

WING COMMANDER®

Heart of the Tiger™

for Macintosh®

PLAY GUIDE



# WING COMMANDER III PLAYGUIDE

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## STARTING THE GAME

If you haven't yet installed *Wing Commander III*, refer to the [Install Guide](#). Once you double-click on the *Wing Commander III* icon to start, you'll view the introduction and receive background information. To bypass the introduction, press **Esc** or click the mouse.

You can use a joystick, mouse or keyboard to move your cursor and fly your ship. To change the device during spaceflight, press **⌘K** for keyboard, **⌘M** for mouse, or **⌘J** for joystick. On the carrier, move the cursor to the top of the screen and select the **OPTION** menu. Drag down to highlight **MOUSE**, **KEYBOARD**, or **JOYSTICK**. A checkmark appears beside the selected device.

## SAVING, LOADING AND EXITING

You can only save from the carrier or from a depot. Open the game menu and select **SAVE GAME** or **LOAD GAME**.

*Saving games.* Click in the name dialog and type in a name (up to 31 characters). Select **OK** to save this game.

*Loading saved games.* Change to the *Wing Commander III* folder and select a saved game by clicking on it. Press **OK** to load this game.

*Note:* Whenever you start with CDs #2, #3 or #4, you will be prompted to load a previously saved game or exit.

*Exiting.* Press **⌘Q** to exit the game.

## QUICK START

When the game begins, you're on the Flight Deck. Move the cursor around on the screen. When text appears and/or the cursor changes shape, click to perform that action. Move the cursor up/down to choose responses during conversations. 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 HOBSES (*click on him*).
3. Go to LIFT.
4. Go to LIVING LEVEL (*click on the green box*) and *watch the scene between Cobra and Hobbes*.
5. Talk to VAGABOND.
6. Go to LIFT.
7. Go to BRIDGE LEVEL (*click on the red box*).
8. Talk to MANIAC.
9. Go to GUNNERY CONTROL.
10. Talk to FLINT.
11. Go to LIFT.
12. Go to FLIGHT LEVEL (*click on the yellow box*).
13. Attend BRIEFING. *Then, you'll brief the pilots and choose a wingman. Hobbes is your only choice now. Later, you can select anyone you've talked to that is still alive.*
14. Talk to RACHEL *about ship loadouts*.
15. Fly MISSION *to enter the launch bay and take off. Increase the throttle (press  $+=$ ), or press  $\square$  for an auto-takeoff. (Refer to pp. 11-21 for cockpit instrumentation.)*

## GAME OPTION MENU

The game option menu lets you configure various parts of the game (such as graphics and sound). Open the option menu by moving the cursor to the top of the screen. Move left or right to select a menu, then drag down to choose an option or submenu. See pp. 28-29 for a complete list of options.

## ONBOARD THE VICTORY MAIN TERMINAL

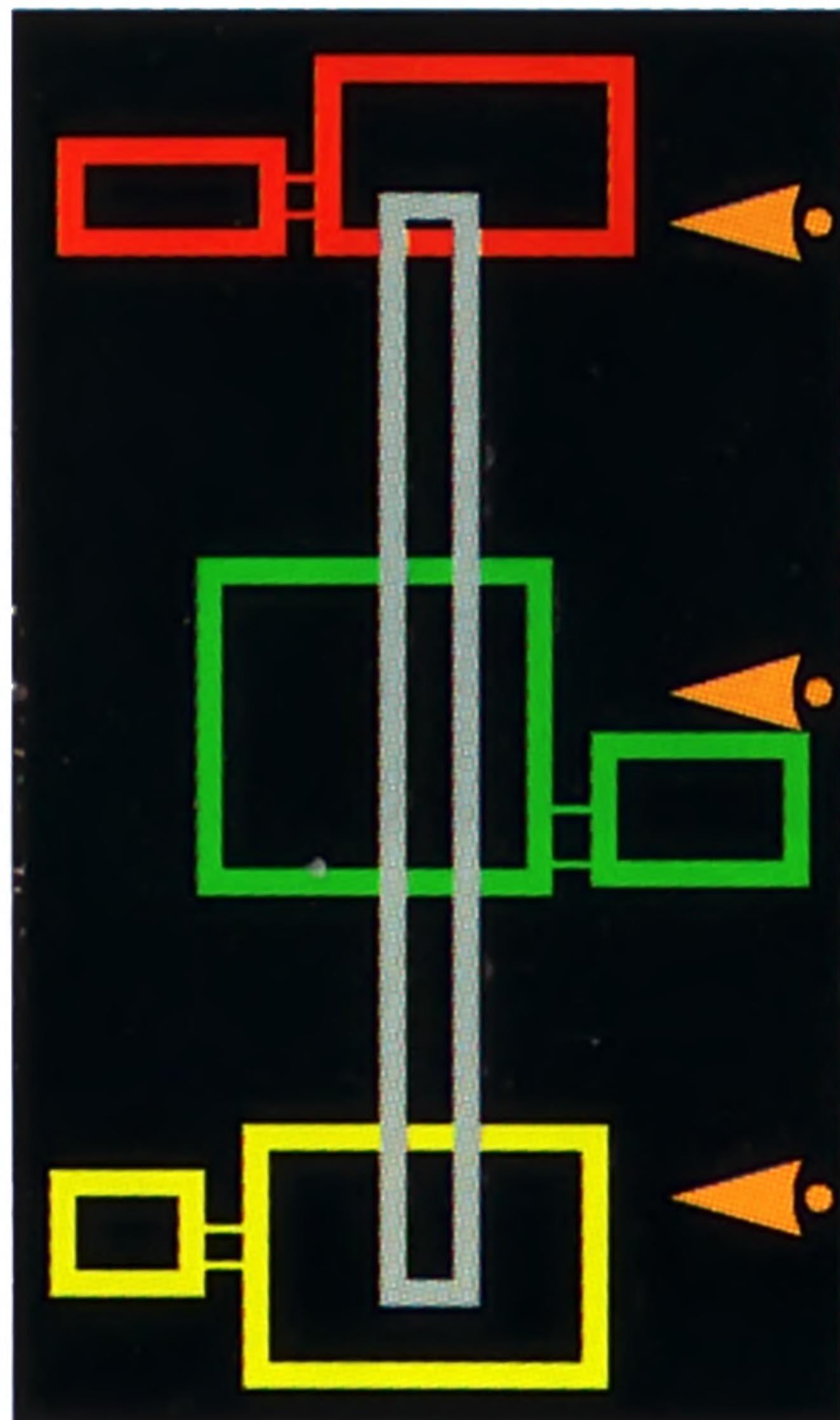
Main Terminals are present on each level. When you click on a terminal for the first time, you must enter your callsign. This later appears on the Killboard in the Rec Room. You can change your callsign at any time by using a Main Terminal.

## TALKING TO CHARACTERS

To talk with someone you meet, click on that person. Sometimes, the game pauses and displays two choices. Move the mouse (or joystick) up or down to choose an answer, then click (or press the trigger). You can also use **↑** and **↓**, and then press **Return**. Certain responses raise individual or group morale, and others lower it. Morale, in turn, affects the plot.

## LIFT

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



- ..... Go to BRIDGE LEVEL  
(Bridge, Gunnery Control)
- ..... Go to LIVING LEVEL  
(Rec Room with Killboard, Berths with Locker)
- ..... Go to FLIGHT LEVEL  
(Flight Deck, Flight Control with Simulator, Loadout Terminal, Briefing)

## BRIDGE

The Bridge is the center of all *Victory* operations and houses a Main Terminal. From here, you can access both the Lift and Gunnery Control (which also has a Main Terminal).



Go to LIFT

Activate MAIN TERMINAL

Go to GUNNERY CONTROL

# GUNNERY CONTROL

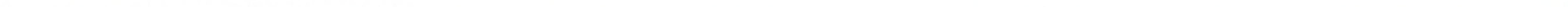
In Gunnery Control, you'll often find your crewmates pondering the stars. Here, you also have access to a Main Terminal and the Bridge.



# Go to BRIDGE



# Activate MAIN TERMINAL



## REC ROOM

The Rec Room lounge is a common hangout for off-duty crew members. Here, you can talk over strategies with other pilots, access the barracks in the Berth room, or look at the Killboard.



Talk to characters (those present change during the game)

Go to LIFT .....

..... Go to BERTHS

..... Look at KILLBOARD

## KILLBOARD

The Killboard Terminal in the the Rec Room displays the number of kills for each surviving pilot. Your name appears last on the list if you entered a callsign into a main terminal. As you complete missions and destroy enemy pilots, the number in the "Kills" column increases. The number of ace Kilrathi pilots killed by each pilot displays in the "Ace" column. Dead pilots appear as "Deceased."

## BERTHS

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



Activate MAIN TERMINAL .....  
Go to REC ROOM .....  
Look in LOCKER (it will be open when available) .....



## FLIGHT CONTROL

In Flight Control, you can attend mission briefings, use a Main Terminal, 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

Run SIMULATOR

Go to LIFT

Activate LOADOUT TERMINAL

Activate MAIN TERMINAL

Go to FLIGHT DECK or Fly MISSION  
(text switches once you attend the briefing)

## SIMULATOR

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

Click on the chair to display the simulator screen. Press the buttons (using the keyboard, mouse, or joystick) to configure and start the mission. When you click on a mission name, the briefing automatically displays. Click again to return to the mission list.



**ARROWS** (↑↓). Select mission (or click on a mission with the mouse or joystick).

**DEFAULT** (D). Toggle: select default training mission/display original mission list.

**RUN** (Return). Begin simulator mission.

**RETURN** (R). Return to the carrier.

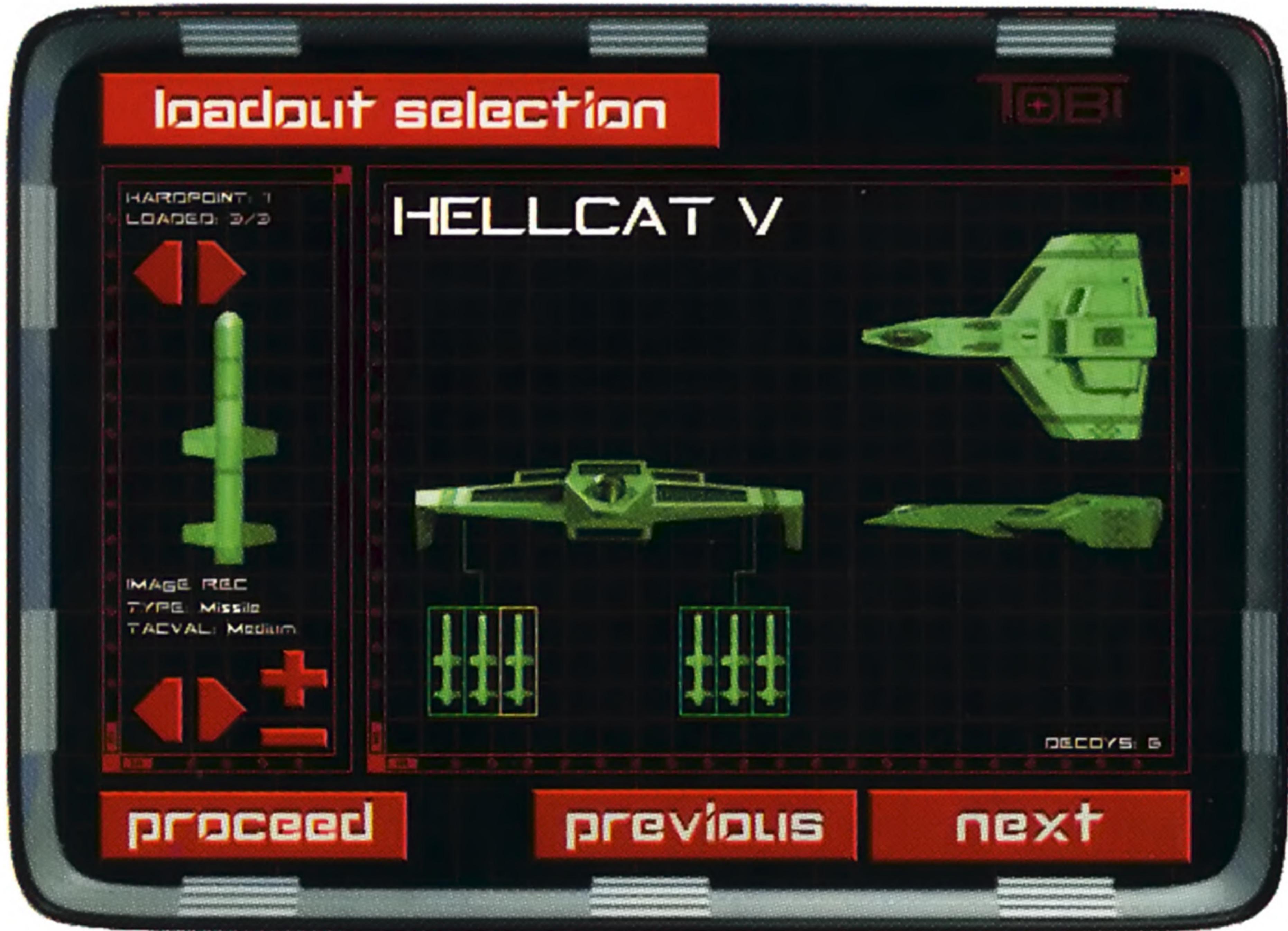
**Spacebar**. Toggle between simulator mission list and mission briefing for highlighted mission.

## MISSION BRIEFING ROOM

Prior to each mission, you attend a mission briefing. You'll be briefed by your superiors 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 clicking. Those available change with each mission, and you must talk to someone before he or she can be selected.

## LOADOUT TERMINAL

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



indicated by text — “loaded: 1/2” means 1 of 2 hardpoint slots is occupied. Some ships have locked hardpoints (outlined in red) that cannot be changed.

Click the bottom arrows (or press **Shift** **←** and **Shift** **→**) to cycle through missile types and mines.

**+** or “+” (on the screen) adds one missile of the selected type to the current hardpoint.

**-** or “-” (on the screen) removes one missile of the selected type from the current hardpoint.

**PREVIOUS**, **NEXT**. Cycle through ship types and specs.

**PROCEED** (**P**). Close terminal screen and load ship.

Click the missile rack or top arrows (or use **←** and **→**) to switch hardpoints (slots for missiles). The number of hardpoints varies between ships. The missile slots available on each hardpoint is

## IN THE COCKPIT

When you enter a mission, your ship is in the launch bay. 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 fly feature the same instruments, even though gauge positions and screens vary between ships.

For combat tips and a walkthrough of a simulator mission, see the **Install Guide**.

To pause spaceflight, press **X****P**. Press again to resume flight.

## COCKPIT INSTRUMENTS



*Hellcat cockpit*

1. Viewscreen
2. Radar Display
3. Gunsight
4. Left VDU
5. Right VDU
6. Gun Power Indicator
7. Fuel Indicator
8. Current Speed
9. Set Speed
10. Active Gun(s)
11. Active Missile
12. Autopilot Light
13. Missile Lock Light
14. Jump Light  
(*Excalibur* only)

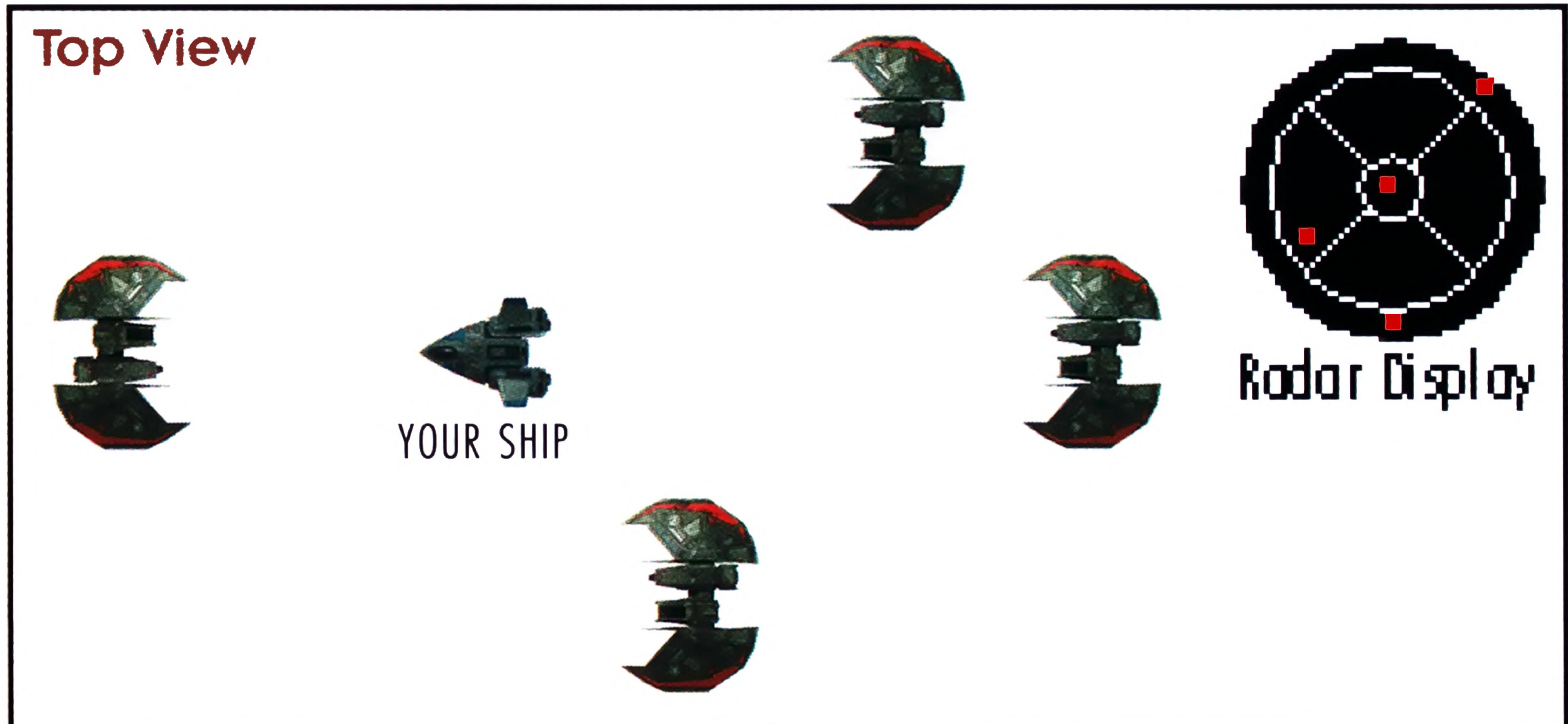
## 1. VIEWSCREEN

The front viewscreen provides a clear view directly ahead of you. The red cross hairs in the middle of the screen are your gunsight (3) and show where your ship's guns are aimed. Yellow cross hairs appear on the screen when your locked target is not in front of you. To bring the enemy into view, steer toward the yellow cross hairs — they indicate the targeted ship's position.

When other ships come in view, your computer automatically targets the closest. Red brackets appear around a targeted enemy ship, and a friendly targeted ship gets blue brackets. Green brackets appear around missiles locked onto you. Yellow brackets appear around turrets on targeted capital ships.

A profile of the bracketed ship appears in the monitor on the right side of the cockpit (the Right VDU) as long as the ship remains in view. If you lock onto the target (press **L**), the profile remains in the Right VDU until you destroy the ship or release the lock.

To toggle the invisible cockpit view, press **F1**. You'll still see your instruments, but space fills the entire screen. Press **F1** again to resume normal cockpit view. (See back cover for other in-flight views.)



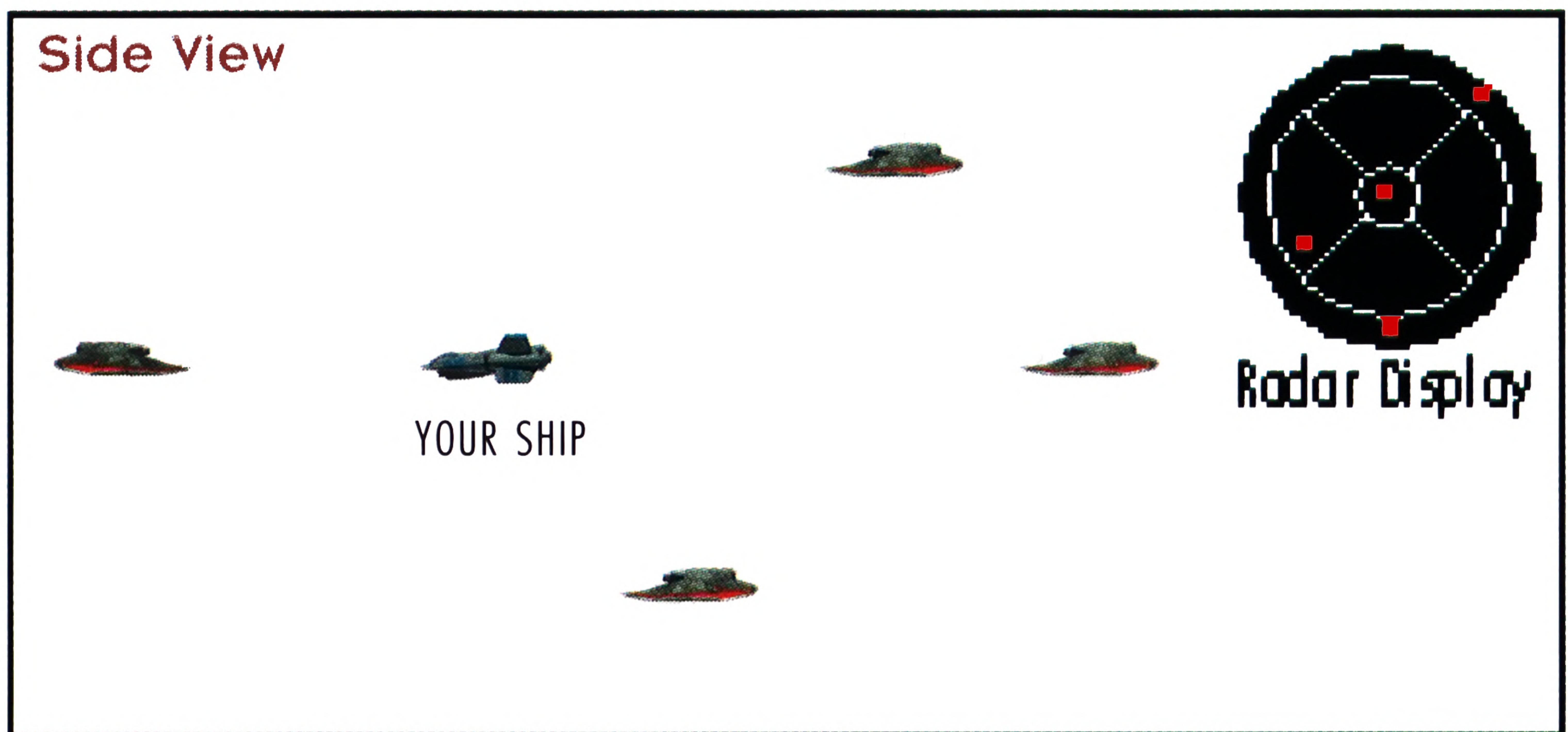
## 2. RADAR DISPLAY

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 four 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.

<i>Red Dot</i>	Enemy fighter	<i>Light Blue Dot</i>	Friendly capital ship, jump buoy
<i>Blue Dot</i>	Friendly fighter	<i>Yellow Dot</i>	Missile (friendly or enemy)
<i>Orange Dot</i>	Enemy capital ship	<i>White Cross</i>	Currently selected nav point

**Tactical Tip:** To bring an enemy target into 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 the target directly in front of you and into view.



### 3. GUNSIGHT See Viewscreen (1).

## 4. LEFT VDU

The Left Video Display Unit (VDU) displays one of six different screens:

- a) Shields and armor
- b) Weapon loadout
- c) Communications
- d) Damage
- e) Power distribution
- f) Rear view

Press **0** (zero) to cycle through the screens in the Left VDU.

Press **Esc** to return to Shields and Armor screen.

**a. Shields and Armor (S)**. 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. Weapon Loadout (W)**. Missile and gun icons display in the Left VDU whenever the loadout screen is active. The *active gun(s)* and *active missile* (10 and 11) show up as colored icons, while inactive guns and missiles are gray or grayish-green.

*Guns* are multi-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.

To change the active gun, press **G**; to change the active missile, press **M**, then **1**. Pressing these keys (**G** or **1**) multiple times cycles through available guns or missiles. Text in the Left VDU changes to reflect the new active gun and missile.

If you're flying a ship with two or more guns, you can activate all of them at once by pressing **G** until you see *Full Guns* in the Left VDU, or press **F** to activate all of them. Firing all your guns at once quickly runs down gun power.

To display missile selections, press **M**. A yellow box then appears around the missiles. Press **J** to cycle through missile types. Press **[** to select and arm the boxed missile.

**B** arms all hardpoints and lets you fire all your missiles at once (called a *full salvo*). See the relevant note on p. 25.

**Excalibur note.** The *Excalibur* has an exclusive auto-tracking system for guns. Once you have a target locked and in view your guns aim automatically — all you have to do to hit the target is keep it in view and then fire. Press **Ctrl T** to toggle auto-tracking on/off.

Action	Keyboard	Joystick/Mouse
Change gun	<b>G</b>	—
Configure missiles	<b>M</b>	—
Change missile type	<b>J</b>	—
Select/deselect missile	<b>[</b>	—
Full salvo	<b>B</b>	—
Full guns	<b>F</b>	—
Fire active gun(s)	<b>Spacebar</b>	Trigger or mouse button
Fire missile	<b>Return</b>	—
Toggle auto-tracking (Excalibur only)	<b>Ctrl T</b>	—

c. **Communications (C)**. You can communicate during flight with any ship within range — taunting an enemy, sending instructions to your wingman or requesting permission to land.

Press **C** to display the communication screen in the Left VDU. If you can communicate, you'll see a numbered list of potential receivers on the screen. Press a number to choose a receiver (a list of messages you can send then appears). Press the number of the message you wish to send. When a pilot communicates with you, a profile of the sender appears in the VDU and text or speech commences.

To communicate:

- Press **C** to display the communication screen in the Left VDU.
- Type the number of the receiving ship or pilot.
- Type the number of the message you wish to send.
- Press **Esc** to abort communications.

*Cancel screen/message*

**Esc**

*Select receiver*

Press the appropriate number for the receiving ship.

*Select message*

Press the appropriate number for the message.

*Suppress video profiles (toggle)*

**Ctrl** **V**

## **Wingman Orders**

During flight, you can send these orders or other messages. Some keyboard shortcuts are available without accessing the communication screen:

*Break and Attack*

**Ctrl** **B**

Tells your wingman to break formation and engage enemy ships.

*Form on My Wing*

**Ctrl** **F**

Tells your wingman to return to formation and follow your ship.

*Request Status*

**Ctrl** **D**

Asks how much damage your wingman's ship has taken.

(This message also works for capital ships, but hotkey does not.)

*Return to Base*

Tells your wingman to return to the *Victory* immediately. If the command is obeyed, your wingman is not available for the rest of the mission.

*Help Me Out Here*

**Ctrl H**

Tells your wingman to engage the enemy attacking you.

*Attack My Target*

**Ctrl A**

Tells your wingman to engage the enemy you have currently targeted.

*Keep Radio Silence*

Prevents your wingman from talking to you.

*Lift Radio Silence*

Allows your wingman to talk to you and breaks the "Keep Radio Silence" command.

*Enemy Taunt*

**Ctrl E**

(Enemies only) Insults an enemy fighter when you have one targeted. Taunting sometimes draws enemy ships to you, luring them away from another friendly ship.

*Need Clearance*

(*Victory* and supply depots only) When you complete a mission and return to base, you must request permission to land.

**d. Damage (D)**. A description of any of your damaged ship components, along with the percent damage taken, appears in the Left VDU (such as "Radar 30%"). If multiple systems are damaged, you can specify which one to repair first by pressing **D** (this cycles through damaged systems, highlighting the currently selected one). Text describing the currently selected system is brown. Completely destroyed systems cannot be repaired. When engines take 100% damage, your ship explodes.

Press **D** again to view a ship profile. The color of panels on the ship profile (or text, if in text damage mode) varies as follows:

*Yellow* – System is damaged

*Red* – System is destroyed

*Brown* – System is currently under repair

e. **Power Distribution (P)**. Each ship can store a certain amount of power to operate engines, shields, guns and the damage repair system. You can adjust the amount of power allocated to each of the ship's four power points — Engines (E), Weapons (W), Shields (S) and Damage Repair (D). Distributing more power to one point decreases power allocated to the other three points.

Press **P** to display the power distribution screen. Press **P** consecutively to cycle through and select one of the four screens. Pressing **Shift** **[** sets the current system's power to 100%, while **Shift** **]** resets all power systems to 25% each. **[** decreases the current system in 5% increments, **]** increases it in 5% increments. Whenever you decrease (or increase) the allocation to one system, other systems receive more (or less) allotted power. However, you can lock a system's power allocation by pressing **Ctrl** **[**. This causes an asterisk to appear by the system name in the VDU.

The more power you allocate to Damage Repair, the faster damaged systems are repaired. If you set engine power to less than 25%, your maximum speed decreases.

*Display/cycle through power systems*

**P**

*Reset all systems to 25%*

**Shift** **[**

*Increase current system to 100%, all others to 0%*

**Shift** **]**

*Reduce current system by 5%*

**[**

*Increase current system by 5%*

**]**

*Lock current system (toggle)*

**Ctrl** **[**

f. **Rear View (V)**. You can keep track of what's going on directly behind you by displaying the rear view in the Left VDU. This is especially useful if you're fighting someone head-on, and there's an enemy tagging you from the rear.

## 5. RIGHT VDU

When you have a ship targeted, the Right VDU identifies the ship type, its range and its shield strength.

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

Text above the Right VDU identifies the ship type and tells how far away it is in kilometers.

**b. Target Profile.** 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 red.

## 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. Guns recover power gradually if your generator isn't too damaged, and the bar grows longer as power is replenished.

## 7. FUEL INDICATOR

Tick marks in this bar show how much 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* (9) indicates the speed in kilometers per second (kps) that your ship tries to maintain on 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* (8) 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.

When you tail a targeted ship, it's useful to press **Y**. This automatically adjusts your speed to match that of the targeted ship.

### Action

*Accelerate*

*Decelerate*

*Cut speed to zero*

*Full throttle*

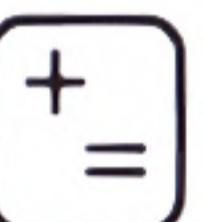
*Match speed of target*

*Apply afterburners*

*Apply afterburners (toggle)*

*Note:* The **Tab** afterburn and **Caps Lock** autoslide (p. 25) remain active as long as you hold down the key. **~**, on the other hand, is a toggle that turns afterburners on/off.

### Keyboard



**Delete**



**Tab** (hold)



## 10, 11. ACTIVE GUN, ACTIVE MISSILE

For information on these items, see **Left VDU** (4).

## 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 (press **A**) to the next nav point as long as no enemies or hazards are nearby. If you are able to autopilot, the autopilot light in the cockpit glows. (The location of the light differs between cockpits.) If you try to autopilot when it isn't possible, you'll see "Hazard near" or "Enemies near."

Autopilot

**A**

## 13. MISSILE LOCK LIGHT

Once an enemy has locked a missile onto *your* ship, this light glows. (If that missile is in front of you, a green box will appear around it.) When this happens, you can release *decoys* to distract missiles that are chasing you. (In the VDU, decoys show up as "D," followed by a number.) Once your missile lock light glows, press **E** to release a decoy, then afterburn away. Note that you have a finite number of decoys (all of which are identical).

## 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 **J** to engage jump engines. (In certain missions, you'll see a blue light when it's safe to jump.)

Jump

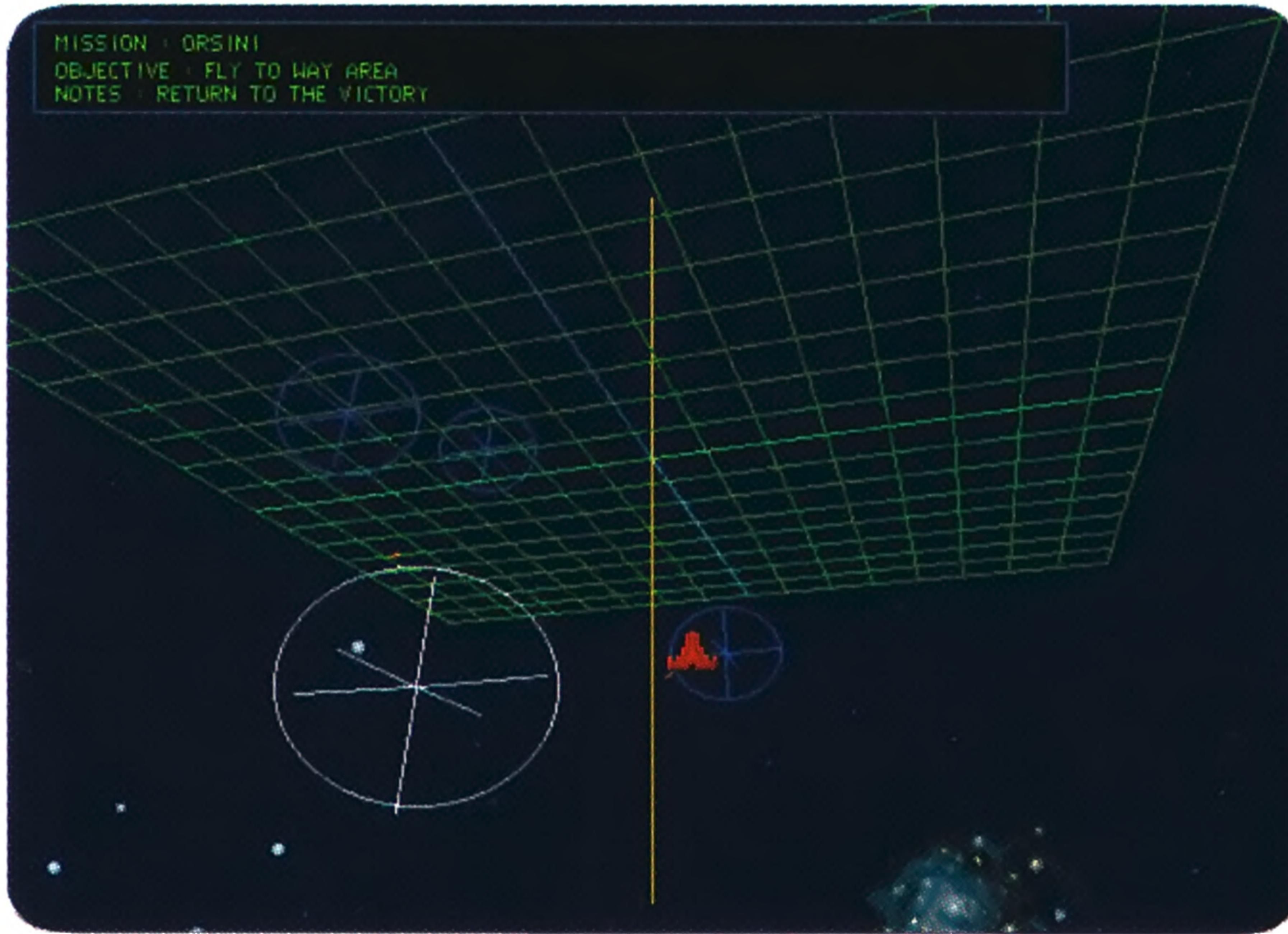
**J**

## NAVIGATION

During flight, you have access to a navigational map. To display the map and temporarily pause play, press **N**. The currently selected navigational point appears as a white sphere. Completed nav points are blue, uncompleted ones are red.

Text in the blue box describes the mission name and nav point objective, and gives notes for the current nav point. Whenever you select a different nav point (by pressing **N** or **P**), this text changes.

Use the arrow keys to rotate the map. Or, move the joystick while holding down Button #2.



Select next or previous nav point

**N** or **P**

Exit map view

**Esc** or **Return**

Zoom in and out, respectively

**[** and **]**

**C**

Cycle through targets in area

**T**

**G**

Note: Current targeted ship appears as a white circle. Friendly ships are designated by blue circles, enemy ships by red circles. Your ship is enlarged and is red.

Center grid on your ship

**S**

Turn grid on/off in map

**B**

Turn stars on/off in map

Turn background on/off in map

## 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 profile of that ship. Text above the Right VDU describes the targeted ship type. You *must* have a ship targeted before you can fire Heat-Seeking, Image-Recognition or Leech missiles, or torpedoes.

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

To match the speed of a targeted ship, press **Y**.

When you target a capital ship, your ship places a yellow box around the closest turret gun location (in addition to the red targeting brackets around the ship). Press **R** to target another turret.

*Cycle through visible targets* **T**

*Match target speed* **Y**

*Target another turret* **R**

## Target Lock

Once you have a targeted ship in view, "lock" onto it by pressing **L**. This activates a shot-targeting system (I.T.T.S.) and gains a permanent target lock on a ship. A locked target is framed by a solid box instead of brackets. Once you do this, the lock remains active even if the ship moves out of view. To unlock a ship, press **L** again.

A locked ship appears as a large cross on the radar. When you have a ship locked, **T** cycles through all ships (whether they are in view or not) and switches the lock to the new targeted ship.

*Lock/unlock targeted ship* **L**

## Smart Targeting

During battle, it's more efficient to only cycle through enemy targets. If you want to turn off auto-targeting for friendly ships, press **Ctrl S**. This instructs your targeting computer to target only enemy ships.

*Engage/disengage smart targeting*

**Ctrl S**

## 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 you lock onto a targeted ship, the I.T.T.S. places diamond-shaped green cross hairs near the targeted ship whenever it's 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 shots are more likely to hit the target.

Once a locked target moves out of view, the green diamond changes to yellow. Its position along the edge of your viewscreen indicates the direction you need to move to bring the locked ship back into view. When the ship is in view again, the cross hairs switch back to green.

## 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 an exception. (See pp. 36-39 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, red cross hairs appear outside the targeting brackets. They move toward the center of the brackets. Keep the target in view. Once you move within range for the selected missile type, the red missile-lock cross hairs turn

green. When the brackets close in on the target, you'll hear a missile lock tone. This means you can fire your HS, IR or Leech 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.

*Note: If you fire a full salvo (press **B** to arm all missiles), you'll get a tone when the first missile type has a lock. (Dumbfires, however, can be fired immediately.) Keep in mind that you have to wait long enough for all missile types to lock for all of them to fire. When you fire, only the missile types that have acquired a lock at that point will fire.*

## AUTOSLIDE (SHELTON SLIDE)

The autopilot systems in the *Arrow* and *Excalibur* allow you to maintain a constant, linear velocity, much like the cruise-control on a car. Accelerate to the desired speed, then press and hold **Z** to engage autoslide. (Or, press **Caps Lock** or **?** to toggle sliding on/off.) You can then spin your ship in any direction without changing the course of your ship. This is useful when you're flying through an enemy capital ship and trying to fire at its hull, or attacking its turrets. Release **Z** (or press **Caps Lock** or **?** again) to restore normal steering controls.

*Note: You cannot change your ship speed while in autoslide mode.*

Engage Autoslide

Press and hold **Z**

Toggle Autoslide on/off

**?** or **Caps Lock**

## TAKEOFFS AND LANDINGS

You can press **A** for an automatic takeoff, or take off manually. For a manual launch, press **+** to increase throttle speed. Steer straight ahead to exit the launch bay. When you've cleared the launch bay, press **A** to autopilot to the first nav point.

Before landing, you must obtain permission (described below). Then, you can land automatically by pressing **A**, or attempt a manual landing.

**To land manually:**

1. Bring the *Victory* into view.
2. Press **C** to open the Communications screen in the Left VDU.
3. Press the number corresponding to the *Victory*.
4. Press the number of the message that reads "Need clearance."
5. Wait for "You are clear to land."
6. Maneuver so that your ship faces the launch bay.
7. Slow down below 100 kps and glide into the launch bay.
8. Once you've passed halfway through the hull, you've landed.

*Note: If you try to land manually without permission, you can't do anything besides fly through the Launch bay.*



## CLOAKING

Later 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. To activate cloaking, press **Ctrl C**. Once you cloak, your ship temporarily disappears from view and from your enemy's radar screen.

When you're cloaked, the game palette turns to black and white.

Also while cloaked, you cannot fire missiles or normal guns. Any enemy missiles that are already locked onto your ship will remain locked until you're completely cloaked. After you're invisible, enemy missiles cannot initiate or maintain a lock on your ship.

*Note: You can cloak only once during the entire game, in one specific mission.*

## DYING

If you sustain severe damage in flight and die, a dialog displays with three options:

*QUIT*

Quits the game.

*CONTINUE*

View death scene, then return to a dialog box. You can then start a new game, open a saved game or quit the game.

*REPLAY*

Return to the cockpit and take off again with the same ship/loadout.



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# GAME OPTION MENU

## Apple Menu

**ABOUT WING COMMANDER III.** Displays credits.

## Game Menu

**NEW GAME.** When you're on the carrier, this option allows you to start a new game.

**OPEN... (⌘O)** When you're on the carrier, this option allows you to open a previously saved game.

**SAVE... (⌘S)** When you're on the carrier, this option allows you to save your current game.

**SAVE AS...** When you're aboard the carrier, this additional save option lets you save your current game under a different name.

**PAUSE GAME. (⌘P)** Pauses the game during spaceflight. Press ⌘P again to resume playing.

**QUIT. (⌘Q)** Quits the game. If you're in between missions, the game will prompt you to save the game. During spaceflight, QUIT exits the game without saving.

## Options Menu

**KEYBOARD/MOUSE/JOYSTICK.** Selects flight control device. You can only select one control for spaceflight.

**SOUND EFFECTS. (⌘D)** Turns sound effects on/off.

**MUSIC. (⌘U)** Turns music on/off.

**SOUND...** Configures sound.

**Volume.** Adjusts the volume level of SOUND EFFECTS and MUSIC by clicking on the box to the right of each option. Drag up to increase volume; down to decrease it (10 is the loudest, 1 is the softest).

**Music Quality.** Adjusts the music quality to GOOD/BETTER/GREAT/BEST. Higher quality uses more processor time and slows machine performance, while lower quality gives smoother spaceflight but doesn't sound as good.

**Music During Spaceflight.** Turns music on and off during spaceflight. (Music may reduce performance in spaceflight.)

**Music During Gameflow.** Turns music on and off when you're on the carrier.

**Inflight Speech.** Turns other pilots' voices on/off during spaceflight.

**Capital Ship Rumble.** Turns capital engine sound on/off.

**GRAPHICS...** Adjusts the game's graphics and active cameras.

**Overall graphics**

**USE QUICKDRAW (SLOWER).** Activates the Macintosh's internal graphics routines. (Turn this on if you're having problems with your video card.)

## Movie graphics

**SCREEN SIZE.** Changes the width and height of the game window during movies to **SMALL/NORMAL**.

**SUBTITLES.** Turns text subtitles on/off.

## Gameflow graphics

**SCENE TRANSITIONS.** Turns cinematic transitions on/off (such as the elevator tunnel).

**STARS IN WINDOWS.** Turns star animations in windows on/off.

**SUBTITLES.** Turns conversation subtitles on/off.

## Spaceflight graphics

**SCREEN SIZE.** Changes how the graphics appear onscreen. Choose **HIGH RES/LOW RES (DOUBLED)/LOW RES**. High resolution uses the most memory but gives lower performance; low resolution uses less memory and gives better performance.

**DETAIL.** Changes how ships and objects appear. Choose **FULL TEXTURES/SOME TEXTURES/NO TEXTURES**. The first setting gives the highest detail, the last setting gives the lowest detail.

**CAMERAS.** Adjusts in-flight camera options and control automatic camera-switching. (See the back cover of the **Playguide** for view descriptions.) When checked, the **UNLOCK** option enables your flight control device to control your ship when you're in an exterior camera view.

**OTHER.** Controls miscellaneous options. **PALETTE FLASH** turns damage flash on/off for your ship. **COCKPIT** toggles the invisible cockpit on and off. **JITTER** turns the ship vibrations on/off when you're hit.

**SUBTITLES.** Displays text for in-flight radio messages.

## OTHER...

**Skill level.** Sets skill level to **ROOKIE/VETERAN/ACE/HARD/CRAZY/NIGHTMARE**. Click on the box and drag up or down to select a level.

**Ship is invulnerable.** Turns invulnerability on/off. Your ship will not take damage when you are invulnerable.

**Collisions do damage.** Turns collisions on/off. Your ship will not take damage when collisions are off.

**Alternate flight mode.** Turns banking ability on/off. (Banking combines yaw and roll.)

**Quit other programs.** Shuts down other active applications when loading *Wing Commander III*. This allows the game to run faster and frees up more memory.

**KEYBOARD COMMANDS.** Displays a list of the most commonly used key commands. Use this as quick reference during the game.

## CAMERA VIEWS

Shift from the front cockpit view to other views using the function keys. These camera settings are temporary and do not save from mission to mission.

**F1**

Return to the front view (if pressed while in another view) or toggle invisible cockpit on/off (if already in **F1** view).

**F2**, **F3**, **F4**

Display view to port (left), starboard (right) and aft (rear).

**V**

Display rear turret view in the Left VDU.

**F5**

Display chase plane view from behind your ship.

**F6**

Cycle through all nearby ships  
(external rotational view that allows you to pan around ships).

**F8**

Toggle missile camera view (activates when you launch a missile).

**F9**

Toggle victim camera view  
(shows real-time explosions of any ships you destroy).

**F10**

Toggle track camera view (lines your ship up with its target).  
Pressing again reverses previous view.

Note: If your keyboard does not have function keys, press **⌘** and the corresponding number. For example, you would press **⌘1** instead of **F1**.

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