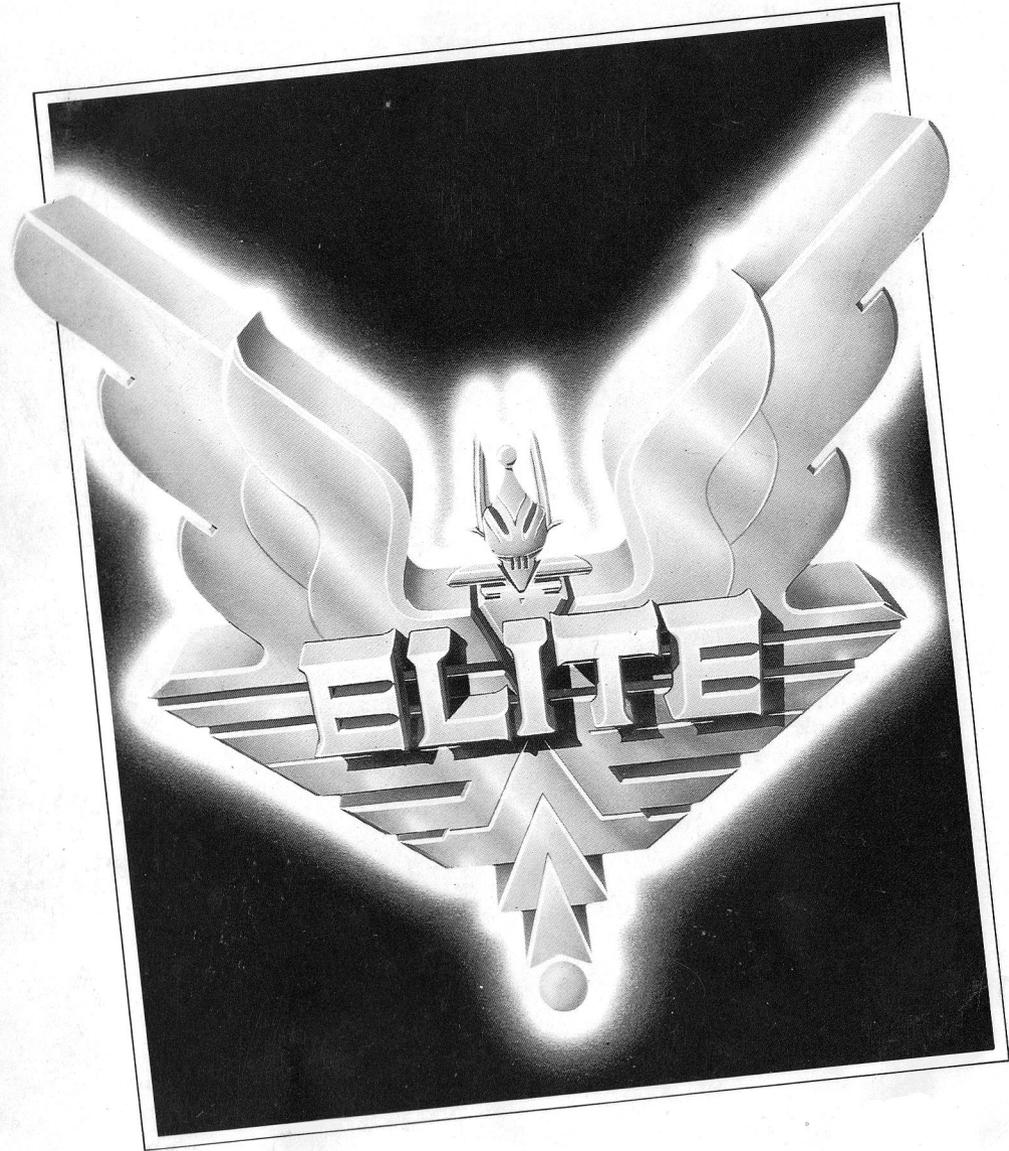


# QUICK KEY CONTROL GUIDE



# SUMMARY OF CONTROLS

## SPACE FLIGHT CONTROLS

Anticlockwise roll	— <, joystick or mouse left
Clockwise roll	— >, joystick or mouse right
Dive	— S, joystick or mouse forward
Climb	— X, joystick or mouse back
Increase speed	— SPACE or hold right mouse button then forward
Decrease speed	— /(slash) or hold right mouse button down then back
Cancel roll	— one press on right mouse button
Fire retro rockets (if fitted)	— R
Front view	— F1
Back view	— F2
Left view	— F3
Right view	— F4

## NAVIGATIONAL CONTROLS

Hyperspace	— H
Intergalactic jump	— G then H
Distance to system	— D
Cursor cross home	— B
Cursor cross control	— CURSOR KEYS and SPACE
Galactic chart	— F5
Local cluster chart	— F6

## SPACE COMBAT CONTROLS

Fire laser	— A, joystick or left mouse button
Target missile	— T
Fire missile	— M
Unarm missile	— U
ECM	— E
Energy bomb	— TAB
Escape capsule	— Q
Docking computer on/off	— C
ID computer	— I
Toggle radar magnification	— Z

## TRADING CONTROLS

Launch from station	— F1
Sell cargo	— F2
Buy cargo	— F3
Equip ship	— F4
Galactic chart	— F5
Local cluster chart	— F6
Data on system	— F7
Market prices	— F8

Status page	— F9
Inventory	— F10
Find planet	— F (only while docked)

These functions can also be controlled via the mouse or joystick

## GAME CONTROLS

Jump drive	— J
Freeze game	— P
Continue game	— P
Initiate save	— - (minus) only while docked

## OTHER CONTROLS

Game options	— = (equals)
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### **When in the option screen**

The auto centre toggle will disable and re-enable the recentering in roll and dive/climb control. When recentering is enabled, a small amount of climb (or clockwise roll) cancels any dive (or anticlockwise roll) and vice versa.

The damping toggle will disable and re-enable the automatic damping of a roll, dive or climb.

## SYSTEM REQUIREMENTS

Atari ST or Commodore Amiga with minimum of 512K of RAM and a 3.5 inch disk drive.

Atari ST needs TOS in ROM and a colour monitor or T.V.

Commodore Amiga needs Kickstart version 1.2 or above.

## LOADING THE PROGRAM

### **Atari ST**

1. Switch off your computer
  2. Insert the disk into your disk drive
  3. Switch on your computer
- The game will automatically load and run.

### **Commodore Amiga**

1. Users of Kickstart on disk should first boot Kickstart 1.2 or later.
  2. At the Workbench prompt, insert the disk.
- The game will then load and run.

Please note that the presence of any RAM expansion or non-standard hardware may inhibit the correct operation of the game.