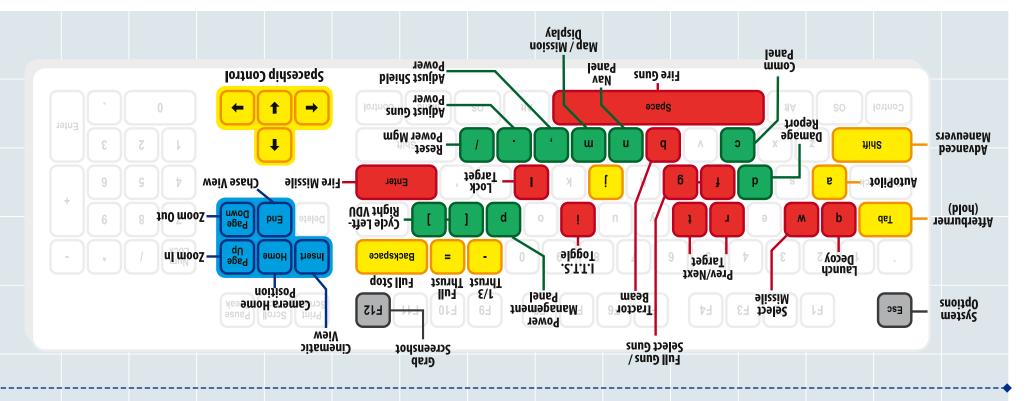
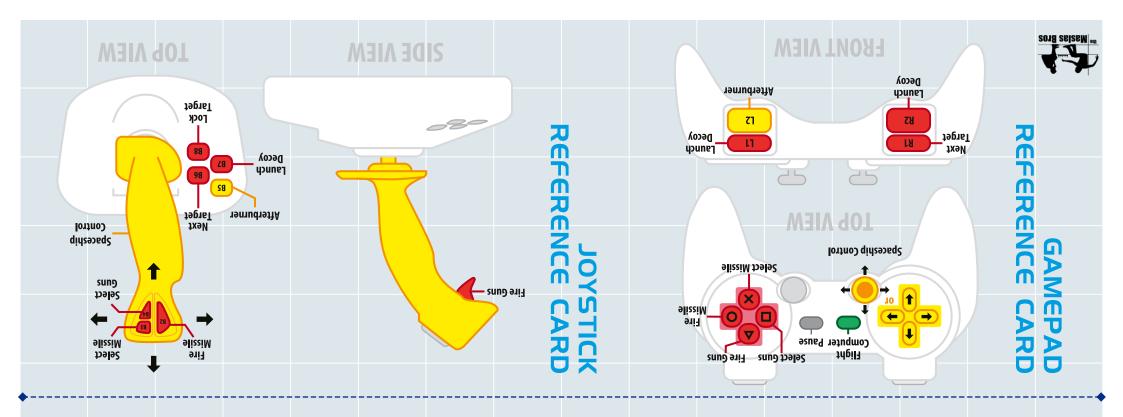


KEYBOARD REFERENCE CARI



FLIGHT		COMBAT		VIDEO DISPLAY UNITS		CAMERA CONTROL			
Turn Left-Right	←→	Select Gun Group	G	Weapons Panel	G or W	Zoom In	Page Up		
Throttle Up	^	Select Full Guns	F	Target Panel	Т	Zoom Out	Page Dn		
Throttle Dn	Ψ	Select Missiles	W	Comms Panel	С	Home Position	Home		
Afterburner (hold)	Tab	Fire Guns	Space	Comm Options	0-9	Chase View (toggle)	End		
Set Throttle to O	Backsp	Fire Missiles	Enter	Power Management	Р	Cinematic View (toggle)	Insert		
Set Throttle to Full	=	Next Target	T	Adjust Shields	,	GAME CONTROL Pause Ctrl-P			
Set Throttle to 1/3	-	Previous Target	R	Adjust Guns					
Autopilot	А	Lock Target (toggle)	L	Reset	/	Options Screen	Esc		
Jump	J	ITTS (toggle)	1	Damage Report	D	Grab Screenshot	F12		
Advanced Maneuvers	Shift	Release Decoy	Q	Nav Panel	N				
		Tractor Beam (hold)	В	Cycle Left VDU	[
		Cloak (toggle)	Ctrl-C	Cycle Right VDU]	COMMAN			
				Map/mission disp. (toggle)	M	FLAT UNIVE	RSE		
NOTICE: This guide refers to version O.8.5. Dimmed functions are going to be implemented at later versions of the game									



FUGHT		COMBAT		VIDEO DISPLAY UNITS		CAMERA CONTROL	
Turn Left-Right	←→	Select Gun Group	G	Weapons Panel	G or W	Zoom In	Page Up
Throttle Up	^	Select Full Guns	F	Target Panel	Т	Zoom Out	Page Dn
Throttle Dn	4	Select Missiles	W	Comms Panel	С	Home Position	Home
Afterburner (hold)	Tab	Fire Guns	Space	Comm Options	0-9	Chase View (toggle)	End
Set Throttle to O	Backsp	Fire Missiles	Enter	Power Management	Р	Cinematic View (toggle)	Insert
Set Throttle to Full	=	Next Target	Т	Adjust Shields	,	GAME CONTROL	
Set Throttle to 1/3	-	Previous Target	R	Adjust Guns		Pause	Ctrl-P
Autopilot	А	Lock Target (toggle)	L	Reset	/	Options Screen	Esc
Jump	J	ITTS (toggle)	1	Damage Report	D	Grab Screenshot	F12
Advanced Maneuvers	Shift	Release Decoy	Q	Nav Panel	N		
		Tractor Beam (hold)	В	Cycle Left VDU]		
		Cloak (toggle)	Ctrl-C	Cycle Right VDU]	COMMAN	D=3
				Map/mission disp. (toggle)	M	FLAT UNIVE	RSE)
	NOTICE: Th	is guide refers to version O.8.	5. Dimmed function	ons are going to be implemented	at later version	s of the game	