that adjust music and

sound effects volume. Click and drag the slider up to increase volume, down to decrease it.

TURN TEXT ON (OFF). Toggles text subtitles on or off. When you select this option, TURN TEXT ON changes to TURN TEXT OFF.