WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

1

SEGA DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

Directional Button (D-Button)

Start Button

X Button
Y Button
B Button
A Button

Forward View

Expansion Slot 1

Right Trigger (Trigger R)

Left Trigger (Trigger L)

Expansion Slot 2
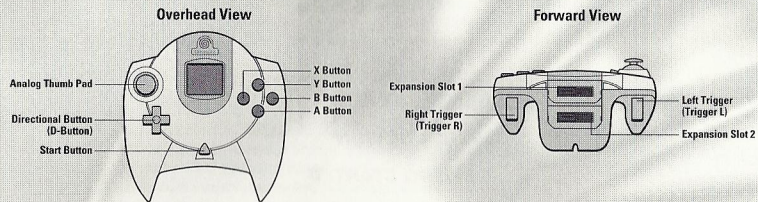
IMPORTANT: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
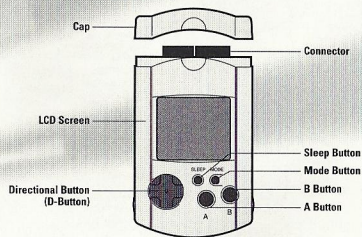
If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Starlancer is a 1-6 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

INFORMATION: To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Directional Button (D-Button)

Sleep Button
Mode Button
B Button
A Button

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

SEGA DREAMCAST KEYBOARD
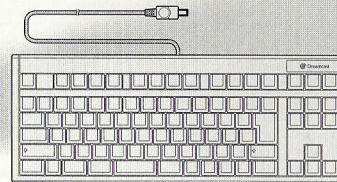
When using the keyboard make sure that a controller is also connected to one of the other control ports. The keyboard can be used only in multi-player mode.

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door
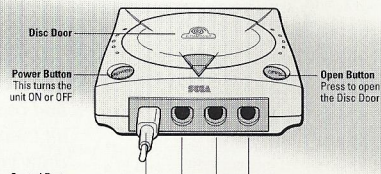
Control Ports
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A, Control Port B, Control Port C,** and **Control Port D.** Use each port to connect controllers for players 1 to 4 respectively.

BASIC CONTROLS

General Notes
Holding the X Button brings up the targeting menu. Holding the Y Button brings up the ship systems menu. See next pages for details.

Match Speed Mode
When in match speed mode, your speed is matched to the targeted ship.

If you press accelerate, your ship will speed up relative to the target ship. Releasing accelerate will return your speed to match that of the target ship.
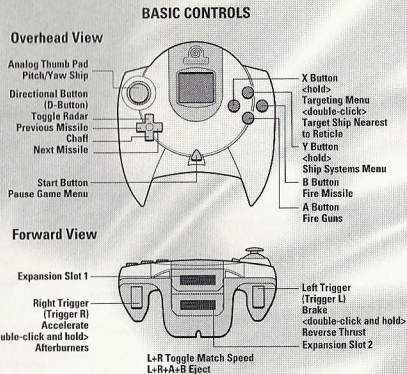
If you press brake, your ship will slow down relative to the target ship. Releasing brake will return your speed to match that of the target ship.

These controls will let the player control the distance between himself and the target ship more easily, useful for dogfighting and staying in formation.
In addition, the player may still use the afterburners and reverse thrust.*

Pressing both the accelerate and brake a second time will turn match speed mode off.

* available on some ships only

Overhead View

Analog Thumb Pad
Pitch/Yaw Ship

Directional Button
(D-Button)
Toggle Radar
Previous Missile
Chaff
Next Missile

Start Button
Pause Game Menu

X Button
<hold>
Targeting Menu
<double-click>
Target Ship Nearest
to Reticle
Y Button
<hold>
Ship Systems Menu
B Button
Fire Missile
A Button
Fire Guns

Forward View

Expansion Slot 1

Right Trigger
(Trigger R)
Accelerate
<double-click and hold>
Afterburners

L+R Toggle Match Speed
L+R+A+B Eject

Left Trigger
(Trigger L)
Brake
<double-click and hold>
Reverse Thrust
Expansion Slot 2

> "Jeff Goetz thought he was hot, so he left his sim pod cold. His maiden voyage, he got shot. That's all there is to be told.
> Draw your own conclusions, rookie."
>
> —Doug "Claymore" McCleod

SHIP SYSTEMS MENU
(Hold the Y Button to activate)

Ship Strafe Mode
While holding the Y Button with the Left Trigger, the player may strafe horizontally and vertically using the Analog Thumb Pad.
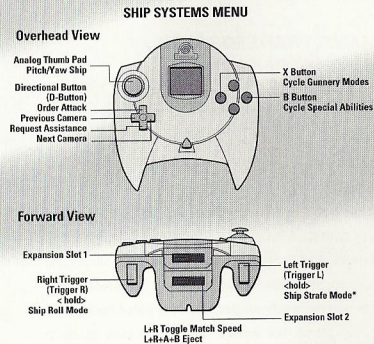
Ship Roll Mode
While holding the Y Button with the Right Trigger, the player may roll by moving the Analog Thumb Pad left and right.

Other Ship System Commands
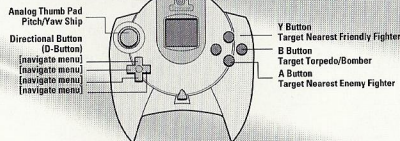While holding the Y Button, the player may:
• order an attack by pressing up on the D-Button, and request assistance by pressing down.
• cycle camera angles by pressing left and right on the D-Button.
• cycle cannon configurations by pressing the X Button repeatedly.
• toggle Blindfire by pressing the A Button. Cannot be used with the Full Guns cannon configuration.
• toggle Special Abilities like Cloaking, Spectral Shields and Constant ECM.*

* different ships may offer differing special abilities

Overhead View

Analog Thumb Pad
Pitch/Yaw Ship

Directional Button
(D-Button)
Order Attack
Previous Camera
Request Assistance
Next Camera

X Button
Cycle Gunnery Modes
B Button
Cycle Special Abilities

Forward View

Expansion Slot 1

Right Trigger
(Trigger R)
< hold>
Ship Roll Mode

L+R Toggle Match Speed
L+R+A+B Eject

Left Trigger
(Trigger L)
<hold>
Ship Strafe Mode*
Expansion Slot 2

Overhead View

Analog Thumb Pad
Pitch/Yaw Ship

Directional Button
(D-Button)
[navigate menu]
[navigate menu]
[navigate menu]
[navigate menu]

Y Button
Target Nearest Friendly Fighter
B Button
Target Torpedo/Bomber
A Button
Target Nearest Enemy Fighter

TARGETING MENU
(Hold the X Button to activate)

Target Nearest Friendly / Enemy
Note the color of the button corresponds to the colors used on the HUD to denote friendly and enemy targets.

Menu
The D-Button is used to navigate the menu that pops up when the X Button is held. The player may use this menu to select friendly targets, enemy targets and enemy subobjects. Once the player has made their choice, they must release the X Button. See the detailed targeting section later on in this manual.

COMMAND TRANSMISSION / /
TO: ALL SHIP PERSONNEL
PRIORITY ALPHA-ONE

My fellow countrymen and defenders of the Alliance:

The future had never looked so bright. There was no obstacle too great for our Western Alliance to overcome. We had terraformed Mars and established fledging colonies on the outer moons and planets. With abundant raw materials mined from asteroids, the discovery of new nanotechnologies, and automated zero-gravity manufacturing plants, the human race was poised to reach beyond our solar system.

. . . But a shadow has fallen across the stars.

Forty-eight hours ago, a surprise strike force decimated the French and Italian fleets moored in Martian orbit. A newly formed coalition of Eastern nations has made a grab for power. Their aim is to take everything we have built with our blood, tears, and toil.

We have verified reports of this Coalition overrunning our Alliance High Command on Ganymede and landing massive invasion forces on the outer colonies. We have lost Io and Europa. Pitched battles wage on Mars and Earth.

In the peaceful quest to build a future, we stretched our military forces too thin and made a tempting target for those who would take advantage of our ideals. The lack of vigilance has placed our democracy on the brink of ruin.

This battle, though, is far from lost.

The remnants of the French and Italian fleets will rendezvous with our American, British, German, Spanish, and Japanese allies in orbit around Neptune's moon, Triton. We will regroup, establish a new command structure, and assess our best strategy. There, on the edge of the solar system, we will make our stand against the encroaching darkness.

Godspeed to us all.
*—Captain Robert Foster, ANS Reliant.*

COMMAND TRANSMISSION //
TO: SQUADRON RECRUITS

Welcome to the 45th Volunteers. Count yourself lucky to be part of the most patriotic and highly motivated team in the fleet!

Don't let being members of the 45th go to your head, though. We've got a tough job to do, so cooperate with the other squadrons. There's plenty of glory out here for everyone.

The 45th has access to state-of-the art fighters, missiles, gunnery, and a top-notch flight crew to keep you up and running. We'll need them. The Coalition has us outnumbered and our supply lines are strained.
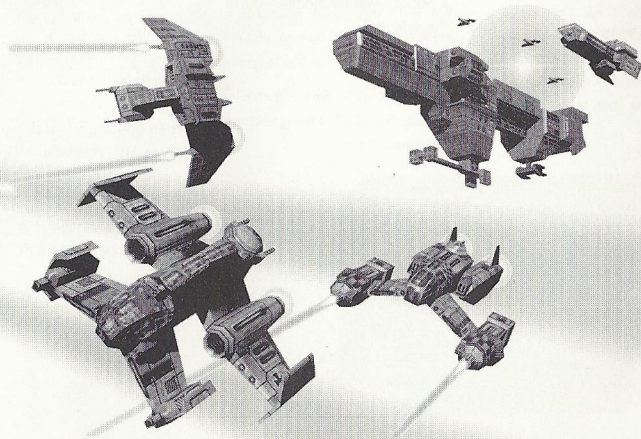
GETTING STARTED

NEW GAME

Select New Game on the main menu to begin a new single player campaign. Enter your call sign, set the game difficulty level and select Start Game.

LOAD GAME

Access this screen to load saved games. You will be able to save your game after each mission.

INSTANT ACTION

To launch directly into a simulated combat mission, select Instant Action on the Main Menu.

DEATHMATCH

Select Deathmatch to connect to Gamespy via your modem and play against other people online. You must configure your Sega Dreamcast with the browser disc before you can access Gamespy. See the Sega Dreamcast Instruction Manual for complete details.

OPTIONS

The options screen will allow you to customize Starlancer.

Screen

Set Screen to Widescreen for widescreen televisions. Normal is the default.

Controller Help

When Controller Help is Off, the button prompts that appear in the game when you hold the Y or X buttons will be hidden. On is the default.

Set Controls

Accesses the Set Controls screen. See the following section for more details.

Audio

Set your Sega Dreamcast for Mono or Stereo output. The default is loaded from your Sega Dreamcast BootROM.

Volume Settings

Independently set your SFX, Music and Speech Volume, or set the Master Volume.

Clear Settings

Restores all settings to default.

Accept

Accepts the changes you have made. You will be prompted to save your settings on your Memory Card. If you do not have a Memory Card, your changes will be accepted, but will not be saved.

SET CONTROLS

Vibration

Turns the vibration function of the Jump Pack on and off.

Swap Button

Allows you to exchange button functions on your controller. Select Swap Button, then select a button, then select a button to exchange function with.

Reset

Restores all settings to default.

NEW GAME

Before beginning your career as an Alliance pilot, enter your call-sign and select a game difficulty. Then select Start Game.

Congratulations, pilot. You are now a member of the Alliance Navy's 45th Volunteer Squadron. The 45th squadron is currently stationed aboard the ANS Reliant, a class-4 Utility carrier under the command of Captain Robert Foster.
Launched in 2125, the Reliant has seen extensive action in the Lunar and Europa conflicts.

Decommissioned 20 years ago, it has been recently refitted with eight level-6 twin laser turrets, and called back to active duty.

Your first stop aboard the Reliant is the Briefing Room, where you will receive your first assignment.
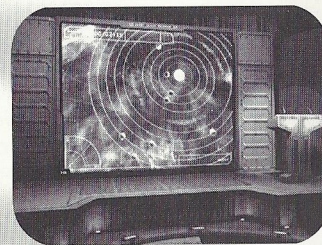
BRIEFING ROOM

This is where you'll receive your preflight instructions and mission objectives. Pay attention. After your briefing you will proceed to the loadout computer to select your fighter and configure its armaments.

FIGHTER SELECTION AND LOAD-OUT

This Loadout computer allows you to select a fighter and configure its accompanying payload. Advanced and prototype ships and missiles are restricted to high-ranking pilots who have completed many successful missions.
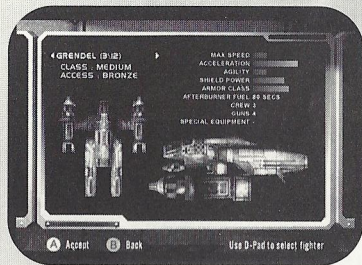
Use the D-Button to select a fighter. Hit the A Button to accept. On the Loadout screen, use up and down on the D-Button to cycle through the fighter's hardpoints, and right and left to cycle through missiles. Hit the A Button to accept, and your fighter will be prepped for launch.
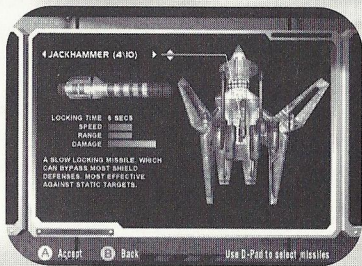
> "Follow the briefing instructions to the letter and in the exact order they were given. Otherwise, you'll jeopardize the mission, get yourself killed—or worse, you might get your wingmates burned."
>
> —Mike "Moose" Horrigan

INTELLIGENCE AND TACTICAL COMPUTER

Debriefing/Killboard

After you return from a mission, your ITAC (Intelligence and Tactical) computer will provide you with an analysis of the mission results and your performance. Your Squadron Commander prepares these debriefings. Press the A Button when you have reviewed this document.

Your ITAC will then show you current standings on the Alliance killboard, and stream the most recent Alliance Conflict News (ACN) updates. Press the A Button to continue.

Finally, you can use your ITAC to Continue Game, Save Current Game, Restart Mission, or Quit to the Main Menu. On the Save Game screen, select Save Game, then highlight a slot in the list and confirm by pressing the A Button.

INSTANT ACTION

Instant Action places you in the Reliant's Simulation Pod. The pod is a state-of-the-art reality simulator designed to train Alliance pilots. In this timed environment you will be confronted with successive waves of fighters punctuated by Guardian encounters.

After each Guardian is defeated you will receive a timer bonus and your ordinance will be replenished. When time runs out, you will return to the Main Menu.

DEATHMATCH

To play Starlancer online you need an account with an Internet Service Provider (ISP). A SEGA Dreamcast browser is necessary to enter your ISP information, such as dial-up phone number, user login, and password. If you do not have a SEGA Dreamcast browser disc, or if you do not have an ISP, call 1-866-SEGANET (1-866-734-2638) to request a browser, or to sign up for SegaNet, SEGA's high-speed gaming network and ISP. For all other issues, please contact Crave Entertainment Customer Service at 1-970-392-7022.

Network Lobby
Selecting Deathmatch from the Main Menu connects you to the Gamespy network lobby. Here you can see and Join network games that are being hosted by other players. Select Create Game to host a network game yourself. Either way, you will go to a Game Room.

Game Room
Once in the Game Room, you can see the names of any other players present, as well as the settings for the game. If you are the Host, you can change any of the settings. If you are a Joining Player, you may only change your callsign, your team, and select your fighter. You can use a Sega Dreamcast keyboard or your controller to modify any of the text fields.
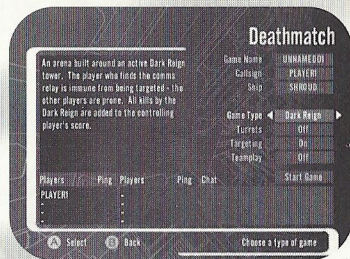
Game Name
The host can use this field to change the name of the game as it appears in the Network Lobby.

Callsign
Any player can use this field to define his callsign. During the game, all pilots are identified by their callsigns.

Ship
Any player can use the D-Button to select their ship here.

Game Type
The host can choose from one of six maps: Asteroid Arena, Tag Bomb, Nuclear Threat, Dark Reign, Hunt the Shadow and Vampires.

Turrets
The host can activate turrets in the game here. When pilots shoot turrets, the turrets ignore them for a while and focus on other players!

Targeting
The host can deactivate targeting here for a more challenging game.

Teamplay
The host can activate teamplay here. When active, players can choose from four colors. Players with the same color share their kill count.

Start Game
The host can Start Game when he has finished customizing the game. Joining Players must wait for the host to Start Game for this button to appear.

Chat Box
Use your keyboard or controller to chat with other players in the room.

During The Game
Controls are identical to Single Player. The Start button will show you the current number of kills for all players.

If you have a keyboard, you can use it to chat during the game. Type your message and hit Enter to send.

DEATHMATCH GAMEPLAY

Starlancer deathmatch supports up to eight players. All deathmatch maps have a restricted, predefined play area. If you try to fly past these boundaries, you will bounce off.

All ships begin deathmatches with standard lasers and no missiles. Weapon upgrades and other features may be acquired by collecting powerups distributed throughout the game.

Powerups are obtained when a player flies through a glowing powerup symbol. The type of powerup will be unknown until it is acquired, then the corresponding powerup icon appears on the heads-up display.

Ship Cloak Gives you limited time invisibility. If you fire a weapon you become visible.

Missile Gives you one missile.

Invulnerability Makes you indestructible for a limited time.

Shields Down Disables your shields for a limited time.

Proximity Mine Gives you one mine. Deploy with the launch missile key.

Repair Fully Repairs your shields and armor.

Fuel Provides additional afterburner fuel.

Countermeasure Prevents enemy missile from locking on. Press down on the D-Button.

Reverse Yoke Reverses the direction of the pitch and yaw controls.

Tag Bomb Countdown Timer Indicates when a bomb explodes. Shoot another ship to pass the bomb.

Beacon Collect several to trigger a nuclear strike, killing all opponents.

Comm Relay Provides Immunity from the Dark Reign gun platform

Vampire Appears if you are tagged as a vampire.

Shadow Appears if you attain shadow status.

Half-Max Speed Decreases your maximum speed for a limited time.

ALLIANCE FIGHTER SHIP OPERATIONS

LAUNCH AND JUMP SEQUENCE

After launching from your squadron base ship, your copilot will usually activate your jump engines to bridge the long distances between mission destinations.

CAMERA ANGLES

Different viewpoints may be accessed to analyze threats and gather information not available from the forward-facing cockpit view. You can access these viewpoints by holding the Y Button as you move the D-Button left and right.

1. Chase View
2. Target Camera
3. Flyby Camera
4. Left View
5. Right View
6. RearView

MANEUVERING AND FIRING CONTROLS

THRUST

To adjust velocity use the triggers on your controller. As soon as throttle is decreased, counter thrusters fire to correspondingly decrease your speed.

Accelerate
Right Trigger

Decelerate
Left Trigger

Set velocity to zero
Hold Left Trigger

Set to maximum velocity
Hold Right Trigger

AFTERBURNERS

Dramatically increases velocity, but limited by available afterburner fuel. Number beneath afterburner icon indicates seconds of remaining fuel. To activate, tap and hold the Right Trigger

MATCH SPEED

To match the velocity of a targetted ship pull the Right Trigger and Left Trigger simultaneously. Once set, Match Speed remains in effect until you pull the Right Trigger and Left Trigger simultaneously again. Match Speed can be temporarily overridden by Accelerate, Brake, and Afterburners.

"Keep moving in a dogfight. Runaway or blast straight toward your opponent. Do anything but sit and wait for a missile to lock onto you. They don't call it a "dead stop" for nothing."

—Jean-Marc "Frenchy" Baptiste

ATTITUDE CONTROLS

To change the pitch and yaw (the up/down and side-to side orientation) of your fighter, use the Analog Thumb Pad.

To roll, hold the Y Button and Right Trigger and then push left or right with the Analog Thumb Pad.

To strafe, hold the Y Button and the Left Trigger and then push left or right with the Analog Thumb Pad.

WEAPONS

Fire Guns
A Button

Launch Missiles
B Button

MISCELLANEOUS OPERATIONS

Ejection

If your ship reaches critical damage, an audio warning will prompt you to eject. Pull both triggers and hit the A Button and B Button at the same time. The cockpit lifepod will detach from the damaged fighter. If you are lucky, an Alliance nanny ship may pick you up.

Countermeasures

When an enemy fighter achieves missile lock, counter-measures may be launched to deceive the missile's tracking computer. Countermeasures emit an electronic and radar signature similar to its parent fighter craft. Success, however, is not guaranteed. To launch countermeasures, push down on the D-Button. The number below the countermeasure icon indicates how many remain.

Eject only as a last resort. There's no guarantee our guys will get to you before enemy fighters can target your pod . . . or worse you could be retrieved by a Coalition nanny. Personally, I'd rather ride my exploding fuel pods.

—Susanne "Arrow" de Griey-Birche

ALLIANCE FIGHTER HEADS-UP DISPLAY (HUD)

The heads-up displays in all Alliance fighter cockpits are standardized to minimize the steep learning curves associated with piloting new craft.

Onboard artificial intelligence makes data appear and disappear as required. Included are visual prompts for the operation of the Targeting System and the Ship Systems. These can be hidden by toggling Control Help to Off in the Options menu.

Communications System   Missile Display   Targeting Cluster

Ship Status Indicator   Radar
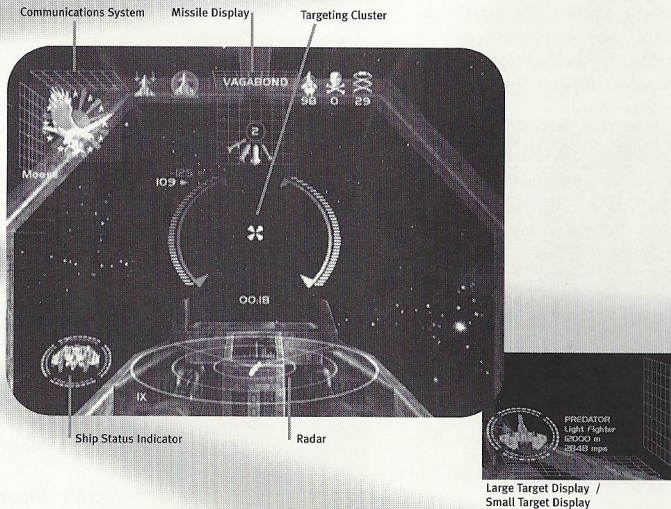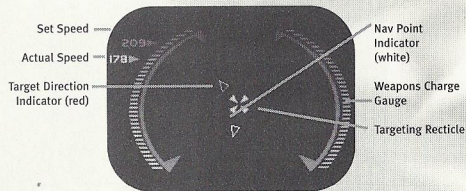
Large Target Display / Small Target Display

TARGETING CLUSTER, SPEED, AND WEAPONS CHARGE GAUGES

Your fighter's speed is displayed on the gradated arc on the left side of the cluster. The Set speed is the maximum velocity as determined by your throttle position. The Actual speed is your current velocity as it moves toward the Set speed. All speeds are given in kilometers per second.

The gradated arc along the right side of the targeting cluster is the Weapons Charge Gauge. Firing an energy weapon will register a corresponding drop in available power. If power drops too far, energy-based weapons become ineffective, and require an interval to recharge.

The Target reticle (orange triangles in center) indicate where the ship's guns fire. If there is no active target, guns and missiles aim at this position by default.

The Nav Point Indicator (white triangle) directs the pilot to the next navigation point (white cross).

Navigation points are objects or mission-specific targets assigned in the preflight briefing.

Set Speed
Actual Speed
Target Direction Indicator (red)
Nav Point Indicator (white)
Weapons Charge Gauge
Targeting Reticle

"Yeah, I'm lucky. I get wingmen who were Academy dropouts, ex-cops, and a bunch of rookies with as much zero-G combat experience as a flying squirrel. Try not to blow me up."

—Brad "Viper" Callan

TARGETING

Alliance fighters are equipped with the latest fast-Fourier pulse radar systems to target opponents. To activate your targeting system, press and hold the X Button. The targeting menu appears on the right side of the screen. Use the D-Button to move right and left through the lists of Friendlies, Enemies, and Subobjects.

The Subobjects list will show turrets, hatches and other important features of a targeted enemy capital ship. Move up and down to scroll through any of the three lists.

To target an object closest to your targeting reticle double-tap the X Button.

To target the nearest enemy, hold the X Button and hit the A Button. To target the nearest friendly unit, hold the X Button and press the Y button.

To cycle through enemy bombers and torpedoes only, hold the X button and press the B button. When targets are selected, additional data is shown in the Target Data Display (See Target Data Display).

When a target is selected, the Target direction indicator points in its direction. This indicator will be a red triangle if the target is a hostile unit or a green triangle if the unit is friendly.

When you make a direct visual sighting of the target, a ring appears (a red ring for hostile units and a green ring for friendly units). In the lower portion of this ring, the target's range is given in kilometers.

The Lead Cursor (red box with trailing line) shows where the pilot needs to shoot to hit the targeted ship. When the Lead Cursor and the Targeting Reticle overlap, your ship's guns are correctly aligned.
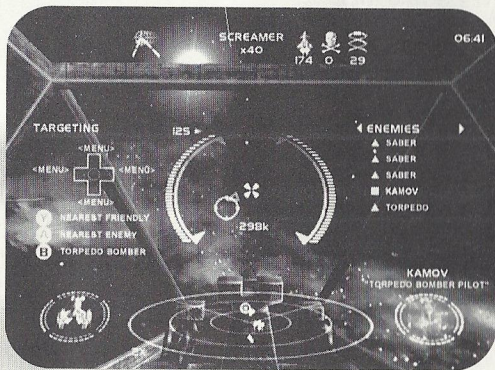
MISSILE LOCK AND TARGETING

Missiles require a lock to successfully hit a target (with the exception of fire-and-forget missiles such as the Solomon). Lock is achieved by keeping an enemy craft in the forward cockpit view long enough for its tracking system to identify and acquire a target's visual, heat, or electronic signatures. This lock time varies depending on the type of missile (see Loadout Computer).

When lock is acquired, the missile-targeting ring will zoom in around the target, turn white, then a tone will sound confirming missile lock.

WARNING: Without first achieving missile lock, you connot fire missiles except for the Screamer and the Solomon.
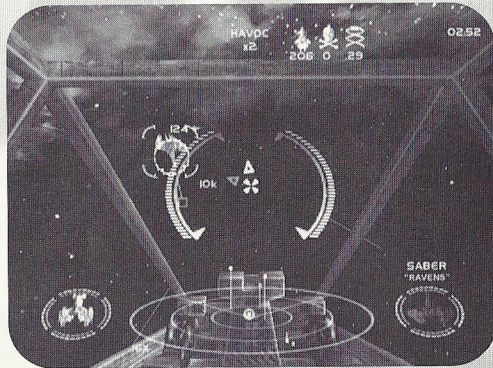
★ *"If you rookies have problems using this 2D red triangle to find a bogey in real 3D space, try rolling your ship until the triangle points straight up, then pull back on the yoke. This rotates your ship along the z-axis until you can site them. Good hunting."*

—Mark "Bandit" Banister

TARGET DATA DISPLAY

When the targeting computer is activated, additional data on targets appears in the lower right corner of the HUD. This Target Data Display provides information on smaller ships like Coalition fighters, or for larger objects such as a torpedo bomber. A red display indicates a hostile ship, while a green display denotes a friendly unit. For larger targets, you will see a different display. The segmented bars in this display indicate damage inflicted.

Instead of targeting the entire structure of a large target, you generally target specific sub-targets. Sub-targets can be features such as gun turrets, radar dishes, or reactor cores. To pick a sub-target to attack, open the targeting menu and select an enemy target with the D-Button. Then push right to access that target's sub-objects and push up or down to highlight the one you want.

PREDATOR
Light Fighter
12000 m
2848 mps

Name of Target

Subtarget (will cycle)

Big Target
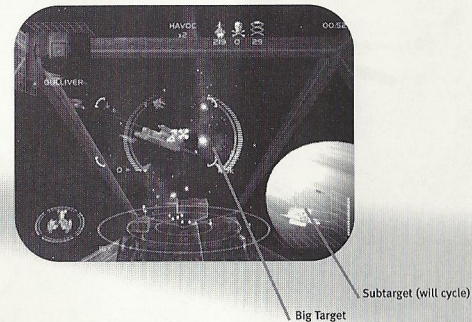
RADAR

Alliance fighters are equipped with fast-Fourier pulse radar arrays to accurately identify potential threats. Radar-identified objects are displayed within the three concentric rings in the radar display in the center bottom of the HUD.

Your position remains fixed in the middle of the concentric rings. The wedge reading from the center denotes your forward field of view. Lines perpendicular to the concentric rings indicate the positions of objects above or below your fighter. Red dots

indicate enemy units and green dots indicate friendly objects. The radar range is expanded and contracted depending on your distance from the farthest other unit at the jump point. The current magnification is indicated at the lower left of the radar screen.
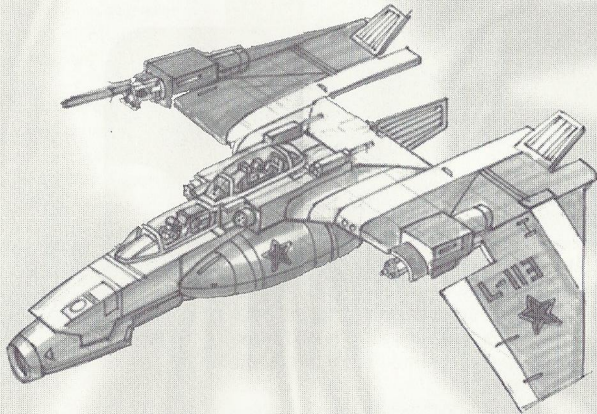
SHIP STATUS INDICATOR

This indicator monitors shield and armor status. It is always on. Two segmented rings surround an image of your craft, grouped into forward, aft, and side regions. The outer ring represents shields. The inner ring represents armor.

As shields are worn down, the outer segments will dim. When a region of shield has disappeared, any damage taken to that area will register on the craft's armor. As armor is damaged, corresponding segments of the inner ring will vanish. When all armor in a region is destroyed, the ship's systems are vulnerable to damage.

Armor

Shields
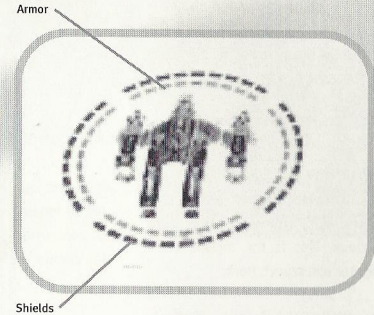
"Familiarize yourself with all Coalition ships and squadrons. Know your enemy and you might have a chance out there."

—Julian "Flash" Browne

MISSILE DISPLAY

This display shows the status of missile ordinance loaded aboard your ship. It is normally hidden, but appears when you use the D-Button to cycle through your ordinance.

Missiles must be armed one at a time. Move the D-Button right or left to cycle through the icons until desired ordinance is at six o'clock. This is the missile the fighter will launch next.

WARNING: If selected missiles are depleted, you must rotate the new ordinance into the six o'clock position before additional missiles can be launched.

JACKHAMMER

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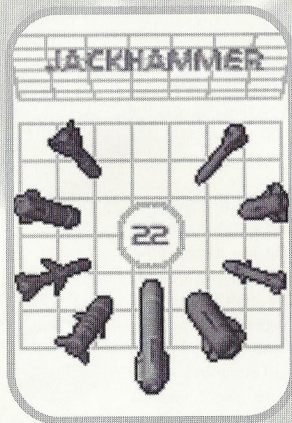
"Solomon and Screamer pods, you gotta love 'em. Heaps of shots without having to mess with controls in the middle of a dogfight."

—Jordy "Trigger" Kruger

MISSION OBJECTIVES DISPLAY

This display shows the goals for the current mission. The objectives are displayed here for a few seconds when you receive new orders so that there are no misunderstandings.

GUNNERY DISPLAY

On fighters with multiple ballistic ordinance, the Gunnery Menu allows the pilot to activate and deactivate his various cannons. Hold the Y Button, then tap the X Button to view the menu on the right side of the HUD.

Continue to tap the X Button until the desired setting is highlighted. The default setting for all fighters is Full Guns, but you may want to conserve your cannon energy for a single cannon type. Also, the Blind Fire ability cannot be used in conjunction with Full Guns (see Blind Fire).

COMMUNICATIONS DISPLAY

Two-way video and audio feed is encrypted and transmitted between Alliance fighters and capital ships automatically.

You can request assistance from your wingmates by holding the Y Button and pressing the D-Button up or down. Pressing up orders an attack on your present target, while pressing down asks for help getting an enemy off your tail.
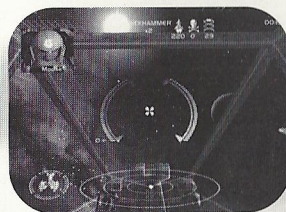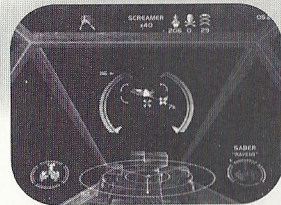
BLIND FIRE

Blind Fire is a computer assisted targeting correction system installed in all Alliance fighters. When Blind Fire is activated, the computer will make minute corrections to your cannon fire for maximum accuracy. When the Blind Fire computer has calculated the optimum trajectory, an additional targeting reticle will appear in the Lead Cursor and your shots will be automatically directed toward it. Blind Fire is not compatible with the Full Guns setting in the Gunnery Menu.

SHIP SPECIAL FEATURES

Certain Alliance fighters have prototype devices or other unique features.

Reverse Thrust

Ships equipped with reverse thrust may fly backwards. To fire your reverse thrusters tap and then hold the Left Trigger. Reverse thrusters consume afterburner fuel.

Spectral Shields

These shields attune and counter the most frequently used type of energy-based enemy fire—providing immunity from that specific attack. They can be used only for a limited duration, indicated by a timer bar. To toggle spectral shields, hold the Y Button and then press the B Button.

Cloaking

Advanced Alliance ships are equipped with stealth capabilities, rendering them virtually invisible to an opponent's sensors. To enable or disable this feature, hold the Y Button and then press the B Button. Cloaking can be used only for a brief duration, indicated by a timer bar, before it requires recharging. If you fire your weapons, cloaking becomes inoperative.

Constant ECM

A more powerful unit than the disposables carried by all Alliance Fighters, this Electronic Counter Measures system scrambles sensors to prevent missile lock. Constant ECM is toggled by holding the Y button and then pressing the B button. Constant ECM has a limited duration before it must recharge.

MISCELLANEOUS PROCEDURES

Escort Position

Pilots may be required to orient their craft in specific escort positions relative to another ships. This position appears in the HUD as a red wire frame. Fly into this frame and your speed will be automatically synchronized with the escorted ship.

Hidden Targets

Pilots may be required to remove obstacles such as vent hatches before firing on targets beneath. Use the sub-target indicator to locate the hatch, for example, and then blow it off, exposing a vent shaft that becomes the new sub-target.

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ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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