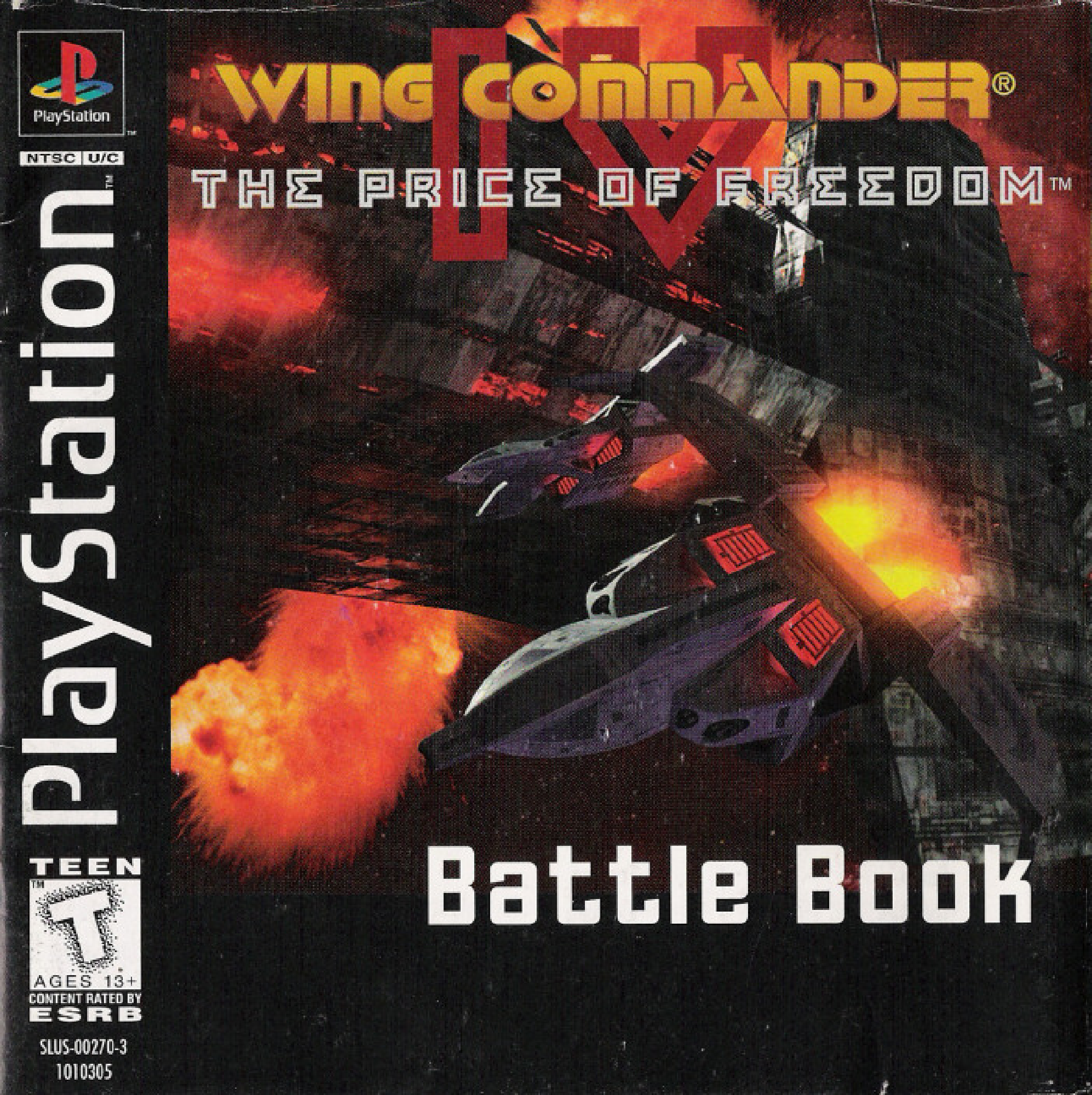

PlayStation
NTSC U/C
PlayStation
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00270-3
1010305
WING COMMANDER IV
THE PRICE OF FREEDOM™
Battle Book

Battle Book

All commands will be Action (Default) Controller Mode.

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Spaceflight Options

Get to the Spaceflight Options screen by pressing Ⓧ.

Skill

There are three skill levels.

ROOKIE. Enemies are less powerful and easier to hit on Rookie. It can be used the whole way through the game or can be used for just the first few missions while you get the hang of the game. If it's not hard enough, you can always switch up to a higher difficulty level.



VETERAN. Enemies are tougher and harder to hit. Players familiar with *Wing Commander*™ or other space combat games might want to start on the Veteran setting.

ACE. This is a good skill level for players already very familiar with the *Wing Commander* universe, who find Veteran way too easy, or who are using the Analog Joystick. Watch out, though: this skill level will be *hard.* Enemies are much tougher, much harder to hit and use missiles much more frequently. In short, if you can complete this game on Ace using the directional buttons, you've earned bragging rights.

If you're having a tough time on a particular mission, just switch over to Rookie, complete your objectives, and then switch back. (You might want to make use of this feature in the Dead Zone. And don't worry, if you decide to go Rookie Invulnerable at any point in the game, we won't tell!)

Invulnerable

All gain, no pain: you cannot die. You can still lose missions, though, if you fail to accomplish your objectives. Turn it on or off by pressing ▷ or ◁ .

Sound

The slider bar (▷ or ◁) controls the volume of sound effects.

Music

The slider bar (▷ or ◁) adjusts the volume of the background music.

Stereo

Turns the stereo effect on or off by pressing ▷ or ◁ .

Subtitles

You can turn subtitles on or off by pressing ▷ or ◁ .

Controller (Modes)

There are three modes (see next page) and five controller setups (see pages 26-29 and back cover) . Modes control what goes on while you're in the cockpit. The setups change which buttons control which functions.

MODES

Arcade Flight Mode

All the customizations are ON (see below). It's the easiest mode to play in — the game does all the background stuff so you can concentrate on flying like a pro.

Sim Flight Mode

Turns all the customizations OFF (see below). This mode isn't easy — you've got to make all the decisions, even in the heat of battle.

Customizations

Smart Missile. The computer will pick the best missile to use on your target. You can't mess up and send the wrong kind.

Full Guns Only. Gives 'em all the gun power you've got ... every time you fire. (Except "special" weapons like Leech and Scatter guns — they only fire when you specifically select them.)

Quick Comms. If the computer can guess your answer, it will take care of things for you. You only have to answer "yes or no" questions.

Speed Matching. CONSTANT matching keeps you at your target's speed, whether he accelerates or stops. SNAPSHOT is more like cruise control — you match his speed to begin with, and then your speed stays constant regardless of changes in your target's speed.

Auto Landing. Get close enough to your carrier, and you'll just cruise on in.

COCKPIT

Note: Individual commands listed here are for the default (Action) Controller Mode. To find out what other buttons are assigned to each function, look on pages 26-29.



1. Radar
2. Gunsight
3. Communications Panel
4. Weapons Loadout and Active Gun/ Missile
5. Gun Power Indicator
6. Fuel Indicator
7. Speed Indicator
8. Autopilot Indicator
9. I.T.T.S.
10. Target ID and Profile

LOCK ON

When enemies come in range, you automatically target the nearest enemy. Press △ to cycle through the available targets; you can tell what is targeted because you'll see a square around it when you look out the viewscreen.

Red square	*Targeted enemy ship*
Blue square	*Targeted friendly ship*
Green square	*Missile locked onto you, or a disabled ship*
White square	*Ship currently communicating with you*

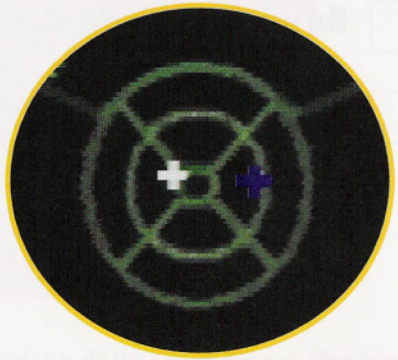


Your target's profile shows up in the lower right side of the screen. When the ship flies out of view, a yellow diamond appears on the edge of the viewscreen to show what direction you need to turn to find it again.

Radar

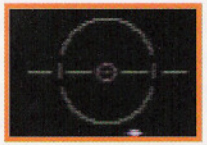
It doesn't take long to get the hang of the radar. The center circle shows what is ahead of you, visible through the cockpit. Whatever appears in the outer circle is behind you. In other words, if it's in the upper part of the outer ring, it's behind you, and higher than you are. If it's in the lower part of the outer ring, it's behind you and coming from below. The four middle quadrants show what is directly above, below or alongside you.

Red	*Enemy fighter*
Blue	*Friendly fighter*
Orange	*Enemy capital ship*
Pale Blue	*Friendly capital ship*
Yellow	*Missile*
White	*Next nav point*
Purple	*Ejected pilot*



You got it ... the goal is to maneuver the red and orange dots into the center circle and then blast 'em.

Gunsight



The red circle in the middle of the viewscreen is where your ship's guns are aimed.

Communications

Sometimes you need to talk to someone in another ship. Whenever you can communicate with anyone else, the lower left corner of the screen shows the potential receivers. (Sometimes, the intended receiver needs to be targeted first — see **Lock On**, page 5.) When a pilot communicates with you, an image of the sender appears in the lower left.



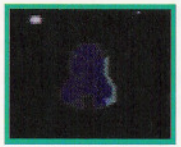
L2	Cycle through the communications options.
L1	Select the message you want to send.

Wingman Orders

There are two messages you can send at any time.

SELECT + △	Break and Attack	Tells your wingman to break formation and attack enemy ships.
SELECT + □	Taunt Enemy	Insults the targeted enemy fighter.

Shields and Armor



Armor is the actual metal casing of your ship, while shields are the energy buffers that absorb incoming fire. When your shields are overloaded, they'll stop working ... and your armor will start taking damage. Unless your shield generator is destroyed, your shields will regenerate and be as good as new after a few seconds. Once your armor is hit, though, it's going to be dented until it gets hammered out — if you're lucky. If your armor gets punctured, your ship explodes. It's that simple.

Shield status is shown by the ship "shell" shown in the lower left viewscreen. Armor is represented by the inner part of the ship icon. Color indicates the armor status.

Green No damage

Yellow Light armor damage

Red Heavy armor damage

Weapons Loadout

Whatever gun(s) and missile are loaded and ready to go can be seen in the upper right of your viewscreen.



Guns are powered by your ship, while missiles are self-powered. The types of guns and missiles available vary according to the fighter you're flying.

Unless you choose otherwise, every time you pull the trigger, you'll fire all your guns at once. That runs down your gun power quickly. Turning FULL GUNS off (see **Customizations**, page 3) saves more power, but you get less punch per hit.

Some ships have "special" guns that you can cycle through — they appear on the list after the regular guns.

Target ID

When ships come into view, your onboard computer targets the closest enemy ship. The targeted ship has brackets around it, and appears as a cross on your radar.

Text above the lower right viewscreen identifies the type of ship and tells you how far away it is (in klicks).

Red square Enemy ship

Blue square Friendly ship

Target Profile

Once a ship is identified, its profile appears in the lower right viewscreen. The dark green sphere indicates its shield strength. Quadrants of the sphere change from green to yellow to red as its shields diminish, and then disappear when you disable a section of your enemy's shields. After that, as the enemy takes armor damage, the profile of the ship itself turns from green to yellow to red.



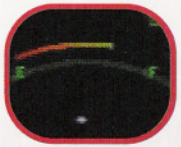
When you have an ace targeted, the word "Ace" appears near the ship's name.



Gun Power Indicator

The colored arc on the right of the viewscreen indicates the power level of your ship's active guns. Every shot takes a little bit of energy. If you fire all your guns at once, your power drains faster. If you run out of gun power, it'll take a few seconds for your ship to recharge them fully — as long as your ship's power generator isn't damaged.

Fuel Indicator



The colored arc at the top of the viewscreen shows how much fuel you have. Afterburners are great — they help you outrun a tough situation or get on the tail of the enemy. The only problem — they burn fuel like you're pouring it down a drain. If you run out of fuel, you've got to coast home on nothing but reserve power. How fast that is depends on the ship you're in.

Speed Indicators



You've got your choice of two kinds of speed indicators. **Set Speed** (Set) is the little yellow triangle next to the colored arc on the left side of the screen. It indicates the speed that you have set for your ship. Afterburning will make you go faster temporarily, but when you stop you'll return to this speed. **Klicks Per Second** (KPS) is the colored arc (and the number above it) — it shows how fast your ship is moving. If you watch, you'll see that it changes when you change your set speed, or use your afterburners.

When you get on the tail of a ship you've got targeted, it's a good idea to adjust your speed to match the other guy's. (To do this automatically, see **Speed Matching**, p. 3.)



Active Gun/Missile

In case you forget, the names of your current gun and active missile appear in the upper right corner of the screen.

Autopilot Indicator



Press SELECT when the word AUTO appears at the top of your viewscreen to autopilot to the next nav point.

Using autopilot is the easiest way to get to the next nav point. It's like letting someone else fly the ship while you take a nap or catch up on your reading. If you encounter any problems, though, autopilot turns off and you'll have to take over.

You can't autopilot if there are any enemies or hazards nearby. If you try anyway, it won't work, and you'll get the message "Enemies near, autopilot not allowed."

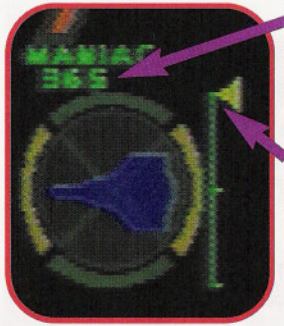
Missile Lock Indicator

If your missile indicator comes on, release a decoy (◎) and afterburn away!

It's a serious problem when an enemy's missile gets a lock on you. There are several warnings. The first one is the Missile Lock Indicator that appears to the left of the radar. If you're too busy to look at your displays (a dangerous habit) you can also tell by the distinctive siren that sounds. If you can see it through your viewscreen, you'll notice that an incoming missile has a green box around it.



Remember, you only have a certain number of decoys — you can see how many in the pyramid graphic in the upper right corner of the viewscreen. All decoys are exactly the same. See the Controller Layouts, pages 26-29, for other ways to drop them.



Target Range

Sometimes it's hard to tell how far away something is in space. This indicator tells the exact distance between you and your target.

Target Damage

When you want to see how badly your enemy is hurt, check the Target Damage indicator. When the arrow reaches the very bottom of the scale, your target is destroyed.

Action Sphere

Pressing START brings up a display of the local area — called the Action Sphere. This pauses the game.

Press ⊗ to go to the Options Screen.

You can rotate the map by using directional buttons, and can also zoom in and out (L1 and R2).

Your current target is displayed in a box in the lower right. You can also cycle through the targets (△).

☐	Blue Outline	Friendly Ship
☐	Red Outline	Enemy Ship
☐	White Outline	Your Ship
☐	Green Outline	Disabled Ship



Targeting

You automatically target the nearest enemy ship and place a red outline around it. (You can only target one ship at a time.) Whichever ship is targeted has its profile displayed in the lower right corner of the viewscreen. Above the profile is a description of the type of ship it is.

☐	Blue Square	Friendly Ship
☐	Red Square	Enemy Ship
☐	White Square	Ship that is communicating with you

Also, remember that the targeted ship shows up as a large cross on the radar.

When you cycle targeting through the ships that are in the area, the brackets in your viewscreen shift from one ship to another.

When you've got a ship targeted, you can match its speed to make combat easier. (See **Speed Matching**, page 3.)

Smart Targeting

If you don't want to target friendly ships, you can turn on Smart Targeting (L1 + △). With Smart Targeting on, you only target enemy ships. With it off, you cycle through all the ships in the area.

Note: You can always communicate with your wingman, even if you can't target them.

Inertial Targeting & Tracking System (I.T.T.S.)

Aim your guns at the green circle.



All ships come equipped with I.T.T.S., a system that lets you know how much you must lead your target in order to hit him. Whenever you lock onto a ship, the I.T.T.S. places a green circle on the viewscreen whenever the ship is in view and in range of your guns. If you aim for the green circle instead of the enemy, you stand a much better chance of hitting him.

Maneuver your ship toward the yellow diamond.



When your targeted ship moves out of your view, the green circle changes to a yellow diamond. To bring the enemy back into view, your best bet is to turn your ship in the direction of the diamond. Sometimes the diamond will switch from one side to the other — that's because the enemy has passed behind you and is now on your other side. If you get confused, check for the red cross on your radar.

Auto-Targeting

Ships with Auto-Targeting are a pilot's best friend. It means that you don't have to keep the green I.T.T.S. circle directly in your sights to do damage — your guns will swivel to compensate for enemy maneuvering or "drift." Your guns can't Auto-Target if the enemy is out of sight, however.

Missile Lock



Keep the target in view! It takes a while for a missile to get a lock.

Once your missile is locked on target, fire before the enemy gets out of sight. You lose your missile lock when he goes off-screen.

After you fire a missile, you can turn your attention to another ship.

It takes a while for some missiles to calculate all the necessary information to get to their target. Before they've gotten a lock on their target, you can't fire them. Dumbfire and Friend or Foe are exceptions; they don't need a lock, you just point and shoot.

When you bring a targeted ship in view, red cross hairs appear outside the red targeting square and slowly start to move toward the center of the square. You'll hear a distinctive series of tones as the missile works on getting the lock. When the lock is complete, you'll hear a chime — you can then fire the missile at will.

Landing

Auto Landing ON. Bring your carrier into view. It will give permission to land, and you'll then coast in automatically.

Auto Landing OFF. *"Remote" Landing.* Get close to your carrier. When it gives permission to land, hit autopilot to coast in for a "not quite" automatic landing.

Manual landing. Landing on your own is a little harder. The main trick is to slow down enough.

1. Maneuver so that your ship faces the launch bay.
2. Slow down below 100 kps and glide into the launch bay.
3. Once you've gone far enough, you've landed.

Cloaking

After a while, you'll get your hands on a ship equipped with a cloaking device that makes it invisible to other pilots for a while. The good news is that any enemy missiles that have locked on you will lose track of where you are once you're *completely* cloaked — and they can't initiate a lock, either. The bad news is that you can't fire missiles or guns while cloaked. Cloak/uncloak by pressing L1 + L2 + R1 + R2.

When you're cloaked, the viewscreen gets a multi-colored effect.

Escorting Transports

There are two things to remember when your mission is to escort transports.

Fly within 1000 klicks to "link up" with the transport.

The first thing is that you have to establish a link before the mission can begin. To link up, fly within 1000 klicks of the transport. They'll tell you when the link is made, and that they're ready to autopilot. If you don't get close enough, they'll keep telling you that they're ready for autopilot link.

Protect the transport.

During escort duty, it's not enough to kill all the bad guys. The whole mission is to keep the fighters from destroying the bigger ship. So keep an eye on your radar, and go after any enemies that head for the transport.

Manned Insertion Pods

Manned Insertion Pods (MIPs) are torpedo-sized pods used to get commandoes into enemy capital ships. They are only available for some missions, and you select and fire them just like any missile or torpedo. (With Smart Missiles ON, you can't accidentally launch a real missile or torpedo when you want to release a MIP.) After the mission is accomplished, don't forget to tractor in the survivors.

Tractor Beam



Using your tractor beam is exactly like firing a gun, except you *hold* the button. When you release the button, the tractor shuts off.

In a tractor beam mission, when you target a MIP or an ejected pilot — and you are close enough — your tractor beam will automatically be selected. The object will disappear from your viewscreen when it has been successfully tractored inside your ship.

Views

You can cycle through the possible views (L2 + R2). The current view is named at the bottom of the screen. These camera settings are temporary and do not save from mission to mission.

Front View	Out the front viewscreen
Rear View	Out the rear viewscreen
Chase View	From behind your fighter
Object View	Allows you to rotate the camera around your ship

Dying

If you get on the losing side of a space battle, a plaque displays:

Replay. Returns you to the cockpit so you can take off again with the same ship/loadout. It's the beginning of the mission.

Quit. Returns you to the Main Menu. You can load a game from there.

TUTORIAL

Note: All controller commands listed here are from the ACTION (default) controller setup. *To find out what other buttons can be assigned to each function, look on pages 26-29.*

This short tutorial will help you get acquainted with the cockpit and basic ship functions after you've started the game and watched the introduction. You may find this section particularly useful if you're new to the *Wing Commander* series. (In fact, if you're just learning, you might find the Invulnerability Option invaluable. See **Invulnerable**, page 2.)

STARTING

Usually, at the beginning of a mission, you'll find yourself in the cockpit of a fighter, waiting to take off. The beginning of the game is different, since you are already launched when you gain control of the ship.

The first thing to do is become familiar with the cockpit. Maniac will be taunting you to accept his challenge to a virtual dogfight, but you can ignore him for 30 seconds.

RADAR BASICS

Look at your radar (the circular array at the bottom of your screen) and notice that your wingman shows up as a blue dot. The white cross indicates the direction of your next destination, known as a navigational (or nav) point.

Use your directional buttons to maneuver your ship so that the white cross on your radar moves to the center of both the radar and your forward view. You will use the same methods of maneuvering to bring enemy ships in front of you during battle. If for some reason you want to head toward the next nav point before the autopilot light comes on, just point your ship at the white cross and fly.

SPEED

Your ship's speed is shown numerically in the upper left corner of your screen (above the speed arc). "KPS" denotes the speed at which your ship is traveling.

R1	**Increase throttle.**
R2	**Decrease throttle.**
L1 + R2	**Set throttle to zero.**
L1 + R1	**Set throttle to maximum speed.**

ACTION SPHERE

Display your Action Sphere by pressing START. This 3-D map shows the current nav point. Your ship appears in the center of the current nav point. Use directional buttons to rotate the map in any direction.

▷ ◁ △ ▽	**Rotate Map.**
△	**Cycle through targets. (Centers your ship in the map if you target yourself.)**
R1/R2	**Zoom in/zoom out.**
START	**Return to normal cockpit view.**

Weapons

Your weapon loadout appears in the upper right corner. Note that missile hardpoints, selected gun, missiles and the number of decoys are shown here. All of your ship's guns are automatically active (this can be toggled off in **Modes** — see page 3). If you turn Full Guns Only off (see page 3) you can cycle through the various guns, but Full Guns gives the most punch (and, unfortunately, uses the most juice). Unless you're in an energy crunch, Full Guns is usually the best bet.

The Hellcat has both a particle gun and an ion cannon.

When you feel comfortable with the above commands — and you want some practice — take on Maniac's challenge.

Fighting Maniac

Now you're ready to take on Maniac, if you want. Accept his proposal by choosing AFFIRMATIVE, or decline by choosing NEGATIVE.

L2 **Cycle through communication choices.**

L1 **Select communication choice.**

Your computer has automatically targeted Maniac's ship, placing a box around it on your viewscreen. Maneuver your ship so that Maniac is in the center of your viewscreen, and fly toward him. Maniac may break left or right, but will eventually head directly toward you. If you dive a little, he'll shoot over your head. Then you can pitch up into a 180-degree turn and tail him.

□ **Fire guns!**

Your I.T.T.S. system will kick in whenever he's in view, displaying a green circle, in addition to your red gunsight. If you line up the red gunsight with the green circle each time you fire, you have a much better chance of hitting the target.

(In a real mission, you would be using the Target Cycle feature much more than you are now, against just this one opponent.)

△ **Cycle through targets.**

PIRATES

Once you either finish the virtual dogfight with Maniac or decline his challenge, you find two Razor light fighters are suddenly buzzing all around you. They appear as red dots on your radar, and one is marked by a red box when it appears in the viewscreen. Information about the ship appears on the lower right side of the screen.

Tell Maniac to Break and Attack. He'll veer off, and as soon as his system re-configures back to regular combat mode, he'll begin attacking.

SELECT + △	**Break and Attack.**

Press your afterburner keys and maneuver using your directional buttons. Right now, all you want to do is keep alive until your own systems reconfigure.

R1 + R2	**Fire afterburners.**
▷ ◁ △ ▽	**Maneuver.**

BATTLE

As soon as your guns reconfigure, try to get on the tail of an enemy. If you find yourself overshooting the fighters, slow down. It's better to go a little slower than to be going too fast, because flying past your opponents puts you directly in their gunsights.

R2	**Slow down.**
R1	**Speed up.**

COMMUNICATION

If you need assistance, you can try asking your wingman to help you out. (Unfortunately, Maniac is notorious for disobeying any order that might distract him from a target.) Generally, you can command him to attack the ship you have targeted, break from formation and attack any target he chooses, fly on your wing or return to base.

L1 + ▷ ◁ △ ▽	**Display the available communications in the lower left part of the viewscreen.**
▽, ▷	**Highlight and select the receiving ship (Maniac).**
▽	**Choose a message: Attack My Target or Help Me Out Here.**
▷	**Send the message.**

Missile Lock

Keep the enemy in sight and match your speed to his.

R1 + △ **Match Speed.**

Keep the locked ship in sight until you hear a missile lock tone. (You lose the missile lock if a target moves out of view.) Try to get as close to the other ship as you can before you fire — this gives you a better chance of hitting the target.

Ⓧ **Fire missile.**

Once you hit a target, look to the lower right of your viewscreen. If any of the green sections begin turning yellow, you're wearing down your enemy's shields. Try to fire wherever the shields are yellow or red, i.e., weakest. Usually, you can weaken shields with your guns, then fire a missile for the knockout punch. Razors aren't so tough, though. Seven to eight shots with your guns — or one missile — should be enough to destroy a Razor.

Damage

L1 + ◁ or ▷ **Cycle through lower left viewscreen displays.**

To check damage to *your* ship, look to the lower left of your viewscreen. The color of the ship profile indicates the system status: damaged systems are yellow, critical systems are red, and destroyed systems are black.

Autopilot

After you and Maniac have defeated the pirates, look to the top of your viewscreen. When it is safe to autopilot to the next nav area, the word AUTO will appear.

When the AUTO light is on, you can autopilot to your next destination rather than taking the time to fly the whole uneventful stretch.

SELECT **Autopilot toward your next nav point.**

Advanced #1 Controller Layout

Certain keypresses will not function with specific options. Those are listed in *italic*.

Ship Controls

Ship Movement (Steering)	▷ ◁ △ ▽
Throttle Up	R2
Throttle Down	L2
Max Throttle	R1 + R2
Min Throttle	R1 + L2
Afterburner	R2 + L2
Roll Left/Right	L1 + ◁ ▷
Cycle Camera Views	L1 + R2
Autopilot	SELECT

Combat

Fire Guns	□
Fire Missile	⊗
Next Target	△
Smart Targeting	R1 + △
Drop Decoy	○
Match Speed	L1 + △
Next Gun	R1 + □
Next Missile	R1 + ⊗
Rear Turret	R1 + SELECT
Eject	L1 + L2 + R1 + R2 + SELECT + START
Cloak Ship (toggle)	L1 + L2 + R1 + R2

Comms

Taunt Enemy	SELECT + □
Break and Attack	SELECT + △
Communicating with Quick Select Comm ON:	
Cycle Comm Option	L1
Select Comm Option	R1
Communicating with Quick Select Comm OFF:	
Viewscreen (toggle/selector)	R1 + ▷ ◁ △ ▽

Options

New Game	hold SELECT + START for 2 seconds
Action Sphere/Pause	START
Options Menu (from Action Sphere)	⊗

Action Sphere Controls

Rotate Map	▷ ◁ △ ▽
Zoom In	R2
Zoom Out	L2
Cycle Next Target	△
Options Menu	⊗
Exit Action Sphere	START

Advanced #2 Controller Layout

Certain keypresses will not function with specific options. Those are listed in *italic*.

Ship Controls

Ship Movement (Steering)	▷ ◁ △ ▽
Throttle Up	R1
Throttle Down	R2
Max Throttle	L1 + R1
Min Throttle	L1 + R2
Afterburner	⊗
Roll Left/Right	L2 + ◁ ▷
Cycle Camera Views	L1 + L2
Autopilot	SELECT

Combat

Fire Guns	□
Fire Missile	○
Next Target	△
Smart Targeting	L1 + △
Drop Decoy	L1 + ⊗
Match Speed	R1 + △
Next Gun	L1 + □
Next Missile	L1 + ○
Rear Turret	L1 + SELECT
Eject	L1 + L2 + R1 + R2 + SELECT + START
Cloak Ship (toggle)	L1 + L2 + R1 + R2

Comms

Taunt Enemy	SELECT + □
Break and Attack	SELECT + △
Communicating with Quick Select Comm ON:	
Cycle Comm Option	L2
Select Comm Option	L1
Communicating with Quick Select Comm OFF:	
Viewscreen (toggle/selector)	L1 + ▷ ◁ △ ▽

Options

New Game	hold SELECT + START for 2 seconds
Action Sphere/Pause	START
Options Menu (from Action Sphere)	⊗

Action Sphere Controls

Rotate Map	▷ ◁ △ ▽
Zoom In	R1
Zoom Out	R2
Cycle Next Target	△
Options Menu	⊗
Exit Action Sphere	START

Wing Commander 3 Controller Layout

Certain keypresses will not function with specific options. Those are listed in *italic*.

Ship Controls

Ship Movement (Steering)	▷ ◁ △ ▽
Throttle Up	△
Throttle Down	⊗
Max Throttle	L1 + L2 + △
Min Throttle	L1 + L2 + ⊗
Afterburner	L2 + R2
Roll Left / Right	L2 / R2
Cycle Camera Views	R2 + SELECT
Autopilot	L1 + L2 + R1 + R2

Combat

Fire Guns	○
Fire Missile	□
Next Target	L1 + ⊗
Smart Targeting	SELECT + ⊗
Drop Decoy	R1 + R2
Match Speed	△ + ⊗
Next Gun	L1 + ○
Next Missile	L1 + □
Rear Turret	L2 + SELECT
Eject	L1 + L2 + R1 + R2 + SELECT + START
Cloak Ship (toggle)	L1 + R2

Comms

Taunt Enemy	SELECT + ○
Break and Attack	SELECT + △
Communicating with Quick Select Comm ON:	
Cycle Comm Option	R1
Select Comm Option	L1
Communicating with Quick Select Comm OFF:	
Viewscreen (toggle/selector)	R1 + ▷ ◁ △ ▽

Options

New Game	hold SELECT + START for 2 seconds
Action Sphere/Pause	START
Options Menu (from Action Sphere)	⊗

Action Sphere Controls

Rotate Map	▷ ◁ △ ▽
Zoom In	R1
Zoom Out	R2
Cycle Next Target	L1 + ⊗
Options Menu	⊗
Exit Action Sphere	START

Analog Joystick Controller Layout

Certain keypresses will not function with specific options. Those are listed in *italic*.

Ship Controls

Ship Movement (Steering)	Right Stick
Throttle Up	Left Stick Forward/Up
Throttle Down	Left Stick Back/Down
Max Throttle	R1 + R2
Min Throttle	R1 + L2
Afterburner	○
Roll Left	Left Stick Left
Roll Right	Left Stick Right
Cycle Camera Views	L1 + L2 + R1 + R2
Autopilot	SELECT

Combat

Fire Guns	□
Fire Missile	⊗
Next Target	△
Smart Targeting	L2 + R2
Drop Decoy	R2
Match Speed	L2
Next Gun	L1
Next Missile	R1
Rear Turret	R1 + SELECT
Eject	L1 + L2 + R1 + R2 + SELECT + START
Cloak Ship (toggle)	R2 + △

Comms

Taunt Enemy	SELECT + □
Break and Attack	SELECT + ⊗
Communicating with Quick Select Comm ON:	
Cycle Comm Option	Right Stick Hat Up/Down
Select Comm Option	Right Stick Hat Right
Communicating with Quick Select Comm OFF:	
Viewscreen (toggle/selector)	Right Stick Hat

Options

New Game	hold SELECT + START for 2 seconds
Action Sphere/Pause	START
Options Menu (from Action Sphere)	⊗

Action Sphere Controls

Rotate Map	Right Stick
Zoom In	Left Stick Down
Zoom Out	Left Stick Up
Cycle Next Target	△
Options Menu	⊗
Exit Action Sphere	START

ACTION CONTROLLER LAYOUT

The keypresses listed in italics may not function if you've customized your options.

Ship Controls

- Ship Movement (Steering)
- Throttle Up — R1
- Throttle Down — R2
- Max Throttle — L1 R1
- Min Throttle — L1 R2
- Afterburner — R1 R2
- Roll Left/Right — L2
- Cycle Camera Views — L2 R1
- Autopilot — SELECT

For additional controller configurations, see pp. 26-29.

Combat

- Fire Guns
- Fire Missile
- Next Target
- Smart Targeting — L1
- Drop Decoy
- Match Speed — R1
- *Next Gun* — L1
- *Next Missile* — L1
- Rear Turret — L1 SELECT
- Eject — L1 L2 R1 R2 SELECT START
- Cloak Ship (toggle) — L1 L2 R1 R2

Options

- New Game hold SELECT START for 2 seconds
- Action Sphere/Pause — START
- Options Menu (Action Sphere)

Comms

- Taunt Enemy — SELECT
- Break and Attack — SELECT
- *Communicating with Quick Select Comm ON:*
  - Cycle Comm Option — L2
  - Select Comm Option — L1
- *Communicating with Quick Select Comm OFF:*
  - Viewscreen (Toggle/Selector) — L1

Action Sphere Controls

- Rotate Map
- Zoom In — R1
- Zoom Out — R2
- Cycle Next Target
- Options Menu
- Exit Action Sphere — START

PlayStation ™

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PlayStation

NTSC U/C

PlayStation

WING COMMANDER® IV

THE PRICE OF FREEDOM™



New Officer's Handbook

TEEN

AGES 13+

CONTENT RATED BY ESRB

SLUS-00270-3
1010315

WARNING: BEFORE USING YOUR PlayStation™ GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult with your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For more information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

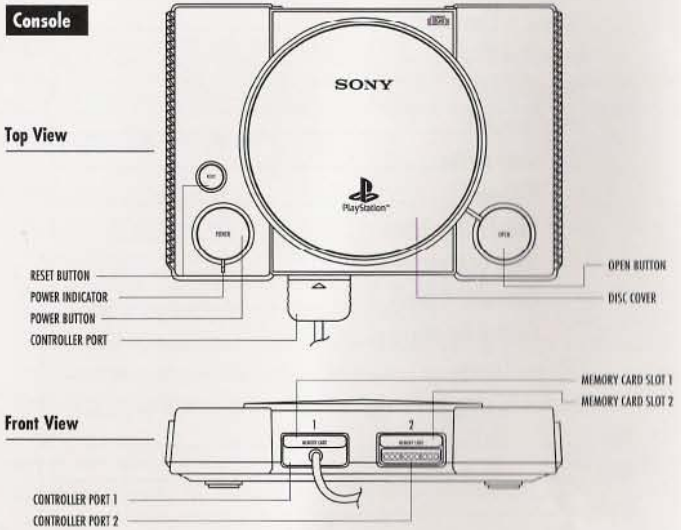
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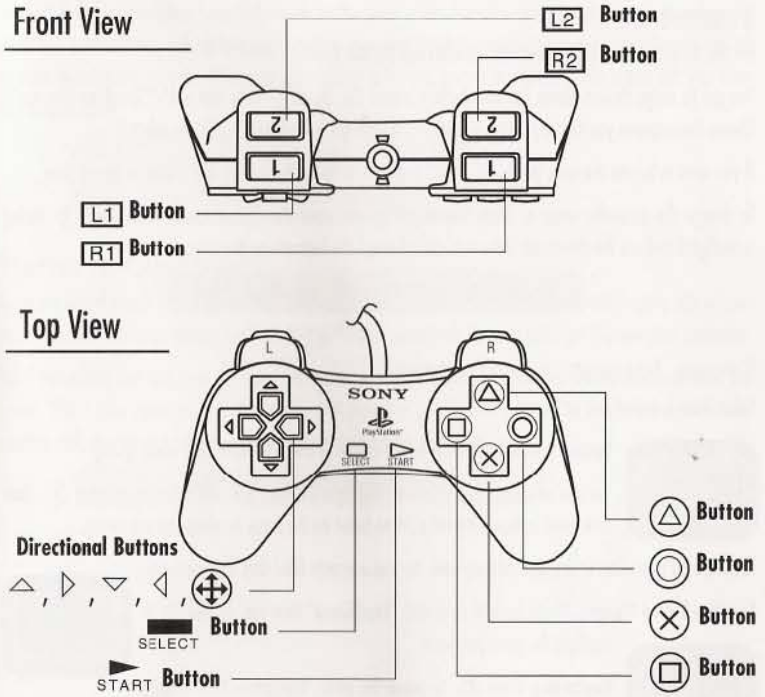
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STARTING PLAY

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert *Wing Commander IV*® Disc 1 and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



CONTROLLER DIAGRAM



Between Missions

Starting the Game

Put the CD in the PlayStation game console and close the Disc Cover.

You get to make choices during the introductory scenes (for instance, "Help him out"/"Straighten him out"). Choose the response you want by using △ and ▽ to highlight it, and pressing Ⓧ to select it.

If you want to bypass the intro, press START. You'll still have to make the choices, but it takes a lot less time.

To change the controller setup or other spaceflight options, open the Option screen (START then Ⓧ during spaceflight) and use the directional buttons to cycle through the hotspots on the screen.

Ⓧ selects the current action option you have highlighted.

Saving, Loading and Restarting

Select Main Terminal (see p. 7).



Saving Games. There are only a couple of things to remember about saving.

You can only save from a carrier. Highlight the save icon and select by pressing Ⓧ. Your save game is then assigned a name based on the scene in which you are saving.

There are 14 game slots on a typical memory card. You can overwrite filled slots if you want to.



Loading Saved Games. All you have to do is click "Load Game" then use △ and ▽ to highlight the game you want.



Restarting. Press START to pause the game, then press SELECT to quit. (Or press and hold START and SELECT for 2 seconds to send you to the original start screen.)

On Board the *Lexington*

The part of the game between missions is driven by "hotspots" – places on the screen that make something happen when you activate them. Talking to people, moving from room to room, using ship computers and so on, can all be done by activating hotspots. Whenever you highlight a hotspot, text at the bottom of the screen tells you what that hotspot does.

△/▽	Cycle through hotspots.
Ⓧ	Activate the hotspot video flick.

Talking to Characters

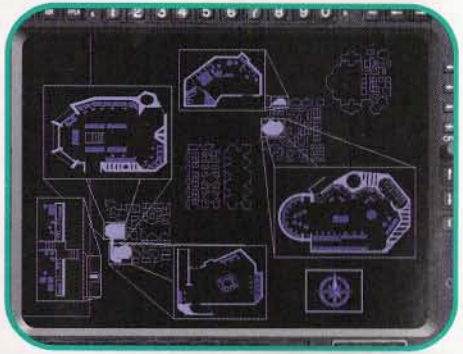
There are lots of people in this game that you ought to talk to. Some are friends, some would happily spit in your eye. Sometimes the conversations are important to the plot, sometimes they are just to get to know your comrades.

You'll notice that now and then the video will pause, and two choices will appear on the top and bottom of the screen. This is your opportunity to change the plot around – you'll get the chance to choose one mission over another, pick one person's side over another or even affect the end of the game!

△/▽ Select your choice and press Ⓧ to activate it.

Gameflow Map

△ Call up the map.



Getting around is easy. With the Gameflow Map, you can go straight to any available room by clicking on it. Even better, the map lets you know where the "talkative" people are located. You've got to talk to people to move the plot along.

A **red** dot means you *have* to talk to the person before you can go to the mission briefing. In other words, you can't fly until you get rid of all the red dots.

A **blue** dot means if you don't talk to the person, it's okay. You probably ought to, just to know what's going on, but if you don't, that blue dot will eventually go away.

Flight Control

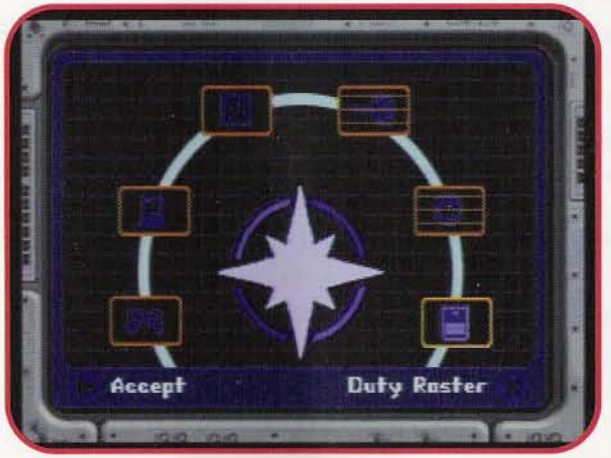
Flight Control is an important part of a carrier if only because this is where you'll find the Main Terminal (p. 7). You can get to the Flight Deck, Briefing Room and Officers' Lounge from here, as well.

Main Terminal

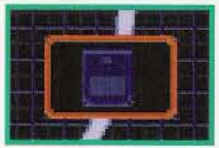
When you go to the Main Terminal, you'll see a close-up of a computer screen with different icons on it. When you highlight an icon you'll see text telling you what that option does.

⊕ Select an option.

START Leave the Main Terminal.



Duty Roster



This is where you load and save games; use the directional buttons to highlight the options. The double arrows scroll up or down one page at a time.

Delete Game. Use △ and ▽ to cycle through the saved games. Press Ⓧ to delete a game. You will be asked to confirm your action.

Load Game. Use △ and ▽ to highlight the game you want to jump into, and then press Ⓧ to start it up.

Save Game. Highlight an empty slot and press Ⓧ to select it. You can save up to 14 games, and overwrite old ones that you don't want anymore. It's a good idea to save often, so that you can make different choices without having to start the game over.

Killboard

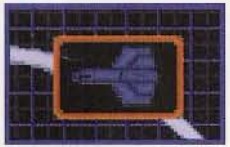
There's no real "score keeping" in *Wing Commander IV*, but the killboard comes close. It shows the number of kills for each pilot. When you start, your name will be last on the list, but as you complete missions and destroy enemy pilots, your number in the "Kills" column will get bigger. When you kill an ace, it'll get mentioned in the "Ace" column.

You can see some information on the pilots here, too: OK, unavailable, deceased, AWOL or sick.



Ship Configuration

You can only select this option after you've gone to the mission briefing.



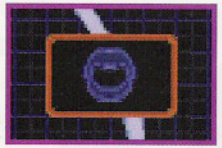
Before each mission you need to decide whether you want to accept the default ship and missile loadout, or if you want to change it around. If you want to see what the default is, go to the Main Terminal and select the *Ship Configuration* button.

Some ships have more missile hardpoints (places where missiles are attached) than others. Some ships come with certain kinds of missiles, and you can't choose anything different.

▷ and ◁	Switch between the Ship and Missile windows.
△ and ▽	Choose the ship you want.
Ⓧ	Toggle between the picture and stats of your ship and missiles.
△ and ▽	Cycle through the weapons available.
Ⓐ	Exit the screen.

Wing Configuration

Before you get into the cockpit, you'll need to select a good pilot to fly as your wingman.

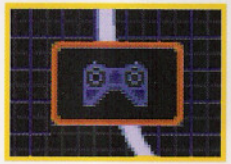


Use ▷ and ◁ to cylce through your wingman choices. If you can take more than one wingman, press ▽, then use ▷ and ◁ to cylce through your second wingman roster. △ returns you to the primary wingman options.

⊕	Select the wingman you want.
△	Exit the screen.

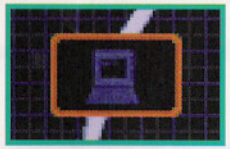
Controller Options/Joystick Calibration

Takes you directly to the Controller Configuration menu. There is more than one arrangement of controller commands; you should choose the one that makes the most sense to you. This is also where you calibrate your Analog joystick, if you have one. See *Battle Book*, pages 26-29 and back cover.



Control Parameters

Takes you to the Spaceflight Options screen. This is where you can do things like make the game harder or easier, louder or quieter. See *Battle Book*, pages 1-2.



OFFICERS' LOUNGE

The heart of the *Lexington* is the Officers' Lounge. Here is where most of the other pilots go to relax for a while. Information is traded, bets are made and friendships are forged in the brief quiet times between combat missions. You get to Eisen's cabin from here.

MISSION BRIEFING ROOM

Right before each mission, you have to attend a briefing. This is when you get information about where you are supposed to go, and what you need to get done. Since you're a commander, sometimes you'll need to make decisions concerning the nature of the mission. After that you'll brief your squadron and pick a wingman. See **Wing Configuration**, p. 10.

Tips

- Long range, moving targets are very hard to hit with missiles. About 500 klicks on the distance meter is close enough to fry 'em.
- Decoys are great to distract incoming missiles, but keep in mind that one might not be enough.
- Leech missiles and leech guns are great for slowing down faster ships.
- Remember to kill off leeched fighters before leaving a nav point (unless you are told not to in the briefing).
- Concentrate your attention on one fighter at a time. Switching from target to target allows shields to recharge and gives you two wounded enemies, rather than one dead one.
- When you must destroy capital ships, Dumbfire missiles and torpedoes work extremely well.
- If you're on a torpedo run, it's not a good idea to go straight in. Try to "corkscrew" in by rolling and banking slightly in order to dodge the turret fire and enemy craft that will probably be on your tail.

- Getting too close to enemy bases and capital ships can be lethal. Their shields are supercharged and sometimes extend out in a large radius – and they're *much* stronger than your ship.
- Don't expect your wingmen to take up your slack. You and you alone are responsible for mission success or failure.
- Ships with rear turrets are dangerous when tailed. If you're getting shredded by them, try attacking from the sides and not from the front or back.
- If you're having trouble shooting down your enemies, there's always the brute force method for stronger ships (Longbow or Avenger). Ram them. That's right, if you have a heavy ship, work on your target's shields with your guns and when they're low – fly your fighter right into them. *Don't* use this technique if you're in a lighter ship.
- If you are somehow left behind by your command ship, you can always eject. Be careful – your enemies won't give you a warm welcome if they find you.
- The purpose of taunting is to goad your enemy into flying more recklessly. It doesn't always work, however.
- You *can* fight the Seether.

HELLCAT V

Armor Rating	100/80
Max. Aft.Velocity	1200
Max. Velocity	420
Shields	250

WEAPONS

Ion	(2)
Particle	(2)

Missiles:
Two 3-slot hardpoints (Medium)

Missile Decoys	24

MEDIUM FIGHTER



LONGBOW

Armor Rating	300
Max. Aft. Velocity	700
Max. Velocity	320
Shields	500

WEAPONS

Ion	(2)
Plasma	(2)
Particle gun rear	(turret)

Missiles:
Four 4-slot hardpoints (medium)
Four 1-slot hardpoints (heavy)

Missile Decoys	24

TORPEDO BOMBER



BANSHEE

Armor Rating	80
Max. Aft. Velocity	1300
Max. Velocity	500
Shields	250

WEAPONS

Leech	(1)
Scatter	(1)
Laser	(4)
Missiles: Four 2-slot hardpoints (Medium)	
Missile decoys	16

HEAVY FIGHTER



VINDICATOR

Armor Rating	150
Max. Aft. Velocity	950
Max. Velocity	400
Shields	250

WEAPONS

Laser	(2)
Tachyon	(2)
Leech	(2)
Missiles: Three 2-slot hardpoints (Medium)	
Three 1-slot hardpoints (Heavy)	
Missile Decoys	24

MEDIUM FIGHTER



AVENGER

Armor rating	250
Max. Aft. Velocity	750
Max. Velocity	350
Shields	400

WEAPONS

Stormfire	(2)
Leech	(2)
Mass Driver	turret
Photon	(2)

Missiles

Four 1-slot hardpoints (heavy)

Two 4-slot hardpoints (medium)

Missile decoys	24

TORPEDO BOMBER



CREDITS

PLAYSTATION GAME CONSOLE TEAM

Lion Entertainment™

Executive Producer ..... Douglas Grounds
Technical Director ..... Bruce Burkhalter
Lead Programmer ..... Scott Osborn
Programmers ..... Lon Meinecke, Anthony Morone, Bruce Burkhalter

ORIGIN Systems

IX Sound System Programming ..... Richard Lyle
Additional PlayStation Programming ..... Brent Thale
PlayStation Specific Art & Design ..... Jeff Wand, Steve Pietzch, Jen Ayers
PlayStation Data Manager ..... Brian Adams, Weston Giunta
Video Editing and Processing ..... Jay Mahavier
Movie Compression and Processing ..... Jeni Day
Audio Processing ..... Stretch Williams, Martin Galway
Documentation ..... Melissa Tyler
Layout ..... Cindy Cannon
Product Manager ..... Patrick Bradshaw
QA Project Leader ..... Chuck Lupher
QA Team ..... David Abelt, Eric Anderson, Andy Brunke, Lee Gibson, Tom Godsey, Chris Lanius, Chico Marvici, Mike Pickett, Brandon Salinas, Tony Salvaggio

Special Thanks to Wing III PlayStation Game Console Team

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Arriflex 535 Cameras Provided by Otto Nemenz International, Inc.

Trager Manufacturing Company

AT&T

The USS *Lexington* Museum of Corpus Christi, Texas

VF-201 "Hunters" NAS Dallas, Texas

The 924th Fighter Wing "Outlaws" of Bergstrom AFB, Austin, Texas

ORIGINAL GAME DEVELOPMENT

Executive Producer ..... Chris Roberts
Game Producers ..... Mark Day, Dallas Snell
Associate Producers ..... David Downing, Adam Foshko
Game Director ..... Anthony Morone
Lead Programmer ..... Frank Roan
Programmer, Gameflow Coordinator ..... Jason Hughes
Additional Programming ..... Peter Shelus
Movie Compression & Playback ..... Jason Yenawine
Programming Intern ..... Daniel Yee

DESIGN

Mission Design & Implementation ..... Ben Potter, Jeff Shelton, Scott Shelton
Original Story Concept ..... Chris Douglas
Additional Data Implementation ..... Chuck Karpiak, Steve Powers, Charles Hartigan

AUDIO

Audio Coordinator ..... Martin Galway
Original Score ..... George Oldziey
Interactive Sound Design ..... Stretch Williams
Additional Interactive Sound Design ..... Nenad Vugrinec
Interactive Music ..... George Oldziey
Music Recording ..... George Oldziey, Stretch Williams
Musicians ..... Paul Baker (Saxophone), Stretch Williams (Guitar)
Dialog Casting/Recording/ Editing ..... Jay Mahavier, Stretch Williams
Additional Dialog Casting/Recording/Editing ..... Randy Buck, Jason Cobb

ART

Production Designer ..... Chris Douglas
Art Director ..... Jeffrey "JC" Combs
3-D Animators ..... Rodney Brunet, Jeffrey "JC" Combs, Chris Douglas, Mark Lean, Dean McCall, Sean Murphy, Chris Olivia, Beth Foster Pugh, Pauline Saab, Mark Vearrier
Additional 3-D Animators ..... Jennifer Ayers, Paul Steed
RealSpace 3-D Modellers ..... Dean McCall, Brennan Priest
Additional Artists ..... Jeff Harris, Damon Waldrip
3-D Software provided by ..... Alias Research
Graphics Hardware provided by ..... Silicon Graphics

PRODUCT SUPPORT

QA Project Leader ..... Anthony L. Sommers
Assistant Project Leaders ..... J. Allen Brack, Todd Wachhaus
QA Team ..... Cinco Barnes, Nathan Batiste, John Dorsnak, Christopher D. Errett, Kenny Hott, Kevin Melton, Myque Ouellette, Kent Raffray, Carlus Wesley
Hardware Lab Tech ..... Brett J. Bonner
Translations Liaison ..... Andy Bruncke
Product Support Supervisor ..... Marie Williams
Hardware Lab Supervisor ..... Brian Wachhaus
Director of Studio Services ..... Kay Gilmore

ADMINISTRATIVE

Finance ..... Mike Grajeda, Dominique Iyer
Executive Assistant ..... Madeleine Fox
Resource Coordinator ..... Weston Giunta
Network Administrators ..... Dave Reeves, Mark Rizzo
Senior Technician ..... Rick McNeeley
Unix Administrator ..... Christopher Alexander North-Keys

Assistant Product Manager ..... Patrick Bradshaw
Media Relations ..... David Swofford, Teresa Potts, Richard Steinberg
Unit Publicist ..... Michaels & Wolfe, Inc.
Travel Coordination ..... Madeleine Fox, Barrington Smith
Subtitles ..... Madeleine Fox, Ana Moreno, Jörg Neumann

TRANSLATION

Translations Manager ..... Kirsten Vaughan
German Translation ..... Frank Dietz, Stefan Kolo, Jörg Neumann
German Documentation ..... Anja Rumbarger
German Testing ..... Jörg Neumann, Kai Lebert, Stephan Lips, Roman Tracey
German Dubbing Studio ..... FFS GmbH, Munich
French Translations ..... Peter Bart, Dominique Poumeyrol-Jumeau
French Documentation ..... Isabelle Rice
French Testing ..... Jean-Luc Chabrier, Lemuel Hoham, Didier Jumeau, Daniel Taillefer
French Dubbing Studio ..... Studio Lincoln, Paris

GAME MATERIALS

Writing ..... Tuesday Frase, Kevin Schlipper, Melissa Tyler
Additional Fiction ..... William R. Forstchen, Ben Ohlander
Packaging ..... Trey Hermann
Poster Art ..... Sam Yeates
Promotional Materials ..... Jennifer Davis
Advertising ..... Al Carnley
Documentation Layout ..... Catherine Cantieri, Al Carnley, Tim Norland
Editing ..... David Ladyman
The Readme.txt File ..... Anthony L. Sommers, J. Allen Brack, Todd Wachhaus, Christopher D. Errett

FILM PRODUCTION

Executive Producer / Director ..... Chris Roberts
Producer ..... Mark Day
Associate Producer ..... Adam Foshko
Co-Producer ..... Donna Burkons
Screenplay ..... Terry Borst, Frank De Palma
Line Producer ..... Maryann Fabian
Casting Director ..... Mike Fenton
Assistant Casting Director ..... Julie Ashton-Barson
Casting Assistant ..... Rachel Davies
1st Assistant Director ..... Harry Jarvis
2nd Assistant Director ..... Tim Ardran
2nd 2nd Assistant Director ..... John Bratton
Production Coordinator ..... James A. Capp
Assistant Production Coordinator ..... Ray Cabo
Set Production Assistants ..... Wendy Palmer, Andrea Netze
Production Assistants ..... Shaun O'Banion, Gary Sims, Orion Walker
Assistant to Mr. Hamill ..... Tracee Sabato
Assistant to Mr. Roberts ..... Barrington Smith
Mark Hamill's Stand-In ..... Emidio Antonio
Director of Photography ..... Eric Goldstein
1st Camera Assistant ..... Tom Ryan
2nd Camera Assistant ..... Tony Nagy
Additional 2nd Camera Assistant ..... Daisy Smith
Loader ..... Amy Abrams
Gaffer / General Foreman ..... Joey Brown
Best Boy / Chief Lighting Technician ..... Corey Bibb
Best Boy Grip / 2nd Company Grip ..... Sandy Bloom
Key Grip / 1st Company Grip ..... Billy Bosson

Film Production (cont.)

Dolly Grip / Crab Dolly Grip ..... Michael Flaningam
Grips ..... Liz Bolden, Marc Polanski, Robert Reid, Kevin Ball
Apprentice Grip ..... Erik Wolford
Electrical Lighting Technicians ..... Uriel Uribe, Anthony Guzman, Andrew Glover, Ngoli Nyirenda, Douglas Blagg, John Massaro, Thoma Reavis, Daisuke Miyake, Don Chong, Eric Kramer
Ultimatte Operator ..... Bob Kertesz
Tap Operator ..... Greg Noyes
Still Photographer ..... Joel Sussman
Sound Mixer ..... Walt Martin
Boom Operator ..... Bill Ratcliff
Script Supervisor ..... Kate Lewis
Storyboard Artists ..... Marc Baird, Alex Hill
Production Designers ..... Cherie Baker, Chris Douglas
Computer Graphics Art Director ..... Jeffrey "JC" Combs
Art Department Coordinator ..... Ann Giselle-Spiegler
Set Designers ..... Chris Gorak, James O'Donnell, Bryan Lane
Model Builder ..... Robin Schneider
Set Decorator ..... Carrie Perzan
Leadman ..... Richard D. Wright
Set Dresser ..... John Grevera, James Dean, Ara Darakjian
On-Set Dresser ..... Tom Waisanen
Costume Designer ..... Karen Mann
Costumer ..... Kristen Saints
Wardrobe Supervisor ..... Carol Quiroz
Set Costumer ..... Joel Berlin
Costumer ..... Dana Loats, Anita Brown, Tammy Surber
Costume Intern ..... Joya Flores, Staci Riesenbeck, Paulette Uris
Key Hair ..... Lana Sharpe
Assistant Hair ..... Gloria Ponce
Hair Stylist ..... Shastie Sharpe
Key Makeup ..... Bill Myer
Assistant Make-up ..... Kim Miner

KILRATHI CREATURE TEAM

Melek ..... Chris Bergschneider
Suit Technician #1 ..... Jeff Farley
Suit Technician #2 ..... Jo Ann Bloomfield
Puppeteer ..... Bud McGrew
Puppeteer Assistant ..... Mike Newman
Kilrathi Prosthetics ..... Obscure Artifacts, Inc
Property Master ..... Mark Anderson
Assistant Property ..... Lori A. Noyes
Special Effects ..... Studio Art & Technology

SETS & STUNTS

Stunt Coordinator ..... Rocky Capella
Construction Coordinator ..... Mike Clark
Assistant Construction Coordinator ..... Jenny Ayala
General Foreman ..... Keith Cox
Construction Foreman ..... Wade Robinson
Welder / Construction ..... Michael J. Cohen
Standby ..... Steve Degroodt
Prop Maker ..... Morgan Flaherty
Carpenters / Prop Makers ..... Paul T. Contreras, Martin Duncan, Gordan E. Holmes II, Tyler Dupuy, Ray Baron, Max K. Bozeman, Sean A. Duggan, David Nute, Steven Doss, Scott Miller, Robert A.Masini, David Wheeler, Timothy Walsh, Martin Duncan, Timothy Gruse, Frank Palazzo, Casey Wheeler, Karl Koeb, David Campbell, Gregory Campbell, Thomas Wages, Rex Cassano, Ronnie Montgomery

Lead Scenic / Head Painter ..... Dave Robinson
Scenic Artists ..... Chris Kelly, Paul Manchester, Luz
Head Decorator ..... Chris Kelly
Decorators ..... Steve Degroodt, Luz
Painters / Decoratars ..... Brian Lynk, Peter George, Frank Oliveri, Gary Mark, Guillermo Tello, Mick Ritchason, Martin Ortiz, Jaime Cavillas
Laborers ..... Cesar Ayala, Rick Fine, Juan Rave, Daniel R. Parker, Jason Greenwood, David Kitchen, Dennis Winters, Ruben Delgado, April Duncan

2ND UNIT

2nd Unit Directors ..... Mark Day, Adam Foshko
Consultant ..... Jim Rosenthal
Video Assistant ..... Dan Devaney
Video Intern ..... Chuck Hatigan
1st Utility ..... David Weinreb
2nd Utility ..... Jennifer Lear
1st Assistant Director ..... Louis Milito
2nd Assiatant Director ..... Brett Boydstun
Script Supervisor ..... Judith Saunders
Set Production Assistant ..... Curtis Myer, Carol Gronner
Gaffer ..... Reginald F. Lake
Best Boy Electrician ..... Sherman Fulton
Electrician ..... Van Johnson
Key Grip ..... Irv Katz
Best Boy Grip ..... Dave Boden
Grips ..... Mark Combs, Jim Nieuwenhuis
Sound ..... Wolf Seeberg
Medics ..... Christina Hershey, Suzanne Kunkel, Justin Birchfiel
Craft Service ..... Julie Iles
Sound Stages provided by ..... Ren Mar Studios, Hollywood, California, USA

BUSINESS OFFICE

Production Accountant ..... Laurie Woken
Assistant Production Accountant ..... Julie La Prath
Business / Legal Affairs ..... Carol Contes, Leslie Abel

POST-PRODUCTION

Post-Production Director ..... Phil Gessert
Visual Effects Supervisor ..... Steve Moore
Visual Effects Coordinator ..... Jeffery "JC" Combs
Post-Production Coordinator ..... David Downing

POST-PRODUCTION — PICTURE

Avid Editor ..... Phil Gessert
Assistant Editor ..... Joy Mahavier
Post-Production Assistant ..... Jim Capp
Video Processing Facility ..... EA Media Lab
Video Processing & Digitization ..... Jeni Day
Video Technician ..... Michael Marsh
Digital Compositing and On Line ..... Western Images, Inc
Facility Producer ..... Todd Lindo
Technical Director ..... Jerry Castro
Telecine Colorists ..... Jim Barrett, Gary Coates
D-1 Online Editors ..... Greg Gilmore, Mark Sorensen
Compositing Artist ..... Orin Green
Rotoscoping Artists ..... Danielle Ciccarelli, Ali Laventhol
Visual Effects ..... Post Logic, Inc
Post Logic Producer ..... Leslie Sorrentino
Visual Effects Compositor ..... Robby Vignato
Telecine Colorist ..... Mike Eaves
Telecine Assistant ..... Mario Barrera
D-1 Online Editor ..... Bob Blue

Post Production — Picture (contd)

D-1 Assistants ..... Ko Maruyama, Shane Harris
Digital Non-Linear Editing System ..... AVID Technology, TEXTSOUND
Film to Tape Transfers by ..... Deluxe Video

POST-PRODUCTION — SOUND

ORIGIN Systems

Sound Director ..... Martin Galway
Post Production Producer ..... Stretch Williams
Sound Editor ..... Stretch Williams
Additional Sound Editing ..... Randy Buck, Jason Cobb
Additional Dialogue Recording ..... Randy Buck, Jason Cobb

Electronic Arts San Mateo

Director of Film Audio Post-Production ..... Murray Allen
Dubbing Mixers ..... Tony Berkeley, Ken Felton
Dialogue Editing ..... Tony Berkeley, Ken Felton
Foley Editing ..... Tony Berkeley, Ken Felton
Music Editing ..... Tony Berkeley, Ken Felton
Supervising Sound Effects Editor ..... Tony Berkeley
Sound Effects Editors ..... Ken Felton, Marc Farly
Sound Designers ..... Tony Berkeley, Marc Farly, Ken Felton
Special Kilrathi Vocal Effects ..... Tom Seufert
Foley & ADR Services provided by ..... Post Sound Corp.
ADR Mixer ..... John Reiner C.A.S.
Foley Mixer ..... Richard Duarte
Foley Artists ..... Margie O'Malley, Marnie Moore
Foley Editor ..... Dave Nelson

CAST

Col. Christopher Blair ..... Mark Hamill
Admiral Tolwyn ..... Malcolm McDowell
Maj. James "Paladin" Taggart ..... John Rhys-Davies
Capt. William Eisen ..... Jason Bernard
Maj. Todd "Maniac" Marshall ..... Tom Wilson
Seether ..... Robert Rusler
2nd Lt. Troy "Catscratch" Carter ..... Mark Dacascos
1st Lt. Velina Sosa ..... Holly Gagnier
Lt. Winston "Vagabond" Chang ..... Francois Chau
Col. Jacob "Hawk" Manley ..... Chris Mulkey
Col. Tamara "Panther" Farnsworth ..... Elizabeth Barones
Lt. Col. Gash Dekker ..... Jeremy Roberts
Chief Tech Robert "Pliers" Sykes ..... Richard Riehle
Vice-Admiral Daniel Wolford ..... Peter Jason
Captain Hugh Paulsen ..... John Spencer
2nd Lt. Draw Naismith ..... Williams Youmans
Dr. Brady ..... Jessica Tuck
Voice of Melek ..... Barry Dennen
News Anchor ..... Barbara Niven
Confed Redshirt #1 ..... Richard Garon
Confed Redshirt #2 ..... Chris Conrad
Confed Redshirt #3 ..... Casper Van Dien
Confed Redshirt #4 ..... Suzanne Ircha
Telamon Female Comm Officer ..... Kirsten Moore
Telamon Citizen ..... Joel Polis
Telamon Doctor ..... Michael Cavanaugh
Canteen Bartender ..... Dylan Bruno
Canteen Vet ..... Peter Marquardt
Canteen Man ..... Dean Tarrolly
Border Worlds Pilot #1 ..... Mauricio Mendoza
Border Worlds Pilot #2 ..... Lester Barrie
Border Worlds Pilot #3 ..... Walt Goggins
Vesuvius Helmsman ..... Aaron Kuhr
Vesuvius Comm. Officer ..... Wanda Acuna
Transport Pilot ..... Jane A. Rogers
Senator #1 ..... Dean Sommers
Senator #2 ..... Ed Bernard
Senator #3 ..... Roger Mercurio
Senator #4 ..... Shirlee Reed
Shuttle Pilot ..... Dylan Haggerty
Confed Marine ..... Derik Hixon
Border Worlds Lt. ..... Carl Banks
Bluepoint Traffic Control ..... Todd Covert
Helmsperson ..... Beverley Castaldo
Circle V Comm. Specialist ..... Saxon Trainer
B.W.S. Carrier Officer #1 ..... Allen Cutler
B.W.S. Carrier Officer #2 ..... Joe Fiske
Confed Pilot ..... Michael Wachtel
Vagabond Double ..... Peter Lai
Com Base Guard #1 ..... Tim Meridith
Com Base Guard #2 ..... Dan Bell
Com Base Guard #3 ..... Scott McElroy
Tolwyn Double ..... Randy Hall
Convoy Comm. Officer ..... Morgan Englund
Pirate ..... Todd Kimsey
Melek ..... Chris Bergschneider
Generic Cap #1 ..... Charles Esten
Generic Cap #2 ..... Michael Haplin
Generic Cap #3 ..... Cookie Carosella
Generic Cap #4 ..... Jeffrey Arbaugh
Slapping Woman ..... Kirsten Maryott

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