



REFERENCE CARD

FLIGHT

Turn and Pitch	<input type="button" value="↑"/> , <input type="button" value="↓"/> , <input type="button" value="←"/> , <input type="button" value="→"/>	Full Throttle	<input type="button" value="V"/>
or numpad	<input type="button" value="8"/> , <input type="button" value="2"/> , <input type="button" value="4"/> , <input type="button" value="6"/>	Zero Throttle	<input type="button" value="Backspace"/>
Roll Left	<input type="button" value="Q"/> , numpad <input style="margin-left: 10px;" type="button" value="/"/>	Autopilot	<input type="button" value="A"/>
Roll Right	<input type="button" value="W"/> , numpad <input style="margin-left: 10px;" type="button" value="*"/>	Display Current Nav	<input type="button" value="N"/>
Afterburner	<input type="button" value="Tab"/> (hold)	Autoslide (where applicable) ..	<input type="button" value="Caps Lock"/> (hold)
Afterburner On/Off (toggle)	<input type="button" value="~"/>	Autoslide On/Off (toggle)	keyboard <input style="margin-left: 10px;" type="button" value="/"/>
Increase Throttle	<input type="button" value="+"/> (or throttle control)	Eject	<input type="button" value="Ctrl"/> <input type="button" value="E"/>
Decrease Throttle	<input type="button" value="-"/> (or throttle control)	Booster System (Wasp only)	<input type="button" value="B"/>

GAME OPTIONS

Pause Game	<input type="button" value="Esc"/>
Exit Game	<input type="button" value="Alt"/> <input type="button" value="X"/>
Take Screenshot (bmp)	<input type="button" value="PRT SCR"/>

To access all game options, press and select
OPTIONS.

COMBAT

Cycle Guns	[G]
Fire Selected Gun(s)	[Spacebar]
Full Guns	[F]
Left/Right/Rear turret gun	[F2] [F3] [F4]
Cycle Missiles	[M]
Fire Selected Missile(s)	[Enter]
Cycle Targets	[T]
Cycle Backwards through Target List	[Shift] [T]
Sync Guns (toggle)	[Ctrl] [G]

Lock Target (toggle)	[L]
Smart Targeting (toggle)	[Ctrl] [T]
Target Nearest Enemy	[U]
Match Target Speed	[Y]
Target object under reticle	[I]
Select Next Component on Target (if available)	[R]
Drop Decoy	[E]
Mission Objectives	[Ctrl] [O]
Comms Sent/Received	[Ctrl] [M]

VIDEO DISPLAY UNITS (VDU)

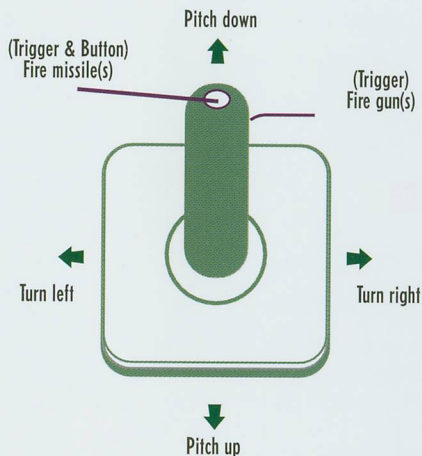
Communications VDU (toggle)	[C]
Damage VDU (toggle)	[D]
Adjust Power Systems	[P] (hold) adjust settings with pointer device; center with primary click
Adjust Shield Levels	[S] (hold) adjust settings with pointer device; center with primary click
Rear Cam (VDU)	[Ctrl] [F4]
Missile View (VDU)	[Ctrl] [F8]

NAV MAP

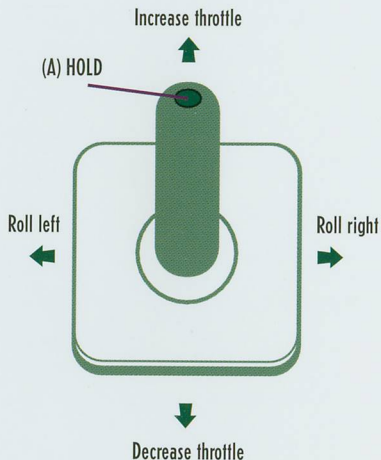
Display Nav Map	[Ctrl] [N]
Change Viewpoint in Nav Map	[2], [8], [6], [4] (numpad only)
Zoom In, Out	[I], [J]
Center View on Target Selected	[C]
Cycle Targets	[T]
Starfield (toggle)	[S]
View All Nav / Current Nav (toggle)	[Z]
Grid (toggle)	[G]
View Item under Cursor	Primary Click / [Spacebar]
Select Item under Cursor	Secondary Click / [Enter]
Select Next Nav Point	[N]
Select Previous Nav Point	[P]
Exit Nav Map	[Esc]
Move Cursor	[↑], [↓], [←], [→]

See the README.TXT file for additional information.

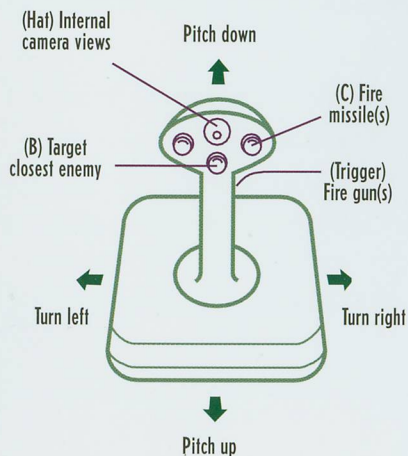
2-BUTTON JOYSTICK



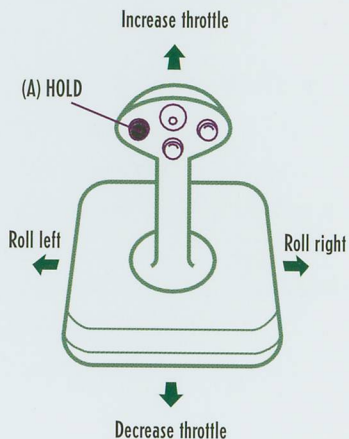
WITH BUTTON A PRESSED



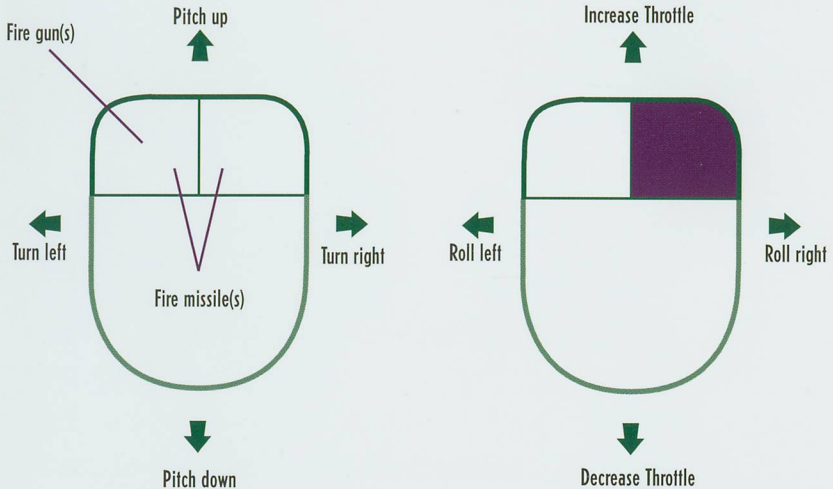
3-BUTTON JOYSTICK WITH HAT

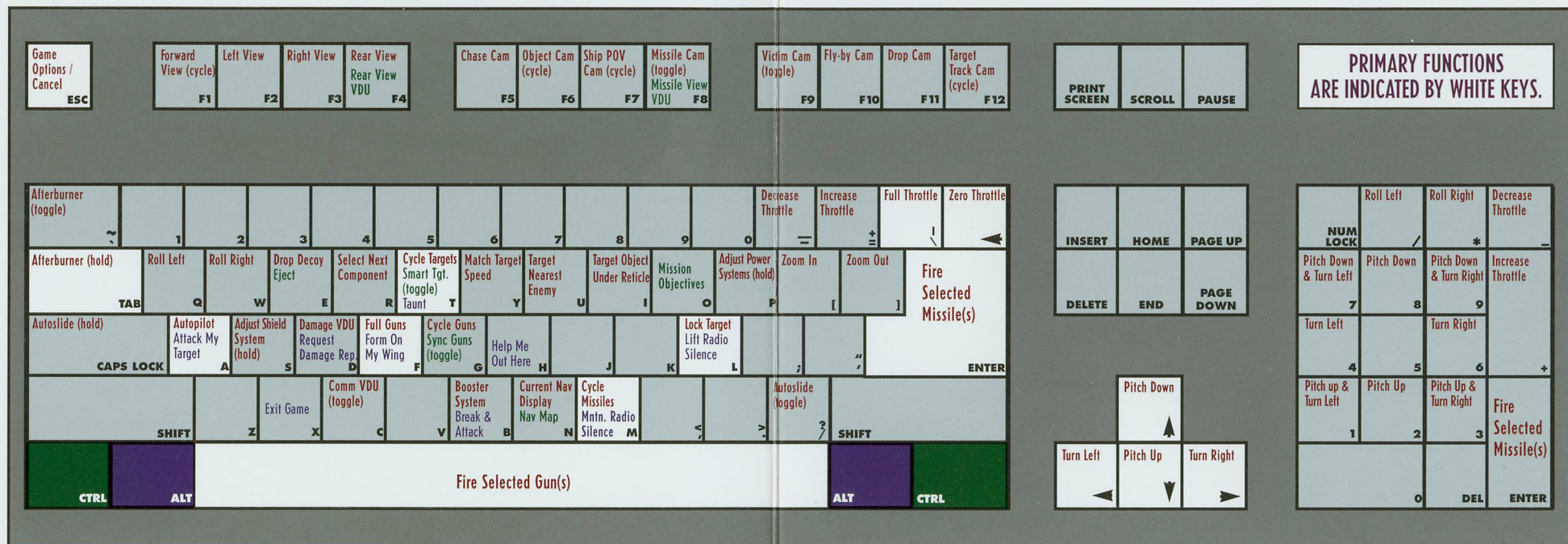


WITH BUTTON A PRESSED



WITH RIGHT BUTTON PRESSED





CAMERA VIEWS

Forward View (cycle)	F1	Missile View VDU	Ctrl F8
Left View	F2	Victim Cam (toggle)	F9
Right View	F3	Fly-By Cam	F10
Rear View	F4	Drop Cam	F11
Rear View VDU	Ctrl F4	Target Track Cam (cycle)	F12
Chase Cam	F5	Zoom In, Out	[,]
Object Cam (cycle)	F6	Rotate View in Object Cam	Shift ↑ ↓ ← →
Ship POV Cam (cycle)	F7		or Shift + joystick
Missile Cam (toggle)	F8		

COMMS

Break and Attack	Alt B
Attack My Target	Alt A
Request Damage Report	Alt D
Form on My Wing	Alt F
Help Me Out Here	Alt H
Taunt	Alt T
Maintain Radio Silence	Alt M
Lift Radio Silence	Alt L

ON THE MIDWAY / CERBERUS

Cancel/skip scene	Esc
Use mouse or joystick to move cursor over person or object and display "hotspot" actions.	
Cycle through "hotspots"	Tab , Shift Tab (rev.), joystick button A
Activate "hotspot"	press trigger or Enter