REMOVING TIE FIGHTER FROM YOUR HARD DRIVE:

1 Insert the CD into your CD-ROM drive.
2 Run the INSTALL program as before.
3 Click on the UNINSTALL button and follow the on-screen instructions.

ANY QUESTIONS?

Call our Customer Services line on:
0171-368 2266
Or FAX us on: **0171-468 2000**

If possible, when you call please be sitting in front of your computer with paper and pen, and as much pertinent information about your computer as you can assemble: model, peripherals, RAM and disk size, graphics card, and monitor. You may also write to Customer Services at:

Virgin Interactive Entertainment (Europe) Limited,
2 Kensington Square
London W8 5RB

Customer Services hours are 10:00 am to 1:00 pm and 2:00 pm to 5:00 pm, Monday to Friday.

ON LINE

CompuServe
Game Publishers Forum A
(GO GAMAPUB)
America Online
Keyword "Lucas"
Internet E-Mail
75300.454@compuserve.com
LucasArts Home Page
http://www.lucasarts.com

CD-ROM Reference Guide

TIE FIGHTER PACKAGE CONTENTS

Inside your TIE Fighter package, you should find:

✓ one Starfighter Pilot's manual
✓ one Reference guide
✓ one Troubleshooting guide
✓ one CD-ROM

If you're missing any of these items, please contact LucasArts Entertainment Company's Product Support c/o Virgin Interactive Entertainment (Europe) Limited on **0171-368 2266.**

INSTALLING TIE FIGHTER ON YOUR HARD DRIVE

To install TIE Fighter on a hard drive using DOS, first boot your machine. Then:

1 Insert the CD into your CD-ROM drive.
2 Type **D: (or the letter of your CD-ROM drive)** then press ENTER. Your computer will show the prompt "D:\".
3 Type **install** and press ENTER.
4 Follow the on-screen instructions to install and configure TIE Fighter to run on your computer system.

NOTE: You can re-configure TIE Fighter at any time by typing **install** from the root directory of your CD-ROM drive (D:\ on most computers).Your changes will be saved automatically when you exit the Configuration program.

To install TIE Fighter on a hard drive using Windows 95:

1 Insert the CD into your CD-ROM drive.

2 The INSTALL screen will appear automatically.
3 Follow the on-screen instructions to install and configure TIE Fighter to run on your computer system.

NOTE: You can re-configure TIE Fighter at any time by typing D:\INSTALL from RUN in your START menu. Your changes will be saved automatically when you exit the Configuration program.

THE READ.ME FILE

The READ.ME file contains last minute information on configuring your computer's memory, sound cards and other supports. WE HIGHLY RECOMMEND YOU READ THE READ.ME IF THE PROGRAM IS NOT OPERATING PROPERLY.

To read the READ.ME file:

1 Type **install** from the root directory of your CD-ROM (D:\ on most machines).
2 Click on the INSTALL button, then click on the View ReadMe button.

STARTING UP TIE FIGHTER CD-ROM

Once TIE Fighter has been installed (make sure your TIE Fighter CD is in your system's CD-ROM drive):

DOS Users

1 Type D: (or the letter of your CD-ROM drive) then press ENTER.
2 Then type **tie** and press ENTER.

Windows 95 Users

1 Double-click on the "My Computer" icon (you may have changed the name of this icon).
2 In the window that opens, double-click on the "Tiecd" icon for your CD-ROM drive.

Please be sure that CAPS LOCK is turned off while in flight. Most of the keyboard commands in TIE Fighter are case sensitive.

PRE FLIGHT CONTROLS

Esc Activates Personal Datapad

Enter or **Spacebar** (or Joystick button) Skips introduction or transitions one scene at a time.

IN FLIGHT CONTROLS

Q then **Spacebar** Quits / Exits mission.

P Pauses game.

Alt **C** Calibrates joystick.

Alt **V** Displays version.

Alt **D** Cycles through detail level settings.

Alt **M** Toggles music on or off.

Alt **S** Toggles sound on or off.

Alt **T** Cycles through time acceleration modes.

Alt **E** Initiates eject sequence.

Alt **B** Cycles through brightness settings

PROPULSION CONTROLS

+ Increases throttle.

— Decreases throttle.

**** Sets throttle to zero power.

[Sets throttle to 1/3 power.

] 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 Toggles SLAM on /off. (Technology under development.)

POWER SYSTEM CONTROLS

F9 Adjusts laser recharge setting.

F10 Adjusts shields recharge setting, if available.

Shift **F9** or **;** Directs energy from the shields to laser/ion cannons.

Shift **F10** or **'** Directs energy from the laser/ion cannons to shields.

F8 Adjusts beam weapon recharge setting, if available.

SHIELD SYSTEM CONTROLS

S Cycles through shield configuration settings, if available.
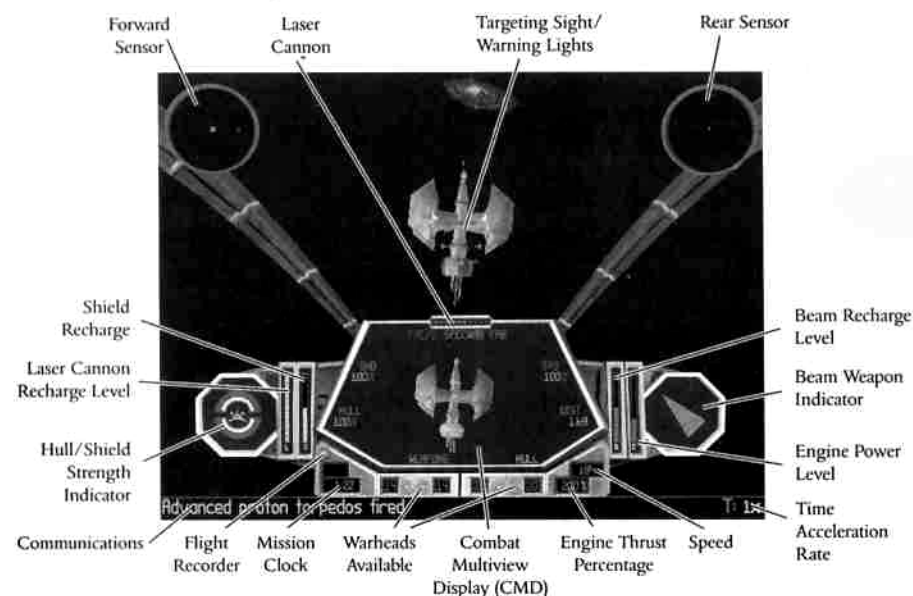
WEAPONS SYSTEM CONTROLS

W Cycles through weapon systems.

X Cycles through weapon firing configurations.

B Toggles beam weapon on/off (if available).

TARGETING & CMD SYSTEM CONTROLS

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.

I Toggles component tracking display on / off.

, Cycles through your target's components.

< Cycles through components in reverse order.

Shift **F5** to **F7** Stores current target in presets.

F5 to **F7** Selects preset target.

Spacebar Confirms critical orders.

Z Toggles Threat Display on/off.

CYGNUS SPACEWORKS XM-1: MISSILE BOAT
Designation: Assault Bomber / Interceptor

Forward Sensor · Laser Cannon · Targeting Sight/Warning Lights · Rear Sensor · Shield Recharge · Laser Cannon Recharge Level · Hull/Shield Strength Indicator · Beam Recharge Level · Beam Weapon Indicator · Engine Power Level · Time Acceleration Rate · Communications · Flight Recorder · Mission Clock · Warheads Available · Combat Multiview Display (CMD) · Engine Thrust Percentage · Speed

SIENAR FLEET SYSTEMS: TIE DEFENDER
Designation: Space Superiority Fighter

Forward Sensor · Laser Cannons · Targeting Sight/Warning Lights · Ion Cannons · Rear Sensor · Warheads Available · Speed · Engine Thrust Percentage · Hull Strength Indicator · Laser Cannon Recharge Level · Shield Recharge · Flight Recorder · Mission Clock · Beam Recharge Level · Engine Power Level · Communications · Combat Multiview Display (CMD) · Beam Weapon Indicator · Time Acceleration Rate
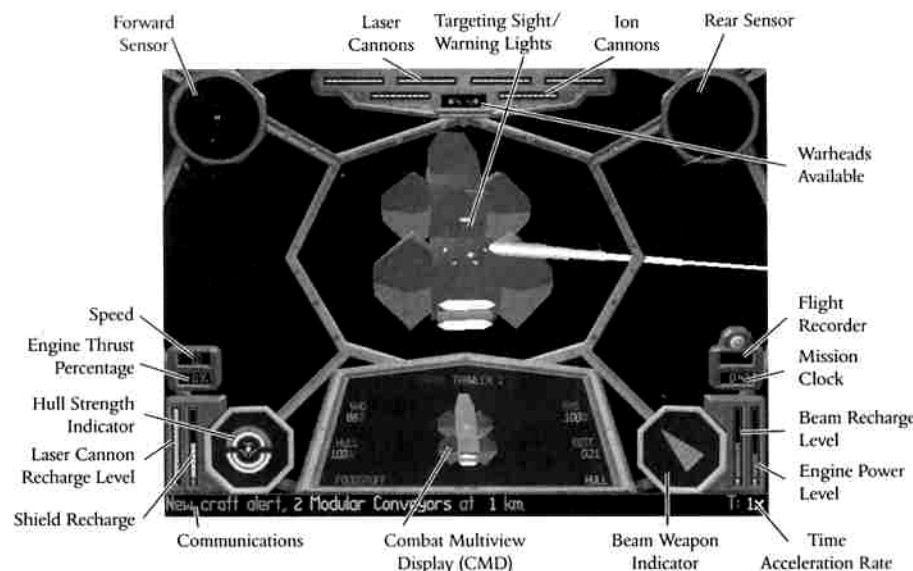
SIENAR FLEET SYSTEMS TIE ADVANCED
Designation: Space Superiority Fighter / Interceptor

Laser Cannon — Speed — Warheads Available — Engine Thrust Percentage — Laser Cannon

Flight Recorder

Forward Sensor

Targeting Sight/ Warning Lights

Rear Sensor

Mission Clock

Hull / Shield Strength Indicator

Engine Power Level

Laser Cannon Recharge Level

Communications

Shield Recharge Level

Combat Multiview Display (CMD)

Time Acceleration Rate
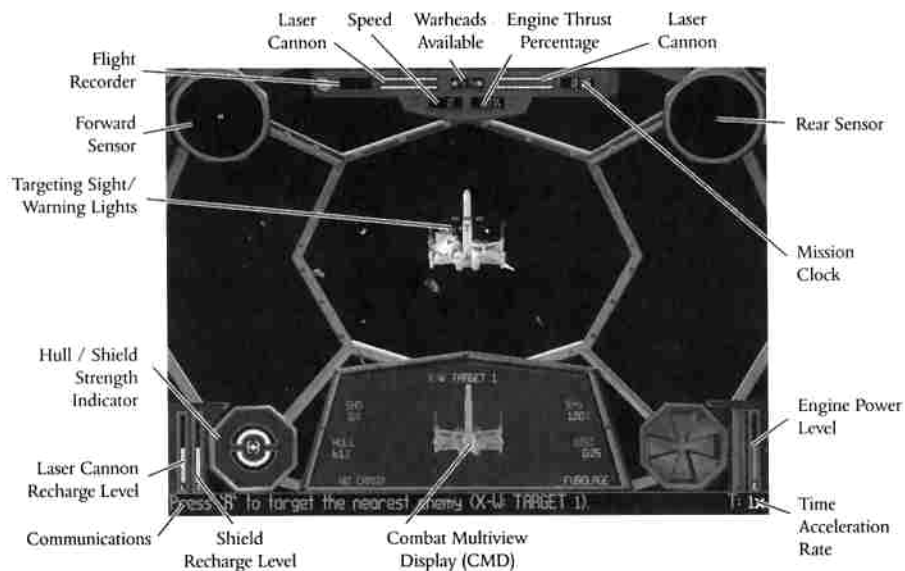
CYGNUS SPACEWORKS XG-1 STAR WING
Designation: Assault Fighter / Gunboat

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Engine Thrust Percentage

Speed

Ion Cannons

Flight Recorder

Mission Clock

Hull/Shield Strength Indicator

Laser Cannons

Communications

Laser/Ion Cannon Recharge Level

Shield Recharge Level

Combat Multiview Display (CMD)

Engine Power Level

Time Acceleration Rate
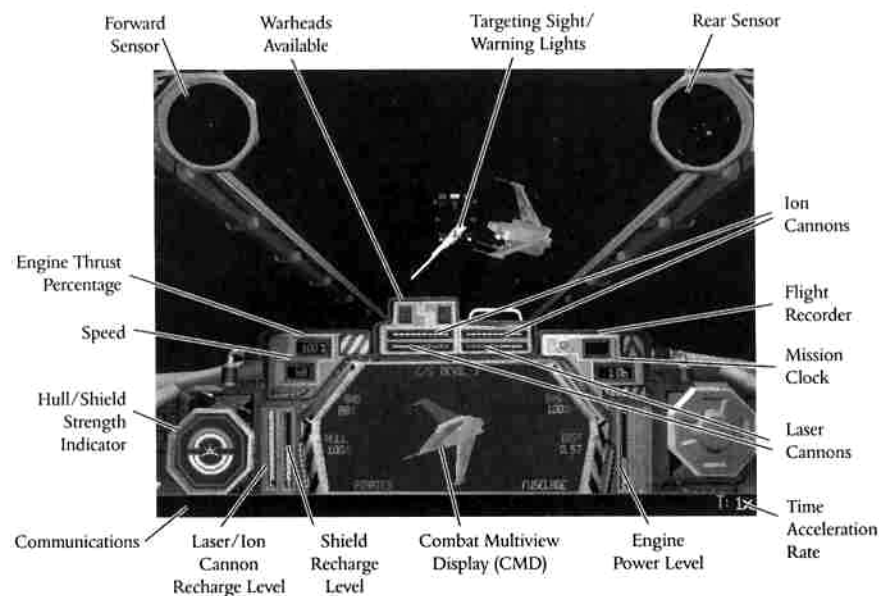
ONBOARD INFORMATION SYSTEMS

Esc Brings up Flight Options / exits Flight Options.

← or **→** Cycles through Onboard Systems

Enter Toggles option through its different settings.

G Displays Mission Goals

M Displays Inflight Map.

L Displays Message Log.

D Displays Damage Assessment screen.

Shift **Z** Displays Wingman Commands.

K Displays Keyboard Reference.

FLIGHT RECORDER CONTROLS

C Toggles camera on/off.
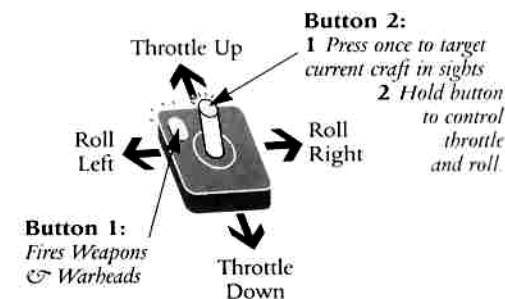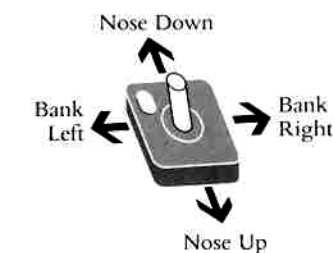
V View current recording.

COMMUNICATIONS

Shift **A** Assigns current target to wingman.

Shift **B** Tells re-supply ship to board and reload your craft, sets your throttle to zero.

Shift **C** Tells wingman 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 wingmen to ignore your current target.

Shift **R** Tells craft to report in with their current orders.

Shift **S** Sends for reinforcements if available.

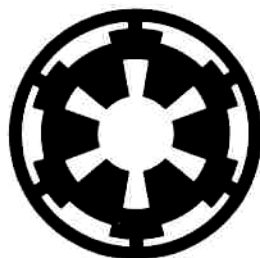**Shift** **W** Tells targeted craft to stop and wait for further orders.

STARFIGHTER VIEW CONTROLS

7 10 o'clock / Left Forward

8 Forward

9 2 o'clock / Right Forward

4 9 o'clock / Left Wing

5 Straight Up

6 3 o'clock / Right Wing

1 7 o'clock / Left Shoulder

2 Rear View

3 5 o'clock / Right Shoulder

0 (Zero) Toggles between wing level view and 45 degree "high" angle view.

. (Period) Toggles cockpit on/off.

F1 Returns to cockpit from external or warhead view.

F2 Selects / cycles through warhead view.

F3 or **/** Toggles external camera mode.

F4 or ***** Allows repositioning of external camera.

JOYSTICK CONTROLS

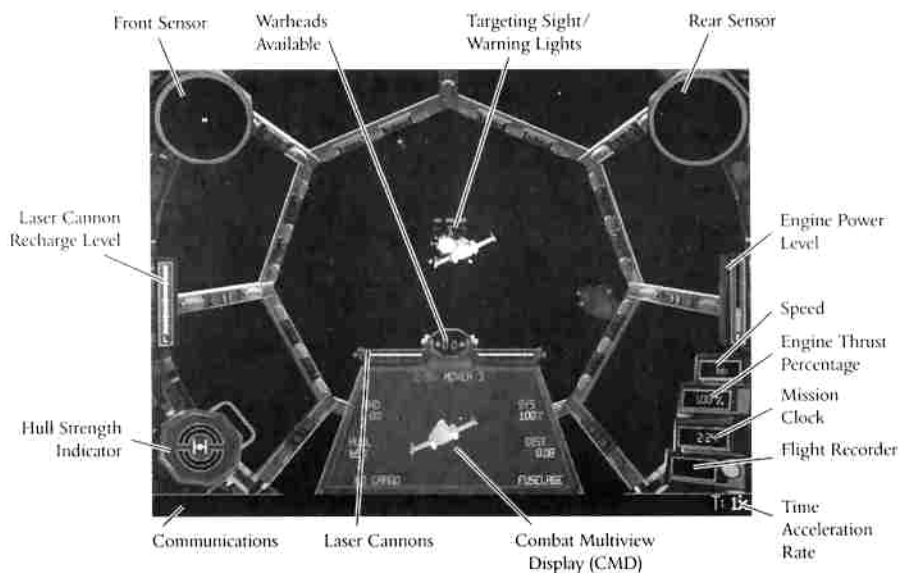

Nose Down

Bank Left — Bank Right

Nose Up

Throttle Up

Roll Left — Roll Right

Throttle Down

Button 1:
Fires Weapons & Warheads

Button 2:
1 Press once to target current craft in sights
2 Hold button to control throttle and roll

COCKPIT INSTRUMENTATION FOR IMPERIAL STARFIGHTERS

SIENAR FLEET SYSTEMS TIE INTERCEPTOR
Designation: Space Superiority Fighter / Interceptor

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Laser Cannon

Hull Strength Indicator

Communications

Flight Recorder

Mission Clock

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Time Acceleration Rate

SIENAR FLEET SYSTEMS TIE STARFIGHTER
Designation: Space Superiority Fighter

Front Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Speed

Engine Thrust Percentage

Mission Clock

Flight Recorder

Hull Strength Indicator

Time Acceleration Rate

Communications

Laser Cannons

Combat Multiview Display (CMD)

SIENAR FLEET SYSTEMS TIE BOMBER
Designation: Space Bomber

Forward Sensor

Warheads Available

Targeting Sight/ Warning Lights

Rear Sensor

Laser Cannon Recharge Level

Engine Power Level

Laser Cannon

Hull Strength Indicator

Proton torpedos fired.

Communications

Flight Recorder

Mission Clock

Combat Multiview Display (CMD)

Engine Thrust Percentage

Speed

Time Acceleration Rate