LucasArts Entertainment Company presents

STAR WARS™

X-WING™ ALLIANCE™

BY LAWRENCE HOLLAND

INSTRUCTION MANUAL

LucasArts

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INTRODUCTION

WITH THE REBELLION SPREADING THROUGHOUT THE GALAXY, THE EMPIRE HAS BEGUN TO REGROUP IN A DETERMINED EFFORT TO QUASH IT. MORE AND MORE PLANETS AND CIVILISATIONS ARE BEING PULLED INTO THE BLOODY CONFLICT BETWEEN THESE TWO OPPOSING FORCES. EVEN FAMILIES AND BUSINESSES, BOTH SMALL AND LARGE, CANNOT ESCAPE THE TURMOIL. AMONG THESE FAMILIES ARE THE AZZAMEENS, THE OWNERS OF A SMALL BUT THRIVING SHIPPING AND STORAGE COMPANY. TO BUILD THEIR BUSINESS, THE AZZAMEENS HAVE FACED AN UPHILL BATTLE AGAINST THE STRONG-ARM TACTICS OF RIVAL FAMILIES, ORGANISED CRIME, AND CROOKED IMPERIAL-BACKED CONGLOMERATES. THEIRS IS A WORLD WHERE BRIBERY, CORRUPTION, DECEIT AND THIEVERY ARE SIMPLY "BUSINESS AS USUAL," AND FAMILY HONOUR MUST PREVAIL ABOVE ALL ELSE.

IN **X-WING ALLIANCE**, YOU'LL BE FLYING A SERIES OF COMMERCIAL, SMUGGLING, AND ESPIONAGE MISSIONS AS "ACE," THE YOUNGEST AZZAMEEN SON. YOU'LL DO YOUR PART TO SAVE THE COMPANY AND THE FAMILY FROM HOSTILE TAKEOVER ATTEMPTS BY THEIR RIVALS, THE VIRAXO. HEADED BY PATRIARCH K'ARMYN VIRAXO, THIS FAMILY HAS ALWAYS SEEN THE AZZAMEENS AS ENCROACHING ON THEIR TURF, AND COULD ESCALATE THE RIVALRY INTO SOMETHING MUCH MORE DEADLY.

GOOD LUCK, ACE... YOU'LL NEED IT.

Your Family Members

Tomaas Azzameen Your father has been the head of the family shipping company, Twin Suns Transport Services, since its inception, as well as leader of the family. His decisions are usually derived from calm, but calculated, reflection. His success at making the family business grow has caused a rivalry with Viraxo Industries, a less-than-honest shipping business with ties to the Empire.

Antan Azzameen Your uncle cofounded the family cargo company with your father. He tries his best to keep the family neutral and avoid possible reprisals from the Empire, especially after the narrow escape from Hoth. "My first and foremost concern is the Azzameen Family," he once stated. "It is not healthy to become involved in the struggle between the Empire and the Rebels. Our only enemies are the Viraxo."

Galin Azzameen Your oldest brother and, appropriately, first in line to inherit the family business. Having always been the quiet, brilliant sibling, Galin is destined to follow Tomaas' footsteps. Like Tomaas, his strong beliefs in the distinction between right and wrong have inspired a natural sympathy to the Rebel cause just short of allegiance.

Emon Azzameen Your middle brother and second in line to inherit the family business. He's a skilled pilot whose hot temper sometimes affects his better judgment. If there's a fight nearby, Emon is probably involved. Aeron once said, "Trouble clings to Emon like iron filings to a magnet, and he wouldn't want it any other way."

Aeron Azzameen Your older sister is well- known as an ingenious computer hacker and systems slicing expert. She's open to new ideas and opinions, but can be strong-willed once her mind is made up. Olin Garn is the only person outside of blood relatives to experience her sensitive and caring nature. You, though, have always been her favourite in the family.

Family Friends

Olin Garn Prior to joining the Rebellion, Olin was an experienced freighter pilot and freelance bounty hunter. While contracting with the Azzameens, he became a very close and trusted friend of Aeron. It wasn't long before the entire Azzameen family adopted him as one of their own.

Emkay He is a heavily modified Kalibac Industries MK-09 Maintenance Droid. He has had many internal modifications that allow him to repair, pilot and copilot most light to medium vessels, including starfighters. He is extremely jealous of other droids and itching for combat. In fact, his enthusiasm for action is so pronounced, there have been discussions about tweaking his aggression circuits.

Dunari A close friend and prior business partner of your father, Dunari now is sole proprietor of one of the most notorious casinos in the galaxy. Although he often deals in questionable goods, his loyalty and friendship with the Azzameens is beyond doubt.

Family Enemy

K'Armyn Viraxo He's patriarch of the Viraxo family and head of the shipping conglomerate, Viraxo Industries. Viraxo is a formidable enemy, and the Azzameens are not in Viraxo's favour. The Viraxo have dominated the local shipping lanes for years, mostly due to their coercive tactics and close ties with the Empire. With the growth of Twin Suns Transport Services, the Viraxo family is not likely to give up their position without a fight.

For the Azzameens, every day is a battle for survival in the world of commerce. And with the war between the Rebel Alliance and the Empire looming in the background, the fate of your entire family depends on your success.

TOMAAS AZZAMEEN

ANTAN AZZAMEEN

GALIN AZZAMEEN

EMON AZZAMEEN

AERON AZZAMEEN

OLIN GARN

EMKAY

DUNARI

K'ARMYN VIRAXO

Loading Instructions

To install **X-Wing Alliance** on your PC:

1 Close all open windows on your desktop and quit all other applications.

2 Put the **X-Wing Alliance** Disc 1 in your CD-ROM drive.

3 The **X-Wing Alliance** Installer will appear.

If Autoplay is disabled and the game's Installer does not appear when you insert the CD-ROM in the drive, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the CD-ROM icon in the window that opens. Double-click the **Alliance.exe** file to open the Installer. It has these options:

• **Install X-Wing Alliance** Installs the game on your hard drive.

• **Readme & Troubleshooting** These documents give you the most up-to-date game information, and we strongly suggest you read them. See the Troubleshooting Guide for detailed installation and troubleshooting tips. You can also view the Software License Agreement or install DirectX 6.

• **Analyse Your Computer** Checks your system to see if it meets game requirements.

• **Exit to Windows** Returns you to your desktop.

INSTALLER SCREEN

4 To install, click the Install **X-Wing Alliance** button. Follow the onscreen instructions.

5 Choose an installation size, either minimum or complete. (You must do the complete install to play multiplayer.)

6 Next, choose the destination for **X-Wing Alliance** installation. The default directory is: **C:\Program Files\LucasArts\XWingAlliance.** If you wish to install elsewhere, specify
a different drive or directory name.

7 You'll be given the option to create a series of shortcuts in your Start menu. Creating a shortcut will make it easier for you to launch the game. Click the tickboxes to deselect any shortcuts you don't want.

8 Setup will create an **X-Wing Alliance** Program Folder for the program icons. Click Next to choose the default **(Start Menu\ Programs\LucasArts\XWingAlliance),**
or create a new folder or select an existing folder, and then click Next.

9 You'll be prompted to create a shortcut for your desktop. You'll also have another opportunity to view the Readme.

10 You'll be prompted to calibrate your joystick before playing.

11 A Setup Complete screen will now appear if the program successfully installed.

12 After installing the program, you'll be prompted to install DirectX 6.0, which is necessary to run the program. If DirectX 6.0 (or a later version) is detected on your system, the tickbox to install it will remain empty, and you won't need to install DirectX. Click Finish to complete the Setup.

13 You'll be prompted to register electronically. (You'll need to be connected to your Internet Service Provider.)

14 You are now ready to play **X-Wing Alliance.**

If You Have Trouble Installing

See the Troubleshooting Guide for more detailed installation instructions and troubleshooting tips. To access the Troubleshooting Guide:

1 Insert an **X-Wing Alliance** disc, then double-click the My Computer icon.

2 In the window that opens, double-click the icon for your CD-ROM drive. This opens the Installer. You may also need to double-click the **Alliance.exe** file to open the Installer.

3 From the Installer, click Readme & Trouble- shooting, then Troubleshooting Guide.

Running the Game

1 To run the game, insert the **X-Wing Alliance** Disc 1 into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active.

2 If Autoplay is disabled, find the **X-Wing Alliance** directory on your hard drive. Double-click the **X-Wing Alliance** application icon (**Alliance.exe**), or double-click the CD-ROM icon on **My Computer,** then double-click **Alliance.exe** file.

This Launcher appears whenever you insert a game disc, when you double-click the CD-ROM icon, when you select the **X-Wing Alliance** shortcut from your Start menu, and when you double-click the **Alliance.exe** file.

3 If you have not done so before, select Pilot Options in the Launcher to create a pilot.

4 Select **Play X-Wing Alliance** in the Launcher to play the game.

THE LAUNCHER

The **X-Wing Alliance** Launcher displays the following options:

• **Play X-Wing Alliance** This launches the game.

• **Pilot Options** Use this option to create, delete, or load a pilot. To create a pilot, press Create New Player, then enter a name and click OK. To load a pilot, select a name from the list of pilots you have created, then click the Load Player button. To delete a pilot, select the name from the list, then click Delete Player. Click Done when you are finished.

• **Hardware Configuration** This option lets you analyse your computer to see if it meets system requirements, install DirectX and calibrate your joystick.

• **Registration, On-line Options and Documentation** Here, you can view the Readme document, or see the Troubleshooting Guide for detailed installation and trouble- shooting tips. You can also join the LucasArts ExpressClub or go to the LucasArts Web site if you have Internet access.

LAUNCHER SCREEN

• **Uninstall X-Wing Alliance** Click here to remove the game from your system.

• **Exit to Windows** Returns you to your desktop.

Getting Started

NAVIGATING

You use your mouse to move through the front end screens, and press your mouse button to select options. You'll use a joystick when it's time to fly your missions.

QUICK START

To start flying **X-Wing Alliance's** first mission right away:

1 Create your pilot, then run the game, as described above.

2 After the cinematic intro, you'll start in the Family Transport. Click on Emkay, your droid companion, to see your first mission briefing.

3 After watching the briefing, click on the To Hangar button in the lower right corner of the screen.

4 You'll find yourself at the helm of the Corellian YT-1300 Light Transport *Sabra.* Press the **SPACEBAR** to exit the Hangar. Take a moment to familiarise yourself with the joystick controls. (For details, see How to Fly on page 12.)

5 Use these basic throttle keys to control your speed:

Full Stop

One-Third Throttle (This will allow you to turn the fastest.)

Two-Thirds Throttle (This will allow you to turn faster than at full throttle, but not as fast as at one-third.)

Full Throttle

6 In the mission it is best to follow Aeron and Emkay's instructions precisely. Target (**T** key) and pick up

cargo canister Xi 1, (not Xi 2.) You will need to be within 0.2 km of Xi 1 when you press **SHIFT+P.** Now follow Aeron to the hyperbuoy to Harlequin Station. Press **SPACEBAR** when you are within 0.5 km to initiate your hyperdrive.

7 Once you arrive, follow CORT Selu and watch Aeron deliver her cargo, then deliver yours. Target the station, then press **SHIFT+D** to initiate the autodocking procedure. You must be within 1.0 km.

8 Once both canisters are delivered, a pair of Viraxo ships appear to attack Harlequin Station. You must move to intercept them. As you come within range, they will turn their attack against you. All you have to do to get them to leave is attack each of them. Don't bother trying to destroy them because they will hyper out the moment they are attacked.

9 Once the Viraxo have departed, it is time to go back and get the supplies you came for. Aeron will pick up Chi 2 (the container with the coolant.) You need to pick up Pi 3, (the container with the fuel cells.) Then hyperspace home and deliver your cargo to your home base. Once again, it is best to let Aeron deliver her cargo first.

10 After both cargo containers have been delivered, your mission is a success and you may enter the Hangar. Since you've just delivered your cargo out on the Hangar Platform, simply press the **SPACEBAR** to initiate the automatic landing procedure.

Family Transport

After you've launched the game, and moved through the opening screens, you'll find yourself in a room with Emkay in the foreground.
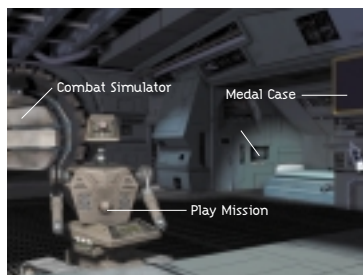
You're inside the Azzameen Family Transport. Moving the glove cursor around the room brings up the following choices:

• **Play Mission** This sends you off on the first of a series of missions you can fly as a member of the Azzameen family (see below).

• **Combat Simulator** This lets you take part in missions you've already flown, play a multiplayer game, or create a Quick Skirmish to fly.

• **Pilot Statistics** Click on this to see the records for each pilot. You can also read e-mail messages through the Alliance.reb network. Move your cursor over these arrow keys in the lower left-hand corner, and click on one to make your selection.

• **Tour of Duty Record** Displays the combat record while you've flown for the Alliance. This includes total score, number of kills, assists, and craft losses, and indicates how close a pilot

is to achieving a rating promotion.

• **Azzameen Mission Record** Displays your combat record in missions flown for your family.

• **Combat Simulator Record** This indicates how a pilot has performed in simulated missions. Only missions you've successfully completed can be flown in the Combat Chamber.

• **Check E-Mail** This is where you'll receive messages about Azzameen family business, as well as information from around the galaxy. Move the cursor over the message's title or author, then click on it to read the message.

• **Souvenirs** Click on any of the various souvenirs hanging inside the room to get an up-close view of them.

• **Uniform** Once you've joined the Alliance, click on your uniform to see your rank.

• **Medal Case** Displays the awards your pilot has won from the Rebel Alliance.

After you've joined the Rebellion, a new option in the Family Transport will replace the Combat Simulator option. You'll see:

• **Back to Calamari Cruiser** This sends you to the Calamari Cruiser Concourse, a "command central" where you'll be able to access most of the features of the game.

Mission Briefing

Selecting Play Mission from the Family Transport brings up a brief text description of your mission, under the heading Mission Overview. This

description will be replaced by a more detailed mission briefing given by Emkay, your droid, complete with diagrams and step-by-step
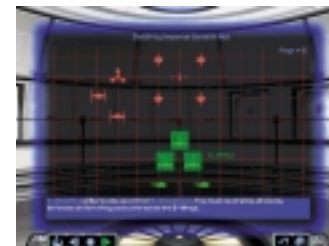
MISSION BRIEFING SCREEN

instructions. (Later, when you're flying Rebel Alliance missions, these briefings will be given by your Ship Commander and Briefing Officer.) You'll also see a row of buttons in the lower left-hand corner, labelled:

• **Mission Overview** Brings back the text description of the mission you saw earlier. If you select this, click on the View Briefing Map button in the lower left-hand corner to return to the detailed briefing.

• **Rewind** Starts the mission briefing over.

• **Stop** Pauses the mission briefing.

• **Play** Unpauses the mission briefing.

• **Forward** Skips current page.

When your mission briefing has finished, click on one of these two buttons in the lower right-hand corner:

• **Back To Family Transport** Returns you to the Azzameen ship if you don't want to fly the mission. (Later, after you've flown several family missions, this will say Back to Concourse.)

• **To Hangar** Sends you to the screen where you can launch your mission.

Hangar

After you've chosen Go to Craft Selection or To Hangar from one of the earlier Mission Briefing screens, you'll find yourself inside the cockpit of the default craft, with a view of it in the lower middle of the screen. Here's where you'll start your mission, or change craft and weapons if you want. Move your mouse in different directions to look all around the Hangar. You can view the Hangar from different angles with the **I-O** keys. Click the left mouse button to centre view.

FAMILY BASE HANGAR

In the left- and right-hand corners, you'll see two menus. Press the **LEFT ARROW** key to activate the left menu, labelled Hangar Menu. Press the **RIGHT ARROW** key to activate the right menu. The border around each menu title will change colour when you've selected it. Press the **UP** and **DOWN ARROW** keys to scroll within each active menu. Your selection will be highlighted. Press **SPACEBAR** to exit the hangar.

How to Fly

Move your joystick up, down, left, or right to control the direction of your craft. Pressing the second joystick button while moving left or right will roll the craft left or right. You can also adjust your joystick settings by pressing the **ESC** key to go to the Options menu. Keep in mind that no two craft handle exactly the same way.

Throttle Controls

These increase or decrease your craft's current speed. Throttle is measured on a scale from zero (no throttle) to 100 percent (full throttle). Use:

[for one-third throttle,

] for two-thirds throttle,

Backspace for full throttle,

\ for a full stop.

For fine control of any setting you want, pressing the **=** key will increase your throttle, and pressing the **-** key will decrease it. If you have a craft targeted (see Targeting Craft on page 18 for a more detailed description), you can press the **ENTER** key to match that craft's current speed.
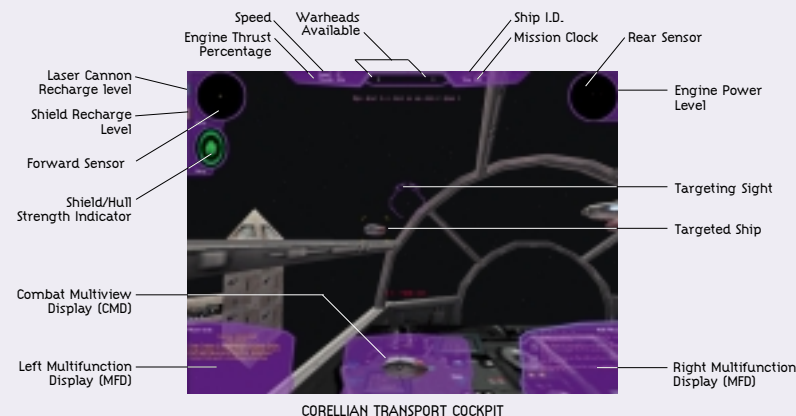
View Controls

You begin your mission in forward cockpit view. Press your keypad directional keys (**2, 4, 6, 8**) to look at the different views around your craft. Use the **/** key to switch to external camera mode, then press the ***** key to look all around your craft, using your joystick. See Multifunction Display (MFD) and Combat Multiview Display (CMD), starting on page 17, for a more detailed description of your craft's cockpit instruments.

Sensors

In the upper left- and right-hand corners of each cockpit, you'll see two round sensors. These indicate the friendly and enemy craft and objects in your vicinity, which are shown as dots within each circle. The display on the left shows the craft and objects in front of you, while the display on the right shows the craft and objects behind you. A brighter dot indicates a craft that is near you, while a dimmer dot represents a craft that is farther away. When you target a craft (see Targeting Craft on page 18), a square will appear around a dot on one of the displays, indicating the location of the targeted craft.

Cockpits and HUD

Speed
Warheads Available
Ship I.D.
Engine Thrust Percentage
Mission Clock
Rear Sensor
Laser Cannon Recharge level
Shield Recharge Level
Engine Power Level
Forward Sensor
Targeting Sight
Shield/Hull Strength Indicator
Targeted Ship
Combat Multiview Display (CMD)
Left Multifunction Display (MFD)
Right Multifunction Display (MFD)

CORELLIAN TRANSPORT COCKPIT

Speed
Engine Thrust
Percentage
Warheads
Available
Ship I.D.
Mission Clock
Rear Sensor

Laser Cannon
Recharge level
Shield Recharge
Level
Forward Sensor

Shield/Hull
Strength Indicator

Engine Power
Level

Targeted Ship

Targeting Sight

Combat Multiview
Display (CMD)

Left Multifunction
Display (MFD)

Laser Cannon
Charge

Right
Multifunction
Display (MFD)

X-WING COCKPIT

Speed
Engine Thrust
Percentage
Warheads
Available
Ship I.D.
Mission Clock
Rear Sensor

Laser Cannon
Recharge level
Shield Recharge
Level
Forward Sensor

Shield/Hull
Strength
Indicator

Engine Power
Level
Beam Weapon
Recharge Level
Beam Weapon
Indicator

Targeting Sight

Targeted Ship

Combat Multiview
Display (CMD)

Left
Multifunction
Display (MFD)

Ion Cannon Charge
(blue)

Laser Cannon
Charge (green)

Right
Multifunction
Display (MFD)

TIE WITH BEAM WEAPON HUD

Each dot is colour coded, to let you know whether they are friendly, hostile, or neutral. The colours you'll see are:

- **Green** Rebel craft
- **Red** Imperial craft
- **Purple** Family craft
- **Yellow** Unknown or neutral craft, presumed hostile
- **White** Mines
- **Blue** Neutral craft, presumed friendly
- **Flashing Yellow/Red** Warheads

Energy Levels

Each craft has Energy Level Indicators for weapons, shields, and engines displayed as coloured vertical bars. The Weapons and Shields Energy Level Indicators are located left of the left Sensor Display. The Engines Energy Level Indicator is located right of the right Sensor Display. If your craft is armed with a beam weapon, its Energy Level Indicator will be located below the Engines Energy Level Indicator. (See the HUD diagram above.)

You can redirect power to the different systems from your engines.
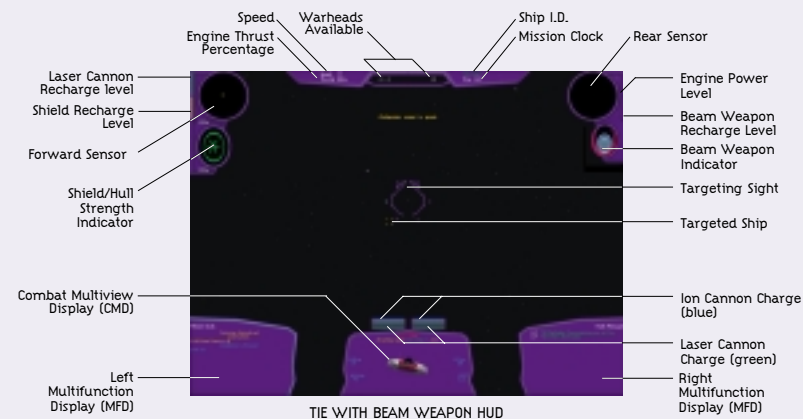
Press the **F9** key repeatedly to cycle through the different possible recharge rates of your primary weapons. Press the **F10** key repeatedly to do the same for your shields. If your craft has beam weapons, press the **F8** key for beam recharge rates. You can also transfer energy from your weapons to your shields by using the **'** (apostrophe) and **"** (quote) keys, and transfer energy from your shields to your weapons by using the **;** (semicolon) key.

This interplay between energy, shields and lasers, called the Energy Array, is the most crucial aspect of your starfighter. It allows you to control the power output to each of your systems, allocating as much or as little power as needed. Think of it as a central battery that all systems draw from. When all systems are charging at maintenance rates, shields and lasers will decrease as damaged or used. To recharge one of your systems, you must take power away from the engines to redirect it to the system that needs recharging.

For example, if your ship's shields have taken damage, you must recharge the shields. When you increase the shield charge rate, your ship draws the power from the engines. Therefore, even though your ship remains at the same throttle rate, it will travel at a decreased speed with less manoeuverability. Conversely, if you need to get somewhere in the shortest amount of time, redirect all power to the engines by dropping the laser and shield charge rates to minimum.

• **Engines** Engines are controlled by thrust. You do not have direct charging control of engine power. When power is redirected to or from lasers, shields or the beam weapon, it is the engine level that increases or decreases. You may be at 100 percent throttle, but if another system is drawing power from the engines, you may not travel at full speed.

• **Lasers** When your laser recharge rate is at mid-level, laser cannons recharge at maintenance level. As laser cannon shots are fired, laser power will dissipate until it is recharged. If the display is below the mid-level line, laser cannons are charging at a decreased rate, and your ship will lose laser power even if you are not firing them. When the display shows above mid-level, your laser cannons are recharging and will continue to recharge until they are at full capacity. You can quickly transfer energy to your lasers from your shield system, if your craft is equipped with one. Increase your laser recharge rate once you get into heavy combat.

• **Shields** If your ship is equipped with shields, they will have two levels. You

may double charge your shields by increasing your shield recharge rate until both of the first and second tiers are full. If the shield level display is below mid-level, your shields will lose power, even if your ship is not being damaged. Like your laser system, you can alternatively transfer energy to your shields from your lasers. Recharge your shields if you've taken a lot of hits.

Multifunction Display (MFD)

These two displays, located in the two lower corners of the cockpit, give you important mission information. Pressing the **DELETE** key brings up the left MFD, and the **PAGE DOWN** key brings up the right MFD. The display that has the brighter border is the active MFD. Press the inactive MFD key (either **DELETE** or **PAGE DOWN**) to make it the active MFD. Press this key again to turn the MFD off. Press the **LEFT** and **RIGHT ARROW** keys to cycle through these display modes within the active MFD:

• **Flight Commands** This MFD mode contains the interface for giving orders to your wingmates and support craft. (See the In-Flight Communication/Wingmates Commands section on page 22 for detailed information and instructions.)

• **Friendly Craft List** Displays a list of friendly craft in the area, along with information about shield and hull damage they've sustained, and their targets. If the list is long, press the **UP** and **DOWN ARROW** keys to see all the craft.

• **Enemy Craft List** Displays a list of hostile craft in the area, along with information about shield and hull damage they've sustained, their targets, and their orders. If you have a long list, press the **UP** and **DOWN ARROW** keys to see all the craft. Craft names will appear as Unknown until the craft have been identified.

• **Damage Assessment** Displays the condition of your craft's systems. If they are damaged, it gives you the time remaining until they are repaired.

• **Radio Messages** Displays all radio communications you've received since the start of the mission. If the list is long, press the **UP** and **DOWN ARROW** keys to read all the messages.

• **Mission Goals** Displays the mission objectives you must achieve (in yellow text), the objectives that have been achieved (in green text), the goals to prevent (in blue text), and the objectives you failed to accomplish (in red text). Some missions will have a number in parenthesis next to a goal. This is displayed when the objective of a mission is to protect or destroy a percentage of craft, and will be updated during your mission. As the mission progresses, new mission objectives will be displayed. You'll also see the mission outcome, which will either be unresolved, victory or loss.

• **Mission Score** Displays your name, score, and number of kills you've achieved in your current mission. During the races in the Pilot Proving Ground, the score lists the players according to their places in the current contest.

Combat Multiview Display (CMD)

In the lower middle section of your cockpit, you'll see the Combat Multiview Display, or CMD. It will show the image of any friendly or enemy craft, station, buoy, or mine you've targeted, its name, what activity it's doing, along with the following information once you have identified the target:

• **SHD%** Shows the strength of the targeted craft's shields.
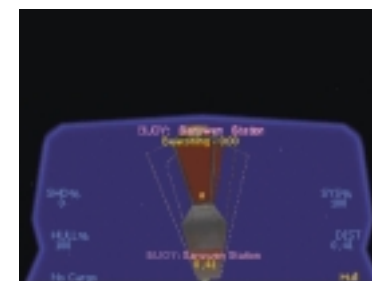

COMBAT MULTIVIEW DISPLAY SCREEN

• **HULL%** Shows the percentage of the targeted craft's hull that is intact. If you've destroyed your target's shields, you'll begin decreasing its hull integrity. When the percentage reaches 0, your target will be destroyed.

• **SYS%** Shows the percentage of the targeted craft's systems that are functioning properly. Damage to these systems can only be inflicted with ion weapons.

• **Distance** Shows the distance from the targeted craft to your craft, in kilometres.

• **Craft Cargo** Displays contents of craft's cargo bay. Enemy craft (and most neutral craft) must be inspected to reveal their cargo.

• **Targeted Component:** Displays the component of the vessel currently targeted.

Targeting Craft

In space combat, you'll have numerous targeting options, which you'll want to use depending on your situation in a mission.

To cycle through all the available targets, press the **T** key repeatedly. Press the **Y** key repeatedly to cycle backwards through these targets. Press the **N** key to target the nearest nav buoy that locates a hyperspace jump point. To locate and target nearest enemy craft, mine or weapon, press the **R** key. Press the **E** key repeatedly to cycle through the enemy craft that are targeting your craft. Press the **I** key to target the nearest warhead that is targeting your craft. If you aren't being targeted by a warhead, pressing this key will target the nearest enemy warhead. Press the **U** key to target the most recent craft to arrive in the combat area.
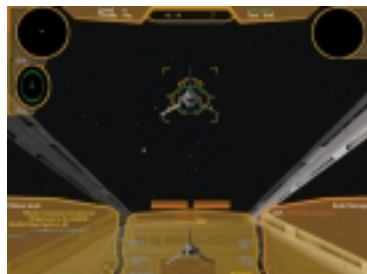
TARGETED CRAFT

If Imperial craft are attacking a target you want to defend, press the **A** key to target the nearest attacking craft. Since you have a mission to perform, the **O** key is useful, as it targets the nearest mission objective. You can even target individual components of a craft by pressing the **,** (comma) key. These will be displayed in the lower-right corner of the CMD.

You can also target a craft by pointing your Targeting Reticule at it (see below), then pressing your second joystick button.

YOUR TARGETING RETICLE

This round sight above the CMD is used as a targeting device for your primary weapons, your cannons, as well as your secondary weapons and your warheads. As you're flying in combat, try to line up a target inside the reticule. When you're firing laser cannons at a target, the reticule will be illuminated green and you'll hear a beeping noise when you have a shot lined up with the targeted craft.

If your craft is carrying warheads, the number available will be displayed below the reticule. When you have these weapons armed, yellow brackets will appear within the reticule when you aim it at a targeted craft in range. The brackets will turn red when you've locked in on a target, and you should fire your weapon. You'll also hear a solid tone. Press the first button on your joystick to fire your weapons.

The curved bar above the reticule has four different indicator lights to alert you to possible attacks by enemy craft and weapons. If the left light on the bar comes on, your craft is being attacked by an enemy fighter. If the middle-left light is illuminated, your craft is being targeted by a laser turret on a starship. The middle-right light warns you that a beam weapon is being used on your craft. The right light will flash yellow if an enemy craft is trying to lock a warhead onto your craft, and will turn red if this lock has been achieved.

Identifying and Inspecting Craft and Cargo

During some missions, you'll need to identify unknown craft and see what they're carrying. To identify a craft, target it, then fly close to it (the distance varies from craft to craft). You'll then see the craft's name, along with other important statistics, displayed on your CMD. To inspect a craft, target it, then fly within about 0.5-0.2 km of it. A description of the ship's contents will appear on your CMD.

Selecting and Firing Cannons and Warheads

Depending on the craft you've chosen, and the way you've configured it, you'll have a variety of cannons and warheads to fire at a target. Press the **W** key repeatedly to cycle through the different available weapons for your

craft. If your craft has more than one of the same type of weapon, such as laser cannons, you can press the **X** key to link their fire, so they'll all fire at the same time. However, doing this will slow down your rate of fire. On certain craft, you can even link lasers and ion cannons together using the **X** key. Press the **Z** key for gun harmonisation. (Gun Harmonisation determines the distance at which your lasers will converge to a single point. Most craft default to automatic, which means that lasers will automatically converge at the distance of the currently targeted craft. The harmonisation can also be manually changed. Some older craft, like the Z-95 Headhunter, do not have automatic harmonisation, so they must always be adjusted manually.)
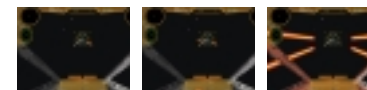
FIRING LINKED AND UNLINKED WEAPONS

TYPES OF CANNONS

• **Laser Cannons** The galaxy's most commonly used weapon, these fire bolts of coherent light that inflict significant damage.

• **Ion Cannons** These weapons are useful for disabling craft. Its drawback is that it has a shorter range than a laser cannon.

• **Turbolasers** Advanced laser cannons typically found only on starships, these awesome weapons cause much more damage than a laser cannon and can also go farther.

TYPES OF WARHEADS

- **Concussion Missiles** Best used when dogfighting with slower craft, these weapons can be avoided by a quick, last-second turn.
- **Advanced Concussion Missiles** Swift and deadly, these powerful weapons are difficult to avoid.
- **Proton Torpedoes** The most commonly used warhead in the galaxy, these weapons are too slow to use against fighters, but devastating against much larger capital ships.
- **Advanced Proton Torpedoes** Fast and powerful enough to be used against fighters and larger ships alike.
- **Heavy Rockets** These slow weapons can be easily shot down, but if they hit a ship or installation, they can inflict significant damage.
- **Space Bombs** They are more powerful than heavy rockets and are much harder to shoot down. Their minimal guidance systems make them most useful for destroying stationary or slow moving, heavily armed targets.
- **Mag Pulse Warheads** While one of these weapons won't damage a craft's shields or hull, it can knock out its weapons systems for 30 seconds.
- **Ion Pulse Warheads** The latest in warhead technology, these weapons act like proton torpedoes to damage shields, and act like ion cannons to disable a craft once its shields are down.

GUN TURRET

Firing Gun Turrets

If you're flying in a craft equipped with laser gun turrets, such as the *Millennium Falcon*, you can operate its gun turrets yourself. Press the **G** key to move to the turret. Your craft will continue to fly in a straight line, but you can press the **F** key to have Emkay, your droid copilot, follow your target and keep it in range.

When you're inside the gun turret, move your joystick up, down, left, and right to look all around. Your laser cannons are mounted in the upper section of the turret. You'll see a round targeting reticule in the upper-middle of the screen. Press your first joystick button to fire at the target.

To cycle through multiple turrets (if the craft has them) or return to the cockpit, press the **G** key again. You can fire your gun turret lasers from the cockpit by linking them with your forward lasers. Press the **X** key to do this. You can also have your gun turret laser automatically track and fire at your current target by pressing the **F** key.

Types of Beam Weapons

These defensive weapons can paralyse and hinder enemy craft, to give you an advantage in space combat. There are three types of beam weapons:

- **Tractor Beam** Use these to keep another craft from turning.
- **Jamming Beam** These prevent another craft from firing weapons at your craft. Large targets may require more than one beam to be fully neutralised.
- **Decoy Beam** With this stealth device, your craft won't show up on enemy radar screens, and can't be targeted.

To activate a beam weapon, press the **B** key. The decoy beam works automatically, but you'll need to aim the tractor and jamming beams at a targeted craft. If your craft is equipped with a beam weapon, you'll see a Beam Weapon Charge Indicator below your right sensor.

Types of Countermeasures

These weapons help you defend your craft against enemy warheads. The two kinds of countermeasures are:

- **Chaff** This electromagnetic energy shoots out from behind your craft to deflect warheads and beam weapons.
- **Flare** When fired, this miniature warhead will go after the nearest enemy warhead that is bearing down on you. If no warhead has been launched, it will target the nearest enemy craft.

To use either of these countermeasures, press the **C** key when a warhead is fired at you. If you're firing flares, it's best to wait until the warhead is within 0.5 km before activating your countermeasure system.

Shields

When your craft is hit, its shields deflect much of the harmful energy to prevent your craft from being damaged or destroyed. As your shields weaken, however, your craft will be more likely to sustain damage. Your Shield Charge Indicator, located on the left side of the screen below the Forward Sensor Display, will show you how your front and rear shields are holding up.

The ship outline icon displays the integrity of your craft's hull. If the icon is green, your craft is undamaged; if it's yellow, your craft is damaged; if it's red, your craft is in serious danger. The oval surrounding that icon shows the integrity of your craft's shields, and are also green if undamaged, yellow if damaged, and red if critical. If your shields go down, your craft's hull will begin to weaken. To recharge your shields, press the **'** (apostrophe) or **SHIFT+F9** keys to transfer laser energy to shields. Press the **SHIFT+'** (apostrophe) to transfer all laser energy to shields.

If your shields have been damaged, and you need to retreat from battle or defend against frontal attack, press the **S** key to cycle through the shield settings, and move your shield energy to the front, rear, or wherever you need it most.

Docking and Picking Up Objects

Occasionally, during the course of a mission, you'll need to dock with another craft or pick up a floating object in deep space. To dock, first target the craft you want to dock with. When you're within 1 km of the craft, press **SHIFT+D**. This initiates the docking sequence. It's also used for delivering an object already being carried. To pick up an object, target it, then press **SHIFT+P** when your craft is within .2 km of the object. Press **SHIFT+R** to release the object.

In-Flight Communication/ Wingmates Commands

Pressing the **TAB** key defaults to the Flight Commands menu in your left MFD. You will see a list of the first six ships in your squadron, as well as options to select your whole squadron, access the Support Craft sub-menu, and request reinforcements. Press the corresponding number key to select

FLIGHT COMMANDS MFD

the craft or option you want. This will take you to a series of sub-menus, detailed below. The **0** key always takes you to the first menu.

TACTICAL SUB-MENU

1 Attack my target.
This tells the selected craft to attack the craft you currently have targeted.

2 Attack target component.
This tells the selected craft to attack an individual part of the craft you have targeted, indicated in the lower-right corner of the CMD.

3 Attack target type.
This tells the selected craft to attack all targets of the same type as the craft you currently have targeted. Thus, if you have a TIE bomber targeted, you are asking the selected craft to attack all enemy TIE bombers.

4 Disable target.
This tells the selected craft to use ion cannons or ion pulse warheads to disable the craft you have targeted. If the selected craft is not equipped with these weapons, it will attack the target until its shields are down. Be careful in this situation, because the selected craft will continue to monitor the target until it is disabled.

5 Inspect target type.
This tells the selected craft to inspect all craft of the same type as the craft you currently have targeted. Thus, if you have a bulk freighter targeted, the selected craft will inspect all enemy bulk freighters.

6 Wait for orders.
This tells the selected craft to stop moving and wait until you give the go-ahead. Be very careful with this order, because it makes your wingmates very vulnerable.

7 Proceed with mission.
Tells selected craft that are waiting for orders to resume flying the mission.

DEFENSIVE SUB-MENU

1 Defend my target.
This tells the selected craft to attack anything that attacks your current target.

2 Watch my six.
This tells the selected craft to attack anything that attacks you.

3 Help me out.
This tells the selected craft to attack the nearest craft currently attacking you. This is different from the Watch My Six command in that it only applies when something is currently attacking you.

4 Evasive manoeuver.
This tells the selected craft to fly a pattern designed to avoid enemy fire.

FORMATION SUB-MENU

1 Rejoin formation.
This tells the selected craft to stop what it's doing and fly in formation with you, using the default formation for the current mission or the last formation you selected. Each of the commands in this menu includes this command.

2 Line abreast.
In this formation, each craft flies side-by-side with the next, forming a line.

3 Line up.
In this formation, each craft flies directly below the next, forming a line.

4 Vic.
In this formation, craft arrange themselves in a V shape.

5 Finger four.
In this formation, each craft flies above, forward, and to the left of the next craft.

6 Star.
In this formation, craft arrange themselves as if they were the points of a star, with the centre craft in the middle.

7 Tighten formation.
This command causes all craft currently flying in formation to fly closer together.

8 Loosen formation.
Causes all craft currently flying in formation to fly further apart.

STATUS SUB-MENU

1 Report in.
This tells the selected craft to tell you its current orders.

PLAYER SUB-MENU

If the player craft is selected from the Flight Commands main menu, these orders will become available. Options 1-5 are only available in a transport.

1 Dock with target or deliver a carried object.
This initiates a docking sequence with the craft you currently have targeted. You can only dock if you are within 1.0 km of the targeted craft. This can also be achieved by pressing **SHIFT+D**.

2 Pick up target.
This initiates a docking sequence with the craft you currently have targeted, and picks it up. You can only dock if you are within 0.2 km of the targeted craft. This can also be achieved by pressing **SHIFT+P**.

3 Release carried object.
This causes the object you are currently carrying to be released. This can also be achieved by pressing **SHIFT+R**.

4 Gunner Autofire.
If your craft is equipped with cannon turrets, this tells your gunner to fire at the craft you currently have targeted. This can also be achieved by pressing the **F** key when you are in the pilot's seat.

5 Autopilot.
If you are in the gun turret, this tells your copilot to keep your current target in your sights. This can also be achieved by pressing the **F** key when you are in the gun turret.

6 Eject!
This will activate you craft's auto-ejection sequence, destroying it in the process. This can also be achieved by pressing **ALT+E**.

In-Flight Map

Pressing the **M** key brings up your In-Flight Map. Note that while you're viewing this map, you cannot control your craft, and it will fly in a straight line.

The In-Flight Map is a large grid that gives you a tactical overview of the combat area.
It displays your craft, along with other craft, stations, buoys, and mines. This map can be viewed in either 2D or 3D

IN-FLIGHT MAP

modes. Move your joystick up, down, left, and right to view the entire grid in 2D mode. When you're in 3D mode, you can rotate and pivot the camera around the targeted craft or look around freely. The coloured lines that are attached to craft on the map will show the craft's altitude, along with its target, if it has one. A mark at the bottom will indicate the craft's heading and speed.

The Map Help display in the lower left-hand corner shows the following list of keyboard commands you can use to track your target on the map:

H Brings up Help screen

/ and ***** Follows target on map on/off

+ and **−** Turns target tracking on map on/off

Z Zooms in on target on map

M Exits map, returns you to cockpit

C Puts target in centre in 2D map viewing mode

Spacebar Toggles between 2D and 3D map viewing mode

In the right-hand corner, you'll see the same information displayed on your active MFD. Press the **LEFT** and **RIGHT ARROW** keys to cycle through the information displays. (See Multifunction Display on page 16 for a description of the screens.)

When you've finished viewing the map, press **M** to return to your mission.

Ending Your Mission

Your mission can end several different ways. You can complete your mission goals and safely return to the Hangar, you can be shot down, the amount of time allotted for a mission can be used up, or you can end your mission by pressing the **Q** then **SPACEBAR**.

If you get shot down or press **Q** then **SPACEBAR** after you have won a mission, your victory may turn into a failure. This will happen if you get shot down near hostile craft or you press **Q** then **SPACEBAR** in a hostile region. To make sure you secure your victory, pay attention to the Mission Ending Warning message when you press the

MISSION DEBRIEFING SCREEN

When your mission ends, you'll move back to the Hangar and can go on to the Mission Debriefing screen. At the top of the screen, you'll see the name of your mission, along with a text description of how you performed in that mission.

Click the buttons in the lower left-hand corner to see your different mission evaluations. From left to right, they are:

• **Mission Debriefing** Displays a written evaluation of your performance.

• **Player Statistics** Shows kills, assists, and craft losses for your pilot in that mission.

• **Mission Hints** Gives suggestions for how to do better the next time you fly that mission.

Once you've read your evaluation, and learned the hard lessons, choose one of the two keys in the lower right-hand corner:

• **Back to Family Transport** (or, later, Back to Concourse) This returns you to the Azzameen ship or the Calamari Cruiser.

• **Fly Again** This sends you back for another try at the mission you've just completed.

Awards and Promotions

During your career with the Alliance, you will have many opportunities to distinguish yourself in the eyes of your commanders and fellow pilots. Your achievements will be recognised through promotions and awards. As you progress through your tour of duty, promotions will be granted on the basis of accumulated total mission score. During each mission, a score is recorded that represents all the craft you have destroyed. The more valuable and dangerous the craft, the higher point value earned. The possible ranks in order of importance are:

- Recruit
- Flight Cadet
- Flight Officer
- Lieutenant Junior Grade
- Lieutenant
- Captain
- Lieutenant Commander
- Commander
- General

In addition to being promoted, you may be awarded the famed Kalidor Crescent.

This medal is awarded for mission exploits that are above and beyond the call of duty. During a mission you will win bonus points for completing special mission objectives. When you have accumulated enough bonus points, you will enter into an elite cadre of pilots who have received this medal. Further success will earn you added embellishments to this medal.

The Calamari Cruiser Concourse

Once you've joined the Rebellion and selected the Back to Calamari Cruiser option from the Family Transport, you'll go to the Concourse inside the Calamari Cruiser.

Moving the cursor around the Concourse from left to right brings up the following choices:

- Combat Simulator
- Family Transport
- Briefing Room
- Tech Library
- Pilot Proving Ground

Click the door to any of these rooms to move inside them. The pair of large doors in the middle of the screen is a passageway that will take you to missions you can fly for the Rebel Alliance. However, these Briefing Room doors won't open when family mission obligations are your top priority. To fly family missions, return to the Family Transport where Emkay will have mission-related information for you. Once you complete the family missions, the doors will open.

THE CONCOURSE

Tech Library

Clicking on this moves you to a room where you'll be able to view technical specifications for all known Imperial, neutral and Rebel craft in **X-Wing Alliance**. A revolving image of each craft appears in the middle of the room. To view the craft from any angle you want, move the cursor over the craft, press and hold your mouse button, then move your mouse around.

Statistics will be displayed above and below each rotating craft. These will indicate what type of craft it is, its top speed, acceleration, weaponry, and other performance statistics.

To view all craft, and change the way you view them, use the five buttons in the lower left-hand corner. From left to right, they are:

- **Cycle by Type** Click on this repeatedly to cycle through all the categories for the craft in **X-Wing Alliance**, including starfighters, transports, freighters, and more. This is useful for skipping the types of craft you aren't interested in.
- **Cycle Craft** Click on this repeatedly to cycle through each of the craft in each of the categories, in alphabetical order.
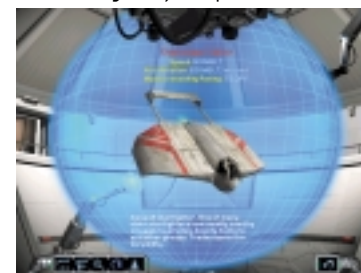
TECH LIBRARY

- **Zoom** This lets you view the craft from closer up or farther away. Right-click your mouse button repeatedly to zoom in, and left-click it repeatedly to zoom out.
- **Rotation** Click on this to turn the craft rotation off or on.
- **Change Lighting** Click on this to change the angle of the light source relative to the craft.

To leave the Tech Library, click on Back to Concourse in the lower right-hand corner.

Pilot Proving Ground

If you want to enjoy success while flying your **X-Wing Alliance** missions, practice in the Pilot Proving Ground. It is located at a salvage yard used to recycle metals by the Alliance. Flying the salvage yard has been a tradition with Rebel pilots since its construction. Although not condoned by Alliance High Command, there is no organised effort to stop pilots from using the extremely dangerous yard to test their skills and burn off energy.
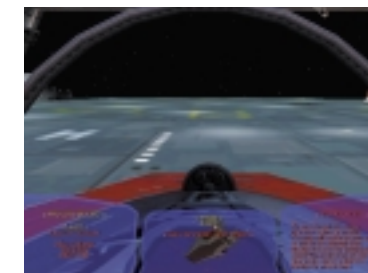
PILOT PROVING GROUND HANGAR

Clicking on Pilot Proving Ground from the Concourse will send you to the Hangar Deck. You'll be sitting in the cockpit of the default craft for your mission, with three displays in front of you. The middle display shows the type of craft you'll be flying, along with the title of the mission, and the Hall of Fame of best times. Press the **LEFT ARROW** key to highlight the left display. Press the **UP** or **DOWN ARROW** keys to move up and down the lists on the left display. The text in the right display will change depending on what you're viewing in the left display. You can use the arrow keys to move between the left and right menus. Press the **ENTER** key to make your selection.

The left display, labelled Proving Ground, has the following choices:

• **Launch** Sends you off to the salvage yard.

• **Return to Concourse** Sends you back to the Calamari Cruiser.

• **Select Challenge** Brings up a list of the missions you can fly in the right display. Press the **RIGHT ARROW** key, then the **UP** or **DOWN ARROW** keys to select a challenge, then press the **ENTER** key.

• **Instructions** Brings up a text briefing for the currently selected challenge in the right display.

• **Select Craft** Brings up a list of the craft you can fly in the right display. Press the **RIGHT ARROW** key, then the **UP** or **DOWN ARROW** keys to select a craft, then press the **ENTER** key.

Pressing Launch sends you to the Pilot Proving Ground to begin your session.

In-Flight Controls

KEYBOARD COMMANDS

ESSENTIAL CONTROLS
These are the basic keys you'll need to use if you want to start flying right away:

Key	Action
R	Target nearest enemy fighter
E	Target nearest craft targeting you
T	Cycle forward through targets
O	Target nearest objective
N	Nearest Hyperspace Nav Buoy
Backspace	Full Throttle
I	1/3 Throttle (You turn faster when you're flying at this speed.)
W	Switch weapon systems
X	Fire-Link weapons
F9	Adjust cannon recharge rate
F10	Adjust shield recharge rate
'	Transfer laser energy to shields

Propulsion Controls

Key	Action
=	Increase throttle
\	Decrease throttle
`	Full Stop
I	1/3 Throttle
J	2/3 Throttle
Enter	Match targeted craft's speed
Backspace	Full Throttle

Propulsion Controls

Key	Action
=	Increase throttle
\	Decrease throttle
`	Full Stop
I	1/3 Throttle
J	2/3 Throttle
Enter	Match targeted craft's speed
Backspace	Full Throttle
Spacebar	Engage Hyperspace (You must be within .5 km of a hyper buoy and and then confirm a jump into hyperspace by pressing **SPACEBAR**.)
V	Toggle S-Foil (X-wing and B-wing only)

Pilot Safety Controls

Key	Action
J	Jump to new craft if available (only in Quick Skirmish mode).
Alt + E	Eject

Energy Management Controls

F8 Adjust beam weapon recharge rate.

F9 Adjust laser cannon recharge rate

F10 Adjust shields recharge rate

'

or

Shift + **F9** Transfer laser energy to shields

Shift + **'** Transfer all lasers to shields

;

or

Shift + **F10** Transfer shield energy to lasers

F11 Throttle/Energy Level Preset #1 (Switch to throttle and energy levels set for Preset #1 defined in General Options.)

F12 Throttle/Energy Level Preset #2 (Switch to throttle and energy levels set for Preset #2 defined in General Options.)

Shield System Controls

S Cycle shield settings

Weapons System Controls

W Switch weapons

X Switch firing-linking modes

B Toggle beam weapon on/off

C Fire countermeasure

Alt + **2** Fire weapon

Z Cycles through Gun Harmonisation modes

Targeting and CMD System Controls

R Target nearest starfighter

E Craft nearest craft targeting you

T Targets next target

Y Targets previous target

U Target newest craft

I Target nearest incoming warhead

O Target nearest objective craft

A Target attacker of target

P Target nearest player craft

N Cycle through Nav Buoys

F1 Target forward to next friendly craft

Shift + **F1** Target backwards to previous friendly craft

F2 Target forward to next neutral craft

Shift + **F2** Target backwards to previous neutral craft

F3 Target forward to next enemy craft

Shift + **F3** Target backward to previous enemy craft

F5 Select target Preset #1 as target

F6 Select target Preset #2 as target

F7 Select target Preset #3 as target

Shift + **F5** Save target in target Preset #1

Shift + **F6** Save target in target Preset #2

Shift + **F7** Save target in target Preset #3

, Cycle through your target's components

< Reverse cycle through your target's components

Gun Turret Controls

G Switch to/from gunner position

F Cycle gunner or pilot AI settings

Communications Controls

Shift + **Tab** Toggle chat line to other players

Esc Cancel chat line to other players

Tab Cycle chat between team/enemy/all

Spacebar Confirm critical orders

Shift + **1** Custom Message #1

Shift + **2** Custom Message #2

Shift + **3** Custom Message #3

Shift + **4** Custom Message #4

In-Flight Map Controls

M View/leave map (AI will not take over craft)

HUD Pop-Ups Controls

Delete Brings up/highlights/removes Left Multifunction Display.

PgDn Brings up/highlights/removes Right Multifunction Display

End Brings up/removes CMD

↑ Scroll up through MFD

↓ Scroll down through MFD

→ Scroll forward through MFD

← Scroll backwards through MFD

Insert Toggles Forward Sensor/Shield Indicator off/on

Home Toggles middle HUD panel off/on

PgUp Toggles Rear Sensor off/on

Ctrl + **End** Toggles HUD off/on

Alt + **-** Simple HUD Mode

Cockpit Controls

- Turns cockpit off/on

L Padlock (switches your view from reticule to targeted object)

Docking and Pick-Up Controls

Shift + **D** Dock with targeted object

Shift + **P** Pick up targeted object

Shift + **R** Release targeted object

Commands/Communications to Your Wingmates

Shift + **A** Attack my target

Shift + **I** Ignore my target

Shift + **C** Cover me

Shift + **W** Wait for orders

Shift + **G** Go ahead

Shift + **B** Board to reload

Shift + **E** Evade

Shift + **H** Head home

Shift + **R** Report in

Tab Wingmate Commands MFD

1 thru **0** Wingmate MFD

View Controls (Keypad Only)

1 Roll Left (rudder)

2 Look down in cockpit view

3 Roll Right (rudder)

4 Look Left

5 Centre view in cockpit

6 Look Right

8 Look up in cockpit view

. Toggle cockpit on/off

/ Switch to/from external camera mode

* Free Look (when in external camera mode). Allows you to look around your ship using the joystick. Use Button 1 to zoom in, and Button 2 to zoom out

Other View Keys

Alt + **J** Flyby Camera (only works in external view)

Alt + **U** Target Camera

Alt + **N** Warhead Camera

Scroll Lock Allows you to look around the virtual cockpit using the mouse—click mouse to centre view

Game Controls

Q THEN **Spacebar** Quit mission

H THEN **Spacebar** Restart mission

Alt + **P** Pauses game—any key unpauses it

Alt + **D** Cycle graphics detail settings

Alt + **S** Toggle system message display on/off

Alt + **V** Displays game version
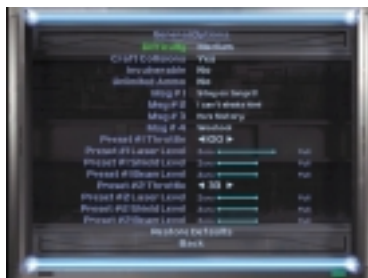
Options Menu

Pressing the **ESC** key brings up a Main Menu of game options, which you can use to set all the configurations in **X-Wing Alliance.** You'll see the following options displayed:
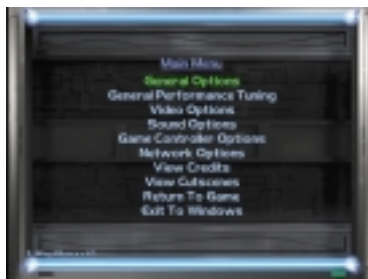
MAIN MENU SCREEN

GENERAL OPTIONS

Click on this to adjust basic game settings that affect Tour of Duty flight, not missions reflown in the Combat Simulator.

GENERAL OPTIONS SCREEN

• **Difficulty** Cycles through Easy, Medium, and Hard skill levels for single-player missions. Changing this will affect your score.

• **Craft Collisions** Turns collisions between starfighters on or off for single-player missions.

• **Invulnerable** Turns indestructible mode for your craft on or off for single-player missions.

• **Unlimited Ammo** Toggles continually charged laser mode and endless weapons mode on or off for single-player missions. If you turn Indestructible Mode or Unlimited Ammo on, you will not receive bonus points and your combat score will be greatly reduced.

• **Message #1** Lets you create a custom text message to send to all players in a multiplayer game. Click on this, then type in your message, and press **ENTER**. To send the message, press **SHIFT+1**.

• **Message #2** Same as Message #1, except press **SHIFT** and the **2** key to send taunt.

• **Message #3** Same as Message #1, except press **SHIFT** and the **3** key to send message.

• **Message #4** Same as Message #1, except press **SHIFT** and the **4** key to send message.

• **Preset #1 Throttle** Lets you set a specific throttle level for your craft, which is indicated by the number displayed. Click either of the two arrows to increase or decrease your throttle setting.

• **Preset #1 Laser Level** Click the space between zero and full to set a specific level for your laser power settings.

• **Preset #1 Shield Level** Click the space between zero and full to set a specific level for your shield power settings.

• **Preset #1 Beam Level** Click the space between zero and full to adjust your beam weapons power settings. (In flight, you'll activate your Preset #1 configuration by pressing the **F11** key.)

• **Preset #2 Throttle** Lets you set a specific throttle level for your craft, which is indicated by the number displayed. Click the two arrows to increase or decrease your throttle setting.

• **Preset #2 Laser Level** Click the space between zero and full to set a specific level for your laser power settings.

• **Preset #2 Shield Level** Click the space between zero and full to set a specific level for your shield power settings.

• **Preset #2 Beam Level** Click the space between zero and full to adjust your beam weapons power settings. (In flight, you'll activate your Preset #2 configuration by pressing the **F12** key.)

• Use the **F11** and **F12** keys to switch your throttle and energy levels to Preset #1 and Preset #2 respectively.

• **Restore Defaults** Lets you revert to the original settings.

• **Back** Returns you to Main Options menu.

GENERAL PERFORMANCE TUNING

Choose between three general levels of performance settings that automatically adjust your other detailed video and sound options depending on your computer's capabilities.

VIDEO OPTIONS SCREEN

VIDEO OPTIONS

Use this to adjust your display settings.

SINGLE-PLAYER VIDEO OPTIONS

This sets the following configurations for solo players:

• **Video Display Driver** Cycles through your available display drivers, so you can select one.

• **3D Hardware** Turns 3D board on or off. Select Yes if your machine has a 3D accelerator card.

• **Screen Resolution** Cycles through the various screen resolutions available for your computer.

• **Brightness** Click the space between Dim and Bright to adjust the brightness level.

• **Space Debris** Turns flying bits of rubble in deep space on or off.

• **Explosion Chunks** (Single-player only) This slider determines how much debris is generated by a starship explosion. Reduce debris to improve game performance.

SINGLE-PLAYER VIDEO OPTIONS SCREEN

• **Backdrop** Turns planets and background visuals on/off. Off improves performance.
• **Starfield Density** Cycles between Low, Medium, and High density, which affects the number of stars in the background. Choose low to enhance performance.
• **Use Low Detail Models** Click the space between Near and Far to set the distance at
which high-poly models appear in the game. To increase performance, choose Near to
keep the models in low detail.
• **Texture Resolution** Cycles between high, low, and medium resolution textures. Use lower settings to speed up the game if you have a slow or erratic frame rate.
• **Explosion Resolution** Sets texture resolutions for explosions, not craft. Setting this lower could improve frame rate.
• **Local Light Source** Determines how often a local light source, like lasers, will generate light. Lower settings to improve frame rate.
• **Diffuse Lighting** Toggles global light sources on or off.

HARDWARE ONLY VIDEO OPTIONS

• **Use Multiplayer Settings** Use same video settings as the multiplayer video settings.
• **Restore Defaults** Revert to original settings.
• **Back** Returns you to the previous screen.

HARDWARE ONLY VIDEO OPTIONS

• **Hardware MIP Mapping** Allows your 3D card to determine the distance at which higher resolution textures become visible. Turn off to let the software determine the distance. Turning it on may improve frame rate.
• **Palettized Textures** Lets your 3D card generate texture colours using its internal palette. This makes textures use less RAM, and turning it on can substantially increase performance on those cards that support palettized textures.
• **Bilinear Filtering** Turns texture smoothing on or off. Turn off to improve performance.
• **Hit Effects** Turns glowing shields, laser impact blasts, and other attack visuals on or off. Turn off to improve performance.

• **Particle Effects** Turns sparks and smoke from hits on and off.
• **Missile Trails** Turns long tail for missiles on or off. Turn off to improve performance.
• **Engine Glow** Turns propulsion system colours on or off. Turning this off means less polygons are drawn, which could improve the frame rate.
• **Lens Flare** Turns light source graphic effects on or off.
• **HUD Colour** Cycles through colour settings for cockpit display. These will be displayed on the small cockpit icon to the right.

SOUND OPTIONS

Lets you change the music and sound effects settings in the game.
• **Concourse Music** Click the space between Off and Max to adjust the music volume levels inside the Calamari Cruiser and the Family Transport.
• **Concourse SFX** Click the space between Off and Max to adjust the sound effects volume levels inside the Calamari Cruiser and the Family Transport.
• **Flight Engine Music** Click the space between Off and Max to adjust the in-flight music volume levels.
• **3D Sound Enabled** Turn option on if you have a compatible 3D sound card. Turning 3D sound on if you do not have a sound card that supports it will result in decreased performance.
• **Number of Channels** Lets you set the maximum number of sound effects that can play concurrently. Reducing the number of sound effects played at
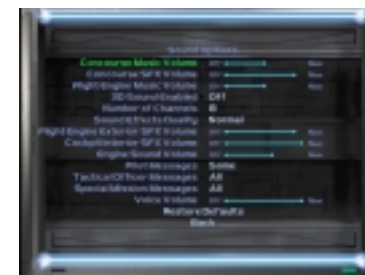
SOUND OPTIONS

one time may improve game performance.
• **Sound Effects Quality** This determines the resolution of your in-flight sound effects. Normal resolution sounds take much less memory (and thus can improve performance), but don't sound as good as high resolution sounds.
• **Flight Engine Exterior SFX** Click the space between Off and Max to adjust the general sound effects settings in flight.
• **Cockpit Interior SFX** Click the space between Off and Max to adjust the sound effects volume levels for your cockpit instruments.
• **Engine Sound** Click the space between Off and Max to adjust the volume levels for your propulsion system.
• **Pilot Messages** Your wingmates will talk to you in flight. Use this to cycle between hearing all of their messages, hearing no messages, or hearing some messages.
• **Tactical Officer Messages** Cycles between hearing all messages, hearing no messages, or hearing some autogenerated messages about the

status of important craft.
• **Special Mission Messages** Choose how many mission-specific radio messages to hear.
• **Voice Volume** Click the space between Off and Max to adjust the volume of anyone talking to you.
• **Restore Defaults** Lets you revert to the original settings.
• **Back** Returns you to the Main Options menu.

GAME CONTROLLER OPTIONS

With this, you can adjust the settings of your joystick or other controller.
• **Rudder Enabled** If you have rudder pedals or a joystick that has a rudder feature, this activates those controllers. Rudder control rolls your craft around its line of flight. (You can also press and hold your second joystick button while turning left or right.)
• **Invert Rudder** Switches the direction in which your ship rotates.
• **Force Feedback** Activates Force Feedback if your joystick supports it.
• **Force Feedback Strength** Click the space between Weak and Strong to adjust the intensity of Force Feedback effects.

GAME CONTROLLER OPTIONS

• **Force Feedback Centering** Click the space between Weak and Strong to adjust the overall tension of your Force Feedback joystick.
• **Invert Joystick Y-Axis** Reverses the pitch settings on craft so that the nose goes up when you push the joystick forward, and goes down when you pull the joystick back.
• **Remap Joystick Buttons** Maps keyboard commands to joystick buttons. Choosing this will bring up a list of your joystick buttons and their current functions. Press the joystick button or the **UP** or **DOWN ARROWS** to highlight the button you want to reassign. Clicking on the current function for that button or pressing **ENTER** brings up a list of available functions. Use the arrow keys or the slider bar to scroll through the list, and click on the function you want. You can also press a key while the list is up to assign that key to the chosen joystick button. Choose Restore Defaults to go back to the original settings, and choose Back to return to the previous screen.
• **Restore Defaults** Lets you revert to the original settings.
• **Back** Returns you to Main Options menu.

NETWORK OPTIONS

Once you are connected to a game session, only the host can change these options.
• **Password Required** Specifies whether or not a password is required to join a multiplayer game.
• **Password** Specifies the password for a multiplayer game.
• **Internet** Specifies whether a multiplayer game is being played over the Internet.
• **Update Rate** Use this setting to control the frequency in which game data is sent across the network.

VIEW CREDITS

This rolls the names of the people who contributed to the creation of **X-Wing Alliance.** Press the **ENTER, ESC,** or **SPACEBAR** keys or your mouse button to stop the credits.

VIEW CUTSCENES

This lets you view animation of important scenes in the game. Clicking on this brings up several thumbnail images from cutscenes. Cutscenes will unlock as the player progresses through the campaign missions. Click on one of these thumbnails to view.

RETURN TO GAME

Sends you back to the place in the game where you chose to enter the Options menu.

EXIT TO WINDOWS

Returns you to your desktop.

COMBAT SIMULATOR

Combat Simulator

Here's where you'll be able to re-fly missions you've already completed, fly missions with or against live opponents, and create your own missions. When you play the game for the first time, you'll only be able to get to the Combat Simulator from the Family Transport. However, once you complete the family missions and join the Rebellion, the Calamari Cruiser Concourse is open and you won't be able to get back to the Combat Simulator through the Family Transport.

When you click on Combat Simulator, you'll move to a screen depicting a simulator. Click on Single-Player to move to a mode where you're flying solo. Click on Multiplayer to take on other players over the Internet or other network. (See Multiplayer Space Combat on page 46 for more information.)

Clicking on Single-Player sends you to a Mission Selection screen. You'll see the name of the battle at the top of the screen, with the names of the missions you can fly within that battle at the bottom. To switch battles, click on

MISSION SELECTION SCREEN

MISSION DESCRIPTION SCREEN

either of the large blinking arrows on either side of the screen. (You can only change to a different battle if you have already flown a mission within that battle.) Click on the smaller blinking arrows to scroll through available missions within a battle. (These arrows will only appear if there are more than five missions within a given battle.) You'll also see two buttons in the lower left-hand corner labelled:

• **Tour of Duty** Lets you fly a previously completed mission in the Combat Simulator.

• **Quick Skirmish** Lets you create and fly a customised mission, or load a previously created mission, then take part in it. (See Quick Skirmish on page 41 for a description.)

In the lower right-hand corner, you'll see:

• **Return to Family Transport** (or, later, Back to Concourse): Sends you back to the Azzameen family ship or the Calamari Cruiser Concourse.

Clicking on the mission icon brings up a Mission Description screen, where you'll read a brief overview of your mission. You'll also see Mission Statistics displayed for your Tour of Duty and Combat Simulator missions, including the number of times you've flown that mission, your best score, best bonus score and best time.

You can adjust the settings for a mission by clicking on the Settings icons in the lower part of the screen:

• **Difficulty** Cycles through Normal, Challenging, and Hard difficulty levels.

• **Collisions** Turns collisions between your craft and other starfighters on or off.

• **Invulnerable** Turns indestructible mode for your craft on or off.

• **Unlimited Ammo** Turns endless ammunition mode for your craft on or off. If you turn Indestructible Mode or Unlimited Ammo on, you will not receive bonus points and your combat score will be greatly reduced.

To begin flying your mission, or to select a different one, click on these buttons in the right-hand corner:

• **Return to Select Battle** Sends you back to the previous screen.

• **Return to Family Transport** (or, later, Back to Concourse): Sends you back to the Azzameen family ship or the Calamari Cruiser Concourse.

• **Quick Start** Skips the Mission Briefing screen, and sends you to the Hangar Deck to begin your mission. (See Hangar on page 12 for more information.)

• **Go to Briefing** Sends you to the Mission Briefing screen, where you'll get more detailed information about your mission. (See Mission Briefing on page 11 for a detailed description.)

Go to the Hangar to start your mission (See Hangar on page 12 for details). In the Hangar, you'll have the following choices:

• **Launch** Sends you off on your mission.

• **Return to Concourse** Sends you back to your briefing.

• **Switch Craft** To fly a different spacecraft, highlight this, then press the **RIGHT ARROW** key. Press the **UP** and **DOWN ARROW** keys to scroll through the different craft choices, then press **ENTER** to select one.

• **Load Warheads** To change the weaponry on your craft, highlight this, then press the **RIGHT ARROW** key. Press the **UP** and **DOWN ARROW** keys to scroll through the different weapon choices, then press **ENTER** to add or change new warheads.

• **Install Beam Weapon** To configure your craft with this neutralising weapon, highlight this, then press the **RIGHT ARROW** key. Press the **UP** and **DOWN ARROW** keys to scroll through the various beam weapon choices, then

press **ENTER** to add the one you want. **NOTE:** These weapons are not available on all craft.

• **Install Countermeasures** To change your craft's defensive weaponry, highlight this, then press the **RIGHT ARROW** key. Press the **UP** and **DOWN ARROW** keys to scroll through the countermeasures choices, then press **ENTER** to add one. **NOTE:** These are not available on all craft.

When you've finished making your selections, press the **SPACEBAR** or select Launch to begin your mission.

Quick Skirmish

In Quick Skirmish mode, you can customise missions any way you want, within the limits of the game. You'll even be able to fly a variety of craft that can't be flown in other **X-Wing Alliance** missions, including Imperial craft. **NOTE:** Skirmish mode was designed to be as flexible as possible, but some setting combinations a player creates may cause performance problems.

Clicking on the Quick Skirmish button in the Combat Chamber brings up a Quick Skirmish Setup screen. In building a mission, you'll activate and configure teams and flight groups, and give them a mission goal. A flight group contains one to six craft of the same type that fly together as a unit.
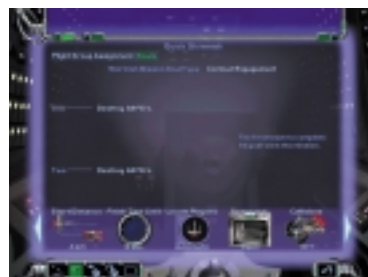
At the bottom of the screen, you'll see a row of icons, which you can click on to configure your mission. These are labelled:

QUICK SKIRMISH SETUP SCREEN

GOALS SCREEN

FLIGHT GROUP CONFIGURATION SCREEN

• **# of Teams** Cycles between two, four, and eight teams.

• **Setting** Cycles through the various environments in space where your mission will take place. The choices are deep space, mine field or asteroid field.

• **Start Distance** Lets you set the distance your teams will be from one another when the mission begins.

• **Collisions** Turns collisions between starfighters on or off.

• **Time Limit** Sets the time limit for melee type skirmishes.

Once you've made your configuration choices, the number of teams you've chosen will be displayed on the Quick Skirmish Setup screen. To give each team an objective for that mission, click on Goals button in the upper part of the screen.

On the Goals Screen, you'll see the number of teams you've selected with a goal next to each team and the Skirmish Mission Goal Type. Choose Melee or Combat Engagement. For Melee skirmishes, the goal is always to destroy more of your opponent's craft in the allotted time than the other teams. Highest score wins. For Combat Engagement skirmishes, teams can be given different goals. The first team to complete its goals wins. To change goals for a team, click on the goals next to the team's name. Click on the Flight Group Assignment button at the top of the Goals screen to leave it.

FLIGHT GROUP CONFIGURATION SCREEN

Below is a description of all the options on the screen. See the Flight Group Assignment section on page 44 to go through the steps for using it.

• **Piloted By** Cycles through the various Artificial Intelligence levels for each flight group. If you assign yourself to this flight group, this setting applies to your wingmates and your turret gunner.

• **Craft** Use this setting to change the craft piloted by the selected flight group. Click on the word Inactive to bring up a list of types of craft. Click on a type of craft to bring up all available craft of that type. If the list is long, click the **UP** and **DOWN ARROWS** or drag the slider bar to see all the craft. Click on a craft to select it. Click on Cancel to return to the Flight Group Configuration screen.

• **# Craft Per Wave** Lets you choose from one to six craft in each wave.

• **Number of Waves** Lets you choose from one to nine waves. Once all the craft in a wave have been shot down, the next wave will appear.

• **Warheads** Cycles between the available projectile weapons for the craft you've chosen. (See Types of Warheads on page 20 for more information.)

• **Beam Weapon** (Starfighters only) Cycles through the different beam weapons available for your craft. (See Types of Beam Weapons on page 21 for more information.)

• **Countermeasures** (Starfighters only) Cycles through the available defenses for your craft. (See Types of Countermeasures on page 21 for more information.)

• **Primary FG** This determines whether a flight group is considered a primary target for the purpose of goal resolution. For example, if you assign the goal "Destroy Primary Targets" to your team, and your opponent has a Star Destroyer and a corvette designated as primary flight groups, then your goal is to destroy the Star Destroyer and the corvette. If set to Yes, a red exclamation point appears next to the flight group.

• **Duty** Cycles through the different duty assignments you want to give to this flight group:

  • **Superiority** Attack fighters, then primary flight groups.

  • **Strike** Attack primary flight groups, then fighters.

  • **Escort** Protect primary flight groups.

  • **Disable** Disable primary flight groups.

  • **Capture** Disable and capture primary flight groups.

  • **Recon** Inspect (determine cargo of) primary flight groups.

  • **No Duty** Craft is stationary.

Once you've finished configuring the mission and flight groups, you can click on the **LEFT ARROW** in the upper middle of the screen to scroll through flight group information, armaments and orders. Click on the **RIGHT ARROW** to see how these craft are armed.

You'll see a row of buttons in the lower left-hand corner, labelled:

• **Tour of Duty** Exits Skirmish mode, returns you to Family Mission screen before you join the Rebellion or the Battle Selection screen after you join.

• **Load** Loads a saved skirmish or clears and begins a new skirmish. Clicking this brings up a list of skirmish templates. Click on the one you want to play, or press Cancel to return to the previous screen. If you select New Skirmish Mission, all flight groups and goals will be cleared. Skirmish templates are saved in the Skirmish folder in your **X-Wing Alliance** directory.

• **Save** Click on this, then type in the name of the skirmish you want to save. To play it again later, click on Load.

• **New Skirmish Mission** This option clears all skirmish settings, including the flight groups and goals.

FLIGHT GROUP ASSIGNMENT

You'll need to activate and assign as many flight groups as you want. To do this:

1 Drag a player name to an empty slot at the Quick Skirmish Setup screen.

2 Click the word Inactive next to a pilot's name in a slot.

3 Select a craft from the list that shows all craft the player is allowed to fly.

4 At the Flight Group Configuration screen, you'll have a series of choices to fill out.

5 Rename your group if you desire at the flashing cursor.

6 Select a Wingman Skill. This affects the AI of wingmen in the flight group. This is the level of your AI when you go to the map with AI. This is the level of

your AI turret gunner.

7 From Craft, change craft if you want a different craft other than the one selected.

8 Select number of craft per wave. This is the number of wingmates you'll have, including yourself.

9 Select the number of waves.

10 Select the beam weapons you want.

11 Select the counter measures you want.

12 Select Yes or No for a primary flight group. (If it's set to Yes, a red exclamation point will appear next to flight group.)

13 Select from a variety of duties.

14 Using the buttons along the bottom, you can copy and paste your selections into other flight groups.

15 Click Done to go to a Quick Skirmish Setup screen. Assign AI flight groups to fly with and against you in your mission. To assign an AI flight group:

1 Click Inactive next to an empty slot.

2 Select a craft from the list. (This is a list of all craft in the game.) You'll also see the point value of that flight group, along with the total point value of its team. (In multiplayer games, it is important to have these points equally balanced. The host sets the maximum point value for each team, and each player gets to spend those points.)

3 Select Piloted By. (This is the skill level of the AI.)

4 Follow from step 6 above.

FLY A SKIRMISH

To fly a skirmish, first load or create one. Once you've dragged your pilot's name to a flight group, a Begin button will appear in the lower right of your screen. Click on this to start flying. When your mission is over, you'll move to a Debriefing screen, which displays

the player statistics for that mission. These include the mission result, the mission score, any awards you've earned, the number of craft you've downed, and the number of craft you've lost.

TIPS FOR SUCCESS

• PRESET YOUR POWER AND THROTTLE SETTINGS. DO THIS IN THE DATAPAD UNDER GENERAL OPTIONS OR WITH SHIFT+F11 AND SHIFT+F12 KEYS. THEN USE THESE PRESETS TO CHANGE YOUR THROTTLE AND REDIRECTS BY PRESSING F11 AND F12. THIS CAN BE USEFUL IF YOU WANT TO GET YOUR SHIP READY FOR SITUATIONS SUCH AS DOGFIGHTS, WHEN YOU WANT LOTS OF ENGINE AND WEAPON POWER.

• IF YOUR SHIP HAS GUN TURRETS, FIRE THEM AT CRAFT THAT ARE CHASING YOU OR ARE BEHIND YOU BY USING THE F KEY WHILE IN THE COCKPIT. YOU CAN ALSO USE THEM FOR ATTACKING A LARGE TARGET THAT YOU DON'T WANT TO GET TOO CLOSE TO.

• TO DODGE MISSILES, TRY FLYING 90 MEGALIGHTS PER HOUR OR FASTER.

• TO TURN FASTER, TRY FLYING AT 1/3 THROTTLE.

• WHEN IN A DOGFIGHT, WOBBLE YOUR CRAFT TO MAKE IT MORE DIFFICULT FOR ENEMY WEAPONS TO HIT. IF YOU CAN DO THIS WHILE SHOOTING YOUR OWN WEAPONS ACCURATELY, YOU'LL BE A REAL THORN IN YOUR OPPONENT'S SIDE!

• DON'T GET CLOSER THAN .8 KM TO CAPITAL SHIPS IF YOU CAN HELP IT. THEY CAN HIT YOU FAIRLY EASILY AT THAT RANGE, AND GETTING ANY CLOSER PUTS YOU AT RISK FOR PROXIMITY DAMAGE FROM FRIENDLY WARHEADS.

• DON'T SHOOT WARHEADS AT POINT-BLANK RANGE. YOU MIGHT GET CAUGHT IN YOUR OWN BLAST.

MULTIPLAYER SPACE COMBAT
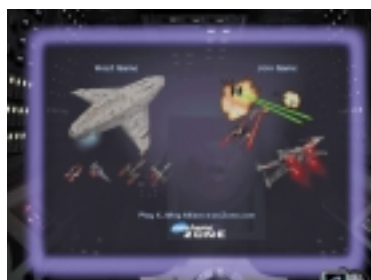
Multiplayer Space Combat

Once you've honed your piloting skills in the single-player missions, take your favourite Rebel or Imperial starfighter into combat against other live opponents for a different kind of a thrill.

MULTIPLAYER MODE FEATURES

• **Play Up to Eight Players** Up to eight players are supported on a LAN, four players over the Internet, and two players over serial or modem connection, using Microsoft DirectPlay.

• **Play over the Internet on MSN Gaming Zone** Access free Internet play on the MSN Gaming Zone, the popular and easy-to-use Internet gaming Web site, using your Web browser. (Internet Explorer or Netscape Navigator and an account with an Internet Service Provider are required.)

• **Starfighter Racing Modes** Compete in series of starfighter races through the rings of the Pilot Proving Ground.

• **Multiplayer Quick Skirmish** Set up your own mission parameters or load one of the ready-made missions and fly with friends.

• **Fly Imperial or Rebel Starfighters** Pilot 28 different craft in multiplayer combat. These include all of the superiority fighters used by the Rebel Alliance, as well as all of the various TIE fighters, gunboats and missile boats in service for the Galactic Empire. You can also pilot a number of civilian and pirate craft in combat, including the *Millennium Falcon* itself!

SIMULATOR PODS

MULTIPLAYER SETUP SCREEN

How to Play a Multiplayer Game

To play a multiplayer game from the Family Transport or Concourse, click on the Combat Simulator door to enter the Simulator room. Click on the large group of simulator pods to go to the Multiplayer Setup Screen. **NOTE:** You can set multiplayer video settings, just as you can for single-player games. You may wish to use different multiplayer video settings to improve performance. See page 35 for details on Video Options.

Select whether you wish to Host Game, Join Game, or connect to the MSN Gaming Zone. (For more information about playing on the Zone, see MSN Gaming Zone on page 57.)

Hosting a Game

The host must choose mission settings, assign players (including himself) to flight groups, and become the server for the game session. As the host, you must set the following options to start the network game before clicking the Connect button:

SERVICE PROVIDER

Choose the type of connection for the game. Just click the icon for the service provider you wish to use for the game session.

IPX Choose this service provider to host a game on an IPX LAN. Click Begin to start the multiplayer session once you are ready.

TCP/IP Choose this service provider to play over the Internet or **TCP/IP LAN.** As the host, you must give your IP address to each client so they can connect to your game. For information on finding your IP address, refer to the IP Configuration Viewer section on page 59. Click Begin to start the game session once you are ready.

IPX

TCP/IP

HOST-CONNECTION SETUP SCREEN

Select Service Provider

Currently Selected Service Provider

Game Name
Password
Internet Yes/No
Update Rate

Back

Connect (Start Game)

DIRECT MODEM Choose this to play a two-player game with a friend using your modem. If there are multiple devices listed under Available Modems in the list on the right, you must make sure that your modem is selected by clicking on it. Once you are ready, click Begin to start the game session.

DIRECT MODEM

Direct Serial
Choose Direct Serial to play a two-player game between two PCs connected via a

DIRECT SERIAL

null modem cable. You must have each end of a null modem cable connected to a free serial port on the back of each PC. Then you must set the COM port to match the port that the cable is plugged into (usually 1 or 2 on most computers). It is recommended that you leave Baud Rate, Stop Bits, Parity, and Flow Control settings at their defaults. If you have changed any of the other settings or experience any problems, click the Restore Defaults button. Once you are ready, click Begin to start the game session.

GAME NAME

Default is YourPilotname's Game. You can change it to anything you wish, just click in the field below Game Name and type in the new name, followed by **ENTER**.

PASSWORD

Allows you to password-protect your game, allowing only the players to whom you have given the password to join your game. Click Yes or No to enable/disable password protection. Click in the field below Password to set the password.

INTERNET YES/NO

This setting affects they way in which network communication is handled by **X-Wing Alliance.** Choosing Yes enables optimisations for Internet play. Click on the word Yes or No to toggle between the two settings. Default is Yes for TCP/IP games and No for all other Service Providers. If you are hosting a TCP/IP LAN game, you should turn this off for the best performance.

UPDATE RATE

Use this setting to control the frequency in which game data is sent across the network. Click on Low or High to toggle between the two settings. The High setting reduces the amount of warping in-flight, and is the recommended setting. Use Low only if you are experiencing performance problems.
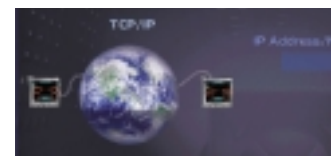
Joining a Game

After clicking Join Game you must select one of the following service providers. (For definitions, see the Glossary on page 62.)

IPX Choose this service provider to join a game on an IPX LAN. Click Connect to go the LAN Game Join Screen.
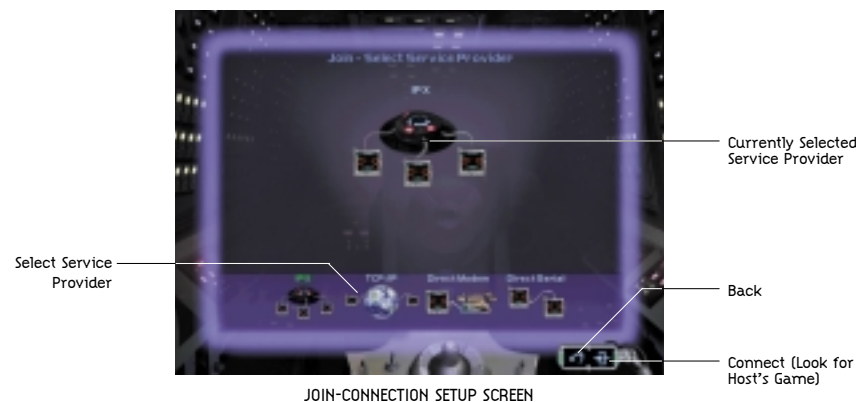

IPX

TCP/IP

TCP/IP Choose this service provider to play over the Internet or TCP/IP LAN. If you are joining a game, you must type in the host's IP address to find the game on the Internet or LAN. Click Connect to start the game session once you are ready. (For more information on TCP/IP, see page 64.)

Currently Selected Service Provider

Select Service Provider

Back

Connect (Look for Host's Game)

JOIN-CONNECTION SETUP SCREEN

Choose Game to
Join from List

Selected Game

Query All Games

Back

Join Selected Game

IPX LAN JOIN GAME SCREEN

DIRECT MODEM Choose this to join a two-player game with a friend using your modems. Enter the host's phone number. If there are multiple devices listed under Available Modems in the list on the right, you must make sure that your modem is selected by clicking on it. Once you are ready, click Connect to start dialling and attempt to connect to the host's modem.

DIRECT MODEM

DIRECT SERIAL Choose Direct Serial to join a two-player game between two PCs connected via a null modem cable. You must have each end of a null modem cable connected to a free serial port on the back of each PC. Then you must set the COM port to match the port that the cable is plugged into (usually 1 or 2 on most computers). It is recommended that you leave Baud Rate, Stop Bits, Parity, and Flow Control settings at their defaults. If you have changed any of the other settings or experience any problems, click the Restore Defaults button. Once you are ready, click Connect to start the game session.
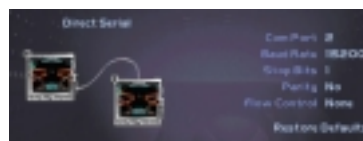
DIRECT SERIAL

Racing Missions

This mode lets you compete in racing events against live players in the Salvage Yard. (See Pilot Proving Ground on page 27 for details.) The courses consist of a sequence of rings, some of which have weapons aimed at any craft. Shooting the small yellow boxes on these rings will disable the weapons. The rules for the particular course will be displayed when the mission loads.

CHAT

Type a message any time the Chat Interface is visible at the top of the screen. Press **ENTER** to send the message. Click the **T** key to send to only players on your team, and click the **A** key to send to all players. Click the **DOWN ARROW** on the right of the Chat Interface to enlarge the Chat Box, click it again to shrink the Chat Box.

PLAYER ASSIGNMENT

Players will be automatically assigned start positions and crafts as they join the game. The host can eject an unruly player from the game. Do this by dragging the player name to the Boot Player icon.

Player's Craft

Player Slots

Cycle Through
Courses

Cycle Game
Race Options

Switch to Quick
Skirmish Mode

Chat Interface

Boot Player

Back

Ready Button

RACING MISSIONS

RACING MISSION OPTIONS

Only the host can modify these settings. Clients can view the host's current settings.

• **Laps** To change the length of a race, modify the number of laps from one to 10. This setting only applies to Ringer 1, Ringer 2 and the Crazy Eight race courses.

• **Craft Selection** Selecting Off means craft cannot be changed from the default. Allows players to choose their own craft and its settings by choosing On. Selecting Host Only allows only the host modify the craft settings.

• **Finish Time Limit** Sets the time limit for when the game ends after the first player finishes the course.

• **Locate Players** Choose Automatic to allow all players to see other pilots' craft info in the CMD without having to

first identify them. With this turned off, human pilots cannot be distinguished from computer pilots without first identifying their craft.

• **Password** Select Open so no password is required to join this game. If a password was entered by the host at the Host Connection Setup Screen, turning Required on will enable the password protection.

• **Collisions** Turns collisions between starfighters on or off.

Multiplayer Quick Skirmish

Multiplayer Quick Skirmish, like in single-player, allows you to create your own missions from scratch or you can load one of the ready- made missions. Multiplayer Quick Skirmish mode operates much the same way as it does in single-player mode with a few

Player Slots

Team Point Total

Cycle Skirmish Options
Quick Skirmish
Racing Missions Mode

Chat Interface

Unassigned Player List

Boot Player

Load Skirmish
Save Skirmish
Clear
Start

MULTIPLAYER QUICK SKIRMISH SCREEN

additional multiplayer-specific options. This section describes only the multiplayer aspects of Quick Skirmish. For more information, see the Quick Skirmish section on page 41.

NOTE: For best success, we recommend you load a pre-made Skirmish template. "Simple" templates are recommended for playing on the Internet or for low-end machines. "Complex" templates are designed for LAN use.

CHAT

Type a message any time the Chat Interface is visible at the top of the screen. Press **ENTER** to send the message. Click the **T** key to only send to players on your team, and click the **A** key to send to all players. Click the **DOWN ARROW** on the right of the Chat Interface to enlarge the Chat Box, click it again to shrink the Chat Box.

PLAYER ASSIGNMENT

The host must drag player names from the Unassigned Player list to one of the available team slots. If you load a ready-made Skirmish mission, you must assign to a slot next to a flyable craft, replacing the computer pilot. The host can eject an unruly player by dragging the player's name to the Boot Player icon. All players must be assigned to team slots before the Ready button will appear for the host.

QUICK SKIRMISH OPTIONS

Only the host can modify these settings. Clients can view the host's current settings.

• **Craft Selection** Select On to let players choose their own craft and its settings. Select Host Only so the host can modify the craft settings and armaments.

• **Number of Teams** Cycles between two, four, and eight teams.

• **Setting** Cycles through the various environments in space where your mission will take place.

• **MaxTeamPts** Shows the maximum number of points available to any team for Craft Selection and Armament. Every craft setting has a point cost and this tally is designed to keep teams balanced. The host can set this from 500 to 10,000, or Unlimited. If a team's point total exceeds the maximum Team Points value, the Team Points will flash red. Your team point total must be under the maximum point total set by the host or the Ready button will not appear.

• **Finish Time Limit** Sets the amount of time before the mission ends, either to when a team has completed its mission goal or when only one team has players left in it.

• **Start Distance** Lets you set the distance your teams will be from one another when the mission begins.

• **Locate Players** Automatic allows all players to see other pilots craft info in the CMD without having to first identify them. With this turned off, human pilots cannot be distinguished from computer pilots without first
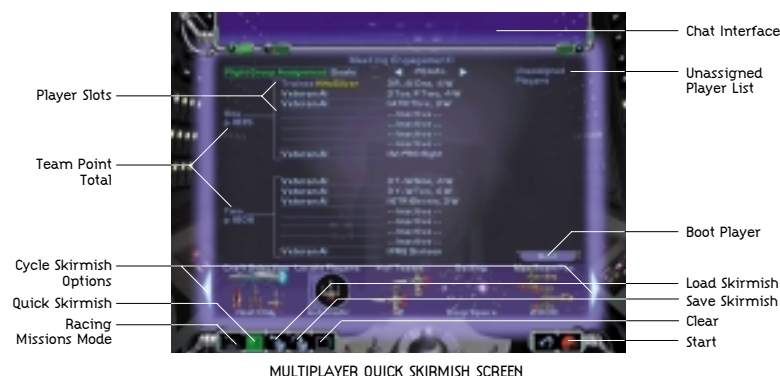
identifying their craft.

• **Collisions** Turns collisions between starfighters on or off.

• **Password** The Open setting means no password is required to join this game. Select Required if a password was entered by the host at the Host Connection Setup screen. Turning this on will enable the password protection.

In-Flight Multiplayer Options

IN-FLIGHT MESSAGING

Shift + **Tab**   Brings up Chat Console.

Type your message, then hit **ENTER**

Tab   Cycles through send to Team/Enemy/All

Escape   Aborts message and returns keyboard control

Enter   Sends message

P   Target nearest player craft

Incoming Chat and Radio Messages

Type Chat Here **(SHIFT+TAB)**

Player Name

MULTIPLAYER SKIRMISH

ENDING A MISSION

If you lose all of the craft assigned to you and your flight group, or you quit using **Q** then **SPACEBAR**, the mission will end for you and you will be taken to the Map until the mission is over. The rest of the players will continue to play in the mission until they have lost their craft, the mission ends due to completion of goals or due to mission time-out. If you don't want to wait, you can press **ALT+Q**, then **SPACEBAR** to disconnect from the game. To view the final scores, you should remain connected until the mission ends. If you are a client and disconnect from the game before it's over, you won't see your final score. If the host disconnects from the game, all clients will be disconnected too.

MSN Gaming Zone

The Zone is a free gaming service that allows you to play challenging games on the Internet. Here, you can compete against some of the best players on the Internet or just meet new people over a casual game. It's also a place to go to get the latest game tips and news about **X-Wing Alliance**.

To play on the Zone, you will need either Internet Explorer (version 3.2 or later) or Netscape Navigator (version 4.0 or later).

MSN GAMING ZONE QUICK START INSTRUCTIONS

1 Launch **X-Wing Alliance**.

2 Click Combat Simulator.

3 Click Multiplayer.

4 Click MSN Gaming Zone. The game will close down and attempt to connect to the **X-Wing Alliance** game lobby on the MSN Gaming Zone Web site at **msn.zone.com**. If you are not already connected to the Internet, you may be prompted by Windows to connect to your Internet Service Provider. If your computer is not configured to connect to the Internet automatically, you should connect manually, then go back to Step 1.

5 The Zone Help section of the MSN Gaming Zone will help you create a new UserID and password, or help you log in using an existing account.

6 Once you are logged in, you can meet other **X-Wing Alliance** players and set up games in the game lobbies. Once you have joined a lobby and the host hits the Launch button, **X-Wing Alliance** will start and players will be connected to the game automatically.

GET A FREE MEMBERSHIP ON THE ZONE

NOTE: If you already have a Zone account and the software installed, you can skip these steps. Go directly to the section Playing **X-Wing Alliance** on the Zone.

1 Connect to your Internet Service Provider.

2 Launch either Internet Explorer or Netscape Navigator.

3 Type **msn.zone.com** and press **ENTER**. This will bring you to the Zone Web site.

4 At the Zone Web site, click New Zone Users: Signup to Play Games if you are not a member of the Zone.

Complete the form and click Submit to register on the Zone.

5 In the "Sign In was successful!" window, click Zone Software to install the software on your computer system.

6 Click Complete Install and type an install directory.

7 Once the Zone software is installed, you are ready to begin.

PLAYING X-WING ALLIANCE ON THE ZONE

1 Make sure both the **X-Wing Alliance** and Zone software are installed on your computer system.

2 Place your **X-Wing Alliance** Disc 1 or Disc 2 in the CD-ROM drive. If the game Launcher appears, do not start the game; instead, exit from it.

3 Connect to your Internet Service Provider and launch either Internet Explorer or Netscape Navigator.

4 Type **msn.zone.com** and press **ENTER.**

5 At the Zone Web site, click Games List and an entire list of games will appear.

6 Find **X-Wing Alliance** in the Games List and click it.

7 Type your Member ID and password in the Sign In window. Click OK and the Zone **X-Wing Alliance** page will appear.

8 Begin playing by clicking one of the **X-Wing Alliance** rooms listed in the game room window.

9 A list of game tables will appear. Move your mouse over any one of them. If a table is unoccupied, a host icon will appear. To host a game, click

the Host icon and wait for other players to join. Use the chat feature to recruit other players. When all players are logged on and ready to go, click Launch to begin. **NOTE:** If you are hosting a game and decide to quit, the first player who joined your game will become the host.

10 You can also join a game hosted by another player. Move your mouse over a table and click Join to add your name to the game, and wait for the host to launch it. Next to each player's name is a latency indicator. The latency indicator shows how fast your current connection is to each player. If you are joining a game, it is recommended that you connect to a host with a green latency indicator.

11 If you have any problems, see the Help page for more details.

Playing X-Wing Alliance on the Internet

X-Wing Alliance uses DirectPlay, the multiplayer component of DirectX 6.0. DirectPlay has support for TCP/IP, the network protocol used on the Internet. This means that you can challenge a friend to a **X-Wing Alliance** game anytime, provided you have access to the Internet via an Internet Service Provider (ISP).

GETTING STARTED

We've provided some useful information to help you play **X-Wing Alliance** directly over the Internet without the MSN Gaming Zone in case you want to set up your own game.

You'll find a Glossary of Internet-Related Terms on page 62. If you are not familiar with a term or acronym used in this manual, refer to the Glossary.

HOSTING YOUR OWN INTERNET GAME

This section helps you host and join Internet games without a matchmaking service such as the MSN Gaming Zone.

Setting up your own Internet games can be somewhat difficult for less experienced Internet users. If you have trouble, try playing **X-Wing Alliance** on the MSN Gaming Zone. It really simplifies the connection process and provides a place to meet other players.

Advanced users will probably be able to find players in an **X-Wing Alliance** room using an IRC Chat program, or a pop-up Chat program. In an IRC Chat room, you can arrange a game and exchange the IP Address, as mentioned in Step 3 below. Please consult the Glossary on page 62 for more information on IRC.

SUGGESTED STEPS FOR HOSTING AN INTERNET GAME

1 Connect to the Internet.

2 Determine your IP Address. This number is usually different each time you connect. You can use the IP Configuration Viewer (included with Windows 95 or 98) to determine your IP Address. See the section entitled Useful Internet Utilities Included with Windows 95 or 98 below for details.

3 You will need to give your current IP Address to anyone interested in joining

your game. If you are playing with a friend, you could e-mail them this number or call them (if you have access to a phone that isn't tied up by your connection to the Internet).

4 Launch **X-Wing Alliance** and choose to host a TCP/IP multiplayer game by following the Hosting a Game instructions on page 49.

5 Once the game is active and you are waiting in the Multiplayer Options screen, your opponent will be able to join using the IP Address you gave them. Just wait until they show up in the game.

JOINING AN INTERNET GAME

1 You will need to obtain the IP Address of the computer hosting the game. You could arrange the game online through an IRC Chat program or obtain the address via e-mail or other means. This number will usually change every time the host connects to the Internet, so you need to obtain the host's current IP Address before joining a game.

2 Launch **X-Wing Alliance** and choose to join a TCP/IP multiplayer game by following the Joining a Game instructions on page 51.

3 Select the TCP/IP protocol as your service provider.

4 Enter the IP Address when prompted and click OK. Be sure to enter the number exactly and include periods to separate the numbers. A valid number will look something like this:

199.3.89.200

5 Once you have entered a valid IP Address and clicked OK, **X-Wing Alliance** will search for the game. If the game isn't found, click the **LEFT ARROW** button to go back and try

again. Carefully reenter the IP Address.

6 When the game is found, click the game name, then click the **RIGHT ARROW** button to connect and proceed to the Multiplayer Options screen.

Useful Internet Utilities Included with Windows 95/98

IP CONFIGURATION VIEWER

This utility allows you to view your TCP/IP settings, such as your IP address. To join an Internet game, you will need to know the IP Address of the computer hosting the game. The host can use the IP Configuration Viewer to identify his IP address and give this number to you so that you can find his game on the Internet. To obtain your IP Address:

1 Connect to your ISP.

2 Click the Start button.

3 Then click Run.

4 Type **WINIPCFG**, and press **ENTER** to display the IP Configuration Viewer.

5 Click the arrow to the right of the drop-down box and select PPP Adapter from the list (if necessary).

6 Make note of the number in the IP Address window. This is your current Internet IP Address. You will need to give this number to others who wish to join your Internet game. This address will usually change every time you disconnect and re-connect to your ISP. You can now minimise the viewer and your IP address will be displayed on the taskbar.

PING

You can use the DOS-based PING command to determine latency between you and the host. To use the PING command:

1 Click on the Start menu, then choose Programs.

2 Click MS-DOS Prompt to open a DOS window.

3 At the MS-DOS Prompt, type **PING** followed by the IP address of the host and then press **ENTER**.

For example:

```
C:\Windows>ping 199.3.89.200 <Enter>
```

You will then see something like this:

```
Pinging 199.3.89.200 with 32 bytes of
data:
Reply from 199.3.89.200: bytes=32
time=296ms TTL=128
Reply from 199.3.89.200: bytes=32
time=302ms TTL=128
Reply from 199.3.89.200: bytes=32
time=331ms TTL=128
Reply from 199.3.89.200: bytes=32
time=290ms TTL=128
```

The PING command will "ping" the host four times and return the above information. The number following time= is your latency. An average latency of 500 ms (milliseconds) or less is generally acceptable for playing **X-Wing Alliance,** but the lower this number the better your game experience will be. A "Ping time" of 300 ms or less (average) is optimal for playing **X-Wing Alliance.**

NOTE: If you get Request timed out one or more times while pinging a host, you will likely experience poor performance while playing with that host. Try reconnecting to your ISP and pinging again to see if your connection improves.

Internet Performance Tips for X-Wing Alliance

YOU NEED A QUALITY CONNECTION TO THE INTERNET.

The Internet is always changing and is unpredictable by nature. If you have performance problems while playing online, you might want to disconnect from your ISP and reconnect to attempt to get a better connection. You may also have a better experience by playing at other times of the day or night, when the Internet is less congested. Some commercial membership online services that offer Internet access may not perform adequately. An independent or local Internet Service Provider will generally offer the best performance.

CONNECT TO THE INTERNET USING YOUR MODEM'S HIGHEST SPEED POSSIBLE.

When you connect to your ISP, you will see a message Connected at 28800 bps or something similar. This is especially important if you are the host for an Internet game.

IT IS IMPORTANT TO HAVE A LOW LATENCY CONNECTION.

A latency of 500 ms (milliseconds) or less between players is acceptable; it is recommended that you have an average latency of 300 ms or less. Refer to the PING command in the Useful Internet Utilities Included with Windows 95/98

section on page 59 for more information. Some online membership services that offer access to the Internet (through their proprietary dial-up services) have high latency and may not perform well with **X-Wing Alliance**.

THE HOST SHOULD BE THE FASTEST MACHINE IN THE GAME.

It is always a good idea to have the fastest machine in a multiplayer game be the host. If you are on the Zone and don't have a really fast machine, you should join games hosted by other people on faster machines, rather than hosting yourself. The basic rule of thumb is the faster the frame rate on the host machine, the better the game will be for all players. A fast machine running too high of a resolution that yields a less than optimal frame rate will result in poor performance overall.

Glossary of Internet-Related Terms

BANDWIDTH

The amount of data that can be transmitted or received in a given amount of time. For example, a 28.8 modem can send and receive at 28.8 kbps (kilobits per second) and an ISDN card can transmit at speeds ranging from 56 Kps (Kilobytes per second) to 128 Kps.

CLIENT (also see Host)

In multiplayer gaming, a client refers to a person who is joining a network game that has been created by another player. The player that creates the game is referred to as the host (or server).

DIRECTX

DirectX is the API (Applications Programming Interface) that **X-Wing Alliance** uses to access your computer's hardware. DirectX has been developed by Microsoft to integrate into the Windows 95/98 operating system and provides games with a standard method of direct access to the advanced features of your computer's hardware, without having to develop specifically for that hardware. DirectX is made up of five components: Direct-Draw for 2D display capabilities, Direct3D for 3D display, DirectSound for sound capabilities, DirectPlay for multiplayer capabilities, and DirectInput for input devices such as mice, keyboards and joysticks.

HOST (also see Client)

The host is the computer that creates the multiplayer game for others to join. The host's computer also handles a lot of the chores associated with communication between participants in a multiplayer game.

INTERNET

The Internet is an internetwork, or network of smaller networks that spans the entire globe. Since its inception in the 1970s, the Internet has grown to epic proportions and, in essence, has become a public network.

IPADDRESS (Internet Protocol Address)

This is a number, commonly referred to as an IP Address, that is assigned to all computers on a TCP/IP network. Your ISP assigns one of these to you

whenever you connect to the Internet. You should use the IP Configuration Viewer to obtain this number if you are hosting an Internet game. Refer to the IP Configuration Viewer in the Useful Internet Utilities Included with Windows 95/98 section on page 59 for more information.

IPX (Internetwork Packet Exchange)

Network protocol used in Novell Netware-compatible networks. Most commonly used protocol for LANs. Some commercial gaming services such as Kali and MSN Gaming Zone's ZoneLAN are designed to allow IPX games to be played over the Internet using custom software. This software converts IPX packets to TCP packets for transmission over the Internet. **X-Wing Alliance** is supported directly by the MSN Gaming Zone so there is no need to play it using ZoneLAN.

IRC (Internet Relay Chat)

Using an IRC program (not included with **X-Wing Alliance,** but available as shareware from many sources on the Internet), you can connect to chat rooms across the country. It is likely that you can find chat rooms dedicated to Internet gaming or specifically, **X-Wing Alliance,** in which you can exchange IP Addresses and arrange Internet games.

ISP (Internet Service Provider)

A company or service that provides local dial-up access to the Internet using your modem, usually for a

monthly fee. Some online services offer Internet access as part of a number of services. These types of ISPs may not be adequate for online gaming due to the inherent latency caused by the overhead of their proprietary services.

LAN (Local Area Network)

Two or more computers connected together with network adapter cards and network cable.

LATENCY

Latency, or Internet lag as it is commonly referred to, is a measure (in milliseconds) of the amount of time that it takes for data to travel from one computer to another and back, over a network or the Internet. This lag time can be measured using the PING command. (See the Useful Utilities section on page 59 for more information on the PING command and latency). Latency is usually not an issue on a Local Area Network, but on the Internet, excessive latency can cause game performance to degrade substantially. Therefore, when playing any game over the Internet, it is important to have a low latency connection. High latency can cause poor multiplayer performance and can decrease stability.

NETWORK PROTOCOL

The method, or language, that computers use to communicate with each other over a network or the Internet. For computers to be able to communicate over a network, they must share a common protocol. It is common for Windows 95/98 computers to use more than one protocol at the

same time for compatibility with various networks. Common protocols are IPX, NetBEUI, and TCP/IP.

NULL MODEM CABLE

A null modem cable is a serial cable with the send and receive wires reversed. Direct serial play requires a null modem cable to be connected to an available serial port on each computer. This can be a special cable acquired from your local computer store, or you can attach a null modem adapter to a standard serial cable to make a null modem cable. Serial cables (without a null modem adapter) and parallel cables are not supported by **X-Wing Alliance**.

PACKET

A single unit of data sent over a network or the Internet. When computers communicate with each other, they group their data into a form called a packet. Each packet of information is then addressed so that it can find its way to the intended recipient. Games work best if each packet sent by the game is received intact and in a timely manner. A problem that can happen on overcrowded networks and especially the Internet is that packets can get lost or dropped. In this case, the packet is resent, requiring extra work for the sending computer and creating more data that needs to be sent through your modem. Excessive dropped packets can cause performance problems during gameplay, and strange phenomena can occur. Try playing at different times to avoid prime-time congestion of the

Internet and you will most likely see better performance.

PING

This is a DOS command line program (included with Windows 95/98) that allows you to measure latency between your computer and another computer on a TCP/IP network or the Internet. It sends a small amount of data to an IP Address you specify and awaits a response. When it gets a response from the other computer, it will display (in milliseconds) how long it takes for the data to make the trip over the network. This is called "pinging" the host.

PPP (Point-to-Point Protocol)

You must have a PPP account with an Internet Service Provider (ISP) to play **X-Wing Alliance** on the Internet. If you can browse the Web, you most likely have this type of account.

TCP/IP

This is a network protocol used on LANs and the Internet. You need this protocol loaded and configured properly to play TCP/IP games on the Internet. If you are connected via modem, you should have this protocol configured for use with a Dial-Up adapter. We recommend that you use Microsoft's TCP/IP protocol that is supplied with Windows 95/98. Third party TCP/IP software has not been fully tested with **X-Wing Alliance.**

For support via the web please visit http://support.lucasarts.com

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SUPERVISOR
Dave Harris

VERY SPECIAL THANKS
George Lucas

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

MUSIC CREDITS

ALL MUSIC COMPOSED AND CONDUCTED BY
John Williams

FROM THE "*STAR WARS:* A NEW HOPE" ORIGINAL MOTION PICTURE SOUNDTRACK ©1977
Imperial Attack

FROM THE "EMPIRE STRIKES BACK" MOTION PICTURE SOUNDTRACK" ©1980
Main Title

FROM THE "STAR WARS TRILOGY" BOX SET ©1993

TRILOGY SET DISC ONE:
Star Wars
Main Title
The Return Home
Inner City
Mouse Robot/Blasting Off
Rescue of the Princess
The Walls Converge
Ben's Death/TIE Fighter Attack
The Last Battle
The Throne Room/End Titles

TRILOGY SET DISC TWO:
The Empire Strikes Back
Luke's Escape
The Imperial March (Darth Vader's Theme)

Luke's First Crash
The Rebels Escape Again
The Asteroid Field
Han Solo and the Princess
City in the Clouds
The Duel
Hyperspace
Finale/End Credits

TRILOGY SET DISC THREE:
Return of the Jedi
Main Title/Approaching the Death Star
Han Solo Returns (At the Court of Jabba the Hutt)
Fight in the Dungeon
The Return of the Jedi
The Death of Yoda
Luke and Leia
The Emperor Confronts Luke
Into the Trap
The Forest Battle
Final Duel/Into the Death Star
The Emperor's Death
Through the Flames

Trilogy Set Disc Four: Outtakes
Heroic Ewok/The Fleet Goes Into Hyperspace (c)
Drawing the Battle Lines/Leia's Instructions (b)
The Ewok Battle (c)
Attack Position (b)
Standing By (a)
Leia is Wounded/Luke and Vader Duel (c) Carbon Freeze/Luke Pursues the Captives/Departure of Boba Fett (b)
The Return of the Jedi (alternate)/Funeral Pyre for a Jedi (film version) (c)
Ewok Celebration (film version) (c)/End Credits (film version) (b)

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THE OFFICIAL *STAR WARS* WEB SITE

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