This description of a *Wing Commander* mission is all you need to begin. No mission can be duplicated precisely by each player, but follow it as closely as possible to familiarize yourself with the game. **NOTE:** We assume you have a joystick. If you don't, consult your reference card for equivalent keyboard or mouse commands.

QUICK INSTALL

1. Insert the CD-ROM disk (label side up) into your CD-ROM drive (some drives may require that you insert the disk into a CD Caddy before inserting it in the drive itself).
2. Log to your CD-ROM drive by typing its drive letter followed by a colon (e.g. "D:"), and pressing the <ENTER> key.
3. Type **ORIGIN** and press the <ENTER> key to start the *ORIGIN CD Games* menu.
4. Use the UP ARROW and DOWN ARROW keys to highlight the name of the game you want to play. Press the <ENTER> key to begin game.
5. The first time you run a game, it will ask you about your hardware configuration. Read the on-screen instructions, and answer the questions for your system.

YOUR FIRST MISSION

1. The opening sequences appear. Press the joystick button to exit these sequences.

   If the game doesn't load, skip the rest of this mission and turn to the "Installation Guide and System Requirements," below. If that doesn't help, refer to "Technical Support and Troubleshooting."
2. You are asked a question from the game documentation or blueprints. Type in your answer (always a number). Press <**ENTER**>.
3. Two bars appear on the screen: "Start Vega Campaign" and "Start Secret Missions." Calibrate your joystick by using it to move the pointer clockwise around the outer edge of the screen, touching all four corners. Then position the pointer over "Start Vega Campaign" (the blue pointer turns into a green cross). Press button #1.

Aboard the *Tiger's Claw*
4. The TrainSim unit is displayed. After a few seconds, the words "Game Over" appear. Type a name <**ENTER**> and callsign <**ENTER**> when prompted (use any name and callsign you choose). Click joystick button #1.
5. In the Bar, talk to the bartender by moving the pointer over him. When the blue pointer turns into a green cross, click joystick button #1. You can let the conversation progress or click the joystick button to speed it along. After your talk, you return to the Bar. Follow the same procedure to talk to the pilots seated on the right or to check the chalkboard on the wall. Click again to return to the Bar.
6. Click on the right-hand door labeled "Barracks." Move the pointer over an empty bunk and click. The words "Game Name:" appear. Type a name to identify this game and press <**ENTER**>. A sleeping pilot appears in the bunk, indicating that slot now contains a saved game.
7. Move the pointer to the far right door and the words "Mission Hangar" appear. Click on the door to go to your first mission briefing. When it's done, you automatically launch into space.

If you die during a mission, watch the funeral sequence. When the titles roll, press button #1 and select "Continue Campaign." Click on the feet of the sleeping pilot in the barracks and go to the mission hangar and try the same mission again.

In the Cockpit

8. **In space, pause the game by pressing "P".** Resume play by pressing button #1 or any key. Press the "N" key to view the mission map. Note that Nav 1, your destination, is highlighted in yellow. Press **<ESCAPE>** or button #1 to return to the cockpit.

9. Note the white cross on the radar screen and in your viewscreen. Maneuver your ship until the cross is centered. (See pg. 41 in Claw Marks). Press the "A" key to activate autopilot and fly to Nav 1.

10. You drop from autopilot to battle Kilrathi ships before you've reached Nav 1. Your wingman, Spirit, says she's spotted the enemy. Press "C" to activate communications and press "1" twice to tell her to attack.

11. Press the "+" (plus) key to increase speed to about 420 KPS.

12. The red dots in your radar screen are enemy ships. The blue dot is your wingman. Maneuver until the enemy ships are in the center circle of the radar display.

13. Press "T" to activate your targetting computer. Red brackets appear around one of the enemy ships and the image of a Dralthi medium fighter appears in the right VDU (the video display unit in the lower right corner of the cockpit). Press "L" to lock this Dralthi as your target. The brackets turn into a solid rectangle. (If you kill your locked target, target another ship and press "L" again to lock onto him.)

14. Press "W" to select a Javelin HS heat-seeking missile. You may need it later!

15. Press button #1 repeatedly to fire your laser cannon. Use the joystick to center your target in the green crosshairs on your viewscreen. If your target runs away, double click button #2 to fire your afterburners and put on a burst of speed.

16. As your blasts hit, damaged parts of the Dralthi turn red on the right VDU.

17. If you maneuver your ship behind a target a red circle and crosshairs indicate a missile lock. When the words "Missile Locked" appear in the right VDU, press both joystick buttons at once to launch your missile. (This might take some practice.)

18. Continue fighting until you defeat all of the enemy ships. (This may take a few tries.)

19. When all of the enemy ships have been destroyed or have fled, go to Nav 1 by pressing the "N" key to re-enter navigation mode. Center the white cross and press "A." Center the cross again and fly until "Objective Reached" appears in the right VDU.

20. Once you reach your objective, the next Nav point is selected automatically. (Press "N" and you see that Nav 2 is highlighted in yellow.) Autopilot to it by pressing "A".

21. You'll find yourself in an asteroid field before reaching Nav 2. If going over 250 KPS, press the "-" (minus) key to fly through and avoid the asteroids at about 250 KPS.

22. When you leave the asteroids, center the white cross, press "A" to reactivate autopilot, and go to the next Nav point.

23. You will soon be in another dogfight. When all enemies have been defeated, press "N" and "A" until you emerge from autopilot at Nav 3. Maneuver through another asteroid field, then fly to the *Tiger's Claw* by engaging the autopilot.

Near the *Tiger's Claw*

24. Slow for landing. Press "T" to target the Tiger's Claw. Press "C" to communicate and "2" to contact the Claw and "1" to request landing clearance.

25. Head to the front of the Claw, and watch your landing and debriefing. Then, you'll be sent back to the Bar where you can talk, fly the TrainSim, check your score, or head for the barracks to save a game or exit the game.

26. Congratulations! You've completed your first mission. Read through the reference card and documentation to master the Wing Commander game.

Memory Usage

You must have at least 640K of RAM to play *Wing Commander*. (Tandy owners must have at least 768K of RAM.) Regardless of the amount of RAM memory in your machine, you *must* have between 550000 and 583000 bytes *free* to run the game. The amount of free RAM necessary depends on whether you have a sound board and/or expanded memory. To determine how much free RAM you have, run the DOS program, **CHKDSK**, and look at the last line of the information presented. This tells you how much RAM memory is free. For example, CHKDSK might tell you that your 640K system has 519490 bytes free. If you have less than 560000 bytes, you do not have enough free RAM and the game will not run.

Wing Commander utilizes extra free RAM memory to enhance game graphics and sound -- game play is unaffected by extra memory. You may want to remove from your AUTOEXEC.BAT and CONFIG.SYS startup files memory-resident programs that are unnecessary for system usage. If you do not want to reconfigure your system, we suggest making a bootable DOS system floppy disk to start your computer prior to play. Refer to your DOS manual for the procedure to create a startup diskette.

Expanded Memory

Memory beyond 640K can be allocated as "expanded memory" which the game uses to enhance graphics and sound. When loading the game, you will be told if expanded memory was detected. Expanded memory is *not* the same as "extended memory" — if your computer has *extended* memory, reconfigure it as *expanded* memory.

To access expanded memory on 386 systems, you must use an expanded memory manager program. Two of the most common ones are QEMM.SYS (which comes with Quarterdeck's Desqview) and EMM386.SYS (which comes with Microsoft Windows), but there are others. These memory managers are installed by adding a line to the CONFIG.SYS file on your computer.

The Microsoft Windows memory manager allocates only 256K of expanded memory unless you specify a greater amount. Consult your Windows documentation and allocate at least 400K of expanded memory (500K - 1 Megabyte is even better). In addition, you must have HIMEM installed to use the Windows memory manager. Your CONFIG.SYS file should include the following lines in this order:

```
DEVICE=<PATH\HIMEM.SYS
DEVICE=<PATH\EMM386.SYS
```

(<PATH> is the directory in which these SYS files are found, usually C:\WINDOWS).

To access expanded memory on a 286 system, you must use an expanded memory card. *Wing Commander* supports the Lotus/Intel/Microsoft 4.0 EMS standard and has been tested with the Everex and Above Board expanded memory cards. Other cards may not be 100% compatible.

Consult your hardware dealer or your expanded memory manager's documentation for information about installing expanded memory and determining how much expanded memory is available for use.

PROBLEM: Wing Commander fails to load or run properly:

- You may not have sufficient free RAM memory. Run CHKDSK to check your computer's available RAM. Compare this to the amount of free RAM required for your computer/sound board system. Free-up RAM if needed.

- You may have a memory-resident TSR program that conflicts with the game. Boot the computer from a DOS system floppy or remove memory resident programs before running the game.

- You may have chosen an invalid configuration during the configuration process. Check your configuration and, if necessary, reconfigure *Wing Commander*.

- You may have incorrectly answered a copy protection question. This exits the game and you must begin again. (See Quick Install)

PROBLEM: The arrow pointer doesn't respond properly:

- Your joystick may need to be calibrated. On the screen offering you the choices, "Start Vega Campaign," etc., use your joystick to move the pointer clockwise around the screen from the upper left-hand corner. The joystick should respond normally. If it doesn't, press the J key and follow the on-screen instructions. (If nothing happens when you press the J key, and you continue to have joystick problems, call The Software Toolworks Customer Service for assistance.)

- The game supports the Microsoft Mouse and Microsoft Mouse driver, version 7.0. Other mouse brands and drivers may not be compatible.

PROBLEM: The game runs slowly. Ship movement is jerky:

- PC speaker sound effects slow play. Select "No Sound" when configuring.

- Your computer may not be fast enough to run the game efficiently. The preferred configuration is a 16 megahertz (or faster) IBM PC/100% compatible 386-based machine with 2 megabytes total memory, 256-color VGA graphics, a joystick, and a Roland MT-32 or LAPC-1 sound board. Some older and/or slower machines may not be powerful enough to provide the full experience.

- If movement in space seems slow, press **Ctrl <PLUS>** until the speed seems right to you. This causes the game to skip animation frames during maneuvering, speeding up play while making movement a little less smooth. For smoother movement, press **Ctrl <MINUS>** until the game looks right. This adds frames, resulting in slightly slower, smoother play.

PROBLEM: I can't figure out how missiles work:

- With the dumb-fire missile you line up a target by eye. Fire using the key/button combination described in the reference card.

- The heat-seeking missile automatically locks on a target when you're on his tail. When lock is possible, a red circle, the lock indicator, appears in your viewscreen. Maneuver until this is positioned on your target. When the lock indicator blinks and the words "Missile Locked" appear in the right VDU screen, fire the missile using the appropriate keys/buttons.

- The friend or foe missile automatically targets the nearest enemy ship. Press the fire keys/buttons and it seeks out the closest enemy (or the nearest ship with a damaged communication system!).

CALLING CUSTOMER SERVICE

If you can't solve a Wing Commander problem, call
The Software Toolworks Customer Service at (415) 883-5157,
Monday - Friday 9:00 a.m. to 5:00 p.m., Pacific time.

When calling, please have the following information ready (if
possible):

Machine type, CD-ROM drive, CD driver software, graphics
mode, sound boards, mouse/joystick type; RAM memory in-
stalled; expanded memory, if any; which version of DOS you
use; the contents of your AUTOEXEC.BAT and CONFIG.SYS
files; and whether you use Windows, Desqview, or a DOS shell.

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