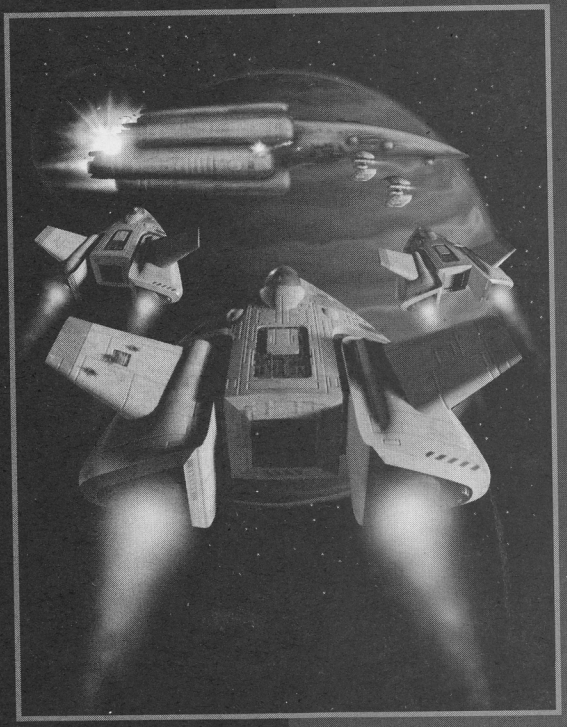
ARMADA™

WING COMMANDER®



PLAY GUIDE



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GETTING STARTED

Though you may be tempted to jump into exploration without reading the manual, you may benefit from the **Quick Start** section. It describes the basics of play — choosing a game, selecting a ship, managing resources and exploring your surroundings.

This playguide assumes that you are using a mouse for selecting options and moving between planets, and a joystick for spaceflight. It also assume you have not changed the default keyboard configuration for spaceflight. If you're using a keyboard and/or not using a joystick, see the *Reference Guide* for equivalent commands.

Note: If you want to reconfigure keyboard commands or record taunts using your sound card, refer to pp. 40-42 of this playguide.

QUICK START

In *Wing Commander Armada*, you control the type of game you play. If you want to fly against waves of enemies, choose GAUNTLET from the Game Menu. To face another player in one-on-one fighter combat, try BATTLE. For a short, strategic game with or without combat in a random universe, choose ARMADA or CAMPAIGN.

1. Install *Wing Commander Armada*.
2. When installation is complete, type:
   CD \ARMADA (default game directory)
   ARMADA
   or for the CD version type:
   CD \ARMADACD
   ARMADACD
3. Calibrate your joystick(s). The Option screen automatically appears the first time you play, and the game auto-detects your joystick(s). If you selected Thrustmaster in the install program, the hat switch prevents you from hooking up a second joystick. Whenever you calibrate the joystick, you must also calibrate the switch.
   Click JOY 1 to calibrate the normal joystick, JOY 2 to calibrate a second joystick. If you press Esc during calibration, the selected joystick becomes inactive. Press JOY 1 (or JOY 2) to reactivate that joystick.

   Note: You can only calibrate and adjust sound, music and taunts during a One-Player game or while you're in one of the menu screens. Once you link your computer to the network or a modem, you cannot access the Option screen.

4. Press Esc anytime during the introduction to skip to the Main Menu.
5. Select an option by clicking it or typing its first character (ONE PLAYER, MULTI PLAYER, LOAD GAME, VIEW CREDITS, EXIT TO DOS).

6a. If you chose a One-Player game, select a type of game (GAUNTLET, ARMADA, CAMPAIGN) or select PREVIOUS to return to the Main Menu. Refer to p. 16 for Gauntlet information, pp. 18 and 30 for Armada and Campaign information.

6b. If you chose a Multi-Player game, select a game option (NET PLAY, MODEM PLAY, SPLIT SCREEN) or select PREVIOUS to return to the Main Menu. Connect to the network or to another player's modem (not in Split-Screen). See pp. 35-37 for modem instructions, pp. 32-34 for network information.
   Note: When playing over the network or modem, both players must install separate copies of the game onto their respective computer systems. Buying a single copy of Wing Commander Armada *gives you the right to install it to a single computer.*

Game Objectives

Battle

- Choose a ship and fly against another joystick jockey (Split-Screen, Net Play or Modem).

Gauntlet

- Face 15 waves of enemies (One-Player) or fly against them with a friend (Split-Screen, Net Play or Modem).

Armada

- Move from planet to planet as you explore a single sector.
- Build mines on planets to gain resources.
- Build shipyards to bolster your fleet.
- Build fortresses to defend strategic planets.
- Send out "scout" ships to find the enemy.
- Battle enemy ships as you encounter them.
- Attack the enemy carrier with heavy fighters and watch a cinematic endgame.

Campaign

- (Same objectives as Armada)
- Acquire enough points to win (and watch a cinematic explosion of the enemy homeworld).

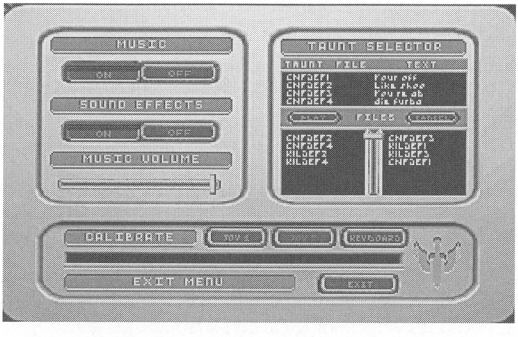
***Shok'lar* Change.** A technological breakthrough has given the Kilrathi *Shok'lar* fighter a defensive cloaking mechanism that makes it invisible to other ships for short periods of time. To activate cloaking, fly the *Shok'lar*, then cycle through your guns (press G) until you see *Cloaking* above the Left VDU. Once you "fire guns", your ship temporarily disappears from view and from your enemy's radar screen. An electrified blue line appears around your ship profile in the Left VDU, and your gunsight turns blue when you're fully cloaked. Cloaking lasts as long as you have blaster power and hold down the fire button. If you've already drained a lot of blaster power, you won't be invisible for long.

While cloaked, you cannot fire missiles or normal guns. Any enemy missiles that are already locked onto your ship will remain locked until you're completely cloaked. After you're invisible, enemy missiles cannot initiate or maintain a lock on your ship. To deactivate cloaking and use guns normally, release the fire button or Spacebar and press G to activate another gun.

STARTING A NEW GAME

1. Install *Wing Commander Armada*. (See the *Install Guide* for details.)
2. When installation is complete:
   Type CD \ARMADA (default game directory), then press Enter.
   Type ARMADA, then press Enter.
   Or for the CD version:
   Type CD \ARMADACD (default game directory), then press Enter.
   Type ARMADACD, then press Enter.

OPTION SCREEN



The first time you play the game, the Option screen appears and you calibrate your joystick. Once you play the game, you'll also be able to select taunts and adjust music and sound.

To access this screen, press Alt O from any game menu or during One-Player play. (You cannot open the Option screen when you're linked to the network or another modem.)

Music. Click ON to turn music on (if you have a sound card). Click OFF to turn this option off.

Sound Effects. Click ON to turn sound effects on (if you have a digital sound card). Click OFF to turn this option off.

Note: If you later change your sound card or port configuration, follow the Install Guide *instructions and rerun the install program.*

Music Volume. Click and drag the slider left to decrease volume, right to increase it.

Calibrate. If your cursor drifts or your ship spins uncontrollably through space despite your best efforts to keep it under control, you may need to recalibrate your joystick. If you're only using one joystick, click JOY 1. To calibrate a second joystick, click JOY 2. (If you have a Thrustmaster, the hat switch prevents you from hooking up a second joystick. Whenever you calibrate the joystick, you must also calibrate the switch.)

Next, follow the on-screen instructions. (Move the joystick to the upper left corner and press the trigger, then do the same for the lower right. Move it to the normal, centered position and fire the trigger a third time.) If problems persist, consult your joystick's documentation or call ORIGIN Product Support.

If you press Esc in the Option screen after clicking JOY 1 or JOY 2, your computer will ignore the selected joystick. To reactivate it, click JOY 1 or JOY 2 again, then recalibrate the joystick.

Taunt Selector. Click on one of the four "Taunt file" slots in the top list, then click on a TNT file in the lower list to select it. Click PLAY to hear the taunt. (Refer to p. 40 for information on how to convert taunts you record using your sound card.) You can choose up to four taunts to use during a single game.

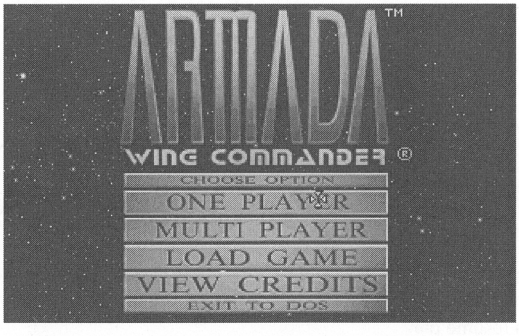
Keyboard Configurator. Use this screen to redefine keyboard controls for that computer and for Player 2 in Split-Screen play. (See p. 42 for more information.) You can't change function keys or regular number keys on the keyboard.

Exit Menu. After you make selections in the Option Screen, click EXIT.

Once you close the Option screen (after you calibrate your joystick for the first time), you'll see the game's introduction — an animation of a space battle. To interrupt this introductory sequence at any time, press Esc.

Note: If the game doesn't load properly, consult ***Troubleshooting*** *in the* Install Guide. *If you still have difficulties, contact ORIGIN Product Support services between 9 a.m. and noon, or 1 p.m. and 5 p.m., Monday through Thursday (9 a.m. to noon and 1 p.m. to 4:30 p.m. on Friday), Central time.*

MAIN MENU



Select an option from the Main Menu by pointing on it and clicking the mouse.

ONE PLAYER. Begins a single-player game. You must then choose a game type from the One-Player Game Menu — GAUNTLET, ARMADA or CAMPAIGN.

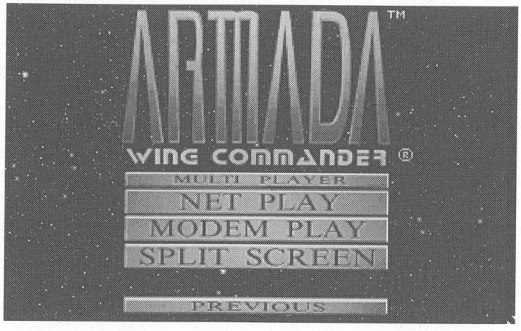
MULTI PLAYER. Begins a game for 2 players. You must then choose NET PLAY, MODEM or SPLIT SCREEN from the Multi-Player Game Menu (see the next section). You'll choose the type of game in each respective screen.

LOAD GAME. Displays sub-menus for One-Player and Split-Screen saved games (Armada or Campaign only). Click on the game mode, then choose ARMADA or CAMPAIGN. Finally, click a saved game slot.

VIEW CREDITS. Scrolls through game credits.

EXIT TO DOS. Returns to the DOS prompt.

Multi-Player Game Menu



If you chose MULTI PLAYER from the initial menu, a second Game Menu displays. Left-click on one of the options:

NET PLAY. Displays network communication screen. (For setup instructions, see pg. 32.)

MODEM PLAY. Displays modem communication screen. (For setup instructions, see pg. 35.)

SPLIT SCREEN. Begins a two-player game on a single screen. (You must then choose the type of game.)

PREVIOUS. Returns to the Main Menu.

Selecting Quick Combat

If you're interested in strategy and want to skip all the individual dogfights, select the QUICK COMBAT option. (This only works in Armada or Campaign.)

- From the Armada strategy screen, click on MENU.
- Activate Quick Combat by clicking ON. (The selected button turns red.)
- Click DONE to resume play.

Now, you won't have to fight space battles — the program will perform combat for you based on random variables and probability tables.

Pausing the Game

To pause your game (during One-Player games only), press Pause. Press any key to resume play.

Saving Games

You can save only Armada or Campaign games (not Battle or Gauntlet games). To save:

- Begin an Armada or Campaign game.
- Click on the MENU button at any time from the Armada screen.
- Click SAVE, then on a game slot. (You can overwrite saved games.)
- Type a short description and click SAVE.

Loading Saved Games

You use several different methods to load previously saved games, depending on the number of players:

One Player

- Choose LOAD GAME from the Main Menu. Then, click ONE PLAYER and choose ARMADA or CAMPAIGN. Click on a saved game slot.

or

- Start a new One-Player Armada or Campaign game, then click MENU in the Armada screen. Click LOAD, then click a saved game slot.

Multi-Player Split-Screen

- Choose LOAD GAME from the Main Menu. Then, click SPLIT SCREEN and choose ARMADA or CAMPAIGN. Click on a saved game slot.

or

- Start a new Split-Screen Armada or Campaign game, then click MENU in the Armada screen. Click on a saved game slot.

Multi-Player Network

1. Choose NET PLAY and connect to the network (refer to pp. 32-34). Then, press CREATE (or have the other player do so) and choose [X] for Load Armada game or [Y] for Load Campaign game.
2. Have your opponent JOIN the game. (Or, you can JOIN another player's game.)
3. When the other player has joined, click PLAY. This displays a screen with two buttons — MASTER and SLAVE.

- If the saved game is on *your* system, click MASTER (this automatically makes the other player the SLAVE.) If the other player clicks SLAVE before you do this, MASTER is automatically clicked for you. Choose CONFEDERATION or KILRATHI, depending on what side you played in the saved game. Click on a game name to load that game.
- If the game is stored on the other player's computer, you are the SLAVE. Once you press SLAVE or the other player presses MASTER, you'll see a message indicating that your computer is receiving the saved game.

Multi-Player Modem

1. Call another player and link the two modems (see pp. 35-37). Click LOAD or press [Alt][L] at approximately the same time as your opponent. Then, both players must click ARMADA or CAMPAIGN (depending on what type of game was saved).

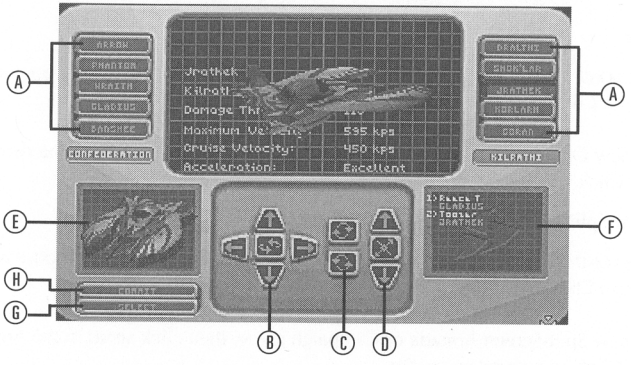
- If the saved game is on *your* system, click MASTER (this automatically makes the other player the SLAVE.) If the other player clicks SLAVE before you do this, MASTER is automatically clicked for you. Choose CONFEDERATION or KILRATHI, depending on what side you played in the saved game. Click on a game name to load that game.
- If the game is stored on the other player's computer, you are the SLAVE. Once you press SLAVE or the other player presses MASTER, you'll see a message indicating that your computer is receiving the saved game.

Exiting *Wing Commander Armada*

Press [Alt][X] to exit the current game and return to DOS.

Note: Exercise caution when using this option. If you quit in the middle of spaceflight without saving, your gameplay is not saved.

Ship Selection Screen



If you choose to play a Multi-Player Battle, you go directly into the Ship Selection screen. Using your mouse, left-click on a ship name, then click on SELECT. When you're ready to play, press COMMIT. Use the other buttons to view the selected ship from different angles. (In Gauntlet games, your ship is automatically selected for you and you don't see this screen.)

A. **Ship buttons.** Changes ship type. (Click buttons or press 1 through 0.)
B. **Angle arrows.** Changes the viewing angle and start/stop the spin.
C. **Rotate arrows.** Rotates the ship clockwise/counter-clockwise along its long axis.
D. **Zoom arrows.** Zooms in/out (the middle button recenters the zoom view).
E. **Selected ship box.** Displays a thumbnail of the selected ship.
F. **Player box.** Shows the callsign and selected ship for each pilot (only in Multi-Player games).
G. **SELECT** (S). Chooses the highlighted ship. (This button only appears in Multi-Player games.) Players can change ships until both press COMMIT consecutively.
H. **COMMIT** (C). Begins the game with the selected ship.
MAIN MENU. Returns to the Main Menu (Only in Split-Screen games).

SPACEFLIGHT

This section offers a detailed description of how to use your ship's instruments. It describes the various camera views, as well as the numerous controls for activating and using each of your ship's systems. Take a minute to familiarize yourself with the functions of each instrument and its location in the cockpit.

IN THE COCKPIT

Your fighter launches into space once you press COMMIT in the Ship Selection screen, choose a ship to fly in a strategic battle, or enter a Gauntlet game. Initially, you see space directly ahead of you through the front viewscreen of the cockpit. You also see an instrument panel directly in front of you. All ten cockpits (one per fighter) feature the same instruments, even though gauge arrangements and screens may vary from ship to ship.

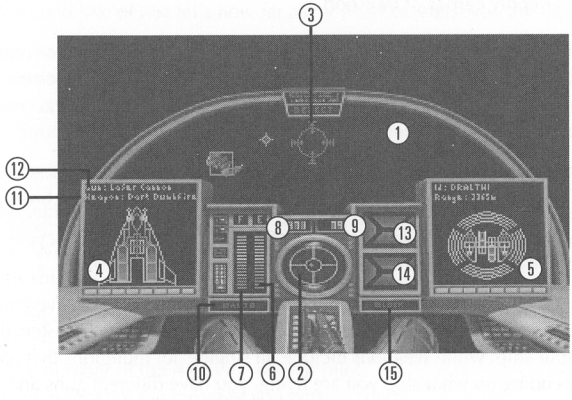
Split-Screen. When you're playing a Multi-Player Split-Screen game, not all instruments will appear, and the keystrokes for Player 2 will differ. Refer to pp. 38-39 for more information.

COCKPIT INSTRUMENTS

1. **Viewscreen.** The front viewscreen provides a clear view of space directly ahead of you. The green circle in the middle of the screen with crosshairs is your gunsight (3) and shows where your ship's guns are aimed. The crosshairs switch to red when your targeting system is active and to blue when you are cloaked in a *Shok'lar.*

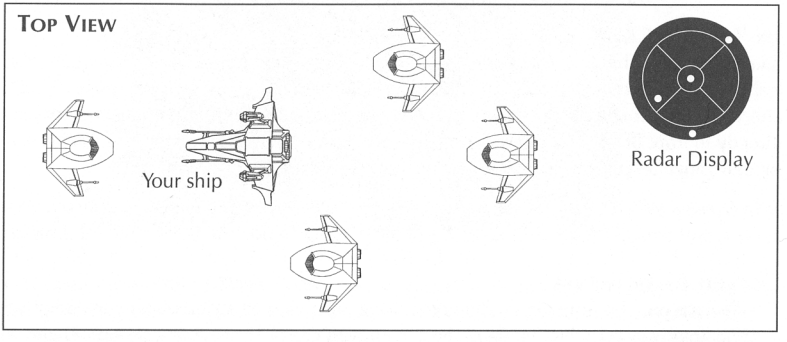
   When other ships enter your viewscreen, your computer automatically targets the ship closest to you. Red brackets appear around a targeted enemy ship, while a friendly targeted ship gets blue brackets. Yellow brackets appear around launched missiles. A picture of the bracketed ship appears in the monitor on the right side of the cockpit (the Right VDU) as long as the ship remains in view. If you lock onto the target (press [L]), the profile remains in the VDU all the time (except when the Communication system or Battle VDU is active).

   To toggle the invisible cockpit on or off, press [F1]. You'll still see your instruments, but space will fill the entire screen. Press [F1] again to resume normal cockpit view. (See p. 14 for other in-flight views.)



1. Viewscreen
2. Radar Display
3. Gunsight
4. Left VDU
5. Right VDU
6. Blaster Indicator
7. Fuel Indicator
8. Current Speed
9. Set Speed
10. Autopilot Light
11. Active Weapon
12. Active Gun(s)
13. Shield Indicators
14. Armor Indicators
15. Missile Lock Light

2. **Radar Display.** This circular screen in your cockpit indicates the *distance* to a particular ship — the smaller the dot, the further away the ship is. The radar also 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.



Dots are color-coded. The larger the dot, the closer the ship:

Red Dot	Enemy ship	*Orange Dot*	Enemy carrier or transport
Blue Dot	Friendly ship	*Yellow Dot*	Missile (friendly or enemy)
Green Dot	Friendly carrier or transport		

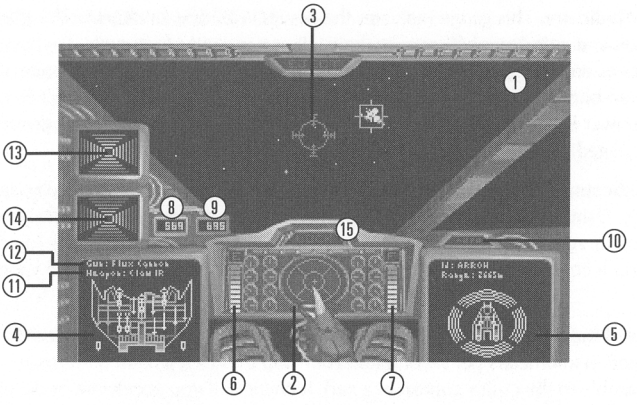
Tactical Tip: *To bring an enemy target into view during battle, find a red or orange dot on the radar. Then, maneuver your ship so that you center the dot in the innermost circle of your radar display. This will bring the target directly in front of you and into your viewscreen.*

3. **Gunsight.** See **Viewscreen** (1).

4. **Left VDU.** The Left Video Display Unit (VDU) shows a profile of your fighter with the selected arms highlighted (guns in orange, other weapons in red). It also cycles through damaged ship components whenever you activate the damage screen.

A. *Weapons and Guns Loadout.* Text describing the *active weapon* and *active gun(s)* (11 and 12) appears at the top of the Left VDU display. *Guns* are all multi-fire blasters that draw energy from your ship, while *weapons* include all single-shot munitions that are self-powered. Depending on what ship you are flying, you have different guns and weapons available.

Press [W] to cycle through your ship's available weapon systems (you can only activate one weapon type at a time). Press [G] to cycle through guns. Your weakest gun is active at first, but you can change the gun type or select *All* to activate all your guns at once. Active weapons and guns are highlighted in the Left VDU.



B. *Damage Report.* Press [D] to display a damage report on your ship. A text description of your ship's components appears above the Left VDU. The color of the text varies, depending on the system condition. Names of destroyed guns and weapons disappear altogether.

Green	Optimal (no damage)	***Orange***	Moderate damage
Yellow	Light damage	***Red***	Heavy damage

5. Right VDU. The Right VDU has four functions, depending on your ship's situation. It a) identifies the ship type and distance, b) profiles the targeted ship and shield strength, c) displays the Communication screen, and d) shows the ships remaining in the battle.

A. *Target I.D.* When a ship (friendly or enemy) appears in your viewscreen, your onboard computer targets the ship closest to you. You know a ship is targeted when brackets appear around it and a cross appears on your radar (see **Targeting System** on p. 13). Red brackets indicate enemy ships, blue brackets denote friendlies, and white brackets appear around ships that are communicating with you.

Text in the top section of the Right VDU identifies the ship type or displays the pilot name. A second line of text tells how far away (in kilometers) you are from the enemy.

B. *Target Profile.* Once a ship is identified, your computer places its profile on the VDU. Colored arcs around the enemy ship profile in the Right VDU indicate shields. These lines change color and eventually disappear when you diminish your enemy's shield strength. (Strong shields are green; damaged shields turn yellow, then orange, then red.)

C. *Communication Screen.* You can communicate when landing on your carrier (in Gauntlet) and with nearby enemy ships (in all modes). When you press [C], the Right VDU shows available receivers and messages. This feature allows you to send taunts to the enemy. When a pilot decides to communicate with you, white brackets appear around his ship and text or speech commences.

To communicate:

- Press [C] to display the Communication screen in the Right VDU.
- Type the number of the receiving ship or pilot.
- Type the number of the message you wish to send.

D. *Battle Screen.* When you're in battle in Armada or Campaign games, press [B] to display the type and number of friendly ships in the Right VDU. It displays how many ships of each type are flying in your squadron. If you leave this VDU active, the display automatically cycles between your ships and your enemy's ships. Press [T] to exit this screen and return to normal targeting mode.

6. **Blaster Indicator.** This gauge indicates the power level of your ship's active guns (location and color vary between cockpits). If you use guns frequently, the power level diminishes and the bar shortens. Additionally, 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 until some power is regenerated. Guns recover power gradually if your power generator isn't too damaged, and the bar grows longer as power is replenished.

7. **Fuel Indicator.** This bar shows how much fuel you have and shortens as your tank empties. Using your afterburners may be the best strategy to get out of a dangerous situation or zero in on the enemy, but they burn fuel at a ferocious rate. If you run out of fuel, you'll coast on reserves at the ship's maximum cruising speed (which varies for each ship).

8, 9. **Speed Indicators.** Ships have two numerical speed indicators. *Set speed* (9) indicates the speed in kilometers per second that your ship tries to maintain on its own (comparable to the cruise control in a car). It changes if you accelerate or decelerate. The *current speed* (8) shows how fast your ship is moving in kilometers per second (kps). It changes when you change the set speed, turn sharply or use your afterburners.

Action	Keyboard	Joystick
Accelerate	Numpad [+]	Press Button #2, push stick forward.
Decelerate	Numpad [-]	Press Button #2, pull stick backward.
Cut speed to zero	[Bksp]	—
Apply afterburners	[Tab]	Double-click Button #2.

Note: A function remains active as long as you hold down its key or button (except for [Bksp]*). However, remember that afterburners require immense amounts of fuel to operate.*

10. **Autopilot Light.** The autopilot light (AUTO) is located on the instrument panel, although its position varies between ship types. It remains dim if enemies are present, but glows when it is safe to autopilot. This function only works when you're flying a Gauntlet mission.
Autopilot [A]

11, 12. **Active Weapon** and **Active Gun.** See **Left VDU** (4).

13. **Shield Indicators.** Shield strength is indicated by colored shield indicator triangles on the left side of the cockpit. The four triangles represent front, rear and side shields. As shields take damage, the triangles disappear. Shields gradually regenerate unless the shield generator is destroyed. Once damage pierces through the shields, armor begins taking damage.

14. **Armor Indicators.** Armor is represented by four armor indicator triangles on the right side of the cockpit. Once shields are destroyed, armor receives damage and the triangles begin to disappear. Unlike shields, armor cannot regenerate.
Note: In Split-Screen, no profile appears and shields display as four blue triangles. Armor appears as four red triangles.

15. **Missile Lock Light.** When an enemy has locked a missile onto *your* ship, this light glows. If this happens, you can release *chaff pods* to distract missiles that are chasing you. Once your missile lock light glows, use [W] to cycle through your weapons and select chaff pods. Next, press [Enter] to release one, then afterburn away. Note that you only have a limited number of chaff pods, and some fighters have none at all.

Gun and Weapon Selection

If you're piloting a ship with multiple guns, you can fire more than one gun at once. To change the active gun, press [G]; to change the active weapon, press [W]. (Pressing these keys multiple times cycles through available guns and weapons.) Notice that the text in the top of the Left VDU changes.

If you're flying a ship with two or more guns, you can activate all of them at once by pressing [G] until you see *All* in the Left VDU. Remember that firing all your guns at once quickly runs down blaster power.

Action	Keyboard	Joystick
Change gun	[G]	—
Change weapon	[W]	—
Fire active gun(s)	[Spacebar]	Trigger
Fire missile	[Enter]	Press and hold Button #2,
	or Numpad [Enter]	then press trigger

Targeting System

This system automatically targets the ship closest to you and places red (enemy) or blue (friendly) brackets around it. As long as you have a ship targeted and aren't communicating, 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 fire Heat-Seeking or Image-Recognition missiles.

To cycle through multiple targets in your viewscreen, press [T] repeatedly. (You can only target one ship at a time.) As you switch targets, the brackets shift to another ship in your viewscreen.

Cycle through visible targets [T]

Target Lock

Once you have a ship targeted and in view, you can "lock" onto it by pressing [L]. This activates a shot-targeting system (I.T.T.S.) and allows you to gain a permanent target lock on a ship. A locked target is framed by a solid box instead of brackets. Once you lock onto a targeted ship, the lock remains active even if the ship moves out of view. To unlock a ship, press [L] once more.

Lock/unlock targeted ship [L]

Improved Targeting and Tracking System (I.T.T.S.)

All fighters employ the I.T.T.S., a system that calculates how much you must lead your target in order to maximize your chance of a hit. When you lock onto a targeted ship, the I.T.T.S. activates and places a diamond-shaped point near the targeted ship whenever it's in sight. This diamond takes into account the enemy's speed and current position and automatically computes the necessary "lead" on your target. If you line your gunsight up with the diamond instead of the targeted ship when you fire, your shots are more likely to hit the target.

Missile Lock

Depending on what ship you're flying, you have access to certain missiles. None require a target lock, but most have their own locking mechanism. Dumbfire missiles are an exception — they're point-and-shoot weapons. Friend-or-Foe (FF) missiles automatically travel toward the enemy ship you have targeted when you fire them within range. If you don't have a ship targeted or fire from too far away, FFs acquire their own targets. They might also attack friendly ships that are damaged and unable to transmit ship identification signals.

Heat-Seeking (HS) missiles automatically lock onto a heat source on the targeted ship. 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 automatically lock onto a targeted ship, but you must keep the target in view for several seconds so that the missile can "memorize" the ship type. Leech missiles also require a lock (similar to IR missiles).

Like IR missiles, torpedoes acquire their own lock if you have them selected as the active weapon and if you're facing the targeted capital ship. Once you're about 5,000 meters away from the ship, slow down and wait for the lock tone (it takes about 15 seconds). When you hear it, fire the torpedo.

When a targeted ship comes into view, red crosshairs appear outside the targeting brackets and move toward the center of the brackets. (This won't happen if you're out of missiles that require a lock.) Keep the target in view. When the brackets close in on the target and flash, you'll hear a missile lock tone. This means you can fire your HS, IR or Leech missile. A red dot also appears in the center of the targeting box.

Missiles only remain locked as long as the targeted ship stays in view.

If an enemy has a missile locked onto *your* ship. the missile lock light in your cockpit glows. You can distract a missile by releasing a chaff pod. (Select *Chaff* as an active weapon, then "fire" pods when the missile approaches your ship.)

Communication System

You can send taunts to your opponents during battle by pulling up the Comm screen in the Right VDU (press C). If you are able to communicate, you'll see a numbered list of receivers on the screen. Press a number to choose a receiving ship (a list of messages you can send appears). Next, press the number of the message you wish to send.

When a pilot decides to communicate with you, white brackets appear around his ship and text or speech commences.

Display Communication screen C

Camera Views

You can shift from the front cockpit view to another view by pressing the function keys. (This does not apply to Split-Screen play.)

- F1 — Returns to the front view (if pressed while in another view) or toggles cockpit on/off (if already in F1 view)
- F2 — Shows you the view to port (left)
- F3 — Shows you the view to starboard (right)
- F4 — Shows you the aft (rear) view
- F5 — Chase plane view from behind your ship
- F6 — External rotational view (allows you to pan around your ship)
- F8 — Missile camera view (shows the flight of missiles after you launch them)

Survival Tips

Before doing anything else, select your active gun(s) and missile. To do so, press [G] to cycle through your guns and [W] to cycle through your missiles. Your missile launcher is already active, and red crosshairs facilitate targeting.

Don't open fire too quickly after firing a missile. You might hit the missile while it is still on its way and explode it harmlessly, leaving your enemy unscathed.

Vary your speed. The most basic evasive strategy in combat is to vary your speed. Spin and turn maneuvers are not always sufficient to shake off a persistent enemy. Using your afterburners for short, unexpected bursts of speed add an element of unpredictability to your projected flight path that make it hard for an enemy to zero in on your vessel. Similarly, decreasing your speed to zero can mislead even the most experienced opponent. However, you must immediately increase your speed or you become an easy target for any aggressor.

Use afterburner slides. The afterburner slide is one of the most effective space combat strategies. If you punch the afterburners, and then turn hard to the right or the left, your ship will begin to slide. Since tracking systems have no way of anticipating a movement of this kind, an afterburner slide is one of the most successful defensive tactics. Slides also remove you from the line of fire and often place you in a perfect position for a side attack on enemy ships. When a hostile fighter is in range (approximately 3500m), begin turning to the right at an angle of 30°. When the enemy craft is barely visible on your viewscreen, hit the afterburners and accelerate to your maximum speed. Then turn hard to the left. Make sure you're lined up vertically with the other ship — otherwise you are no longer able to firefrom a side position.

Use cloaking (*Shok'lar* only). The best way to use cloaking is to engage it (press [G] until you see *Cloaking* in the Left VDU, then "fire" it as a gun). Slow down to 50 kps or less and wait for the enemy to pass you by. Make sure you don't cloak too early or your power will run out before your opponent overruns you. As he moves in front of you, quit firing so that you uncloak, then fire a missile. Usually when you uncloak, the enemy will turn around to face you. After the missile strikes, open up with full guns, then hit the afterburners and run them for a second or two to lose the enemy and recharge your gun energy.

Concentrate on one enemy. The I.T.T.S. and other targeting features make it easy to keep one ship locked into your sights at all times. Enemy shield generators can regenerate damaged defenses fairly quickly, making it essential to follow up each hit quickly. If you wait too long, you waste your shots.

In crowded dogfights, keep one target locked and systematically weaken its shields with gunfire. Once you have damaged the shield protection, you can finish the job with a well-placed missile. It's easier to fight one surviving opponent than two half-destroyed foes.

Attacking capital ships. All carriers have flak guns, making attacks against them dangerous. Most capital ships are also escorted by a contingent of fighters that should be taken out before you use torpedoes. Torpedoes carried on heavy fighters are the only weapons that will harm a capital ship. Once you have defeated the escorts, you approach the carrier itself. The strong armor and shields on these vessels effectively counteract almost any damage inflicted upon them. The only way to attack a capital ship is to torpedo it. Make your approach to 5,000 meters, then slow down and wait for the torpedo to lock (this takes about 15 seconds). When you hear the lock tone, let the torpedo fly. If you stick with this form of attack, you'll soon record your first capital ship kill.

Defending capital ships. Whenever you're defending a carrier, knock out all the heavy fighters first. If you eliminate them, your enemy can't hurt your capital ship — only torpedoes can damage a carrier.

Game Types

Wing Commander Armada has several modes of play that involve one-player and two-player games. One player can fly space battles against waves of enemies or take on the computer in a strategic game that includes spaceflight. Two players can fight together against the computer or go head-to-head in battle. Or, they can explore sectors and engage in tactical resource battles with or without space combat.

Battle or Gauntlet Games

One-Player Gauntlet Battle (Player vs. Computer)

To play a One-Player Gauntlet game:

- Click ONE PLAYER from the Main Menu.
- Click GAUNTLET in the Game Menu. An information screen appears (later, it displays information about the previous wave). Enter your callsign when prompted before the first wave.

Multi-Player Gauntlet Battle (2 Players vs. Computer)

You can also play against the computer with another player as your wingman.

To play a Multi-Player Gauntlet game:

- Click MULTI PLAYER from the Main Menu.
- Click NET PLAY, MODEM or SPLIT SCREEN in the Game Menu. In both cases, you'll fight with a friend against waves of enemies. After each wave, you'll see an information screen that gives you your performance statistics and a briefing for the next wave. However, each player sees individual results.
  In Net Play mode, click CREATE or press Alt C to make a game. Then, specify a Gauntlet battle by typing G. Select C for Confederation, K for Kilrathi.
  In Modem mode, click GAUNTLET to start flying with a friend against the computer.
  In Split-Screen mode, click GAUNTLET and choose a side. After both players type in callsigns, press Enter to begin playing.

Multi-Player Regular Battle (Player vs. Player)

To play a Multi-Player Battle game against a friend instead of the computer:

- Click MULTI PLAYER in the Main Menu.
- Click NET PLAY, MODEM or SPLIT SCREEN in the Game Menu.
  In Net Play mode, click CREATE or press Alt C to make a game. Then, specify a Battle game by typing B.
  In Modem mode, click BATTLE or press Alt B.
  In Split-Screen mode, click BATTLE and enter your callsign.

First, both players enter the Ship Selection screen and choose a fighter. Then, each player presses SELECT and COMMIT. When the players press COMMIT consecutively, the battle begins. When one ship is destroyed, the losing player will see an explosion and the winning player will continue to fly. The game then returns both players to the Net Play or Modem screen.

Note: If two players ram into one another, one or both ships may be destroyed. If you die, you lose. If both you and your enemy die, you tie.

Note: See p. 32 for more information about how to connect to a network. For modem steps, refer to p. 35.

GAME TYPES

Wing Commander Armada has several modes of play that involve one-player and two-player games. One player can fly space battles against waves of enemies or take on the computer in a strategic game that includes spaceflight. Two players can fight together against the computer or go head-to-head in battle. Or, they can explore sectors and engage in tactical resource battles with or without space combat.

BATTLE OR GAUNTLET GAMES

ONE-PLAYER GAUNTLET BATTLE (PLAYER VS. COMPUTER)

To play a One-Player Gauntlet game:

- Click ONE PLAYER from the Main Menu.
- Click GAUNTLET in the Game Menu. An information screen appears (later, it displays information about the previous wave). Enter your callsign when prompted before the first wave.

MULTI-PLAYER GAUNTLET BATTLE (2 PLAYERS VS. COMPUTER)

You can also play against the computer with another player as your wingman.

To play a Multi-Player Gauntlet game:

- Click MULTI PLAYER from the Main Menu.
- Click NET PLAY, MODEM or SPLIT SCREEN in the Game Menu. In both cases, you'll fight with a friend against waves of enemies. After each wave, you'll see an information screen that gives you your performance statistics and a briefing for the next wave. However, each player sees individual results.
  In Net Play mode, click CREATE or press [Alt][C] to make a game. Then, specify a Gauntlet battle by typing [G]. Select [C] for Confederation, [K] for Kilrathi.
  In Modem mode, click GAUNTLET to start flying with a friend against the computer.
  In Split-Screen mode, click GAUNTLET and choose a side. After both players type in callsigns, press [Enter] to begin playing.

MULTI-PLAYER REGULAR BATTLE (PLAYER VS. PLAYER)

To play a Multi-Player Battle game against a friend instead of the computer:

- Click MULTI PLAYER in the Main Menu.
- Click NET PLAY, MODEM or SPLIT SCREEN in the Game Menu.
  In Net Play mode, click CREATE or press [Alt][C] to make a game. Then, specify a Battle game by typing [B].
  In Modem mode, click BATTLE or press [Alt][B].
  In Split-Screen mode, click BATTLE and enter your callsign.

First, both players enter the Ship Selection screen and choose a fighter. Then, each player presses SELECT and COMMIT. When the players press COMMIT consecutively, the battle begins. When one ship is destroyed, the losing player will see an explosion and the winning player will continue to fly. The game then returns both players to the Net Play or Modem screen.

Note: If two players ram into one another, one or both ships may be destroyed. If you die, you lose. If both you and your enemy die, you tie.

Note: See p. 32 for more information about how to connect to a network. For modem steps, refer to p. 35.

ARMADA GAME

ONE-PLAYER ARMADA (PLAYER VS. COMPUTER)

To play a One-Player Armada game:

- Click ONE PLAYER from the Main Menu.
- Click ARMADA.
- Choose to fly the Kilrathi or Confederation side.
- Choose the sector size — SMALL (approximately 20-30 planets), MEDIUM (30-40) or LARGE (40-50).
- Select the enemy intelligence level (NOVICE, VETERAN or ACE).
- Enter your callsign when prompted and press Enter.

MULTI-PLAYER ARMADA (PLAYER VS. PLAYER)

To play a Multi-Player Armada game:

- Click MULTI PLAYER from the Main Menu.
- Choose NET PLAY, MODEM or SPLIT SCREEN. (Refer to pp. 32-34 for information on how to set up a network game and pp. 35-37 to learn how to play a modem game.)
- Choose an ARMADA game. (For Modem and Split-Screen games, click on the appropriate button. For Net Play, press A when prompted.)
- Choose to play the Kilrathi or Confederation side.
- (Confederation player) Choose the sector size — SMALL (20-30 planets), MEDIUM (30-40) or LARGE (40-50).

INTRODUCTION TO ARMADA

Armada is a short, strategic game in which you explore an unknown sector with a carrier. Your carrier is orbiting a planet on one side of the sector, while your enemy begins on a planet on the opposite side. Neither of you know the other's location. The object of the game is to build a fleet and move through the sector to attack the enemy's capital ship. Along the way, you can mine to build up your *resources* (units of raw materials that you use to build installations and ships).

When the game starts, you control one planet, on which you possess a mine and a shipyard. Each planet in *Wing Commander Armada* has a set amount of raw resources. When you build a mine, the mine turns these raw resources into usable ones. The mining rate varies — some planets produce 2 per turn, others can turn out as many as 5. You can also operate strip mines — mines that produce twice as many resources per turn. However, strip mines diminish a planet's raw resources much more quickly.

Once you mine resources, you can load them on your carrier and/or transport ships and move them anywhere you wish. You can use them to build more mines, shipyards, ships or fortresses. Each planet can simultaneously support one installation of each type — one mine, one shipyard and a single fortress. If you build a shipyard, you specify what type of ships you want to build. Constructing a ship can take several turns and requires a certain number of resources.

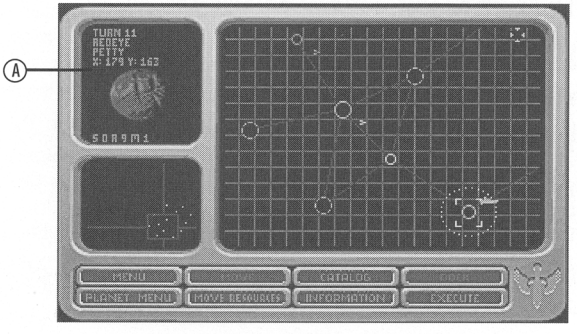
After you build ships, you can load them on your carrier or send them out to explore unmapped parts of the sector. If you run into an enemy ship, a spaceflight battle commences. If you win, you get possession of the planet where the battle occurred and half of its mined resources (if any exist). If the planet is strategically positioned, you might even buy a fortress to defend it from enemy attacks. (Fortresses automatically launch fighters whenever a planet is attacked.)

Your enemy does all this at the same time. If you and your opponent move to the same planet, you automatically enter a space battle. Eventually, one of you must destroy the other player's carrier. When this happens, the game is over.

Note: When you start an Armada game, you can adjust the number of planets in the randomly created sector. Small sectors have approximately 20-30 planets, medium 30-40, and large 40-50.

Armada Interface

The Armada interface consists of a strategy screen that is divided into several sections, each with a specific function. When you enter spaceflight, this screen temporarily disappears.



(A) Planet Box

The CHAT indicator at the top of this box flashes if you have unseen information in the chat window. (See **Communicating during a Network Armada Game**, p. 34, for more information.) The rest of the Planet box gives abbreviated information on the selected planet, along with turn and player information.

Line 1 How many turns have been executed to this point (including the current turn).

Line 2 Your callsign.

Line 3 Name of currently selected planet.

Line 4 Currently selected planet's X, Y coordinates.

Line 5 Shipyard status (if one is built). If a shipyard is active, the ship type displays here, followed by two numbers. The first number shows how many turns have passed since construction began on a new ship; the second number shows how many turns are required to build that ship. For example, "Goran 2/3" means that two turns have passed and that three are required to build this type of fighter. The number of turns may increase if the planet does not have enough resources available to continue construction.

Line 6 Planet resources. The number beside each letter indicates that many resources.
S = Stockpile (number of usable resources that have been mined/transplanted)
R = Remaining resources (number of raw, unmined resources remaining)
M = Mining rate (number of resources mined per turn)

(B) Strategy Box

This box displays a close-up view that shows your carrier, orbiting fighters, enemy ships, mines, shipyards and fortresses. The map is automatically updated during play. You can see all planets adjacent to your current or previous ship positions, and all of your ships and installations. You can also see enemy ships on planets adjacent to your current ship locations. To scroll the map in any direction, click on the perimeter of the screen.

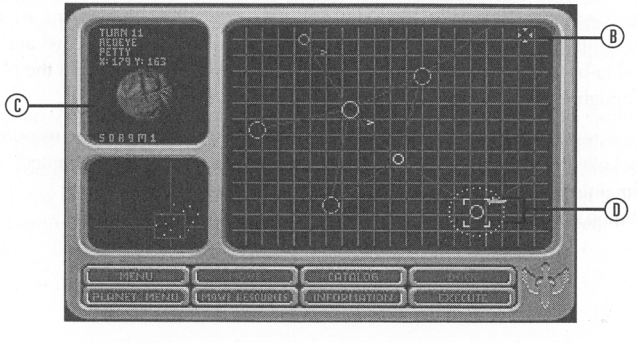
- ➤ Squadron of fighters with the same destination planet (green=friendly, red=enemy)
- Carrier (green=friendly, red=enemy)
- ○ Planet (blue=unvisited, green=friendly, red=enemy)
- ○ Visited planet with no orbiting ships or installations (white)
- ⊕ Friendly planet with a mine (green)
- ◎ Friendly planet with a shipyard (green)
- Friendly planet with a fortress (green)
- Friendly planet with a mine, shipyard and fortress (green)
- —— Jump line that allows ships to move freely between two planets (blue)
- ----- Destination jump line (blue line that animates when you select a destination planet for a ship)

(C) Overview Map Box

This box keeps a current map and plots planets that you have visited or that are adjacent to your current or previous ship positions. The map updates after every turn. Friendly planets (that is, planets with orbiting ships, mines, shipyards or fortresses) show up as green dots, while other explored planets are white. Adjacent, enemy-held planets with orbiting ships appear red.

To quickly view a distant part of the sector, click inside the blue rectangle and drag it anywhere inside the box. The large map to the right will reflect the new view. Or, click anywhere on the map outside the rectangle to move it to that location.

In a Campaign game, you explore 11 different sectors. After a carrier is destroyed (either yours or the enemy's) in one sector, you see a Sector Result screen (see p. 31). After clicking BEGIN, a new sector map appears and you and your opponent start a new sector battle.



(D) Armada Screen Buttons

MENU (F1). Displays save/load game menu, quick combat and chat options.

- To save a game, click SAVE (or have your opponent do so). Then, type in a short description and click SAVE or Enter. To load a One Player game from here, click LOAD, then on a saved game name.
- To send messages to another player during Multi-Player Armada play or to answer a message, press MENU, then CHAT (or F9). Type a message and press Enter.
- To activate quick combat, press ON beside that option. Press OFF to deactivate quick combat.
- To return to the modem or network screen, click EXIT beside the Exit Sector option.

MOVE (F2). Allows you to move one or more ships to an adjoining planet. Select a ship, click MOVE, then click on the destination planet. (For fighters, a dialogue box pops up. You must click on the arrows to specify how many ships are to be moved, or on ALL to move all fighters in that group.) The blue jump line will animate. Alternately, click and hold on the ship to be moved, then "drag and drop" it over the destination planet.

CATALOG (F3). Lists planets you have visited, their resources, mines, shipyards (and the ship type in production), fortresses, and the type and number of orbiting fighters. Even if your carrier is on another planet, you can use this screen to select any planet, which then allows you to access Planet menus for planets with installations. From there, you can change mine and shipyard types, but you can't build or salvage anything if your carrier isn't orbiting that planet. To select a planet, click on a line, then on PLANET MENU. (See **Planetary Interface**, p. 22, for more information.) If you click DONE in the Catalog screen, the large map centers around the newly selected planet.

DOCK (F4). Lets you land fighters onboard your carrier. Click on the arrows to change the number of ships. (When the carrier is involved in battle, its fighters launch automatically to defend it.) To see how many fighters are docked on your carrier, look at the Planet box — it lists the number of resources onboard, as well as the number of fighters.

PLANET MENU (F5). Displays planet statistics and icons/sub-menus for mines, shipyards and fortresses. Click BUY/SALVAGE to purchase/sell off each one. See **Planetary Interface** (p.22) and **How Do I Build Something** (p. 25) for more information.

To specify a type of mine, shipyard or fortress, click on the appropriate picture and drag down to highlight an option.

To cycle through planets with installations, click PREV or NEXT. (This includes the planet your carrier is currently orbiting.)

MOVE RESOURCES (F6). Lets you transfer resources between a carrier or transport and a planet. Click on the arrows to change the number of resources and click DONE when you're finished.

INFORMATION (F7). Shows results from space battles during this turn (including the number and type of ships encountered) and ship production that occurred. It displays only when you click BEGIN after a battle occurred or a ship was produced.

EXECUTE (F8). Ends the turn, displays a confirmation screen, and executes moves for all players. (In Multi-Player play, both players must press EXECUTE. If One Player hasn't done so, the other player "waits" in the Chat screen.)

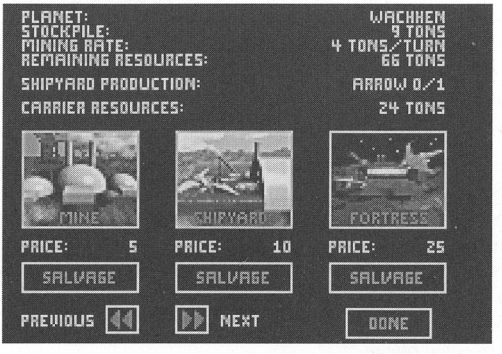
Click BEGIN to start a new turn.

Chat Hotkey (F9). Opens the Chat window (only in Multi-Player Armada and Campaign play).

Planetary Interface

The Planet menu displays the number of raw and stockpiled resources on that planet, the rate at which they are mined, what ship type is in production and other useful information. Click PLANET MENU to bring up a screen that shows information about the planet your carrier is currently orbiting. When you're ready to return to the Armada screen, press DONE. (See **How Do I Build Something?** on p. 25 for detailed information on how to use the Planet menu.) You can also access Planet menus for other planets using the Catalog feature mentioned earlier.

Planet Menu



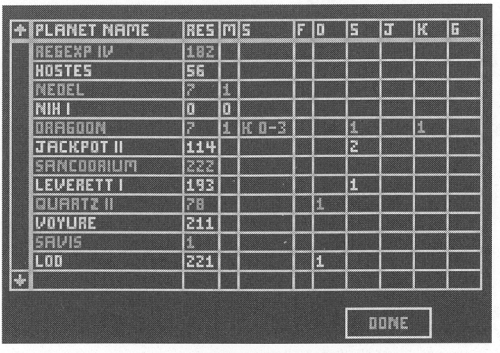
Planet	Planet name.
Stockpile	Number of usable resources available (can be transported or used to build items).
Mining Rate	Number of resources that can be mined per turn executed.
Remaining Resources	Number of raw, unmined resources left on the planet. This number decreases as you mine.
Shipyard Production	What type of ship is being built in that shipyard / how many turns are required to build one ship.
Carrier Resources	How many resources you have onboard your carrier (even if it's not present at that planet).
BUY	Build that installation.
SALVAGE	Salvage that installation.
PREV OR NEXT	Cycle through Planet menus for planets with installations (includes the planet your carrier is visiting).

Catalog Button

The game keeps track of all planets you visit and compiles this information for you in a list. To view these planet names, click CATALOG from the Armada screen. This feature lets you access planet information for multiple planets, even if your carrier is elsewhere.

To choose a planet, click CATALOG and click on a planet name. The PLANET MENU key will glow if that planet has a mine, shipyard, fortress or orbiting ship — click on it to view that planet's information. You cannot BUY or SALVAGE anything if your carrier is not currently visiting that planet. However, you *can* change mine, shipyard and fortress types.

When you display the CATALOG screen, planet names display in the left column. Information about that planet, if any, appears in the other columns:



Column 1	PLANET NAME	Names of visited planets.
Column 2	RES	Number of unmined resources remaining.
Column 3	M	Mining rate per turn.
Column 4	S	Shipyard production. For example, "K 2-3" means that the shipyard is producing Kor'larh fighters. Currently, two of the three turns necessary to build this fighter have passed.
Column 5	F	Fortress level (L - Light, M - Medium or H - Heavy).
Columns 6-10	(Type)	Numbers of types of fighters on that planet. The column headings vary between Confederation and Kilrathi ships, but they will always be the first letter of the ship type. For example, a planet with a "1" in Column "K" has one orbiting *Kor'larh*.

If you select a planet in the Catalog screen and then press DONE, the Strategy map centers around the selected planet. To change the view, use the Overview map or select a different planet in the Catalog screen.

What Can I Do in a Turn?

The Armada game consists of a series of turns. When the game starts, you occupy a single planet. On this planet, you control a mine and a shipyard, and you're carrying 20 resources aboard your carrier. A *resource* is a unit of raw material — you spend resources when you build mines, shipyards, ships and fortresses. Planets have a set amount of raw resources when you first visit them. By building mines, you convert these raw resources into usable ones that can be transported elsewhere or used to build installations and ships.

During each turn, both you and your opponent plan multiple moves and perform various resource tasks (listed in the following section). Docks, launches and resource transfers occur immediately. However, all ship moves are executed simultaneously after the last player finishes the turn, presses EXECUTE, and confirms the turn.

Note: In network and modem games, a "wait" screen appears whenever One Player has pressed EXECUTE *and is waiting for the second player do so. This screen is identical to the chat screen, and a* WAIT *indicator appears in the second player's Planet box.*

Move Ships

- Plot a fighter, carrier or transport jump. (Ships can only jump to neighboring planets connected by jump lines.)
- Dock or deploy one or more fighters.

Manage Resources

- Build or salvage a mine (building costs 10 resources, salvaging returns 5).

  Note: You cannot use raw resources to build installations — you must use resources that have already been mined and are on your carrier.

- Move resources between your carrier or transport and the planet you are orbiting.
- Build or salvage a shipyard (building costs 20 resources, salvaging returns 10).
- Build, salvage or upgrade a fortress (building costs 50 resources per level; salvaging returns 25 no matter what level the fortress is).

Other

- View planet statistics.
- View results of previous battles.
- Battle enemy ships or attack the enemy carrier.

Planet Resources and Mines

Each planet has a certain number of raw resources. You use mines to convert these raw resources into usable ones and increase a planet's stockpile. Once you use up all a planet's raw resources, a mine becomes useless (although you can salvage it). A mine costs 10 resources to build. When building a mine, these resources must be onboard your carrier.

Mining rates (the number of usable resources produced per turn) differ between planets and change once a planet's resources drop:

Resources	Mining Rate/Turn
120+	5
60 - 119	4
30 - 59	3
15 - 29	2
1 - 14	1

Two mining modes exist — normal mining and strip mining. Normal mining removes resources at a consistent rate and ecologically mines a planet. Strip mining tears up large chunks of land. It doubles the mining rate (the rate at which resources are mined, such as 3 resources per turn) and quadruples the resources subtracted from the planet.

Strip mines produce twice as many usable resources per turn (for example, 10 per turn if the mine normally produces 5) but "use up" a planet's raw resources four times as fast. This type of mining is useful when you need a quick stockpile of resources, but you can't operate them for very long without ruining the planet.

As an example, assume that you move to a planet with 67 resources. If you have 10 resources aboard your carrier, you can build a mine. Looking at the PLANET MENU, you see that the standard mining rate is 4 resources per turn. You can click on the mine icon to specify a *normal* mine that produces 4 usable resources per turn and subtracts 4 resources from the planet's resources. After the next turn, the planet still has 63 resources remaining.

Taking the same example, what if you click on the mine icon and specify a *strip* mine instead? The planet returns 8 resources per turn. However, 16 raw resources will be subtracted from the planet's total resources. After the next turn, the planet would only have 51 raw resources remaining. Note that the normal mining rate then changes from 4 to 3; the strip-mining rate changes from 8 to 6.

Why Do I Need Resources?

One obvious objective in Armada is to build up resources. This allows you to build mines and shipyards, and set up defensive fortresses for strategic points (i.e., planets that "cut off" the enemy's ability to travel through that area).

- You must have resources on your carrier to purchase mines, shipyards or fortresses. You can use a mine to convert raw resources into usable ones, but you must transfer them onto your carrier to purchase another mine (elsewhere), a shipyard or a fortress.
- A planet with a shipyard must have enough resources to build ships. Planets have raw resources, but you can't use them until they're mined.

  You can mine resources on one planet and deposit them elsewhere by loading them on your carrier or a transport. (Transports can only carry resources, not fighters.)

How Do I Get Resources?

You can acquire resources by doing the following:

- **Build a mine on a planet.** After every turn, the mine converts some of that planet's raw resources into usable ones. If you stay on or revisit that planet, you can load some or all of its mined resources onboard your carrier and move them to another planet.
- **Take over an enemy planet.** By moving to an unguarded planet with installations or winning a battle there, you gain control of the planet and automatically destroy its mine, shipyard and/or fortress. In the process, you destroy half the planet's stockpiled resources. You can, however, pick up and use the remaining resources.
- **Salvage a mine, shipyard or fortress.** Your carrier must be visiting that planet to do this. Once you salvage something, half of that installation's cost transfers back onto your carrier. You cannot salvage individual ships, and salvaging a fortress (regardless of its level) returns 25 resources.
- **Capture an enemy transport.** You can do this by moving to the same spot as an unguarded transport or by winning a battle against enemy fighters and a transport. If you don't attack the transport, it and all resources onboard remain intact. After you destroy its fighter escorts, you acquire the transport.

How Do I Build Something?

Before you build a mine, shipyard or fortress, make sure you have adequate resources aboard your carrier. Move to the appropriate planet and perform the following steps. (A mine costs 10 resources, a shipyard costs 20, and a fortress (or upgrade) costs 50.

1. Click PLANET MENU in the Armada screen.
2. Click BUY under the appropriate picture icon. To change the type of mine, shipyard or fortress, click and hold the mouse on the icon, then drag down to select an option.

   Note: If you don't have enough resources to buy that item, INSF RES *displays in the* BUY/SALVAGE *box.*

   - If you forget to specify a ship type, the shipyard won't start production.
   - Unless you specify STRIP MINE, a mine defaults to NORMAL.
   - A fortress defaults to LIGHT. For 50 additional resources, you can upgrade to a MEDIUM fortress with three medium fighters. A HEAVY fortress with three heavy fighters costs 50 more resources. (You can upgrade directly from LIGHT to HEAVY for 100 resources.)

How Do I Salvage Something?

You can salvage a mine, shipyard or fortress (but not an individual ship). To salvage something you've bought, click PLANET MENU in the Armada screen, then click SALVAGE under the appropriate picture icon. You'll regain half of the item's original cost (a mine, which costs 10 resources, returns 5 when you salvage it). Press [Y] to confirm the salvage or [N] to cancel.

Shipyards and Ships

When you start the game, you possess a shipyard. The first thing you must do is specify what ship to produce (click and drag on the shipyard icon, then drag down to select a type). Before you can build another shipyard on another planet, you must have 20 resources on your carrier.

One of your first game priorities should be to build shipyards and mines on resource-rich planets. Mines "feed" the stockpile, which in turn supports shipyard production. Each ship takes a certain number of turns to build. Light fighters take one to two turns to produce, medium fighters and transports take two, and heavy fighters take three turns. Different ships subtract different numbers of resources from the stockpile after the required number of turns have been executed. If the planet runs out of mined resources, ship production halts until you place more resources on the planet.

For example, assume a planet without a mine has only has nine mined resources. A *Banshee* shipyard requires three turns and takes 26 resources to build a single ship. If you want to build a *Banshee*, the first turn uses up the nine resources. Although you don't have *all* the resources you need, you have enough for a single turn. This occurs because 26 resources divided by three turns equals 8.6 resources per turn. Since you have nine resources, you have enough for a single turn. (Keep in mind that another construction turn will not take place until you have nine more resources on the planet.)

Ship Type	#Turns	Total Cost	Ship Type	#Turns	Total Cost
Arrow	1	10	*Dralthi*	1	9
Phantom	2	14	*Shok'lar*	2	14
Wraith	2	18	*J'rathek*	2	19
Gladius	3	22	*Kor'larh*	3	24
Banshee	3	26	*Goran*	3	29
Transport	2	6	*Transport*	2	6

How Do I Create a Fleet?

To succeed in Armada or Campaign games, you need to build a fleet and strategically position ships around the sector. Once you build ships, you can move groups of ships between planets or *dock* them onboard your carrier. Docked fighters travel with your carrier, which means you don't have to move them individually. Later, you can deploy these fighters. Your carrier must be on the same planet in order to dock fighters.

To **build** ships:

1. Build a shipyard and specify a ship type. (Click BUY, then click on the shipyard icon and drag down.)
2. Build a mine or transfer resources to the planet from your carrier or transport. (Make sure enough stockpiled resources exist to build a particular ship.)

Tip: If you don't want to shuttle resources to build ships, build a mine in conjunction with a shipyard. That's a smart thing to do — otherwise, you have to move resources onto the planet every time you want to build a ship! Each type of ship costs a certain number of resources and takes a certain number of turns to build. These resources are subtracted from the planet's stockpile after the last "construction" turn.

To **dock** or **deploy** ships:

1. Click DOCK in the Armada screen. Use the arrows to increase/decrease the number of ships in the Dock and Deploy columns.
2. Click DONE to return to the previous screen and move the ships. Click CANCEL to escape this screen without moving vessels.

Note: During combat, ships docked on the carrier automatically launch into spaceflight.

How Do I Move Ships?

You can move any of your ships one jump along a jump line during a single turn. All ships will actually move only after you press EXECUTE. Until you end your turn by pressing EXECUTE, your move is only *planned*. If you and your opponent move onto the same planet, a space battle follows. The winner gets control of the planet.

You can **move** a ship to another planet in two ways:

- Click on the ship you wish to move. Holding the mouse button down, drag the cursor to the desired planet.

or

- Click on the ship you wish to move. Then, click MOVE (or press F2) and click on a destination planet.

If you're moving fighters, you will see a list of fighters in that group. (Each group is represented by a single green arrow.) Click the "Move" arrow to specify how many ships you want to move.

If you decide you don't want to execute the move, repeat the move sequence, then click on the "Remain" arrow to leave the ship(s) behind. Note that you can move only *part* of a group — this causes the group to split up.

Note: You can move your carrier to one planet and an orbiting fighter to another planet. In fact, you can designate a single jump for as many ships as you like, as long as a blue jump line connects to the destination planet.

Fortresses

Fortresses are especially useful in combat, although they're expensive. (An initial fortress costs 50 resources, and so does each upgrade. Salvaging a fortress, regardless of level, returns 25 resources.) You should place fortresses in strategic positions, such as a "bottle-neck" planet that cuts off access to part of the sector. Fortresses defend planets by automatically launching three fighters whenever a planet falls under attack. You don't have to build these fighters — they come with the fortress. If at least one fighter survives the attack (or dies at the same time as the last enemy ship), the fortress remains intact and three new ships appear if the planet is attacked again. As long as you retain possession of the planet, all fortress ships regenerate between attacks.

Three levels of fortresses exist — LIGHT, MEDIUM and HEAVY. Each actually describes what type of fighters guard the planet, not the level of defense. If you have a light fortress, the planet will be defended by light fighters. Medium fortresses use medium fighters, heavy fortresses launch heavy fighters:

Fortress Level	**Fighter Type**
Light	*Arrow/Dralthi*
Medium	*Wraith/J'rathek*
Heavy	*Banshee/Goran*

Once you buy a LIGHT fortress, it costs 50 additional resources to upgrade to a MEDIUM level. Likewise, you must spend 50 resources to upgrade a MEDIUM fortress to HEAVY. You can go directly from a LIGHT fortress to a MEDIUM or a HEAVY one in a single turn, but you'll have to part with 100 or 150 resources. Though you can downgrade levels, you won't receive any salvaged resources unless you SALVAGE the fortress altogether.

Try to place fortresses at strategic spots, such as junction points that cut off access to other planets or protect your carrier. This allows you to build more shipyards and mines on the safe side of the fortress and keep the enemy at bay on the other side.

Combat

Quick Combat

If you prefer to avoid space battles, press MENU in the Armada strategy screen and click ON next to the Quick Combat option. From now on, battles are automatically calculated by the program each time you cross paths with the enemy. The game uses a set of probability values to determine the winner during each battle. To turn Quick Combat off, click OFF in the MENU screen.

Going into Battle

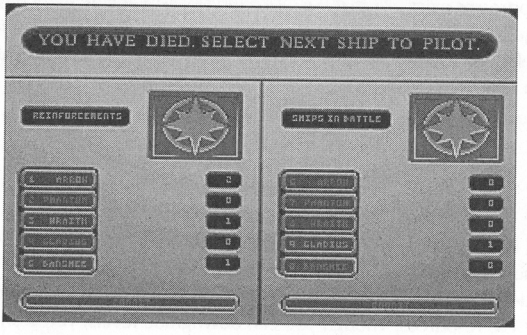
When you and the enemy move to the same planet or meet between planets (and if Quick Combat is off), you enter spaceflight. You also enter battle if an enemy moves to a planet where you have a fortress or orbiting ships (even if your carrier is elsewhere). It stays wherever it is, but you automatically pilot one of the orbiting fighters on the planet that's being attacked. The number of ships in battle depends on how many ships are docked on the carrier (if it's present) or are orbiting that planet. Sometimes, a battle might be triggered on more than one planet — in that case, you fight consecutive battles. Each planet in the game is assigned a random number, and battles take place in numerical sequence.

One good fortress strategy involves leaving behind several types of fighters on a planet with a fortress. That way, you can choose a ship type based on whatever fighters are attacking. You can pick between the ones you left orbiting the planet or the three fortress ships that "regenerate" every time the planet is attacked and successfully defended.

Before a battle begins, a pre-battle screen appears. It lists the type and number of forces for both you and your enemy. Click on a ship type to fly that fighter in the battle.

Note 1: If your carrier is attacked by heavy fighters and doesn't have any escorts or docked fighters, you do not enter battle. Your carrier is destroyed because you can't defend it. Similarly, if an enemy fighter (any type) attacks a transport that doesn't have a fighter escort, the transport is captured and you lose it and any resources loaded onboard.

Note 2: If you and your enemy both have more than one ship in battle, you won't see all ships fight. The other ships battle, but out of your field of view. Whenever you die and have other ships left in the fight, you'll be able to choose another ship to pilot.



You Die ...

- If you die and were flying the *only* remaining friendly fighter in battle, the Armada screen reappears (minus any casualties).
- If you die and at least one other friendly fighter survives, you see the "You're Dead" screen. This displays the number and types of friendly fighters still participating in the battle. To launch back into battle with a new fighter, press the number key ([1] through [0]) that corresponds to the ship you want to fly. In Split-Screen play, the right-side player presses the numeric keypad (reconfigured keys are not active in this screen).

Your Enemies Die ...

- If all your foes die, you automatically return to the Armada screen. If you attack an enemy planet with installations and win, the mine, shipyard and/or fortress are destroyed and the planet's stockpile is halved. You can then transfer the planet's remaining stockpiled resources onboard your carrier (or tranport) or use them to construct new installations (assuming your carrier is present). An enemy that conquers *your* planets will be able to do the same.
- If all your enemies die that were defending a transport, *you* get possession of the transport and all resources onboard.

Both You and your Enemy Die ...

- If you and your foe kill each other's last fighter, no one wins the battle. If the battle occurred over a planet, that planet retains whatever installations were present before the fight.

For example, say that you have a single fighter defending a planet that has a mine and a shipyard. An enemy fighter attacks your planet, causing a battle to take place. You fire an IR missile at your enemy. At the same time, he looses an FF missile. Both strike their targets and destroy your ship and your enemy's ship. Although you lose your fighter, the mine and shipyard remain intact and functional.

A Carrier Dies ...

- If the enemy has heavy fighters and torpedoes your carrier, you see your capital ship explode and the game is over. If you kill your enemy's carrier, you win and get to see that carrier explode. (In Campaign games, this progresses the game to the next sector.)

Two Transports Cross Paths...

If two or more opposing transports move to the same location and don't have fighter escorts, a battle automatically takes place. You won't actually fly in the fight — the results are calculated by the game. Eventually, one side emerges victorious and the other side loses all its transports.

Miscellaneous Carrier Situations ...

- You must use heavy fighters to attack the enemy carrier — light and medium ships don't carry torpedoes. Since they are the only weapon capable of destroying a carrier, it is futile to attack with anything less than a heavy fighter.
- If you attack an undefended enemy carrier with heavy fighters, you see a cinematic scene in which the enemy carrier explodes. Your opponent can do the same thing to your carrier. The moral of this entry is *don't ever leave your carrier unattended!* If it doesn't have any fighter protection, you never have the chance to defend it.
- When you send light or medium fighters after an unguarded enemy carrier, you cannot attack it because your weaponry is too light. Instead, the squadron is forced to retreat to the nearest visited, adjacent planet. If no planets are empty, your fighters will battle whatever enemy forces are on that planet. (One exception: If the enemy carrier is guarded by fighters, you'll be able to attack the fighters. When they die, however, you are "bumped" elsewhere and the carrier remains intact.)

Campaign Game

One-Player Campaign (Player vs. Computer)

To play a One-Player Campaign game:

- Click ONE PLAYER from the Main Menu.
- Click CAMPAIGN.
- Choose to fly the Kilrathi or Confederation side.
- Select the enemy intelligence level (NOVICE, VETERAN or ACE).
- Enter your callsign when prompted and press Enter.

Multi-Player Campaign (Player vs. Player)

To play a Multi-Player Campaign game:

- Click MULTI PLAYER from the Main Menu.
- Choose NET PLAY, MODEM or SPLIT SCREEN. (Refer to pp. 32-34 for information on how to set up a network game and pp. 35-37 to learn how to play a modem game.)
- Choose a CAMPAIGN game. (For Modem and Split-Screen games, click on the appropriate button. For Net Play, press C when prompted.)
- Choose to play the Kilrathi or Confederation side.

Introduction to Campaign

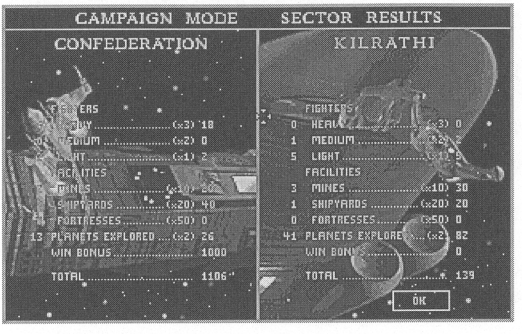
Campaign features all the same items as Armada, but the sectors and universe are set instead of being randomly created. You'll travel through 11 different sectors. To progress through each one, heavy fighters must attack and destroy one of the carriers. (If a carrier is undefended, the attacking side sees a cinematic explosion and never actually flies a battle.) Scores are tallied at the end of each sector — the objective is to score as many points as possible. At the end of the last sector, the side with the most points sees the enemy homeworld blow up.

The overall winner of the game is the side with the most points (which is not necessarily the side that wins the most sectors). Points are given for each ship and installation, and destroying a carrier results in bonus points.

Note: See **Armada Game** *(pp. 18-29) for general information on how to play the strategy part of the game.*

How Scores are Tallied

After a carrier dies in each Campaign sector, a Sector Result screen displays. The program counts and shows the total forces for each side, along with all resources and planet installations. Your score results from the product of these numbers and scoring multipliers (such as 2 or 20). The side that destroyed the enemy carrier gets 1,000 bonus points. The side with the highest total gains control of that sector.



In the following example, the winning side earns 1,106 points:

Item/Action	Points scored	Example		
Heavy fighter	3 x # surviving heavy fighters	6 fighters	=	18 points
Medium fighter	2 x # surviving medium fighters	0 fighters	=	0 points
Light fighter	1 x # surviving light fighters	2 fighters	=	2 points
Mine	10 x # mines	2 mines	=	20 points
Shipyard	20 x # shipyards	2 shipyards	=	40 points
Fortress	50 x # fortresses	0 fortresses	=	0 points
Exploring planets	2 x # planets explored	13 planets	=	26 points
Destroying a carrier	1,000 points			1,000 points

After a carrier dies and the sector results are calculated, a new sector displays on the Armada screen. The Overall Map clears, meaning that you can only see planets that currently appear in the Armada screen. As you explore, more planets will be plotted on the map.

All ships and installations are "left behind" to defend the previous sector. Both sides start the new sector with one mine, one shipyard, and 20 resources aboard the carrier. Even though One Player may have dominated the previous sector, each new sector provides an equal opportunity for both players. The player with the highest number of points after the eleventh sector is completed wins the game. Once a carrier dies in this last sector, both players watch the losing homeworld explode.

Other than the features listed above, you play Campaign games just as you do Armada games.

PLAY MODES

Wing Commander Armada supports two-player play using a single computer, network or modem. However, both players must have the game installed on their individual systems.

NETWORK PLAY

The game sets aside a portion of the network in which players can "attach" to a specific game. Multiple games can run concurrently through the network without disrupting normal network activity.

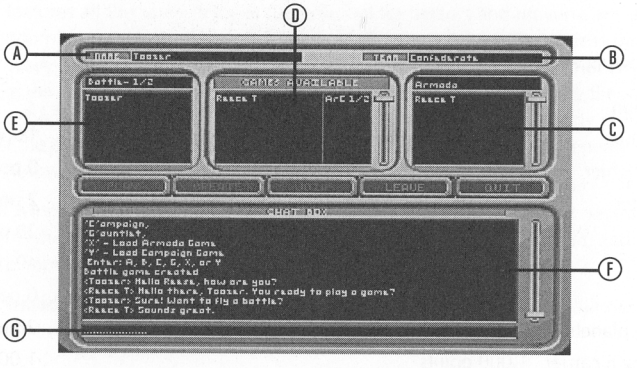
IMPORTANT NOTES

☆ You *must* have *NetBIOS* to play across a network.

☆ You *must* disable *Share*.

☆ Since machine speeds vary, the slowest computer controls the speed of the game.

For example, two players decide to play a network game. One Player is using a 486/66 computer, while the second player is playing on a 486/33. As a result, the entire game operates at the speed of the 486/33.



USING THE NETWORK SCREEN

Click on the buttons or use the keyboard shortcuts to choose options from the network screen. (You must perform Steps 1 and 2 in the next section first.)

PLAY (Alt P). Begin a Multi-Player game.

CREATE (Alt C). Create a new game for two players.

JOIN (Alt J). Join the selected group.

LEAVE (Alt L). Leave the game to which you are connected.

QUIT (Alt Q). Return to the Main Menu. (Or, press Alt X to exit the game.)

A. *Name.* Displays your name just as you entered it.
B. *Team.* Shows your alignment — Confederation or Kilrathi.
C. *Attach box.* Shows the names of other players attached to same group as you. The group name appears in the box title.
D. *Games Available.* Lists all available games that have been created, except for yours. The one you create shows up in the Joined Game box to the left. Once two players in the group join up and start a game, that game disappears from this box.

E. *Joined Game.* Shows your name and the name of your opponent (after a game is created and the second player has joined).
F. *Chat box.* Shows the latest network action or message. To scroll through previous messages, click and drag the slider on the right side of this box. To clear this box, type /CLEAR (text appears in the Chat Message line) and press [Enter].
G. *Chat Message line.* Displays messages as you type them.

How to Start a Network Game

Wing Commander Armada connects network players by placing them in common "groups." More than one group can exist concurrently on the same network, and players within this group can create any number of two-player games. Only two players, however, can participate in a single game — the initiating player creates a game, and the other player joins it.

Step 1 — Attaching to the Network

From the Main Menu, both players must choose MULTI PLAYER. Then, you and your opponent must select NET PLAY to display the network communication screen.

Step 2 — Creating/Attaching to a Group

Once you select NET PLAY from the Game menu, your next step is to create a group or attach to an existing group. (After you do this for the first time, you can simply press [F1] from the network screen. This will perform the following two steps automatically.)

1. Type [Y] or [N] to accept/decline the default group, Armada.
- If you wish to create a new group, type [N] and type a name for it. Then, press [Enter] to create the group. You will see the new group name in the screen in the upper right.
2. Type in your own name or callsign (up to 14 characters) and press [Enter].

Once you attach to a group, you can join any game in the Games Available box or play with someone that joins a game you create. If you want to *change* the group to which you are attached, click LEAVE. Then, click on a new group to attach to it.

Note 1: You can only talk to and play players within your group. Players in other network groups are not visible.

Step 3a — Creating a Game

To create a network game, follow these steps. Otherwise, skip to Step 3b (**Joining an Existing Game**) once another player creates a new game or loads an existing saved game.

1. Create a game for your group by left-clicking on CREATE. (You can click on any button that is highlighted in bright red.)

2. Choose the game type and press [Enter].

   [A]rmada

   [B]attle

   [C]ampaign

   [G]auntlet

   [X] Load saved Armada game.

   [Y] Load saved Campaign game.

Now, you've created a game that another player may join! Other players in your group will see your name in the Games Available box, although you will see it only in the Joined Game box. When someone joins your game, that player's name appears in the Joined Game box.

3. When someone has joined, press PLAY to start the game. (Only the player that created the game can do this.)

Step 3b — Joining an Existing Game

All games that have been created (except for games you create) show up in the Games Available box. This box shows the callsign of the game's creator, the type of game, and how many players are joined. For example, "Lightspeed B-1/2" means that a player named Lightspeed has created a Battle game and has an available slot (only 1 of 2 players are currently joined). If you join this particular game, "B-2/2" appears on this line, meaning that Lightspeed's game now has two players.

To join a game that someone else created:

1. Click on a game name in the Games Available box. The game you click on should have "1/2" after the person's callsign.
   Note: The selected game name turns white; the other names are green.
2. Click JOIN. Your Chat box will say something like "Lightspeed is attempting to join Rammer" at first. Then, it will display text saying that you successfully joined the game (such as "Lightspeed has joined Rammer").
3. Wait until the creating player presses PLAY. Until that happens, you can send messages to anyone in the group.

Loading a Saved Network Game

See **Loading Saved Games** on p. 7.

Communicating from the Network Screen

While in the Network screen, you can send written messages to a player attached to your group. For example, another player in your group can send you a message and ask you to create a 2-player game.

To send a message to all players in a group:

- Start typing a message. The dots on the message line disappear and are replaced by the characters you type. Your text appears in blue. Press [Esc] to abort the message.
- Press [Enter] to send the message. Anyone attached to the group can view the message.

To send a *private* message that only One Player in the group can read, double-click on a player in the Attach box. That person's callsign will turn green, and it will also display in the Chat Message line. Type a message, then press [Enter] to send it. (Private messages are orange instead of blue.)

Communicating during a Network Armada Game

When you play an Armada network game, you can send taunts during spaceflight or talk to another player from the Armada screen. (You cannot do this in Split-Screen, but the following steps are identical for communicating during modem play.)

- During spaceflight in an Armada game, press [C] to display the Communication screen in the Right VDU. Then, type the number of the receiving ship and type the number of the message you wish to send. (To load personal taunts you've recorded using your sound card, refer to **Taunt Maker**, pp. 40-41.)
- While the Armada screen is displayed, press MENU, then click on CHAT (or, just press [F9]). The large strategy box then divides into two halves. Now, either player can transmit messages by typing the message.
  When one player initiates a message, the computer sends an audio cue to the player on the other end (the receiving player hears "Incoming message"). This also causes the CHAT indicator to flash in the Planet box. The receiving player must press MENU and CHAT to answer, or press [F9].

Modem Play

You can play another player across a 9600 baud or faster modem or by using a null-modem connection (see p. 37 for setup). Keep in mind that the slower machine sets the pace for the other player's machine.

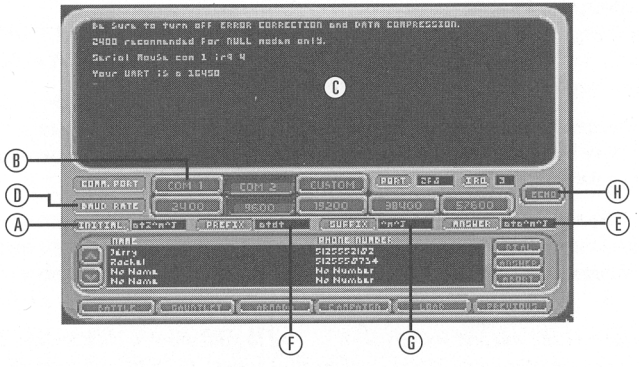
IMPORTANT NOTE: *Data compression and error correction must be deactivated to play this game across a modem!*

Before you try playing across phone lines, make sure your modem is hooked up correctly. Then, follow these instructions. Certain settings and character strings vary between modem brands, so you may need to check your hardware documentation.

Creating a Modem Game

Setting Up Your Modem

1. Start *Wing Commander Armada* and create a Multi-Player Modem game to bring up the modem connection screen:



2. Enter the initialization string for your modem by clicking inside the black Initial box (A) and typing the string. Once again, make sure you disable data compression and error correction.
3. Choose your COM port connection (B). Do not choose the same COM port that appears at the top of the terminal screen (C), or your mouse will not function. If you're not sure what port to choose, check your modem documentation. (If you accidentally disable your mouse, press F1 or F2. These keys switch the COM port back to COM 1 or COM 2, respectively.)

   Note: Some modems connect to other COM ports — refer to your modem documentation, then enter the correct variables in the Port and IRQ slots and select CUSTOM.

4. Choose the correct BAUD RATE (D) for your modem. If you're not sure, check your modem documentation.

   Note: For "modemless" play using null modem connections, both players must select the same baud rate.

5. Enter the "auto-answer" string (E). Normally it is ATA.
6. If necessary, change the "prefix" string (F). This sends an attention signal to the modem and tells it you are ready to dial.

7. If necessary, adjust the "suffix" string (G). (In most cases this is not necessary.)
8. Click ECHO (H). This displays words that you type in the Terminal screen (the large, black box on top). If you can't see anything in the Terminal box when you type, press ECHO. Or, if you see two of every character you type, press ECHO.

Creating a Phone Book

You can create a personal phone directory for people you play often. Once someone is in your "book," you simply scroll the phone book, click on a name, and press DIAL.

- To add a number to your phone book:

1. Double-click on an empty phone book slot with the left mouse button. An information box will display.
2. Type in a description — e.g., the person's name or callsign — and press Enter.
3. Type in the person's phone number and press Enter.
4. Click SAVE to save this information in the phone book.

- To delete a number from the phone book, click on an occupied phone book slot with the left and right mouse buttons simultaneously. Then, click DELETE.

Calling Another Player

Before attempting a call, type AT and press Enter to check your modem setup. You should see OK on the next line. If not, try clicking ECHO, then type AT again. If this doesn't work, consult your modem documentation for the correct settings.

1. Call someone using either of the methods bulleted below:

- Dial a player by typing ATDT, followed by a space and the player's phone number.
- Click on a name in the Phone Book box and press DIAL.

When you click DIAL, the prefix string (ATDT) precedes the phone number you are calling, and the suffix string follows it. If you do not press DIAL, you must manually type these strings into the terminal screen. Type ATDT (followed by a space and the player's number) and press Enter.

Note: If someone calls you and your modem isn't set to auto-answer, click ANSWER *to pick up the call. You can set your initialization string to auto-answer. Refer to your modem documentation for the appropriate string parameters.*

2. Type a message in the terminal screen and press Enter to send a message and check the connection.

Note: Click ECHO *to view only text that the other player sends you. Click on it again to view the messages you send and the other player's replies.*

Creating a New Modem Gauntlet Game

Once you connect with another modem, communicate with your partner and decide what side you will play. Then, follow these steps to create a game.

1. Create a new game by clicking on GAUNTLET (or press Alt G). Both players must press the same button.
2. Type your callsign and press Enter.
3. Choose to play the KILRATHI or CONFEDERATION side. The first player to press a button gets to choose a side.

Creating a New Modem Battle Game

As before, communicate with your opponent and decide who will play each side before performing these steps.

1. Create a new game by clicking on BATTLE (or press Alt B). Both players must press the same button.
2. Type your callsign and press Enter.
3. Click on a ship button to choose a ship and press SELECT. Press COMMIT when you're ready to play.
4. When the Taunt Transmittal screen appears, press YES to copy taunts to the other player's computer, NO to refuse taunts.

Creating a New Modem Armada or Campaign Game

Once you connect with another modem, communicate with your opponent and decide what side you will play. Then, follow these steps to create a game.

1. Create a new game by clicking ARMADA or CAMPAIGN (Alt A or Alt C). Both players must press the same button. (To load a saved game, see **Loading Saved Games**, p. 7.)
2. Type your callsign and press Enter.
3. Choose to play the KILRATHI or CONFEDERATION side. The first player to press a button gets to choose a side.
4. For Armada games only, whoever plays the Confederation side chooses the sector size — SMALL (20-30 planets), MEDIUM (30-40) or LARGE (40-50).

Loading a Saved Modem Game

See **Loading Saved Games** on p. 7.

Null Modem Connections ("Modemless" Play)

If you and another industrious computer gamer don't own modems, you can link up a null modem connection between two computers by using peripheral cords or a null modem connector. Pin configurations may differ between computer types, so check both systems before attempting to use a null modem connection. Make sure that you select the same baud rate whenever you play a game using null modem connections — otherwise, your games will not sync correctly.

Refer to the *Install Guide* for more information.

Split-Screen Mode

You can play a two-player game on one computer by selecting a Multi-Player Split-Screen game. You can then play Battle, Gauntlet, Armada and Campaign games on a single screen. During Battle and Gauntlet games, the screen splits into two cockpits. Player 1 uses the left-hand screen and Player 2 uses the right-hand screen. Not all instruments appear in Split-Screen play, and the keystrokes are different for Player 2. (See **Split-Screen Keystrokes**, p. 39, for commands.) You can change the keyboard configuration for both Players 1 and 2 by using the **Keyboard Configurator** (p. 42).

How to Begin

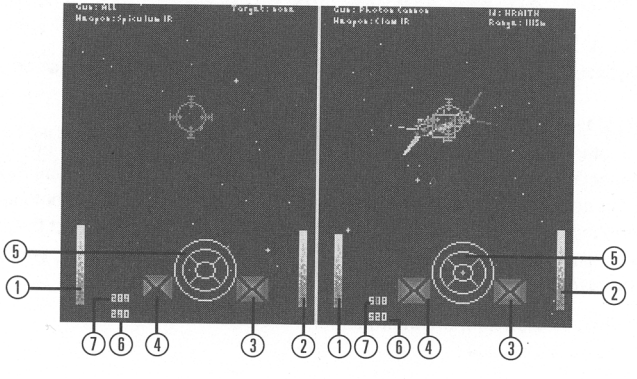
To play a Split-Screen game:

1. Click MULTI PLAYER from the Main Menu.
2. Click SPLIT SCREEN in the Game Menu, then choose the game type.

- Before a battle, each player must SELECT a ship, then click COMMIT. Once both players commit, the battle begins. If one player selects a ship after the other player commits, the first player that pressed COMMIT must press it again.
- For GAUNTLET games, one player must choose the side, then both players must type in their callsigns and press Enter.
- For ARMADA and CAMPAIGN games, one player must choose the sector size. Then, that same player plans and EXECUTES a turn. The second player then types a callsign, plans a turn and presses EXECUTE. (Player 1 is always Confederation)

During an Armada and Campaign game, players take turns moving. (The screen is identical to that of any other Armada game.) The first player configures a move, then presses EXECUTE. The second player then takes a turn and presses EXECUTE. (Both moves actually occur simultaneously once the second player is finished planning a turn.) If opposing forces cross paths, they go into battle. At this point, the screen splits into duplicate halves.

Split-Screen Cockpit



1. Blaster
2. Fuel
3. Armor
4. Shields
5. Radar
6. Set Speed
7. Current Speed

Note: You cannot change camera views in Split-Screen.

Split-Screen Keystrokes

The keys listed below are defaults. You can configure Split-Screen keys by opening the Option screen (Alt O) and pressing KEYBOARD. (See **Keyboard Configurator** on p. 42.)

Player 1 is on the left screen and can use the normal keystrokes with or without a joystick. The only exception is the hotkey for firing missiles, which defaults to ' " during Split-Screen play, and the acceleration and deceleration keys (- and + =).

Player 2 uses the right-hand screen and the number pad, and may also play with or without a joystick. (Both joysticks operate normally, but they must be plugged into different ports. See **Option Screen** on p. 4 for calibration procedures.)

Player 2 Default Keys

Action	Numpad
Dive	8 or ↑
Climb	2 or ↓
Turn left	4 or ←
Turn right	6 or →
Roll left	Right Alt
Roll right	Right Ctrl
Accelerate	+
Decelerate	-
Cut speed to zero	5
Apply afterburners	Ins or 0
Autopilot	> . or Del
Change gun	1 or End
Change weapon	3 or Pg Dn
Fire gun	7 or Home
Fire missile	9 or Pg Up
Change target	Num Lock
Lock target	/
Battle Display	\ (normal keystroke)
Select new ship (after dying in battle)	1 through 0
Select ship (in Ship Selection screen)	D
Commit (in Ship Selection screen)	V

Player 1 Default Key Changes

Fire missile	' "
Accelerate	+ =
Decelerate	-

Loading a Saved Split-Screen Game

See **Loading Saved Games** on p. 7.

Taunt Maker

Although four default taunts install with your game, *Wing Commander Armada* lets you convert existing *.WAV files into additional taunts. When you play the computer or another person, you can send up to four different taunts in any type of game. You can use any WAV files you want, whether they originated elsewhere or you recorded them using a microphone, your sound card port and a sound recorder (for example, the sound utility that comes with *Windows*).

Note: Your WAV file must be less that 63K (64,512 bytes) in size.

Converting Existing *.WAV Files

To convert WAV files into usable taunts:

1. Copy the WAV files you want to use into C:\ARMADA.
2. To convert the taunt, type this line:
   WAV2TNT (filename, with or without the .WAV extension) (Up to a 39-character text description)
   Next, press Enter.

For example, to convert DEATH.WAV (in which you cry, "Die, you Terran scum!") into a taunt:

1. Copy DEATH.WAV into C:\ARMADA.
2. Type:

   WAV2TNT DEATH DIE, YOU TERRAN SCUM!

The WAV file is copied into a second file with a TNT extension. This file also contains a text description ("Die, you Terran scum!") that appears as a taunt selection during space battles. If the receiving computer doesn't have a sound card, this text will appear in place of a verbal taunt.

Choosing Taunts for a Game

This section describes how to choose four taunts to use during a game:

1. Press Alt O to open the Option screen.
   The box in the upper right corner is the Taunt Selection box. The top half of the box has four slots that will store game taunts. The bottom half of the box contains available taunt files. Four prerecorded taunts install with the game and appear here.
2. Click on a taunt slot (in the top half of the box). The slot may be occupied, or it may say NONE SELECTED. You can overwrite currently selected taunts. This does not *delete* the taunt file; it just removes it from the list of currently selected taunts.
3. Use the arrow buttons (in the bottom half of the box) to scroll through available taunt files.
4. Click on a taunt file to select it. The filename and the text description will appear in the top half of the box.
   Note: To hear a taunt, click on the taunt filename and press PLAY.
5. Click DONE when you finish selecting taunts. You will return to the previous screen, and the taunts will attach to this game when you save it.

Note: There is no way within the game to delete taunt files, but you can delete them once you exit the game. *Do not* delete any of the original taunt files shipped with the game, or your game will not work.

If you accidentally delete one of the original taunt files, re-install the game.

Copying Taunts to Your Opponent's Computer

You can copy four taunts across a network or modem onto your opponent's computer. To select taunts to copy, open the Option screen (press Alt O) and follow the steps listed in *Choosing Taunts for a Game*. Even if one computer does not have a sound card, you can still transmit the taunts and their associated text.

Use one of the following bulleted methods to copy taunts to another computer. Once you do so, you will be able to play them during space combat.

- **Network Battle.** Create or join a NET PLAY, BATTLE game. Once you and the other player press COMMIT from the Ship Selection screen, the Taunt Transmittal screen appears. Click YES to copy highlighted taunts to the other computer, NO to refuse taunts. (The taunts you chose in the Option screen will be highlighted.) Both players must press YES before any taunts will be sent.
- **Network Armada/Campaign Game.** Create or join a NET PLAY, ARMADA game. After the creating player clicks PLAY, the Taunt Transmittal screen appears. Click YES to copy the highlighted taunts to the other player's computer, NO to refuse taunts altogether.
- **Modem Battle.** Connect to another player's modem. Click BATTLE in the modem screen. The Taunt Transmittal screen then appears. Click YES to copy highlighted taunts to the other computer, NO to refuse taunts. (The taunts you chose in the Option screen will be highlighted.) Both players must press YES before any taunts will be sent.
- **Modem Armada/Campaign game.** Connect to another player's modem. Click ARMADA or CAMPAIGN in the modem screen. Once you start the game, the Taunt Transmittal screen appears. Click YES to copy highlighted taunts to the other computer, NO to refuse taunts.

Note: Longer taunts can take several minutes to send.

Taunting Opponents during the Game

To play a taunt you've chosen, you must be in spaceflight. Press C to communicate (a screen appears in the Right VDU). Then, press a number corresponding to the receiving ship. The four taunts you selected will then appear in the Right VDU. Type the number of the taunt to send it to your enemy. (Your enemy will hear it, but you won't.)

Computers without sound cards will display the taunt's text description in a plaque at the top of the screen.

KEYBOARD CONFIGURATOR

You can reconfigure some keyboard commands in *Wing Commander Armada*. To do so, follow these steps:

1. Press [Alt][O] in a menu screen or the Armada screen to open the Option menu.
2. Click KEYBOARD to open the Keyboard Configurator. The default key setup appears on the left-hand side of the screen. (The right-hand keys are dim because the ONE PLAYER button is automatically pressed when you open this utility.)
3. To change single-player keystrokes, click on the box next to the current keystroke for a specific action. The inside of the box turns yellow.
4. Define the new keystroke by typing a character on the keyboard. The text to the left of the box will change. Note that you cannot use *all* keyboard keys — some are permanently set to certain functions for programming reasons. Also, you cannot change key combinations, such as [Alt][X].
5. Click DONE to return to the Option screen, or on SPLITSCRN to change Split-Screen keystrokes. Note that you can configure keys for both players here without disturbing the normal single-player keystrokes.

ONE-PLAYER KEYSTROKES (DEFAULT)

FLIGHT

Direction	[↑], [↓], [←], [→]	Control pitch, yaw and roll of the ship
Roll	[<,] or [>.]	Roll left or right
Accelerate	[+] (Numpad)	Increase speed (in 10 kps increments)
Decelerate	[−] (Numpad)	Decrease speed (by 10 kps)
Cut speed	[Backspace]	Cut speed to zero
Apply afterburners	[Tab]	
Autopilot	[A]	Proceed to next wave (Gauntlet mode)

COMBAT

Battle	[B]	Display Battle info in Right VDU
Target	[T]	Cycle through visible targets
Lock targeted ship	[L]	Lock current target/Activate I.T.T.S.
Display damage	[D]	Display damaged component screen in Left VDU
Gun(s)	[G]	Cycle through available guns
Weapons	[W]	Cycle through available weapons
Fire Gun	[Spacebar]	Fire selected gun(s)
Fire Weapon	[Enter]	Fire selected weapon
Communicate	[C]	Activate communications in Right VDU screen
Select new ship	[1] through [0]	Select new ship after dying in battle (Right-side Split-Screen player uses number pad number keys)

TUTORIAL EXAMPLES

TWO-PLAYER GAUNTLET VIA MODEM

You and Jennifer decide to team up in a two-player Gauntlet game using a modem connection. You're using a modem with a baud rate of 9600, and your mouse is connected to COM port 2. Jennifer's modem uses the same speed, but her mouse is connected to COM 1.

You start *Armada* and select MULTI PLAYER from the game's Main Menu. Jennifer does the same thing on her system. Both of you select MODEM from the Multi-Player menu, then select your respective COM ports (2 for you, 1 for her) and modem speeds (you both choose 9600). When you type AT and press Enter to check the modem setups, "OK" appears on both screens, indicating that the modems are hooked up correctly.

On the other end of the line, Jennifer calls you by typing ATDT 1-512-555-3333 (your phone number) into the terminal screen and presses Enter. When your phone rings, you click ANSWER to pick up the call. She types "Let's play Gauntlet!" and presses Enter. You reply with, "Sounds good ... let's blow away the Confederation."

Prepared for a good team battle, you click GAUNTLET to begin the dogfight and choose to play the Kilrathi side. It's only a few moments until an enemy *Arrow* appears on your radar and flies head-on toward Jennifer's ship. Since her *Dralthi* is maneuverable, you let her pound away at the fighter while you circle wide and try to tag the *Arrow's* rear shields.

This tactic works for several waves, but once you and Jennifer reach the fourth level, wave 2, three medium *Wraiths* attack you. Now, you concentrate on keeping the fighters off of Jennifer's rear shields while she barrages them with her missiles.

You also test out a new move, the afterburner slide. It's pretty simple — you let the enemy tail you, then hit the afterburners and turn slightly. As soon as you pull away from the enemy, you brake hard by hitting Bksp. If you spin toward the fighter now, you'll slide to a stop and have a perfect shot into its side shields.

TWO-PLAYER ARMADA VIA NETWORK

After Rodney challenges you to a network Armada match, you each power up a computer — yours is a 486 that runs at 33 MHz and his is a 486 that runs at 50 MHz. Since you're using the slower computer, your system controls the speed of the game.

Both of you perform the usual networking steps — start the game, select MULTI PLAYER from the Main Menu, then choose NET PLAY from the Game Menu. You and Rodney both join the default group (Armada) by pressing Y, then type in your callsigns and press Enter. As both of your systems are initialized, you see Rodney's name in the Group box and he sees yours.

Anxious to play, Rodney asks you to create an Armada game by typing "It's your turn to create the game." You oblige by clicking on CREATE. When prompted, you type A to specify an Armada game, then choose to play the side of the Confederation. When your computer finishes processing this information, the newly created game appears in the Games Available box on Rodney's system. On your screen, however, the game appears in the Joined Game box. (That's because you automatically join a game you create.)

Rodney clicks on your game in the Games Available box and then clicks JOIN. In a moment, his name appears in the Joined Game box. As the creator, you click PLAY to start the game.

When the game begins, you and Rodney each have two light fighters, 20 resources on your carrier, a mine and a shipyard on opposite sides of the sector. As you search out one another's forces, you can play cautiously, forging a strategy that allows you to build your empire as you progress. Or, you can take the reckless route, strip-mining for a quick buck and searching out the enemy before he finds you.

Turns 1 through 15

Opting for safety in numbers, Rodney decides to produce *Wraith* fighters in the shipyard he currently owns. Since this medium fighter only takes 2 turns to build and costs 18 resources, he figures that he can quickly bolster his forces with them. During the same turn, he plans a jump to move his carrier to a large, neighboring planet and set up another mine. Large planets usually possess a high number of resources, and this one's no exception. It has 178 resources and can turn out 5 resources per turn. In the next turn, he moves his carrier to yet another planet and builds another mine.

In several turns, Rodney sets up more mines and revisits existing ones. He transfers 55 mined resources aboard his carrier from one planet, then 38 from another. His stockpile has reached 93 resources, enough to set up another mine and shipyard to produce medium fighters and a fortress to defend the area. Rodney now decides to leave this area and go exploring.

You, on the other hand, decide to convert your existing mine into a stripmine on the first turn. Though it subtracts four times the normal number of resources from the planet, you'll gain resources more quickly. Since the planet has 123 raw resources, the normal mining rate is 5 resources per turn. With your stripmine, you double that rate to 10 per turn (but 20 will be subtracted from the planet's raw resources each turn). Also on your first turn, you start constructing lightweight *Dralthi* fighters in your shipyard. They only cost 9 resources, and with a stripmine on such a large planet, you can produce a fighter in a single turn. You plot a jump, so that on your next move you can create a second stripmine on an adjacent planet.

After several more turns, you've deposited almost 120 resources onboard your carrier, docked your new ships and salvaged your mines and shipyard. Now, you're set to search out a more desirable location to fortify.

Turns 16 through 20

Rodney travels from planet to planet until he finds a "cutoff" point. This planet only has jump lines to two other planets — one back into his territory, the other toward unexplored planets. If he solidifies his forces in this area, he can set up two consecutive, well-defended fortresses to keep you out. He builds heavy-fighter shipyards on both fortress planets, one that builds *Banshees,* one that produces *Gladius* ships. Though it takes longer to build these fighters (3 turns), they'll provide an almost impenetrable defense point. He launches one *Arrow* from his carrier and sends it and a *Banshee* out as feeler ships.

Meanwhile, you send out three *Dralthi* scouts in different directions and stripmine a few planets around the sector. After discovering a large, centrally located planet, you decide to construct a mine and a shipyard here to feed your efforts elsewhere. This planet has five jump lines, allowing you to move in any direction you choose. As a defense measure, you build a fortress here.

After your newest shipyard turns several *J'rathek* fighters out, you send them to back up your scouts.

Turns 21 through 25

During each turn, Rodney has been moving his *Arrow* and *Banshee* toward the other side of the sector. Likewise, you've been sending your *Dralthis* toward areas you think might contain Rodney's forces.

After Turn 21, you and Rodney both spot each other's scout ships on planets adjacent to exploring fighters. You don't really want to take on his *Banshee* until your *J'rathek* fighters arrive, so you turn back toward your fortress. Rodney, however, knows that he can probably shoot your *Dralthi* down, so he moves toward your scout ships.

For the next few turns, Rodney follows your ships move-for-move. Finally, two *J'ratheks* arrive to meet your retreating scout ships. You're confident of victory now, so on your next turn you head toward Rodney's *Banshee* and *Arrow*. He sees your reinforcements but decides he has enough firepower to match you.

Once both of you execute the turn, you go into battle. Since Rodney's an experienced pilot, he chooses to pilot his well-armed *Banshee* in spite of its lack of maneuverability. You, on the other hand, select the *J'rathek*, a medium fighter with an average loadout. Though you'd prefer to face his *Banshee* with a heavy ship, the *J'rathek* is the strongest ship you have. The remaining ships in the battle are controlled by computer AI.

As the battle commences, Rodney tries a head-on approach and relies on his heavy shields to protect him. He opens fire with his ionic pulse cannon and attempts to gain a Heat-Seeker missile lock on your ship. Meanwhile, you're dodging his fire and blasting away with full guns. Just as Rodney hears his missile lock tone, you loose an IR missile, duck under his ship and drop your chaff pod to distract his missile.

You watch Rodney's *Banshee* explode into a spectacular cloud of debris. Meanwhile, he has other ships left in the battle and chooses to jump into the cockpit of his *Arrow*.

The battle continues — Rodney's maneuvering using his afterburners and trying to hit you with dumbfires, while you're pounding away with full guns at his ship. In the end, your firepower tactic pays off and you down the *Arrow*. This is Rodney's last ship in the battle, so you win the planet.

Turns 26+

Back in the Armada screen, you notice that the planet has 43 stockpiled resources. Since you won the battle, you acquire the planet and half of its stockpiled resources. During this turn, you decide to move more fighters into this area. It's fairly safe to assume that his carrier is hiding in the same direction from which his fighters emerged. Since you're not really interested in building up resources, you take on the role of the aggressor and send out scouting parties from your defense fortress. You also load your carrier up with several dozen resources and a few fighters, then send it off into unexplored territory. If you get into a pinch, you can build a stripmine and a shipyard on the way.

One advantage to playing off of one or two fortresses is that you can quickly explore the sector. You don't have to spend precious turns building and fortifying strongholds, as long as you create enough shipyards to produce fighters.

Rodney, meanwhile, has elected to leave his existing stronghold to fend for itself. He's currently heading away from where he encountered your forces, with the intent of building more shipyards and fortresses in a separate corner of the sector. Later, this gives him multiple "retreat" areas that are several jump-lines apart.

He has an advantage over you in one respect — even if you are able to overcome one of his fortresses, he has many others to fall back on. However, he'll spend more time in a single area, which gives you a greater chance of discovering him.

Which tactic is better? Only you can find out which one works for you!

Wing Commander Armada Credits

Producer
Chris Roberts

Associate Producer
Jean-Marc Chelma

Original Concept and Design
Whitney Ayres, Jeff Everett

Project Director
Jeff Everett

Additional Game Design
Jeff Grills, Denis Loubet

Programmers
Jeff Grills, Jeff Everett, Chuck Karpiak

Additional Programmers
Rob Corell, Donavon Keithley, Wendy White

Art Director
Denis Loubet

Artists
Dean McCall, Paul Steed, Elizabeth Pugh, Jake Rodgers, Damon Waldrip

Additional Artists
Chris Douglas, Craig Halverson, David Lawell, Micael Priest

Digital Support
Aaron Martin

Music & Digital Sound Effects
Midian'

Digital FX
John Tipton, Kirk Winterrowd

Digital Speech Processing
Martin Galway

Product Support Manager
Kay Gilmore

QA Supervisor
Donna Mehnert

QA Project Leader
Dan Orzulak

Quality Assurance
James Flores, Jason Habel, Kevin Kushner, Bill LaCoste, Starr Long, Jeremy Mappus, Chaitanya Marvici, Jennifer Mason, Marc Petrick, Ben Potter, Jeff Shelton, Anthony Sommers, Eddie Stringer, David Thacker, Reece Thornton, Todd Wachhaus, Forest Yule

Product Manager
Galen Svanas

Documentation
Tuesday Frase

Editing
David Ladyman

Box Design
Trey Hermann
Al Carnley

Cover Art
Trey Hermann, Chris Douglas, Jake Rodgers, Dean McCall

Documentation Design
Jennifer Davis, Al Carnley, Trey Hermann

Online Services and Bulletin Boards

Many of the most popular online services provide access to ORIGIN company news, product updates, release dates, technical support and game hints. In addition, ORIGIN has established its own electronic bulletin board as a customer service.

AMERICA ONLINE.

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COMPUSERVE.

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GENIE.

You can e-mail Customer Support at ORIGIN. To reach our Customer Support board in the Games RoundTable, Scorpia RT, type M805; at any "?"prompt. Then select Origin Systems at Category 16. In addition to reading the messages, you can download files from the "Games RoundTable Libraries." For membership information can call GEnie toll-free at 1-800-638-9636.

ORIGIN BBS.

The ORIGIN BBS is located in Austin, Texas and has a modem support of: 300/1200/2400/9600/14,400 bauds with N,8,1. It is operational 24 hours a day, 7 days a week. Full support is provided. Call 1-512-331-4446 to contact. No membership is required and the only cost is any long distance charges that you may incur.

Internet Address. You can e-mail Origin Customer Support on the Internet through AOL at ORIGINCS@AOL.COM or Origin Marketing at OSI@AOL.COM. Or, to send Internet messages through CompuServe, use 76004.2612@COMPUSERVE.COM

Product Support

For ORIGIN Product Support, call (512) 335-0440 Mon.-Fri., 9. a.m.-12 p.m. and 1 p.m.-5 p.m. (1 p.m.-4:30 p.m. Friday afternoon), Central time.

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