WING COMMANDER III 3DO PLAYGUIDE

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STARTING THE GAME

To begin Wing Commander III 3DO, turn on power to the 3DO machine (if necessary, refer to your 3DO manual). Open the CD-ROM drive and insert the 3DO disk, after you close the drive, the game will play an introductory scene. (To bypass movies, press (•), or (C) on the joystick.)

The first time you activate a Music Terminal (see p. 6), you'll see the college screen. To enter your name, move the cursor over each appropriate letter and press (A) to select that letter. (You can enter up to 15 characters.) When you're finished, select ENTER.

CHOOSING A CONTROLLER

You can use a 3DO keypad controller or the Flightstick Pro 3DO joystick to move your cursor and fly your ship. The game automatically detects a joystick once you plug one in. You can use both the keypad and the joystick while on the cockpit. Starflight control, however, defaults to the joystick when one is connected.

The following diagrams show the controls on the 3DO keypad and joystick. This playguide gives the standard 3DO keypad combinations. If the joystick command is different, it is listed as well. Please see the reference card for a complete listing of all keypad and joystick commands.

The default configuration for your joystick is right-handed. To switch your joystick to a left-handed configuration, select REVERSE CONFIGURATION from the Music Terminal control screen, then select ACTIVATE. This function switches the (A) and (C) buttons, and also switches (B) and (C).

Here's a handy tool for remembering the joystick buttons. (Note that the two Ⓑ buttons are identical.)

Ⓨ Shift/Stop   Ⓧ Messages   Ⓑ Play/Pause
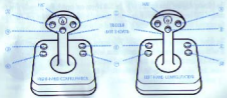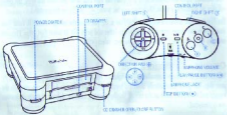
SYMBOL DEFINITIONS

Ⓐ Press the indicated key area.

Ⓐ Move the Direction Pad (D-pad) or joystick to change option (on the carrier), change the rover map view and steer your ship (during flight). The symbols ↑, ←, ↓, and → indicate specific directions when moving the D-pad or joystick.

Ⓐ Press and hold the first key, followed by the second key. Here, you would hold down Ⓨ while pressing → (press "up" on the D-pad, or push the joystick away from you).

ON THE CARRIER

Ⓐ **Choose an action.** Move the direction pad (↑) or joystick to position the cursor over an object or person. Alternatively, the ← ← ↓ → buttons on the keypad (or joystick but switch) cycle through action spots on the screen.

You'll see the option on the screen — for example, **Talk to Hobbes**, **Go to Lift**, **Attend Briefing**, **Activate Main Terminal**, etc.

Note: You can toggle onscreen text on and off through the Main Terminal (see **Main Terminal, p. 7**).

Ⓐ **Begin selected action.** Press Ⓐ (or the joystick trigger) to activate the option you've chosen. Ⓑ, Ⓨ, and Ⓧ will work. However, this guide always lists Ⓐ.

MANEUVERING YOUR SHIP

During flight, press ↑ or ↓ on the D-pad or joystick to move your ship up or down. Press → or ← to bank right or left.

To roll your ship right or left along its axis without changing course, press Ⓑ or Ⓨ.

SAVING, LOADING AND EXITING

You can save your game from Flight Control or from a depot. Go to Flight Central, the Berths on the Bridge and choose the Main Terminal (use Ⓐ). Then, choose EXIT/LOSS.

Saving games. The game automatically saves before every mission, but you can also manually save games. To do so, select SAVE, then highlight one of the five game slots and press Ⓐ. Then, press Ⓑ to save the game in that slot, or Ⓑ to cancel. The game will record the series and mission number, the number of kills you've accumulated and the ship morale level. You can save up to 5 games and each delete or overwrite filled slots.

Loading saved games. Highlight LOAD and press Ⓐ. Then, highlight an occupied game slot and press Ⓐ to load that game, or Ⓑ to cancel.

Deleting saved games. To remove saved games, highlight DELETE and press Ⓐ. Then, highlight an occupied game slot and press Ⓐ. Press Ⓐ again to confirm the deletion, Ⓑ to cancel it.

STORAGE MANAGER. Select STORAGE MANAGER to access saved games from another game title. At the STORAGE MANAGER screen, use Ⓐ to highlight a saved game slot. Press Ⓐ to remove the game from memory, or Ⓐ to open a help screen. Press Ⓑ to confirm, Ⓑ to cancel. Press Ⓑ when you're done.

Note: if you can't save games, your STORAGE MANAGER slots may be full. Try deleting one or more saved games from either title, then try again to save a Wing Commander III game.

> **WARNING:** If you delete saved games from other titles through STORAGE MANAGER, they will not be available next time you play that game.

Whenever you insert CD's #2, #3 or #4 into the 3DO machine, a Main Terminal screen automatically appears. You must select NEXT CARD (to start a new game), CONTINUE (to resume the game you were playing previously), or LOAD GAME (to load a previously saved game).

QUICK START

When the game begins, you're on the Flight Deck. Move the cursor around on the screen. When lead appears, you may begin that action (press Ⓐ).

Move the cursor up/down (↑ , ↓) to choose responses during conversations, then press Ⓐ.

To go directly into a mission, select **Attend Briefing** on the Flight Level. However, we recommend that you follow these steps before entering your first mission:

1. **Go to Flight Control.**
2. **Talk to Hobbes** (move the cursor over him and press Ⓐ).
3. **Go to Lift.**
4. **Go to Living Level** (choose the green box) and watch the scene between Colon and Hobbes.
5. **Talk to Vagabond.**
6. **Go to Lift.**
7. **Go to Bridge Level** (choose the red box).
8. **Talk to Maniac.**
9. **Go to Gunnery.**
10. **Talk to Flint.**
11. **Go to Lift.**
12. **Go to Flight Level** (choose the yellow box).
13. **Attend Briefing.** You'll be briefed on your mission. Then, you'll brief the pilots and choose a wingman. Address a new pilot choice now. Later, you can select wingmen you've talked to that is still alive.
14. **Go to Radar** about ship bastech.
15. **Fly Mission** to enter the barn and automatically lobes off. (See pp. 13-21 for cockpit instructions.)

ONBOARD THE VICTORY

MAIN TERMINAL

Main Terminal monitors are located on each level. (The depots in the final mission also have a terminal.) When you select a monitor, it displays a close-up of the computer, with a menu onscreen. Move the cursor over the option you want, then press Ⓐ. To cancel the screen, choose EXIT.

For a complete description of Main Terminal options, see pp. 28-39.

TALKING TO CHARACTERS

To talk with someone you meet, move the cursor over that person and press Ⓐ. Sometimes, the game pauses and displays two choices. Move the keypad (or joystick) up or down to choose an answer, then press Ⓐ. Certain responses raise individual or group morale, and others lower it. Morale, in turn, affects the play and flow your wingmen behave in space flight.

LIFT

The Lift transports you between the Victory's three decks.

→ Go to Bridge Level
(Bridge, Main Terminal, Gunnery)

→ Go to Living Level
(Rec Room with Gilbland, Main Terminal, Battle with Locker, Main Terminal)

→ Go to Flight Level
(Flight Deck, Flight Control with Simulator, Locker, Main Terminal, Briefing)
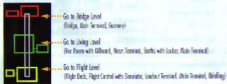
BRIDGE

The Bridge is the center of all Victory operations. From here, you can access both the Lift and Gunnery.

Go to Lift

Activate Main Terminal

Go to Gunnery
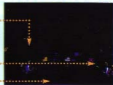
GUNNERY

In Gunnery, you'll often find your crewmates deep in thought as they survey the galaxy.

Go to Bridge

Rec Room

The Rec Room lounge is a common hangout for off-duty crew members. Here, you can talk over strategies with other pilots, assess the Berths, watch newscasts on the News Terminal, or look at the Killboard.

Talk to characters
(these present change during the game)

Look at Killboard

Watch News

Go to Berths

Go to Lift

Killboard

The Killboard terminal in the Rec Room displays the number of kills for each surviving pilot. Your callsign appears last on the list. As you complete missions and destroy enemy ships, your number in the "Kills" column increases.

News Terminal

The News Terminal in the Rec Room broadcasts news briefings throughout the game to keep you informed about the progress of the war. You can use the News Terminal only at certain times, and the newscasts change as the game progresses.

Berths

With its standard cot-and-locker arrangements, the Victory's barracks room is sparse but functional. You can look in your locker or talk with other pilots who may appear.

Activate Main Terminal

Look in Locker (it will be open when available)

Go to Rec Room

Flight Control

In Flight Control, you can attend mission briefings, use a Main Terminal monitor, fly simulator missions and take the stairs down to the Flight Deck. After your first mission, you have the option of using the Loadout Terminal in Flight Control to pick a ship and its loadout. Once you view the mission briefing, you can't use the Lift, but the Loadout Terminal is still available.

Attend Briefing

Activate Loadout Terminal

Run Simulator

Activate Main Terminal

Go to Lift

Go to Flight Deck (Fly Mission)
(Your options here are limited once you view the briefing)

Simulator

You can use the simulator to brush up on your flying skills.

Select the large chair in Flight Control (to the right of the Briefing Room) to display the simulator screen. Move the cursor over a button to select a mission type (GAUNTLET, ASTEROID, ESCORT or CAPSHIP). Then, press Ⓐ to display a short description of the mission.

GAUNTLET. Fly through four navigational points and face increasingly difficult waves of enemies.

ASTEROID. Fight three enemy ships in an asteroid field.

ESCORT. With a wingman, escort and defend a transport against enemy ships.

CAPSHIP. With a wingman, attack an enemy cruiser and its fighter escorts.

RUN. Begin simulator mission.

LOGOFF. Abort simulation and return to the normal game screen.

LOADOUT TERMINAL

Rachel will select weapons for your first mission. Later, you can pick ships and specify weapon loadouts by selecting the Loadout Terminal in Flight Control.

- Select the red arrows to change the ship type.
- Once you choose a ship, select CONFIGURE LOADOUT to display the missile loadout (represented by green boxes) and missile types. The number of hardpoints varies between ships. Light hardpoints can only carry Heat-Seeking and Dumbfire missiles; heavy hardpoints can carry anything (including mines). Some ships have locked hardpoints (outlined with red boxes) that cannot be changed.
- To switch missiles, select a green hardpoint box. Then, select the missile type you want to load onto that hardpoint.
- To change the loadout back to the default setting, select LOADOUT.
- Choose CREATE to close the terminal screen and load the new ordinance onto your ship.

MISSION BRIEFING ROOM

Prior to each mission, you'll enter a mission briefing. You'll be briefed by your captain about the flight path and mission objectives. Then, you'll brief your squadron and pick a wingman by moving the cursor over the person and pressing (A). Available wingmen change with each mission, and you must talk to someone before he or she can be selected.

IN THE COCKPIT

When you choose the Mission in Flight Control and enter a mission, your ship launches automatically. You'll see space directly ahead of you through the front viewscreen of the cockpit and an instrument panel in front of you. All five fighters you'll fly feature the same instruments, even though gauge positions and screens vary between ships.

To pause space flight, open the navigational pane by pressing (A) (B) or (P) (A). Press (P) (or (S)) to resume flight.

COCKPIT INSTRUMENTS (Rellout cockpit)

1. Viewscreen
2. Gunsight
3. Static Display
4. Left VDU
5. Right VDU
6. Gun-Power Indicator
7. Afterburner Fuel Indicator
8. Set Speed
9. Current Speed
10. Missile Loadout (x)
11. Active Missile (red)
12. Autopilot Sight
13. Missile-Lock Sight
14. Nav Light (Crosshairs only)
15. Shields (x)

Note: Grayed-out entries in the key are not visible in this screen shot.

1. VIEWSCREEN

The front viewscreen provides a clear view directly ahead of you. The red cross hairs in the middle of the screen are your gunsight (2) and show where your ship's guns are aimed.

When other ships come in view, your computer automatically targets and locks the closest. Red brackets appear around a targeted enemy ship. A friendly targeted ship gets blue brackets. Missiles locked onto you get green brackets. Switch targets by pressing alt + (→) or (→). When you have a ship targeted, a profile of that ship appears in the monitor on the right side of the cockpit (the Right VDU). The profile remains in the Right VDU until you destroy the ship or it moves out of view.

Invisible cockpit view. To toggle the invisible cockpit view, press (i) or (P (i)). You'll still see your instruments, but space will fill the entire screen. Press again to resume normal cockpit view.

External object view. You can cycle through an external view of each ship in the area by pressing alt + (→) or (→). In the viewscreen disappears, and an external camera displays the nearest ship. Use (→) to pan around the object. Press alt + (→) or (P (→)) again to return to the cockpit view.

Top View

YOUR SHIP

Radar Display

2. GUNSIGHT. See Viewscreen (1).

3. RADAR DISPLAY

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 middle quadrants represent ship positions alongside, above or below you.

Dots are color-coded, and your current target appears as a cross of the appropriate color.

Red Dot	Enemy fighter
Blue Dot	Friendly fighter
Orange Dot	Enemy capital ship
Light Blue Dot	Friendly capital ship
Yellow Dot	Missile (friendly to enemy)
White Cross	Currently selected new point

Tactical Tip: To keep an enemy fighter in your view, find a red or orange dot on the radar. Then maneuver your ship and center the dot in the innermost circle of your radar display. This brings that target directly in front of you and into view.

Side View

YOUR SHIP

Radar Display

4. LEFT VDU

The Left Video Display Unit (LVDU) normally displays shield and armor information. When you activate the communication screen, message information appears in the VDU instead.

a. **Shields and Armor.** Shields are designated by an outer set of colored bars in the Left VDU, and armor is represented by a set of inner bars. As you take damage, your shields weaken and the affected bar grows thinner. If your shield generator isn't damaged, shields will regenerate slowly. Once shields are pierced, however, armor starts taking damage and the inner brackets grow thin and disappear. Unlike shields, armor cannot regenerate.

b. **Communications.** You can communicate during flight with any ship within range — taunting an enemy, sending instructions to your wingman or requesting permission to land. When you receive a message, a profile of the sender appears in the VDU and speech begins.

Follow these steps to send a message:

1. (●) ⑥ (or ⑦) (hat)   Display the communication screen in Left VDU
2. (●) ↑   Hat ⑥ (⑦)   Choose the receiving ship or slot.
3. (●) ↑   Hat ⑥ (⑦)   Open the message menu.
4. (●) ↑   Hat ⑥ (⑦)   Choose the message menu.
5. (●) ⑥ (selects)   Hat ⑥ (⑦) (hat)   Send to selected message.

To abort communications, choose the Never mind message.

You can "refuse" video messages from all ships by pressing ●⑥ (or ⑤⑥).

Wingman Orders

During flight, you can send orders or other messages. The keypad/joystick quick commands are available without accessing the communication screen. The joystick control appears to the right of the clock.

Break and Attack ● ⑥/⑤ ⑥ (hat)	Tells your wingman to break formation and engage enemy ships.
Attack My Target ● ⑥/⑤ ⑥ (hat)	Tells your wingman to engage the enemy you have currently targeted (if you gave the Break and Attack command earlier, or if your wingman already broke formation).
Form on My Wing ● ⑥/⑤ ⑥ (hat)	Tells your wingman to return to formation and follow your ship (if you issued the Break and Attack command earlier, or if your wingman already broke formation).
Check Status ● ⑥/⑤ ⑥ (hat)	Asks how much damage a friendly, targeted ship has taken. This message also works for capital ships.
Return to Base ● ⑥/⑤ ⑥ (hat)	Tells your wingman to return to the Victory immediately. If he obeys, your wingman is not available for the rest of the mission.
Help Me Out Here ● ⑥/⑤ ⑥ (hat)	Tells your wingman to engage an enemy attacking you.
Keep Radio Silence ● ⑥/⑤ ⑥ (hat)	Prevents your wingman from talking to you.
Lift Radio Silence ● ⑥/⑤ ⑥ (hat)	Allows your wingman to talk to you and breaks the Keep Radio Silence command.
Enemy Taunt ● ⑥/⑤ ⑥ (hat)	(Enemies only) Insults a targeted enemy fighter. Taunting sometimes draws an enemy ship to you, luring it away from a friendly ship.
Request Landing ● ⑥/⑤ ⑥ (hat)	(Victory/supply depots only) When you complete a mission and return to base, you must target the Victory and request permission to land.

5. RIGHT VDU

When you have a ship targeted, the Right VDU identifies the ship type, its range and its shield strength. If no ships are present, the VDU remains blank.

When ships (friendly or enemy) come into view, your onboard computer targets the closest ship. You leave a ship is targeted when brackets appear around it and a area appears on your radar (see Targeting on p. 23). Red brackets indicate enemy ships, blue brackets denote friendlies.

Once a ship is identified, its profile appears in the Right VDU. Thin blue lines indicate shield strength. These lines turn red and eventually disappear when you diminish your enemy's shields. When the targeted ship takes armor damage, sections of the profile flash yellow. When the damage is serious, the profile flashes red.

Navigation Information. When no targets are in view, text just above the Right VDU identifies your current navigational destination. For example, "DEST: Sweep 2" means that your current navigational destination is the icon labeled "Sweep 2." The distance to this nav point is given in kilometers. (See **Navigation**, p. 27, for additional information.)

6. GUN POWER INDICATOR

Tick marks in this gauge indicate 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. The more guns you fire at once, the faster you drain gun power. If you have no gun power left, your guns won't fire until some power is regenerated. Gun power is replenished if your generator isn't too damaged, and the last grows longer as power is restored.

Once your power plant is destroyed, your guns will not recharge. You may need to eject — if you take many more hits, your ship will probably blow up.

7. AFTERBURNER FUEL INDICATOR

Tick marks in this bar show how much afterburner fuel you have, and they disappear as your tank empties. Using afterburners may help you get out of a dangerous situation or zero in on the enemy, but they burn fuel ferociously. If you run out of fuel, you'll coast on reserves at the ship's maximum cruising speed (which varies between ships).

8, 9. SPEED INDICATORS

Ships have two numerical speed indicators. Set speed (8) indicates the speed in kilometers per second (kps) that your ship tries to maintain as its own (comparable to the cruise control in a car). It changes if you accelerate or decelerate (but not if you fire afterburners). The current speed (9) shows how fast your ship is moving in kilometers per second. It changes when you change the set speed, turn sharply or use your afterburners.

Action	Keypad	Joystick
Accelerate	9 (Num 9)	+ push joystick ↑
Decelerate	6 (Num 6)	+ pull joystick ↓
Apply afterburners	5 (Num 5)	▲

10, 11. Active Gun(s), Active Missile

Guns are small-fire blasters that draw energy from your ship. Missiles are single-shot, self-powered munitions. Depending on what ship you are flying, you have different guns and missiles available.

Text describing the active missile and gun appears above the Left VDU. Whenever you switch guns or missile types, this text changes.

To change the active gun, press Ⓛ Ⓑ (or Ⓡ – trigger). To change the active missile, press Ⓛ Ⓐ (or Ⓡ Ⓐ). Pressing these keys multiple times cycles through configurable guns or missiles.

If you're flying a ship with two or more guns, you can activate all of them at once by pressing Ⓛ Ⓒ (or Ⓡ – trigger) until you see "Full Guns" above the Left VDU. Firing all your guns at once quickly runs down gun power.

To cycle through missile selections, press Ⓛ Ⓐ (or Ⓡ Ⓐ). The number to the right of the missile name tells you how many missiles of that type remain.

Action	Keypad	Joystick
Change active gun	Ⓛ Ⓑ	Ⓡ + trigger
Change active missile type	Ⓛ Ⓐ	Ⓡ Ⓐ
Fire gun(s)	Ⓑ	Trigger
Fire missile	Ⓐ	Ⓐ

12. Autopilot Light

The autopilot light (AUTO) is on the instrument panel, although its position varies between ship types. It remains dim if enemy fighters are present, but glows when it is safe to autopilot to the next nav point.

You can autopilot by pressing Ⓛ Ⓑ and Ⓕ. You can proceed to the next nav point as long as no enemies or hazards are nearby. If you are unable to autopilot, the autopilot light in the cockpit glows. If you try to autopilot when it isn't possible, you'll see "Hazard near" or "Enemies near."

Note: When you are receiving transports, you must talk with them before you can autopilot. My close in one of the transports until it's tight.

Autopilot   Ⓛ Ⓑ Ⓕ

13. Missile Lock Light

Once an enemy has locked a missile onto your ship, this light glows. (If this missile is in front of you, a green box will appear around it.) When this happens, you can reduce decoys to distract missiles that are chasing you. Once your missile lock light glows, press Ⓛ Ⓓ (or Ⓓ) to release a decoy. Then, attackers away to get out of the path of the missile. Note that you have a finite number of decoys (all of which are identical). Text such as "Decoys (14)" tells you how many decoys remain.

Release decoy   Ⓛ Ⓓ   Hot Ⓓ

14. Jump Light

The *Excalibur* has a jump engine that lets you travel through jump points. Listen to the mission briefings to find out which missions require jumps. Press Ⓛ Ⓑ (or Hot Ⓑ) to engage jump engines. (In the appropriate missions, you'll see text instead of static when it's safe to jump.)

Jump   Ⓛ Ⓑ   Hot Ⓑ

NAVIGATION

During flight, your current navigational destination appears in the viewscreen as a white cross (#15 in the cockpit instruments illustration, p. 13). You also have access to a 3-D navigational map that shows all nav points. To display the map and temporarily pause play, press the Ⓛ (or ⊕) ⊕). Then, use ⊕ to rotate the map in any direction.

The next navigational point appears as a white sphere. Completed nav points are blue, uncompleted ones are red. Text in each sphere describes that nav point, such as "Sweep 2." (The text also appears above the Right VDU.)

To choose a different navigational destination, press Ⓛ or ⊕ (but ⊕ + Ⓐ).

To re-center the map on your current location, select the nav point labeled "Dias."

Action	Keypad	Joystick
Open nav map	Ⓛ ⊕ ⊕	⊕ + Ⓐ
Rotate map	⊕	⊕
Zoom in or out	Ⓐ Ⓑ Ⓧ Ⓨ	Ⓐ Ⓑ Ⓧ Ⓨ
Switch nav destination	Ⓛ or ⊕	(but ⊕ + Ⓐ)
Exit map view	Ⓢ	First ⊕ ⊕ ⊕)

TARGETING

Your ship's targeting system automatically targets the closest ship and places red (enemy) or blue (friendly) brackets around it. As long as a ship is targeted, the Right VDU displays a picture of that ship, and the ship appears as a large cross on the radar. Text above the Right VDU describes the targeted ship type and its distance. You must have a ship targeted before you can fire Heat-Seeking, Image-Recognition or Vampire missiles, or torpedoes.

To cycle through multiple targets in your viewscreen, press ⊕ ⊕ (but ⊕ ⊕) 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 multiple targets ⊕ ⊕ (but ⊕ ⊕)

Note: A damaged enemy fighter sometimes maneuvers to refer upon during combat. If you notice an enemy moving out of range, let him go — you're better off concentrating your efforts on nearby fighters.

INERTIAL 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 your computer targets a ship, the I.T.T.S. places diamond-shaped red cross hairs near the ship whenever it is in sight. It takes into account the enemy's speed and current position and automatically computes the necessary "lead" needed. If you line your gunsight up with the diamond instead of the targeted ship, your gun shots are more likely to hit the target.

Once a target moves out of view, you should maneuver to bring it back into view.

MISSILE LOCK

Depending on what ship you're flying, you have access to certain missiles. Most have their own locking mechanisms. Dumbfire and Friend or Foe missiles are no exception. (See pp. 33-38 in the *Victory Streak* manual for specific missile information.)

If you have a missile selected that requires a lock and a targeted ship comes into view, green cross hairs appear outside the targeting brackets. They move toward the center of the brackets. Keep the target in view. When the brackets close in on the target, you'll hear a missile lock tone. This means you can fire your IRS, IR or Vampire missile, or torpedo.

Missiles will remain locked until fired or until the targeted ship moves out of view.

If an enemy has fired a missile at your ship, the missile lock light (13) in your cockpit glows. See **Missile Lock Light** (p. 21) to learn how to use decoys.

DAMAGE

During battle, your ship may take damage from gun or missile hits.

A text description of damaged ship components displays on the left side of the viewscreen (such as "Ion drive light"). Completely destroyed systems cannot be repaired. When your engine takes 100% damage, your ship explodes.

The color of the text varies as follows:

Yellow   System has light damage
Orange   System has moderate damage
Red   System has heavy damage
Gray   System is destroyed

EJECT WARNING

Whenever your ship has taken critical damage, you'll hear an eject warning. When this happens, you must decide how serious the situation is and whether to eject. If you decide to eject, press Ⓐ Ⓑ Ⓒ (or ⑤ Ⓟ). The Confederation will lose a fighter craft, and Dove will save your butt. But you'll probably live to carry on the war.

Eject   Ⓐ Ⓑ Ⓒ   Ⓢ Ⓟ

All takeoffs and landings are automatic. Whenever you start a mission by selecting "Fly Mission" in Flight Control, your ship launches into space.

Before landing, you must obtain permission (described below). Then, you land automatically.

To get permission to land, bring the Victory into view. Then, press and hold (R)/(R) to display the Communications screen in the left VDU.

1. (R)+(R) (hold) (hold) Display the Communications screen in the left VDU.
2. (R)+(R) Highlight viewer as the receiver.
3. (R)+(R) Show the message menu.
4. (R)+(R) Highlight MESA command.
5. (R) (release) (release) Send the message.

6. Wait for "You are clear to land." Your ship will lock into autopilot mode and land on its own.

CLOAKING

Listen in the game, the experimental Excalibur fighter is equipped with a defensive cloaking mechanism that makes it invisible to other ships for a short period of time. This device is loaded onto a vehicle hardpoint. To activate cloaking, press (L), (L), or (B),(A) to cycle through missiles until you use Cloaking Device above the left VDU. Then, press (X), to activate cloaking. Once you cloak, your ship temporarily disappears from view and from your enemy's radar screen.

While cloaked, you cannot fire missiles or 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.

Note: You can cloak only in one specific series of missions.

Cloak   (L), (L), then (A)
Cancel Cloak   (A)   (A)

DYING

If you sustain severe damage in flight and die, a plaque displays:

A-RESTART   Return to the cockpit and take off again with the same ship/loadout.
C-FUNERAL   View funeral scene, then return to saved game screen.

MAIN TERMINAL OPTIONS

A Main Terminal monitor on board level lets you save and load games, as well as adjust music, sound and language. Select a terminal to activate it.

LOGOFF. Return to the normal game screen.

DUTY LOGS. Save/load/delete up to five games. Select the button function you wish to perform, then select a game slot on the right side of the screen. (See p. 4 for specific instructions on saving, loading and deleting games.)

To return to the Main Terminal screen, select the Confederation icon. All changes you make are included in saved games.

CONTROLS. Adjust music, sound and subtitles. Again, choose the Confederation star to return to the Main Terminal screen.

> **Music volume, Sound volume, Ambience volume.** Increase/decrease music, sound and ambient (background) sound volume. Select the left arrow to decrease volume, the right arrow to increase it. The volume levels range from 0 to 9.
>
> **Descriptions.** Toggle text descriptions of option spots ON/OFF (such as **Talk to Hobbes**).
>
> **Transitions.** Cycle through cinematic transition options. Choose between **HI: SMLETS/HI/NO TRANSITIONS/NONE/ALL.** This doesn't mean that spaceflight or gameflow is eliminated from the game — it means that you won't show some scenes (such as doors opening and closing, or launch and land sequences).
>
> **Subtitles.** Cycle through speech subtitle options: FRENCH/GERMAN/ENGLISH/OFF.

Joystick Configuration. Toggle between LEFT-HANDED/RIGHT-HANDED joystick configurations. This switches ⑩ and ⑪, as well as ⑤ and ⑥.

Invulnerability. Turn invulnerability ON/OFF for your ship. When ON, you can't die.

To return to the Main Terminal screen, select the Confederation star in the upper right corner.

GETTING THE MOST OUT OF WING COMMANDER III

AUDIO

Origin's audio engineers have encoded the cinematic audio in Wing Commander III with a special process called Dolby Surround Sound. With four speakers and a Dolby Surround compatible amplifier/receiver, certain sound effects become more lifelike and place you in the center of the action.

To fully enjoy the surround effects, you need a left speaker, right speaker, center channel speaker and one rear speaker placed at ear level directly behind you. With Dolby Surround active, sound effects originate from left, right and rear channel speakers, while most voices come from the center speaker.