KEYBOARD REFERENCE CARD

the Masias Bros

Spaceship Control
← ↑ → ↓

Adjust Shield Power — Map / Mission Display — Nav Panel — Fire Guns — Comm Panel — Space

Reset Power Mgm / **Adjust Guns Power** — Damage Report — Shift (Advanced Maneuvers)

Chase View — **Fire Missile** (Enter) — **Lock Target** (l) — AutoPilot (a) — Afterburner (hold) (Tab) — Launch Decoy — Select Missile — Prev/Next Target — Tractor Beam — Full Guns / Select Guns

Cycle Left - Right VDU ([ ]) — **Power Management Panel**

Zoom Out (Page Down / End) — **Zoom In** (Page Up / Home) — **Camera Home Position** (Insert)

Full Stop (Backspace) — **Full Thrust** (=) — **1/3 Thrust** (-) — I.T.T.S. Toggle

Cinematic View (F12) — **Grab Screenshot** — **System Options** (Esc)

FLIGHT

Turn Left-Right	← →
Throttle Up	↑
Throttle Dn	↓
Afterburner (hold)	Tab
Set Throttle to 0	Backsp
Set Throttle to Full	=
Set Throttle to 1/3	-
Autopilot	A
Jump	J
Advanced Maneuvers	Shift

COMBAT

Select Gun Group	G
Select Full Guns	F
Select Missiles	W
Fire Guns	Space
Fire Missiles	Enter
Next Target	T
Previous Target	R
Lock Target (toggle)	L
ITTS (toggle)	I
Release Decoy	Q
Tractor Beam (hold)	B
Cloak (toggle)	Ctrl-C

VIDEO DISPLAY UNITS

Weapons Panel	G or W
Target Panel	T
Comms Panel	C
Comm Options	0 - 9
Power Management	P
Adjust Shields	,
Adjust Guns	.
Reset	/
Damage Report	D
Nav Panel	N
Cycle Left VDU	[
Cycle Right VDU	]
Map/mission disp. (toggle)	M

CAMERA CONTROL

Zoom In	Page Up
Zoom Out	Page Dn
Home Position	Home
Chase View (toggle)	End
Cinematic View (toggle)	Insert

GAME CONTROL

Pause	Ctrl-P
Options Screen	Esc
Grab Screenshot	F12

WING COMMANDER FLAT UNIVERSE

NOTICE: This guide refers to version 0.8.5. Dimmed functions are going to be implemented at later versions of the game

the Maslas Bros

JOYSTICK REFERENCE CARD

Lock Target

B8

B7 — Launch Decoy

B6

B5 — Afterburner

Next Target

Spaceship Control

Select Guns

B4

B2

B3

Select Missile

Fire Missile

Fire Guns

GAMEPAD REFERENCE CARD

Afterburner

L2

L1 — Launch Decoy

Launch Decoy — R2

R1 — Next Target

Select Missile

Fire Missile

Fire Guns

Select Guns

Flight Computer Pause

Spaceship Control

or

FLIGHT

Turn Left-Right	← →
Throttle Up	↑
Throttle Dn	↓
Afterburner (hold)	Tab
Set Throttle to 0	Backsp
Set Throttle to Full	=
Set Throttle to 1/3	-
Autopilot	A
Jump	J
Advanced Maneuvers	Shift

COMBAT

Select Gun Group	G
Select Full Guns	F
Select Missiles	W
Fire Guns	Space
Fire Missiles	Enter
Next Target	T
Previous Target	R
Lock Target (toggle)	L
ITTS (toggle)	I
Release Decoy	Q
Tractor Beam (hold)	B
Cloak (toggle)	Ctrl-C

VIDEO DISPLAY UNITS

Weapons Panel	G or W
Target Panel	T
Comms Panel	C
Comm Options	0 - 9
Power Management	P
Adjust Shields	,
Adjust Guns	.
Reset	/
Damage Report	D
Nav Panel	N
Cycle Left VDU	[
Cycle Right VDU	]
Map/mission disp. (toggle)	M

CAMERA CONTROL

Zoom In	Page Up
Zoom Out	Page Dn
Home Position	Home
Chase View (toggle)	End
Cinematic View (toggle)	Insert

GAME CONTROL

Pause	Ctrl-P
Options Screen	Esc
Grab Screenshot	F12

WING COMMANDER FLAT UNIVERSE

NOTICE: This guide refers to version 0.8.5. Dimmed functions are going to be implemented at later versions of the game