

Freeing Up Memory

X-WING requires a substantial amount of memory to operate. If you are experiencing problems getting the program to run, or are receiving messages which indicate insufficient available memory, we suggest you try starting up your system with a DOS boot disk. Follow these instructions for creating a DOS boot disk.

1. Type **C:** and press RETURN.
2. Insert a blank disk in drive A.
3. Type **Format A:/s** and press RETURN.

Once the disk is formatted, you will be asked if you wish to format another disk. Press **N** and RETURN to continue without formatting another DOS boot disk.

At the volume label prompt, type **XWINGBOOT** and press RETURN.

You can restart your computer using this DOS boot disk by inserting the disk into your drive and restarting your machine. This disk starts your computer using as little memory as possible, freeing up more RAM to run the program. Refer to the *read.me* file for detailed memory requirements.

Main and Expanded Memory

If your computer has expanded memory, the simulation will automatically use it. The software that comes with the expanded memory must conform to the Expanded Memory Specification (EMS) 3.2, and a driver must be installed according to the instructions that came with the expanded memory card.

With expanded memory, you'll have faster access to cockpit views, along with more graphic detail. The more available expanded memory, the better the simulation will run. 588K of main memory and 512K of expanded memory is highly recommended, as the program won't have to search the disk for the views or graphics. If you've loaded any memory-resident programs or allocated memory to disk caches, you may be able to free up additional memory by disabling them.

Music during the space-flight simulation is only available using expanded memory.

Expanded memory should not be confused with extended memory. If you're running the simulation on a 386 computer, any extended memory can be converted to expanded memory with a commercially available memory manager program. If you're using a 286, extended memory cannot be converted to expanded memory.

Credits

Created, designed, and project led by
Lawrence Holland and Edward Kilham
3D Polygon programming by Peter Lincroft
Cinematic Engine programming by
Edward Kilham
Mission AI programming by Lawrence Holland
Background Art by Jon Knoles and Jim McLeod
3D Animation and Rendering by Martin Cameron
3D Flight Engine Models by Wade Lady
Additional Models by Jon Bell and Dan Colon
Theme Music by John Williams
Additional Music and Orchestration by
Peter McConnell, Micheal Z. Land, and
Clint Bajakian
Sound-effects by Clint Bajakian and
Robin Goldstein
Dialog Editing by Robin Goldstein
iMuse™ Electronic Music System by
Micheal Z. Land and Peter McConnell
Produced by Kalani Streicher and
Lawrence Holland
Lead Tester: Dave Wessman
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Cartwright and Michael Levine.
Creative Contributions from Wayne Cline,
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Special Thanks to George Lucas

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STARFIGHTER REFERENCE CARD

X-WING Package Contents

Inside the Rebel Alliance X-Wing Package, you should find the following:

- one Starfighter Pilot Manual
- one Registration Card
- one Starfighter Reference Card
- either five 3.5" or six 5.25" floppy disks
- The Farlander Papers (in first run, Limited Editions only).

If you're missing any of these items, contact the Rebel Alliance headquarters at LucasArts Entertainment Company (Games Division) — codename: Product Support (1-415-721-3333).

The READ-ME file

Elite Rebel Intelligence agents risk their lives every day to ensure that our knowledge of Imperial plans and capabilities is as up to date as possible. You'll find the latest information in the READ.ME file. To read it:

1. Insert the disk labeled "Disk 1" in drive A or B.
2. Type **type a:read.me** (type **b:read.me** if the disk is in drive B) and press RETURN.

Input Game Controllers

The Rebel Alliance High Command highly recommends that you to use a joystick. But you can also use a mouse, or the keyboard for flying X-Wing.

Installing X-Wing on your Hard Drive

To install X-WING on a hard drive, first boot your machine. Then:

1. Insert "Disk 1" in drive A or B.
2. Type **a:** then press RETURN. Your computer will respond with the prompt "A:>". (If you are running the program from drive B, type **b:** and press RETURN. Your computer will respond with the prompt "B:>".)
3. Type **install** and press RETURN.
4. Follow the on-screen instructions to install and configure X-WING to run on your computer system.

NOTE: You can re-configure X-WING at any time by running the X-Wing Installation Program (install) again. Select options from the configuration menu to make necessary changes. Your choices will be saved automatically when you exit the Configuration Program.

Starting up from your Hard Drive

Once you've installed X-Wing on your hard drive:

1. Type the letter of your hard drive prompt, a colon, and press RETURN.
2. From your hard drive prompt, type **cd xwing** and press RETURN.
3. Then type **xwing** and press RETURN.

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Pre-Flight Controls

- Move cursor to next position
 or Selects button under cursor
 Skips all cut-scenes
 Skips current scene

Flight Controls

- | KEYS | FUNCTION |
|------|--|
| | Pauses flight; press any key to continue |
| | Turns all sounds-effects off and on |
| | Turns music off and on |
| | Displays version number of simulation |
| | Changes amount of graphic detail |
| | Selects and calibrates joystick |
| | Initiates ejection sequence |
| | Selects Options Dialog |

Propulsion Controls

- Increases throttle Decreases throttle
 Sets throttle to zero power
 Sets throttle to 1/3 power
 Sets throttle to 2/3 power
 Sets throttle to full power
 Engages hyperdrive. This will effectively end the mission.
 Engages S Foil wing position on the X-Wing.

Power System Controls

- | KEYS | FUNCTION |
|------|---|
| | Adjusts laser recharge setting. |
| | Adjusts shields recharge setting. |
| | Directs energy from your shields to lasers. |
| | Directs energy from your lasers to shields. |

Shield System Controls

- Toggles shield configuration.

Weapons System Controls

- Toggles through weapons system.
 Toggles through weapon firing configurations.
 Fires weapon. (Button 1 on the joystick/left mouse button.)

Targeting System Controls

- Toggles between CMD Identification mode and Targeting mode.
 Selects ship within targeting sight (or 2nd joystick/2nd mouse button).
 Selects nearest enemy starfighter.
 Selects next available target.
 Cycles through the targets in reverse order.
 to Stores current target as one of four presets.
 to Selects preset target.

Flight Recorder Controls

- Toggles flight camera recorder on and off
 Allows the current mission recording to be reviewed

Onboard Computer Systems/ R2 Astromech Droid

- Approval of onboard computer/R2 Droid messages
 Activates In-flight Map display.
 Activates the Damage Assessment display.
 Activates Mission Briefing directives.

Communications

- Head Home!
 Report In!
 Evasive Maneuvers!
 Wait for further orders!
 Go ahead and engage!
 Cover me, Wingman!
 Attack Target, Wingman!
 Ignore Target, Wingman!

Starfighter Cockpit View Controls

- | | | |
|---|----------------------------------|-------------------------------------|
| | | |
| Left forward
10 o'clock | Forward
12 o'clock | Right forward
2 o'clock |
| | | |
| Over left wing
9 o'clock | Straight up | Over right wing
3 o'clock |
| | | |
| Over left shoulder
7 o'clock | Rear view
mirror
6 o'clock | Over right
shoulder
5 o'clock |
| | | |
| Toggles between "wing-level"
and 45° "high" angle view | | Pilot view with
no cockpit. |

- Returns you to the starfighter pilot view from an external or missile view mode.
 Selects camera view of missiles/torpedoes.
 or Toggles external camera view mode.
 or Repositions camera viewpoint in external view mode.

Joystick Controls

- Nose Down
 Bank Left
 Bank Right
 Nose Up
 Holding top button and moving right/left
 Rolls your spacecraft around its axis
 Clicking top button with target in sight selects target
 Pressing trigger button fires weapon

Mouse Controls

- Nose Down
 Bank Left
 Bank Right
 Nose Up
 Holding right button and moving right/left
 Rolls your spacecraft around its axis.
 Pressing left button fires weapon
 Clicking right button with target in sight selects target