Tie Fighter (Windows) Quick Reference Guide v1.0
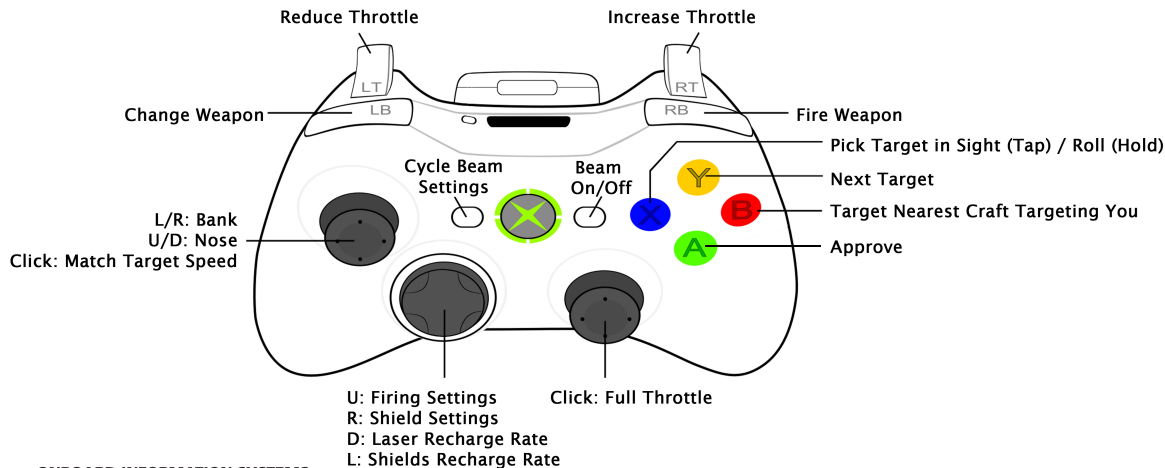## by SAVING CONTENT

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Reduce Throttle
Increase Throttle
Change Weapon
Fire Weapon
Pick Target in Sight (Tap) / Roll (Hold)
Cycle Beam Settings
Beam On/Off
Next Target
Target Nearest Craft Targeting You
Approve
L/R: Bank
U/D: Nose
Click: Match Target Speed
U: Firing Settings
R: Shield Settings
D: Laser Recharge Rate
L: Shields Recharge Rate
Click: Full Throttle

PROPULSION
+ Increases speed.

— Decreases speed.

N Sets throttle to zero power.

L Sets throttle to 1/3 power.

1 Sets throttle to 2/3 power.

Backspace Sets throttle to full power.

Enter Sets throttle to current speed of your target.

H Engages/aborts hyperdrive if available on your craft, also ends mission.

N Engages/disengages SLAM overdrive (Missile Boat only).

COMBAT SYSTEMS
F9 Adjusts laser recharge setting if available.

F10 Adjusts shields recharge setting if available.

Shift F9 or **[** Directs energy from the shields to lasers.

Shift F10 or **]** Directs energy from the lasers to shields.

F8 Adjusts beam recharge setting.

SHIELDS
S Toggles shield configuration. Configurations are: All shields forward, All shields rear, and Equal distribution front and rear.

BEAM SYSTEMS
B Toggles selected beam weapon on/off if available.

WEAPONS
W Cycles through available weapon systems: lasers, ion cannons, warheads.

X Cycles through firing configurations, linked or unlinked.

CMD AND TARGETING
T Selects next available target.

Y Selects previous available target.

U Selects the newest craft in the area.

R Selects the enemy fighter/mine closest to you.

E Selects the nearest enemy attacking your craft.

A Selects closest attacker of your current target. **Example**: If you are to protect a corvette, target the corvette and press **A**. The nearest ship attacking the corvette will be targeted.

I Toggles component tracking display on/off.

I Cycles through your target's components.

< Cycles through components in reverse order.

Shift F5 to **F7** Stores current target in one of three presets.

F5 to **F7** Selects preset target.

Spacebar Confirms critical system requests, such as entry into hangar, approval of reinforcements or lock on to incoming warhead.

O Clears CMD.

Z **Threat Display**: This system analyses the sensor data of the target craft to inform you what the craft is doing. The Threat Display provides vital information on your target's orders, destination, time to destination, etc. Use this screen to quickly identify threats to the Empire. **WARNING**: While studying the Threat Display, your ship is still in combat. Do not spend too much time in this view or you may find yourself running into a capital ship.

Z or **Esc** Exits back to the cockpit or displays Flight Options.

ONBOARD INFORMATION SYSTEMS
Esc **Flight Options**: Flight Options allows you to configure in-flight settings to suit your needs. There are different options to customise detail levels and to set sound and music volumes. You may also change your craft's vulnerability and weapons limits.

↑ Cycle up through options.

↓ Cycle down through options.

← or **→** Increase/decrease volume controls or switches between the in-flight information screens.

Enter Toggles option through its different settings.

Esc Returns to flight.

G **Mission Goals**: This screen lists all mission goals, including Primary, Secondary, and completed Bonus goals. Completed goals are shown in green, incomplete goals are shown in yellow and failed goals are shown in red. Consult this list frequently to keep aware of the mission status.

↑ or **↓** Scroll up and down.

G or **Esc** Returns to flight.

M **In-Flight Map**: The map shows the battle area and all ships currently in sensor range in both a 2D view and a 3D view.

All craft and their labels can be displayed or removed to clear up a cluttered map. Also, all craft have an altitude line. At the base of the line is a mark to show the ship's heading and speed. The longer the mark, the faster the craft is moving. The number under the ship's label is the craft's distance from your ship. Finally, if the ship is part of a flight group, the number of craft in the group will be shown in parentheses. **HINT**: To study the situation near a particular craft, use the **T** and **C** keys to quickly choose the craft and to centre the map on it.

Joystick In 2D view, the joystick can move the map left, right, up, or down. In 3D mode, the joystick rotates and tilts the map around the targeted craft.
Button #1 Zooms map in.
Button #2 Zooms map out.

Spacebar Toggles map between 2D mode and 3D mode.

H Cycles through Hostiles Shown, Icons Only, and Hidden.

I Cycles through Imperials Shown, Icons Only, and Hidden.

N Cycles through Neutrals Shown, Icons Only, and Hidden.

M or **Esc** Returns to flight.

L **Message Log**: As messages from wingmen and other craft are received and replaced on your communications display, they are stored in your Message Log. You can access this log at anytime to review past messages. The log will show all messages and the time displayed on the mission clock when they were received.

↑ Scroll up to first message.

↓ Scroll down to last message.

L or **Esc** Returns to flight.

D **Damage Assessment**: This displays all systems currently in use by your ship, their status levels, and their repair priority.

↑ Cycle up through ship's systems.

↓ Cycle down through ship's systems.

Enter Selects highlighted system as priority repair and moves it to the top of the list.

D or **Esc** Returns to flight.

Shift Z **Wingmate Commands**: This screen shows all available commands you can give your wingmen or other Imperial craft, when permitted. You can either choose the command directly from this screen or while inflight by pressing a designated key combination listed below.

Shift A Assigns current target to wingmate.

Shift B Tells re-supply ship to board and reload your craft. Cuts throttle to zero or reduces speed to zero.

Shift C Tells wingmate to cover you.

Shift E Tells currently targeted craft to take evasive action.

Shift G Tells a craft awaiting orders to continue with their mission.

Shift H Tells the targeted craft to head home.

Shift I Tells all wingmates to ignore your current target.

Shift L Tells craft to report in with their current orders.

Shift S Sends for reinforcements if available.

Shift W Tells targeted craft to stop and wait for further orders.

Esc Returns to flight.

K **Keyboard Reference**: This list shows all possible key commands available in-flight. You may refer to this list at anytime.

Esc Returns to flight.

AUXILIARY SYSTEMS
Alt E Initiates eject sequence.

GAME FUNCTIONS
Q **Spacebar** Quits/Exits mission.

P Pauses game.

PERSONAL DATAPAD
Esc Brings up your Personal Datapad anytime you're not in flight.