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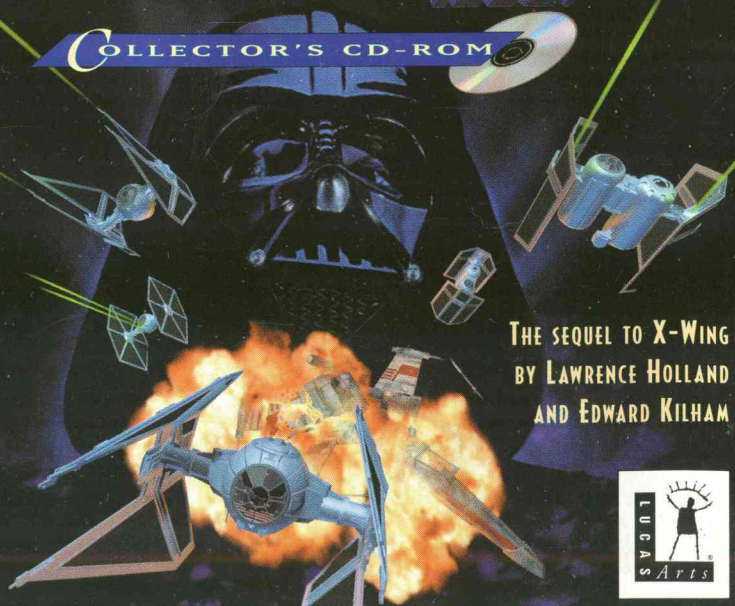
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LUCASARTS ENTERTAINMENT COMPANY PRESENTS

THE COMPLETE  
TIE FIGHTER  
COLLECTION  
ON CD-ROM



COLLECTOR'S CD-ROM



THE SEQUEL TO X-WING  
BY LAWRENCE HOLLAND  
AND EDWARD KILHAM



The Emperor welcomes you into his Imperial fleet. With this manual you will learn the specifics of the Imperial Naval starfighters at your disposal, their controls, weapons systems, and proper use. Learning this data thoroughly is the first step to bringing glory to the Empire. Serving the Emperor and the defeating of our enemies is any pilot's primary role. Succeeding in these accomplishments will elevate you to greater recognition and status; failure will bring more unpleasant results.

This manual contains classified information of the highest level and is forbidden to reach the hands of personnel not cleared for starfighter operations. Any reports of unauthorized distribution will be met with severe action.

**Serve the Emperor.**

## PILOT REGISTRATION

Here at the Security Desk, you may either enter a new pilot name, or select an existing pilot. Once a pilot has been selected, the Imperial Database will access that pilot's name, rank and score. If you wish to fly this pilot, select the doors to the right. If the pilot has been cleared, the stormtroopers will allow entry to the Concourse.



If many pilots are available, click on the left and right arrows below the selected pilot's name to cycle through the entire list.

To Register:

**STEP 1:** Type in a new pilot name or select an existing pilot.

**STEP 2:** Enter the Concourse by clicking on the doors to the right.

If a pilot is already selected, press **BACK-SPACE** to enter a new name.

You may also delete a pilot at the Security Desk.

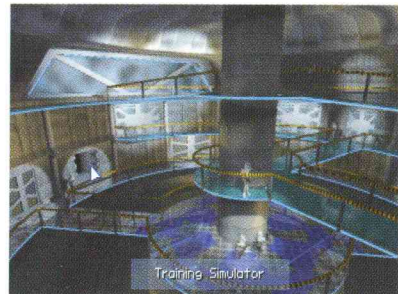
To Delete a Pilot:

**STEP 1:** Select a pilot to delete.

**STEP 2:** Click on the **DELETE PILOT** button beneath the Imperial Database monitor.

## THE CONCOURSE

All right, pilot. Now that you've cleared security, you may enter the Concourse. From here, there are many options available to you. You can return to Registration, use the Training Simulator or hone



your skills in mock-combat in the Combat Chamber. There are also schematics on all Imperial and Rebel Alliance ships available for review in the Tech Room, or you can study past missions recorded by your flight camera in the Film Room. Finally, when you're ready for some real combat, you may enter the Battle area to choose a battle site.

I advise you to try a few runs in the Training Simulator before you jump into the Combat Chamber or sign on for a battle. Taking a look at the specs in the Tech Room is recommended also.

### REGISTER

If you wish to fly a new or different pilot:

To Re-register:

STEP 1: Click on **Register** located at the far lower-left doors in the Concourse.

STEP 2: Follow the instructions in the section labelled **Pilot Registration** in this document.

### TRAINING SIMULATOR

Although thousands of TIE fighters are in use throughout the Empire, that does not mean they are expendable. To prevent you from taking one of our

fighters into a battle and allowing it to be destroyed due to your incompetence, we have designed a series of tunnels with obstacles and targets inside, created to perfect your use of the flight and thrust controls and improve your ability to target and destroy objects quickly.

Your success in the Training Simulator will depend not only on speed and flying ability, but on accuracy also. Remember, pyramid targets, spindle obstacles, and sphere targets will add two seconds to your allotted time. In later levels, simply flying through at top speed will not be sufficient to complete the course in time.

To Fly the Training Simulator:

STEP 1: Select the **Training Simulator** from the Concourse by clicking on the doors second from the left on the lower level.

STEP 2: Clicking on the view-screen will cycle through the level description, the high score list, and a layout of a course segment.

STEP 3: Select a ship to fly by clicking on the left and right buttons below the label "**Ship**."

STEP 4: If you have previously complet-

ed levels in the selected ship, you may continue from the last completed level or earlier levels. Select the desired level to start from by clicking on the left and right arrows under the label "**Level**."

STEP 5: When you are ready to don the Sim-Visor, click on the red button beneath the Level selection buttons.

STEP 6: To exit the course while in-flight, hit **Q** then **SPACEBAR** on the keyboard. You will then be debriefed on your performance. To return to the main console click on the yellow **Door** icon located to the lower-right of the debriefing screen.

STEP 7: To exit the Simulator after a run or before proceeding to the course, click on the Exit lever to the lower-left of the console.

### COMBAT CHAMBER

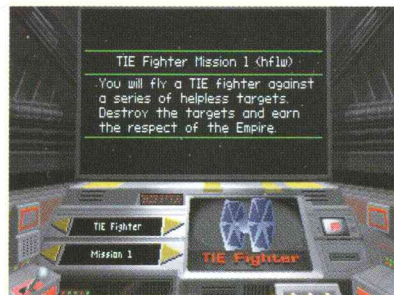
The Combat Chamber is designed to give the closest experience to actual combat without endangering man or machine. Each starfighter in the Imperial Navy has four missions to fly in increasing difficulty.

Some missions were created specifically for training purposes, while others are actual missions from the past which have

been selected to highlight certain combat tactics. Also, once you have completed any Battle missions, they may be accessed in the Combat Chamber to re-fly at your leisure.

For the best training experience, we recommend flying the first mission of each craft first, then the second missions, and so on. The Chamber is designed so that the training difficulty progresses in this order.

NOTE: New craft are expected to be introduced as you progress through tours. We **STRONGLY** recommend you first fly these craft in the Combat Chamber, as the missions will teach you the crafts' new features and functions.



To Select a Combat Chamber Mission:

**STEP 1:** Select the **Combat Chamber** from the Concourse by clicking on the third door from the left on the lower level.

**STEP 2:** To select a starfighter to fly, click on the left and right arrows to either side of the ship name.

**STEP 3:** To select a mission, click on the left and right arrows to either side of the mission number.

**STEP 4:** Once you are satisfied with your choice, click on the red button to the right of the ship graphic. This will lower the Sim-Visor and take you to the mission briefing.

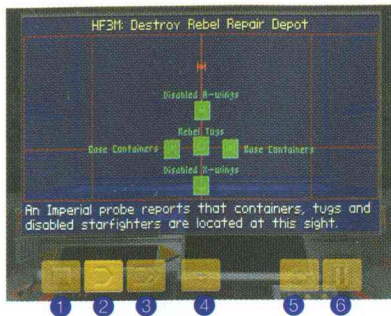
**STEP 5:** To exit the Combat Chamber, click on the lever in the lower left hand corner of the console, labelled **"Exit Simulator."**

### MISSION BRIEFING

The mission briefing will give you all the information you need to complete the primary mission goals. There are two or three levels to the briefing sequence.

The first level is the Mission Map. This map will give a tactical overview of

the mission setting and available information on nearby ships, probes, mines, etc. The second level is the Deck Officer's briefing. This gives you the opportunity to ask the Deck Officer specific questions that will give you more detailed information on the selected mission.



**1 Pause / Rewind Briefing:** Click to pause the mission map for further study. Once the playback is stopped, clicking again will rewind the briefing.

**2 Resume / Rewind Briefing:** While the mission map is paused, click on this button to continue playback. While the mission map is playing, click to rewind to the first section.

**3 Skip Section:** Click this button to skip the current map section and move on to the next section.

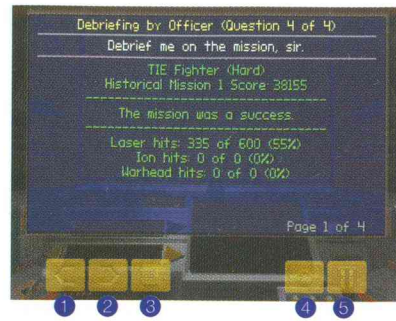
**4 View Officer Questions:** Click here to view a list of questions you may ask the Deck Officer. Once this button has been selected, it will change to a map, which, when clicked, will return to the briefing map.

**5 Enter Mission:** Click on the **TIE Interceptor** button to enter the selected mission.

**6 Exit Briefing:** Clicking here will remove the Sim-Visor and return you to the Chamber console, where you may select another mission, or return to the Concourse.

### MISSION DEBRIEFING

After each mission, you will receive a debriefing which will examine and report what you did right and what you did wrong during the mission. For those who prove worthy, any promotions received will be reported as well. You will also get a detailed breakdown of your weapon accuracy, what goals, if any, you completed, a list of enemy craft destroyed, and Imperial losses.



**1 Last Question:** Click on the arrow to go to the previous question from the one you are viewing.

**2 Next Question:** Click to proceed to the following question from the one you are viewing.

**3 Next Page:** If the answer to one of your questions is more than one page, it will be reflected in the bottom right corner of the view screen. Click on the **Next Page** button to change pages.

**4 Fly Mission Again:** Click on the **TIE Interceptor** button to re-fly the mission.

**5 Exit Debriefing:** Click to return to the Combat Chamber console, where

you may select a new mission or return to the Concourse.

To Select a Completed Battle Mission:

**STEP 1:** Cycle through the battle choices with the same arrows used to choose a ship. Completed battles will appear in order after the final ship.

**STEP 2:** Proceed to the briefing as described previously.

### TECH ROOM

The Tech Room is a chamber that allows you to view holographic images of all of the Rebel and Imperial ships you may encounter. Information includes craft size, top speed, and armament. Knowing a craft's strengths and weaknesses may be the critical factor between victory and destruction.



To View Tech Room Holos:

**STEP 1:** From the Concourse, select the **Tech Room** through the second door from the right on the second level.

**STEP 2:** To cycle through the various ships, click on top set of left and right buttons beneath the hologram.

**STEP 3:** To rotate the ship on its pitch axis, click on the lower set of left and right buttons beneath the hologram.

**STEP 4:** To return to the Concourse, click on the doors at the left side of the chamber.

### FILM ROOM

The Film Room can be an invaluable tool for increasing your odds of survival. By activating your ship's flight camera during a mission, you can replay it from the film room, viewing it from any angle or from the perspective of any craft in the combat zone. You are also able to re-enter the battle to attempt to correct any errors made during the mission. The Film Room may also be used to verify kills to others.

To Enter the Film Room

**STEP 1:** From the Concourse, click on the far right door on the second level.

**STEP 2:** A list of available film clips will

appear. Choose the film clip you wish to view and click on **Load Film**.

From here you may also delete a film clip or exit the Film Room.

Once your film clip is loaded, use the following key commands on your keyboard to activate the various film controls:

KEY	NAME	FUNCTION
<b>P</b>	PLAY	Starts and stops film playback.
<b>R</b>	REWIND	Rewinds film to start.
<b>A</b>	ADVANCE	Turns film advance mode on and off.
<b>L</b>	LOAD	Loads a new film clip.
<b>S</b>	ENTER SIM	Places you into the mission where the clip is currently.
<b>E</b>	EXIT	Returns you to the Concourse.
<b>F</b>	FOLLOW / FREE	Toggles between <b>Follow</b> and <b>Free</b> view mode.

**Follow:** Camera will follow object selected in **Camera Pos** box.

**Free:** Camera is free-floating in space.

**C** CAMERA POSITION Moves the camera to the position of each ship.

**Shift C** Moves the camera to the position of each ship in reverse order.

**T** TRACK Turns **Track** mode on and off.

In **Track** mode, the camera is always pointed at the craft selected in the **Object** box.

**O** OBJECT Cycles through objects to be tracked.

**Shift O** Cycles through objects to be tracked in reverse order.



**Left mouse button/ 1st joystick button** Zooms camera in. In **Free** mode, this will move the camera forward.

**Right mouse button/ 2nd joystick button** Zooms camera out. In **Free** mode, this will move the camera back.

## NEW BATTLE / CHANGE BATTLES

This is what it all comes down to. All of the training is for one purpose: to ensure you are worthy enough to become part of the most efficient fighting force in the galaxy.



Once you enter the Campaign Room, you must approach the Campaign Desk to sign on for a battle. At first, as a rookie pilot, there are only a few campaign areas available to you. We are not going to let a green pilot enter a battle zone of strategic importance only to have inexperience cause a loss to the Empire.

To repeat, as a rookie you may choose from a limited number of battle zones to sign on to. As you gain experience, more significant battle areas will become available to you. You may return to the Campaign Desk at any time to change battles. If you find a battle zone difficult at first, try another zone. There is no shame in succeeding in a battle area of lesser importance, when compared to failing the Emperor in any situation.

If you are having difficulty completing a mission or battle, there are a number of steps you can take to ensure victory for the Empire. To begin with, you can change the difficulty setting using your Personal Datapad. Also, if you find yourself overwhelmed in a mission, call for reinforcements. There is no shame in strengthening the Empire's presence.

Finally, always remember that you only need to complete the Primary Mission Goals to advance through the battles. If you are failing while attempting to complete Secondary or Secret Mission Goals, complete the Primary Goals and move on. To Enter the Campaign Room:

**STEP 1:** From the Concourse, click on the first door on the left on the second level.

**STEP 2:** Select a Battle Area by clicking on the two arrows located at the Campaign Desk.

**STEP 3:** Once your decision is made, join the battle by clicking on the door to your right.

**STEP 4:** You may return to the Concourse by clicking on the door to your left.

## THE BATTLE ROOM

Here is where you will receive all the information you need on your current mission. You may consult the mission map, question the Flight Officer or receive further instructions from the Cloaked Figure, if present.

The mission map is similar to the mission map used in the Combat Chamber. It



will give you a tactical overview of the mission area and exact mission instructions. The Flight Officer is available to you for more detailed instructions. He can give you tactical advice, suggest a weapons configuration, as well as provide background information on the mission. If you choose, you may approach the Cloaked Figure to receive a report on any covert activities to be on the lookout for.

To Review and Fly a Mission:

**STEP 1:** To view the mission map or talk to the Flight Officer or Cloaked Figure, click on the map or appropriate figure.

**STEP 2:** Once you are satisfied with your knowledge of the mission, click on

the right door on the lower level of the room.

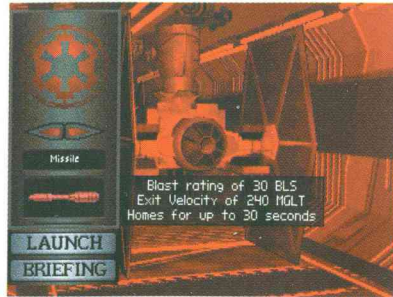
**STEP 3:** To exit the Battle Room and return to the Concourse, click on the left door on the lower level of the room.

### WEAPONS SETUP AND DESIGNATION

Loading the proper weapons onto your craft before a mission is almost as essential as knowing how to fly your starfighter. You don't want to be caught unprepared by a squadron of X-wings. All ships are armed with laser cannons, ion cannons and/or both. Laser cannons are used to damage and destroy enemies. Ion cannons are used to disable ships by disrupting their energy systems. There are also a number of warheads available to load onto properly fitted craft. The different types of warheads you may load onto your ship are described below.

**Concussion Missiles** These are the weakest warheads but also the fastest and most agile. They can even be used to intercept other warheads.

**Proton Torpedoes** The torpedo is a well-rounded warhead. It is fast and rela-



tively powerful.

**Heavy Bomb** The most powerful warhead available is also the slowest. Use this warhead against capital ships.

**Heavy Rocket** A very powerful weapon, it maintains a medium speed. Use at short range when you have a sure hit.

We expect more warhead types to become available as the battles progress.

To Configure Weapons:

**STEP 1:** Choose the warhead by clicking on the left and right arrows located above the warhead display.

**STEP 2:** When you are satisfied with your choice, click on **LAUNCH**.

**STEP 3:** If you wish to return to the

briefing for more information, click on **BRIEFING**.

### BATTLE DEBRIEFING

As in the Combat Chamber debriefing, you will receive a detailed report on your performance in battle. Both the Flight Officer and Cloaked Figure will be available to report on your flight. Also, any promotions or medals received for outstanding performance will be reflected in the debriefing.

To Receive a Battle Mission Debriefing:

**STEP 1:** Review the Flight Officer's debriefing. Click on the text to go to the next page. To leave the Flight Officer, click on "That's enough for now, sir."

**STEP 2:** Click on the Cloaked Figure to receive his debriefing.

**STEP 3:** Click on the doors to the rear to return to the briefing area.

**STEP 4:** Click on the doors to the left to re-fly the mission. **NOTE:** If you have failed a mission or wish to improve on your performance, choose this door. However, if you fail the mission during the re-fly, any previous success will be lost.

### CONTINUE BATTLE

While you are involved in a campaign, you may return directly to the Mission Briefing Room from the Concourse. You only need to go back to the Battle Desk if you intend to change battle sites.

To Proceed Directly to the Mission Room from the Concourse:

**STEP 1:** From the Concourse, select the Continue Battle door located at the upper level.

**STEP 2:** Proceed through the mission briefing as described previously.

### COCKPIT INSTRUMENTATION FOR IMPERIAL STARFIGHTERS

The TIE series of craft as well as Cygnus' Assault Gunboat have all been designed for maximum efficiency. The layout of each of these crafts' cockpits will reflect that style. Each ship contains many similarities in cockpit design, allowing a pilot to move from craft to craft with a minimal learning curve. While weapons configuration and actual positioning of each instrument may differ slightly, the overall operation of each craft remains similar. Below is a list of

instrumentation and their functions.

**The layouts of the individual craft cockpits can be found in the Cockpit Instrumentation section of the Reference Guide.**

### INSTRUMENTATION

**Sensors** The sensor displays located at the upper corners of your cockpit show all craft and objects in the vicinity. The Front Sensor (upper-left) shows objects to the front and the Rear Sensor (upper-right) shows objects to the rear. Objects are shown as dots on the sensors. The brighter the dot, the closer it is to your ship. The dot representing your current target will have brackets around it. When the dot is centred on a sensor display, that means it is directly in front or behind your ship.

Dots are colour-coded to show their allegiance. Learn the following chart to be able to quickly identify hostile craft:

<b>Red</b> - Imperial	<b>Yellow</b> - Warheads
<b>Green</b> - Rebel	<b>White</b> - Mines, Probes & Satellites
<b>Blue or Purple</b> - Unknown	

**CMD** The CMD serves many func-

tions. It gives all available information on your target's status as well distance from your ship, cargo information and the currently targeted craft component.

When you target a ship, it is displayed in the centre of the CMD. Above the display is its ship type and name. The 3D display of the ship will rotate to reflect its orientation relative to you. This allows you to tell whether a ship is heading towards you or away from you.

Your target's status is listed in three areas. First is the target's shield strength (SHD). Once you have knocked out its shields you will begin to decrease its hull integrity (HULL). Once these two levels reach 0%, the ship is destroyed. When disabling a ship with ion cannons, after the ship's shields are down, its systems level (SYS) will decrease. When the systems reach 0%, the ship is disabled.

The next readout shows the distance your target is from you (DIST). The distance is displayed in kilometres (km). Distance is very important when locking on with torpedoes and missiles. Getting in the first shot is often crucial to ensuring victory.

In the lower-left corner of the CMD is your target's cargo readout. To identify the cargo of a craft, it must be targeted and you must fly close enough to allow your ship's sensors to scan the cargo hold. The smaller the ship, the closer you must fly to the craft to inspect its contents. Shuttles, tugs, freighters, etc. must be approached within 0.20 km to identify the cargo.

The lower-right corner of the CMD displays the currently targeted component on the selected ship. Possible components to target include a ship's hull, laser turret, bridge, engines, etc. This is useful against a capital ship, as knocking out its laser turrets makes it more vulnerable to destruction or capture.

**Targeting HUD** Centred in your front viewport is the Targeting HUD. This floating display is used to indicate when a target is within range and when a proper firing angle is attained. Through your cockpit windows, you will see a yellow box around your target while it is out of range. Once in range, your target will flash red.

Around the target box is a number of

lights indicating weapons armed and Outside Threat Indicator Array (OTIA).

Along the sides and under the aiming box are your laser / ion indicators. They will light green when your laser or ion cannons are armed and ready to fire. The lights will also indicate if your lasers are on single, dual or linked fire modes. When your targeted craft is within range and a proper firing angle is achieved, the target box will turn green.

Along the top is the OTIA. The left indicator will light up if you are being targeted by an enemy starfighter's laser systems. The middle light indicates a capital ship's lasers. The right indicator will blink yellow if you are being targeted by an enemy craft trying to lock on with a warhead. When the lock is established, the light will turn solid red.

The HUD is also used when locking on with a warhead. While your targeting computer is attempting to lock, the HUD will turn yellow. Once you have a lock, the HUD will turn red.

**Weapons** Laser and ion cannon power levels are indicated by lighted banks; green for lasers, blue for ion cannons.

There are two levels of charge. Normal level, indicated by a dim light, and super-charged shown as a bright light. Super-charged weapons will give you greater range and power. Once the lights go dark, you will have to wait for them to recharge before you can fire again. To recharge laser cannons, consult the section labelled **LES** later in this document.

Near your laser / ion indicators is your warhead indicator. If your starfighter is equipped with warheads a count of the remaining load will be shown here. Like your laser cannons, you can fire them singly or linked.

**Throttle Control** Your throttle control display has two readouts; your throttle indicator and speed indicator. The throttle indicator shows the percentage of power being given to your engines. The speed indicator shows how fast your craft is travelling. For more information on how speed and thrust may be affected, see the section labelled **LES** later in this document.

**Hull / Shield Indicator** This display shows the integrity of your hull and the charge level of your shields if your craft is equipped with them.

Your hull's integrity is reflected by the colour of the ship icon; green shows undamaged, yellow is damaged, and red is critical.

Shield strength is likewise reflected. Once your shields are depleted, you must recharge them or your hull will begin to take damage. To recharge your shields, consult the section labelled **LES** later in this document.

**Mission Clock** The mission clock is used for two purposes. In the Training Simulator it's used to display the time remaining in the level. In combat it is used to keep track of elapsed mission time.

**Camera Indicator** The Camera Indicator will light up when you activate your combat camera. A countdown will also begin showing the percentage of recording time remaining. You may view your film anytime during flight.

**Energy Array or LES (Lasers, Energy, Shields)** The Energy Array is the most crucial aspect of your starfighter. It allows you to control the power output to each of your systems, allocating as much or as little power as needed. Think

of it as a central battery that all systems draw from. When all systems are charging at normal rates, shields and lasers will decrease as damaged or used. To recharge one of your systems, you must take power away from other systems to redirect it to the system that needs recharging.

For example, if your ship's shields have taken damage, you must recharge the shields. When you increase the shield charge rate, your ship draws the power from the engines. Therefore, even though your ship remains at the same throttle rate, it will travel at a decreased speed. Conversely, if you need to get somewhere in the shortest amount of time, redirect all power to the engines by dropping the laser and shield charge rates to minimum.

**Engines** Engines are controlled by thrust. The readout labelled "**E**" shows the power dedicated to engines. You do not have direct charging control of engine power. When power is redirected to or from lasers or shields, it is the engine level that increases or decreases. As noted above, you may be at 100% power, but if another system is drawing power from

the engines, you may not be travelling at full speed.

**Lasers** The readout labelled "**L**" shows the current charging rate of your laser and ion cannons. When the display is at mid-level, laser cannons are recharging at the normal rate. This means, as laser cannon shots are fired, laser power will decrease until it is recharged. If the display is below the mid-level line, laser cannons are charging at a decreased rate, and your ship will lose laser power even if you are not firing them. When the display shows above mid-level, your laser cannons are recharging and will continue to recharge until they are at full super-charged capacity.

**Shields** If your ship is equipped with shields, you will have a display labelled "**S**". Similar to the laser cannon recharging rates, the shields have two levels. The first tier is normal shields. You may double charge your shields by increasing your shield recharge rate until both front and rear shields are full. If the shield level display is below mid-level your shields will lose power, even if your ship is not being damaged.

## STARFIGHTER COMPUTER SYSTEMS COCKPIT VIEWS

See Cockpit Instrumentation Section of Reference Guide  
(Num Lock must be on)



10 o'clock / Forward  
Left Forward      2 o'clock /  
Right Forward



9 o'clock / Straight Up      3 o'clock /  
Left Wing      Right Wing



7 o'clock / Rear View      5 o'clock /  
Left Shoulder      Right Shoulder



Toggles between wing level view and 45 degree "high" angle view.



(Period) Toggles between cockpit and no-cockpit views.



Returns you from an external view to your cockpit.



Selects a camera view at the tip of your warhead. Repeated key press-

es will cycle through multiple warhead views.



Toggles between external view and cockpit view.



Releases control of your craft while in external view and allows you to reposition the camera viewpoint. 1 Use the joystick to reposition the camera. 2 Press joystick button #1 to zoom in and joystick button #2 to zoom out. 3 Press F4 again to regain flight control.

## PROPULSION



Increases speed.



Decreases speed.



Sets throttle to zero power.



Sets throttle to 1/3 power.

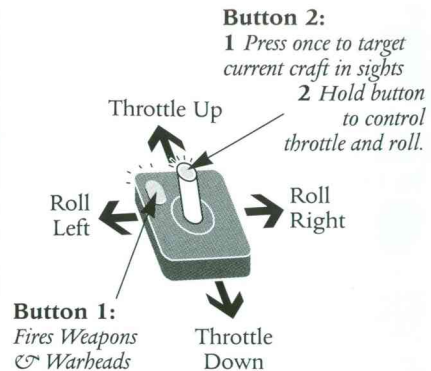
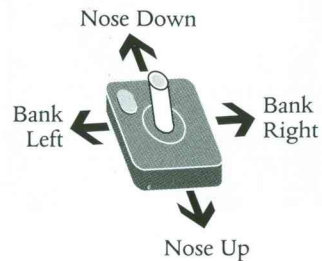


Sets throttle to 2/3 power.



Sets throttle to full power.

## JOYSTICK CONTROLS



Sets throttle to current speed of your target.



Engages / aborts hyperdrive if available on your craft, also ends mission.



Engages / disengages SLAM overdrive (Technology under development.)

## COMBAT SYSTEMS



Adjusts laser recharge setting.



Adjusts shields recharge setting.



Directs energy from the shields to lasers.



Directs energy from the lasers to shields.



Adjusts beam recharge setting.

## SHIELDS



Toggles shield configuration. Configurations are All shields forward; All shields rear; and Equal distribution front and rear.

## BEAM SYSTEMS

**B** Toggles selected beam weapon on / off.

## WEAPONS

**W** Cycles through available weapon systems; Lasers, Ion cannons, Warheads.

**X** Cycles through firing configurations; linked or unlinked.

## CMD AND TARGETING

**T** Selects next available target.

**Y** Selects previous available target.

**U** Selects the newest craft in the area.

**R** Selects the enemy fighter / mine closest to you.

**E** Selects the nearest enemy attacking your craft

**A** Selects closest attacker of your current target. Example: If you are to protect a corvette, target the corvette and press "A." The nearest ship attacking the corvette will be targeted.

**I** Toggles component tracking display on / off.



**,** Cycles through your target's components.

**<** Cycles through components in reverse order.

**Shift** **F5** to **F7** Stores current target in one of three presets.

**F5** to **F7** Selects preset target.

**Spacebar** Confirms critical system requests, such as entry into hangar, approval of reinforcements or lock on to incoming warhead.

**O** Clears CMD.

**Z** **Threat Display:** This system analyses the sensor data of the target craft to inform you what the craft is doing. The Threat Display provides vital information on your target's orders, destination, time to destination, etc. Use this screen to quickly identify threats to the Empire. **WARNING:** While studying the Threat Display, your ship is still in combat. Do not spend too much time in this view or you may find yourself running into a capital ship.

**Z** or **Esc** Exits back to the cockpit or displays Flight Options.

## ON-BOARD INFORMATION SYSTEMS

Imperial starfighters are equipped with an array of sophisticated information systems. These systems utilise the ship's various sensors and computers to provide you with exactly the data you need to maintain maximum situational awareness. Each of these systems may be accessed at any time during flight. To access any of the systems, hit the corresponding key. Once in any of the screens, you may use the left or right arrows to move to the next or

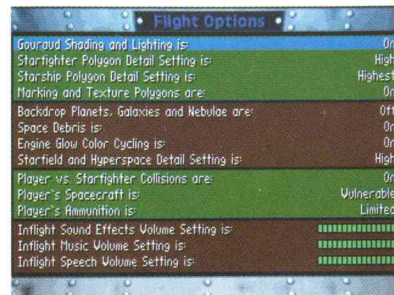
previous system. Below is a list of these systems and their uses:

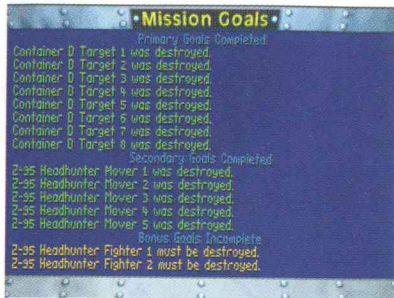
**Esc** **Flight Options:** Flight Options allows you to configure in-flight settings to suit your needs. There are different options to customise detail levels and to set sound and music volumes. You may also change your craft's vulnerability and weapons limits.

**↑** or **PgUp** Cycle up through options.

**↓** or **PgDn** Cycle down through options.

**←** or **→** Increase/decrease volume controls.





**Enter** Toggles option through its different settings.

**Esc** Returns to flight.

**G** **Mission Goals:** This screen lists all mission goals, including Primary, Secondary, and completed Bonus goals. Completed goals are shown in green, incomplete goals are shown in yellow and failed goals are shown in red. Consult this list frequently to keep aware of the mission status.

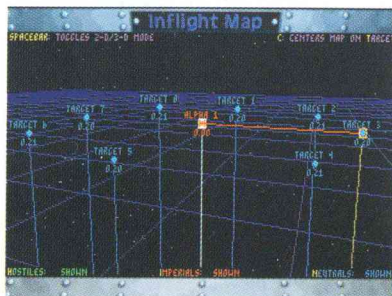
**↑** or **↓** Scroll up and down

**G** or **Esc** Returns to flight.

**M** **In-flight Map:** The map shows the battle area and all ships currently in sensor range in both a 2D view and a 3D view.

In the 2D view the display can be panned up, down, left, and right. In the 3D view, the display can be rotated and pivoted. In either view you can zoom the display in and out with the joystick buttons.

All craft and their labels can be displayed or removed to clear up a cluttered map. Also, all craft have an altitude line. At the base of the line is a mark to show the ship's heading and speed. The longer the mark, the faster the craft is moving. The number under the ship's label is the



craft's distance from your ship. Finally, if the ship is part of a flight group, the number of craft in the group will be shown in parentheses. **HINT:** To study the situation near a particular craft, use the **T** and **C** keys to quickly choose the craft and to centre the map on it.

**Joystick** In 2D view, the joystick can move the map left, right, up, or down. In 3D mode, the joystick rotates and tilts the map around the targeted craft.

**Button #1** Zooms map in.

**Button #2** Zooms map out.

**Spacebar** Toggles map between 2D mode and 3D mode.

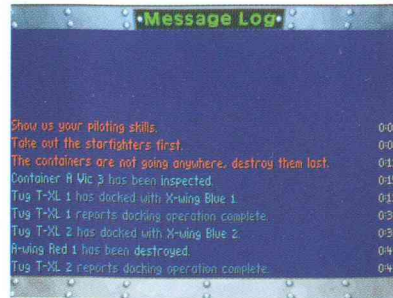
**H** Cycles through **Hostiles** Shown, Icons Only, and Hidden.

**I** Cycles through **Imperials** Shown, Icons Only, and Hidden.

**N** Cycles through **Neutrals** Shown, Icons Only, and Hidden.

**M** or **Esc** Returns to flight.

**L** **Message Log:** As messages from wingmen and other craft are received and replaced on your communi-



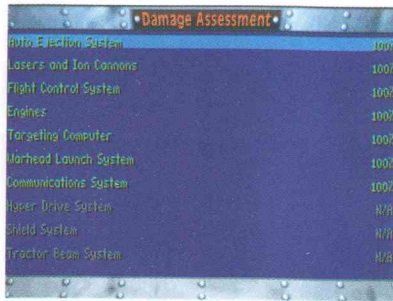
cations display, they are stored in your Message Log. You can access this log at anytime to review past messages. The log will show all messages and the time displayed on the mission clock when they were received.

**↑** Scroll up to first message.


**↓** Scroll down to last message.


**L** or **Esc** Returns to flight.


**D** **Damage Assessment:** This displays all systems currently in use by your ship, their status levels, and their





repair priority. Systems used by your ship are in green or red while systems not used by your ship are greyed out. When a system takes damage, the status level will change to reflect the time it will take for your on-board computers to repair them. If more than one system is damaged, you may assign a repair priority to tell your computers to repair the essential systems first. Engines and Flight Control Systems are usually the most essential. Not being able to move or steer can leave you in a desperate situation, to say the least.

 Cycle up through ship's systems.



 Cycle down through ship's systems.



 **Return** Selects highlighted system as priority repair and moves it to the top of the list.



 or  **Esc** Returns to flight.



  **Wingman Commands:** This screen shows all available commands you can give your wingmen or other Imperial craft, when permitted. You can either choose the command directly from this screen or while inflight by pressing the designated key combination.

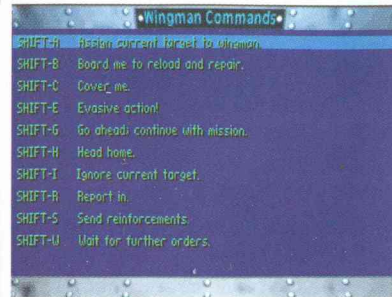
  **A** Assigns current target to wingman.

  **B** Tells re-supply ship to board and reload your craft. Cuts throttle to zero or reduces speed to zero.

  **C** Tells wingman to cover you.



  **E** Tells currently targeted craft to take evasive action.



  **G** Tells a craft awaiting orders to continue with their mission.



  **H** Tells the targeted craft to head home.


  **I** Tells all wingmen to ignore your current target.

  **R** Tells craft to report in with their current orders.

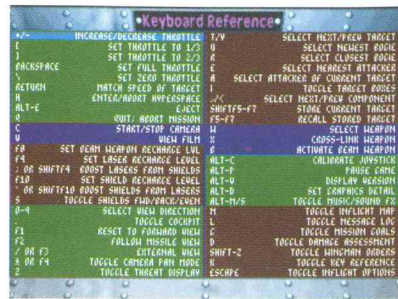
  **S** Sends for reinforcements if available.

  **W** Tells targeted craft to stop and wait for further orders.

 **Esc** Returns to flight.

 **Keyboard Reference:** This list shows all possible key commands available in-flight. You may refer to this list at anytime. For complete descriptions of all key commands and their uses, consult this document in the appropriate section.

 **Esc** Returns to flight.



## AUXILIARY SYSTEMS

**Ejection** If your ship has suffered damage beyond repair, you may abandon it. However, if you eject near a Rebel ship you may be captured. This, however, may be preferable to facing your commanding officer after losing a ship.

**Alt E** Initiates eject sequence.

**Flight Recorder** As described earlier in the **Film Room** section, your flight recorder is a valuable tool. Recording a section of combat and then viewing it is a quick way to discover another craft's plans. After a mission, you may view the film and save the film for further viewing in the **Film Room**.

**C** Turns the camera on / off.

**V** View film while in flight.

For information on viewing functions, see the section labelled **Film Room**.

## GAME FUNCTIONS

**Q Spacebar** Quits / Exits mission.

**P** Pauses game.

**Alt C** Calibrates joystick.

**Alt V** Displays version.

**Alt D** Cycles through detail level settings.

**Alt M** Toggles music on or off.

**Alt S** Toggles sound on or off.

**Alt T** Cycles through time acceleration modes; Normal, 2X, and 4X. **WARNING:** In accelerated time, all craft are accelerated. If you approaching a combat situation, drop down to Normal Time or you will be attacked by accelerated craft.

## PERSONAL DATAPAD

Your Personal Datapad serves many functions. It is a direct link to the Imperial Database where you may download your pilot records, medals, and merits. You may also control other functions to customise settings to your playing style.

**Esc** Brings up your Personal Datapad anytime you're not in flight.

Your Datapad may access the following areas of the Imperial Database:

**Options** When you initially turn on your Datapad, you will see the Options menu. There are many configurations

available to you. Below is a list of the options and their functions:

**Music** Turns music on or off, or sets the volume.

**Sound** Turns sound effects on or off, or sets the volume.

**Speech** Turns speech on or off, or sets the volume.

**Transitions** Turns transition scenes on or off.

**Subtitles** Turns subtitles during speech on or off.

**Difficulty** Allows you to set the difficulty of the game. Choosing **Easy** level will cause a 25% scoring penalty while playing the **Hard** level will give a 25% scoring bonus.

**Flight Res** Allows you to set the resolution you wish to use. Hi-res is only available during flight combat.

To View Options:

**STEP 1:** Press ESC while not in flight or click on the **Options** button on your Datapad.

**STEP 2:** Choose the option you wish to change and click with the pointer. To adjust the volume settings, click on the bar next to the option to set the volume at the desired level; far left is lowest, far right is loudest.

## MEDALS

All medals, merits, badges, etc. that you have earned may be viewed. Medals are awarded for the completion of each battle. Medallions are awarded for completing missions in the Combat Chamber. Completing any two of a craft's Combat Chamber missions will earn you a bronze medallion, completing three gets a silver medallion, and completing all four will earn you a gold medallion.

**NOTE:** Once a medal has been awarded, you must exit the debriefing without flying the mission again to keep or view the award.





To View Medals:  
**STEP 1:** Click on the **Medals** button on your Datapad.

**STEP 2:** To view the next page of medals, click on **Next Page**.

**STEP 3:** To view the previous page of medals, click on **Last Page**.

### RECORD

Here you can review all aspects of your career. You may access your performance in the Training Room and Combat Chamber as well as your skill level in each craft type. You will also receive an overall score and skill rating.

To View Pilot Record:

**STEP 1:** Click on the **Record** button on your Datapad.



**STEP 2:** To view the next page of your record, click on **Next Page**.

**STEP 3:** To view the previous page of your record, click on **Last Page**.

### BACKUP

The Backup function allows you to make a copy of your pilot, that can then be restored later should your pilot die or be captured in battle. At the bottom of the display is your current pilot and the rank and score of your pilot when it was last backed up.

Below is a list of the Backup options:

**Automatic Backup** Automatically backs up your pilot each time you enter a mission.

**Automatic Restore** Automatically



restores your pilot if you are killed or captured to the point before flying mission.

**Backup Pilot** Allows you to manually back up your pilot.

**Restore Pilot** Allows you to manually restore your pilot.

To View Backup Options:

**STEP 1:** Click on the **Backup** button on your Datapad.

**STEP 2:** Choose the options you wish to enable by clicking on them with the pointer.

### OTHER DATAPAD FUNCTIONS

**GAME** Click on this button to turn off the Datapad and return to the ship.

**DOS** Click on this button to exit the game to DOS. You will be asked to verify this command.

**ESC** Exits Datapad

### Any Questions?

Call our Customer Services line on:

**0171-368 2266**

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: model, RAM, size of hard drive, brand and model of CD-ROM drive and sound-card, manufacturer of video card, and the the information in your CONFIG.SYS and AUTOEXEC.BAT files. You can also write to Customer Services at:

**Virgin Interactive Entertainment  
(Europe) Limited,  
2 Kensington Square,  
London W8 5RB**

Customer Services hours are 10:00 am to 1:00 pm and 2:00 pm to 5:00 pm  
Monday to Friday.

Technical Support FAX **0171-468 2000**  
Technical Support BBS **0171-468 2022**

### Need More Hints?

Please do not call Customer Services for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line on:

**0891-333529**

This service costs 39p a minute, and you must be over 18 years old or have your parents' permission to call. Max 7 minutes.  
Price as advertised correct at time of release (December 1995). Service available to UK residents only.

### WHERE TO FIND US ONLINE

#### CompuServe

Game Publisher's Forum A  
(Go GAMEPUB)

#### America On-line

Keyword "Lucas"

#### Internet E-Mail

Send mail to  
"75300.454@compuserve.com"

#### Home Page

<http://www.lucasarts.com>

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