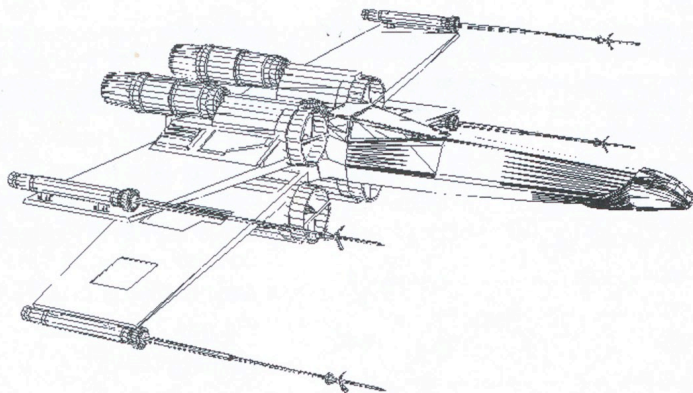




REBEL ALLIANCE

# STARFIGHTER PILOT MANUAL

TECHNICAL DATA AND OPERATIONAL USE



INCOM X-WING SPACE SUPERIORITY FIGHTER  
KOENSAYR Y-WING FIGHTER/BOMBER  
DODONNA/BLISSEX A-WING FIGHTER/INTERCEPTOR

**W**elcome to the Rebel Alliance! This pilot manual contains highly confidential information on Alliance starfighters, their controls and weapon systems and their proper employment. To become a starfighter pilot, you must study this manual as if your life depended on it, because it does! As a member of the Rebel Alliance, it is your duty to ensure that this document does not fall into the hands of the Empire or its agents. Guard it with your life! Unauthorized possession or use is considered treason and will be punished to the fullest extent of the law.

**Good luck and may the Force be with you!**

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## SECURITY CHECK

To join the Rebel Alliance you must register correctly. After the X-WING introduction you are transferred to the flagship *Independence*. There you must enter a specific code-name and your pilot-name to the registration protocol droid for security verification. A guard is present to make sure you are not an Imperial spy! Inside this top secret PILOT MANUAL are STAR WARS illustrations with code-names listed at the bottom of each page.

STEP 1. Go to the page referred to by matching the graphic on the screen with one in this manual.

STEP 2. Enter the secret code-name beneath the graphic. Then press **Enter**.

STEP 3. If you've typed the correct name, you may now select or enter your pilot name. The droid and guard will then let you enter the embarkation area (hereafter referred to as the SPACEPORT).

STEP 4. Move the pointer to the door on the left and select "ENTER SPACEPORT."

## ABOARD THE HIGH COMMAND FLAGSHIP INDEPENDENCE

Once aboard the *Independence* you have many options. These include the PILOT IMPROVING GROUND where you are expected to begin your training, HISTORICAL COMBAT, where you will hone your skills in re-creations of encounters with Imperial Forces, and TOUR OF DUTY where you will be assigned a series of real combat missions against the Empire. Between training exercises and missions you may wish to visit the FILM Room to view recordings made during your previous flights or the TECH Room where you can study detailed schematics of the spacecraft you will encounter.

Throughout the following areas simply point and click on the area, door, option or button you wish to activate. By pointing at an area of the screen, its function will be displayed with text appearing on the screen. (The **Arrow** keys followed by pressing **Enter** will work if you prefer.) The **Esc** key will activate the Game Options Dialog.

### PILOT REGISTRATION

Should you wish to allow another pilot to fly, you will have to return to the registration droid to call up their records first.

1. Select "REGISTRATION" by clicking on the bottom right door of the spaceport.
2. Type the name of the pilot or select one from the list.

Once the registration droid has accessed the pilot's records, click on the left door to "ENTER SPACEPORT."

3. At this desk, you can also check on your selected pilot's log, his merits, and/or delete pilots from the record.





## PILOT PROVING GROUND

Also known as the "MAZE," this is where you will fly an increasingly challenging series of obstacle courses. Each exercise briefing will outline the requirements for success. Be aware that the gates and platforms are actually holographic projections with which you can safely collide. You are scored on speed through the course, the total number of gates flown through, and the number of targets destroyed.

1. Select PROVING GROUND at the spaceport by clicking on the left hangar door.
2. Select your spacecraft and difficulty level at the READY Room.
3. Clicking on the viewscreen will cycle through the greetings, high scores, instructions, and various animations of Rebel starfighters. Clicking on the text bars will refresh the instructions in the viewscreen.
4. Click on the door on the right to "ENTER MAZE." (If you wish to "RETURN TO SPACEPORT" choose the left door.)

You'll now find yourself flying in your selected spacecraft through an obstacle course. The course is designed to test your skills in maneuvering through gates and firing at fixed targets in 3-D space. There are a total of eight levels for each starfighter. Complete all eight levels and receive a flight badge.

You'll get a post-flight evaluation in the DEBRIEFING Room.

## HISTORICAL COMBAT

This is as close to the real thing as it gets! Here you will polish your skills in recreations of actual encounters with Imperial Forces. Pay careful attention to the tactics used by the Empire. These reenactments of historical engagements allow you to develop the repertoire of combat skills you will need to successfully defeat your opponent(s) in battle.

1. Select HISTORICAL COMBAT at the Spaceport by clicking on the middle hangar door.
2. Select your spacecraft and mission at the COMBAT READY Room.
3. Clicking on the viewscreen will cycle through the greetings, high scores, instructions, and various animations of Imperial starfighters. Clicking on the text bars will refresh the instructions in the viewscreen.
4. Click on the door on the right to "ENTER COMBAT BRIEFING." (If you wish to "RETURN TO SPACEPORT," click on the left door.)
5. A description of your mission will be displayed. (For detailed instructions, check the MISSION BRIEFING section of this manual.)
6. Click on the door on the right to proceed to the "PILOT ROSTER" flight deck. (You may "ABORT MISSION" by choosing the left door.)
7. At the PILOT ROSTER flight deck, click on the starfighter launching bay to "ENTER MISSION." (You may also click on the locker door to "VIEW AWARDS" or "VIEW PILOT LOG," or click on the helmet to "RETURN TO BRIEFING.")

If you choose "ENTER MISSION," you'll find yourself flying in your designated starfighter and mission.

You'll get a post-flight evaluation in the COMBAT DEBRIEFING Room.



Alderaan



Ghorman



## TOUR OF DUTY

Successful starfighter cadets are promoted to Flight Officer and may be assigned their first Tour of Duty. The success of the Rebellion depends on the efforts of every being. As a starfighter pilot, you will play a critical role in the struggle against the Empire. It is recommended, but not required, that you complete each Tour of Duty in order.

1. To begin a new TOUR OF DUTY, select the desk to the right of the spaceport. To continue an existing tour, select the hangar door behind the desk.

2. At the TOUR OF DUTY desk, make your selection by clicking the arrows until the tour you wish to fly is displayed.

3. To "ENTER TOUR," click door on the right, (or click on the left to "EXIT TOUR DESK.")

You will go to the BRIEFING ROOM to prepare for your next tour of duty mission. The briefing procedure is identical to that in COMBAT BRIEFING. Note: A successfully completed mission from the Tour of Duty may be replayed as an Historical Combat mission.







## FILM ROOM (FLIGHT RECORD VIEWING ROOM)

The ability to review your flight performance after and during a mission is the most powerful tool you have for evaluating your progress. You must activate your starfighters flight camera during flight to record a film. Thereafter, you have the choice of reviewing your film during flight or in the Film Room. To review a film clip in the Film Room, you must save it at the end of your mission.

Use the Film Room to identify your mistakes. As you improve, you will find it an excellent place to boast of your accomplishments!

1. Onboard the starship *Independence*, select "FILM ROOM" by clicking on the small door in the center right of the spaceport.

2. Select the flight film you wish to view and click on LOAD. Once your film clip is loaded you may activate the various film control options by pressing the keyboard key corresponding to the highlighted letter on the film control button.

KEY	NAME	FILM CONTROL OPTION
	PLAY	Starts and stops playback of film
	REWIND	Rewinds film to start
	ADVANCE	Turns film advance mode on and off
	ENTER SIM	You may enter your combat flight at any time during the film clip, however, the camera cannot be reused and pilot records are not updated.
	LOAD	Loads a new film clip.
	FOLLOW/ FREE	Toggles between FOLLOW and FREE view mode. FOLLOW: Camera will follow object selected in CAMERA POS box. FREE: Camera is free-floating in space.





**KEY NAME****FILM CONTROL OPTION** **C** CAMERA POSITION

Cycles through the camera position of each ship.

 **Shift**  **C**

Cycles through the camera position of each ship in reverse order.

 **T** TRACK


Track mode on and off. In track mode, the camera is always pointed at the object selected in the object box.

 **O** OBJECT


Cycles through objects to be tracked.

 **Shift**  **O**

Cycles through objects in reverse order.

 **Enter** left mouse button/  
1st joystick button

Zooms camera in.

 **Ctrl** right mouse button/  
2nd joystick button

Zooms camera out.

You may change your camera position and angle by using your joystick, mouse, or direction keys.

## TECH ROOM (TECHNICAL SPECIFICATIONS AND SCHEMATICS VIEWING ROOM)

This is where you will find detailed specifications and plans for all of the spacecraft you are likely to encounter. This information should help you formulate the best plan of attack for any situation.

1. Select "TECH ROOM" by clicking on the small door in the center left of the Spaceport.
2. You may view the different spacecraft by clicking on the upper right or left arrows.
3. Within Schematics, you may also select specific ship systems to be highlighted by clicking on the bottom left or right arrows.
4. To "RETURN TO SPACEPORT," click on the left door.

## MISSION BRIEFING

In the MISSION BRIEFING, you'll be given a description of the mission beginning with an animated map showing the locations of the forces involved. The map will automatically scroll and zoom to each object or group to highlight mission priorities. The accompanying on-screen text provides you with a brief description of your mission.

You may pause, rewind or play the animation by using the buttons beneath the viewscreen. Clicking on the "Page 1 of ..." box will advance through each stage of the missions briefing.

You may click on lower left and right arrows to select a more detailed description of the mission.

By stopping the briefing and pointing to a ship displayed in the animated map, you will receive further information on that particular ship.





## PILOT ROSTER

You may assign pilots to any or all friendly starfighters in the mission by clicking on the ship and then clicking on the pilot. Remember, unassigned starfighters are controlled by Rookie pilots. To carry out the mission, click on the right to "ENTER MISSION." Click on the pilot helmet to return to the briefing room.

You may also select different flight groups and assign pilots to them.

Assigned pilots are highlighted yellow and light-green within the currently active flight group. Dark-green highlighted pilot names are assigned to other flight groups. Grey highlighted pilot names are not on duty and may be assigned to the current flight group.

Selecting a yellow highlighted pilot name will clear the pilot's current assignment. This pilot is now ready to be re-assigned to a new flight group and starfighter.

Selecting a light-green highlighted pilot name will activate this pilot and his/her corresponding starfighter.

Dark-green highlighted pilot names can only be selected by changing the active flight group (using the top left and right arrows) until that pilot is highlighted yellow or light-green.

The lower left and right arrows allow you to select additional pilots.

Special note: If you have selected unlimited weapons, invulnerable mode or no starfighter collisions as part of your in-flight options, your pilot record will not be updated.

## MERITS/PILOT LOG

If you are successful in the mission you may be given an award by the Alliance High Command. You will receive a Starfighter Badge for each spacecraft after successful completion of an entire mission series in the Pilot Proving Ground. Battle Patches are awarded for each successful Historical Combat mission. On a Tour of Duty you will earn campaign ribbons and special commendations. These medals are only awarded for exceptional achievements in battle by the Alliance Commander-in-Chief herself, Mon Mothma. To proceed, press Enter or click a button. Inside the Pilot Log desk drawer, you may review records of your current pilot.

## MISSION DEBRIEFING

Each mission you survive you will be given a MISSION DEBRIEFING. There, an evaluation and statistics, showing your performance on your last mission, is displayed. Pay special attention to the mission goals, those completed and not completed. For your mission to be considered a success, *all* goals must be met. When you are ready to proceed, click on the door and you will return to the appropriate READY ROOM or BRIEFING ROOM.

Selecting left or right arrows buttons will display additional debriefing information pages.







# COCKPIT INSTRUMENTATION FOR X-WING, A-WING, AND Y-WING STARFIGHTERS

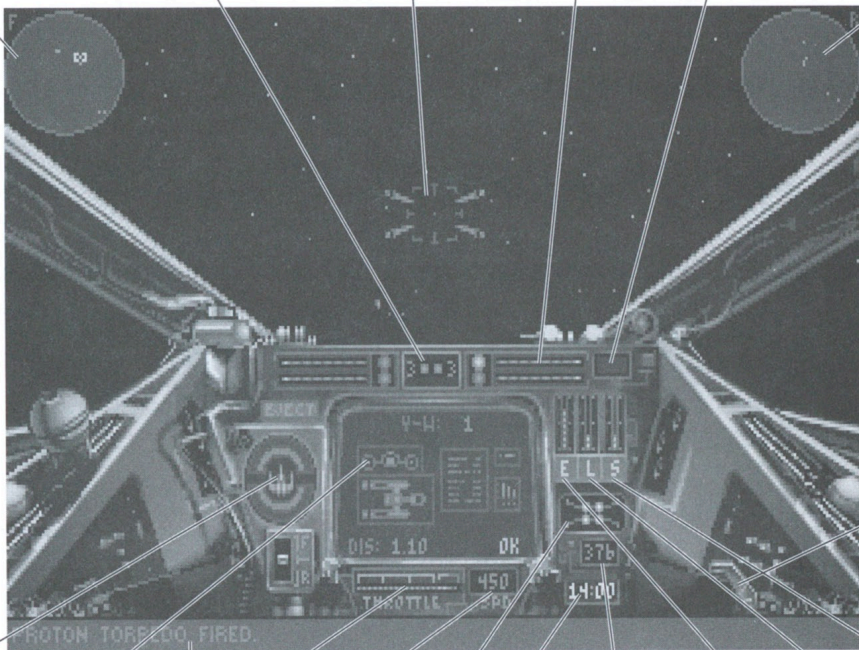
The cockpit instrumentation of the X-wing, A-wing, and Y-wing starfighters were deliberately designed to share much in common with each other. While the weapons configuration and the actual positions of some instruments may differ, their overall similarity should allow you to familiarize yourself quickly with any of our starfighters once you've completed your training in one.



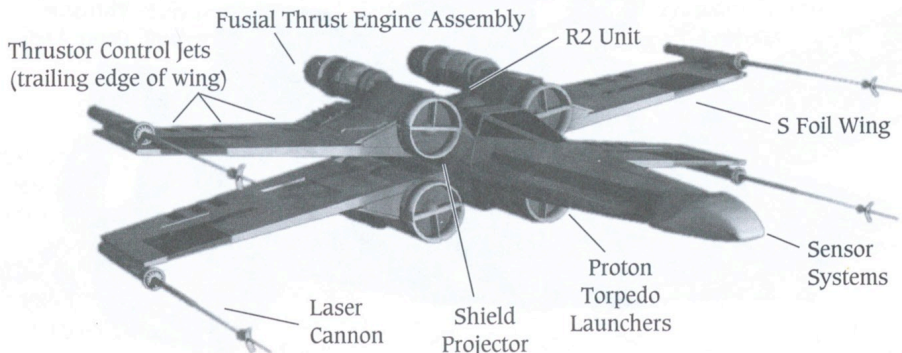


# INCOM X-wing Space Superiority Fighter

Forward Sensor      Proton Torpedoes      Targeting Sight      Laser Cannons      Flight Recorder      Rear Sensor



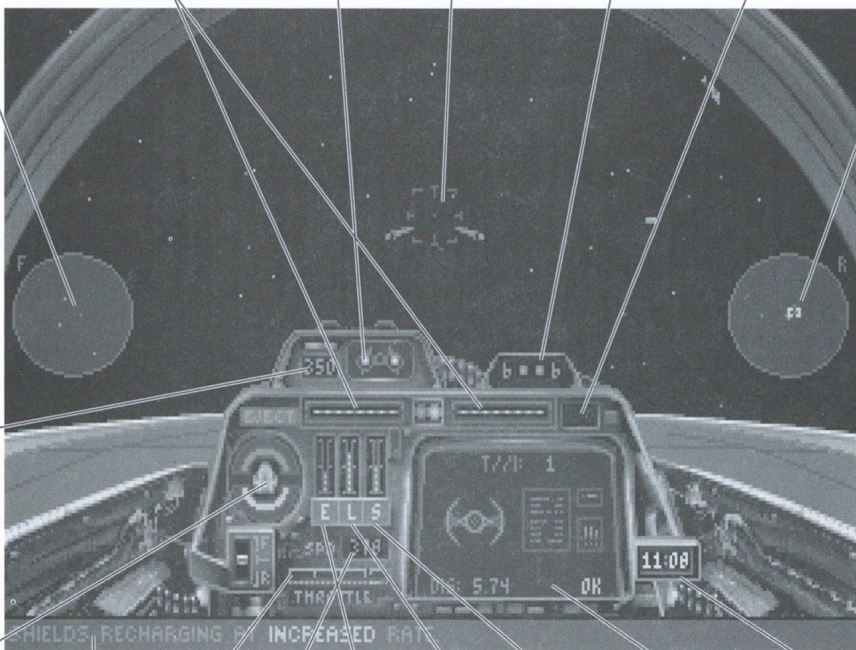
Hull/Shield Strength Indicator      Combat Multiview Display      Communications      Throttle      Speed      Enemy Missile Lock-On      Digital Clock      Engine Power Level      Engines Lasers Shields Power Configuration System      S foil Wing Lever





# Dodonna/Blissex A-wing Fighter/Interceptor

Forward Sensor      Laser Cannons      Enemy Missile Lock-On      Targeting Sight      Concussion Missiles      Flight Recorder      Rear Sensor



Engine Power Level

Hull/Shield Strength Indicator

Communications

Throttle Speed

Engines Lasers Shields  
Power Configuration System

Combat Multiview Display

Digital Clock

Fabritech Targeting Computer

Thrustor Control Jets

Sensor System

Novaldex Engine

Concussion Missile Launcher (ventral mounting)

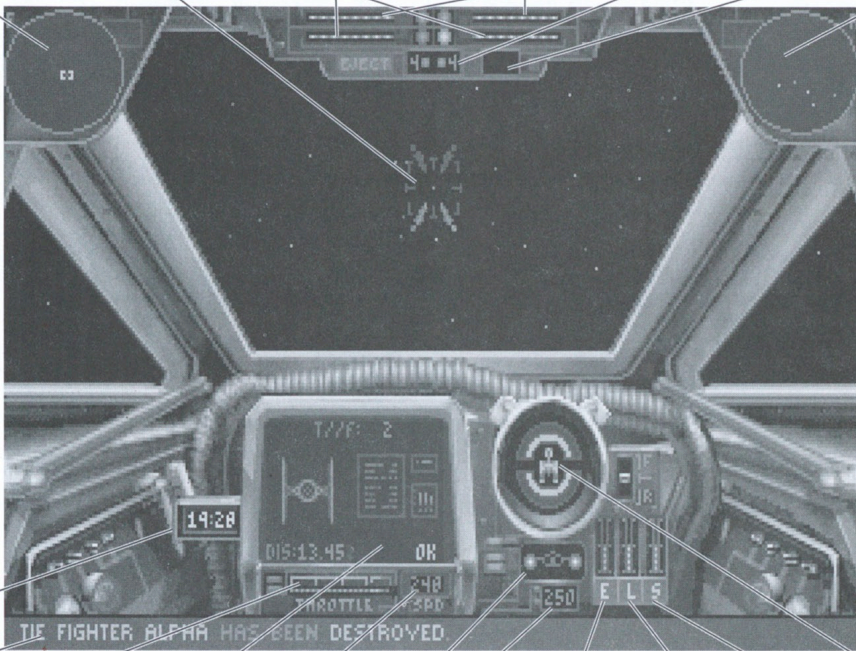
Laser Cannon



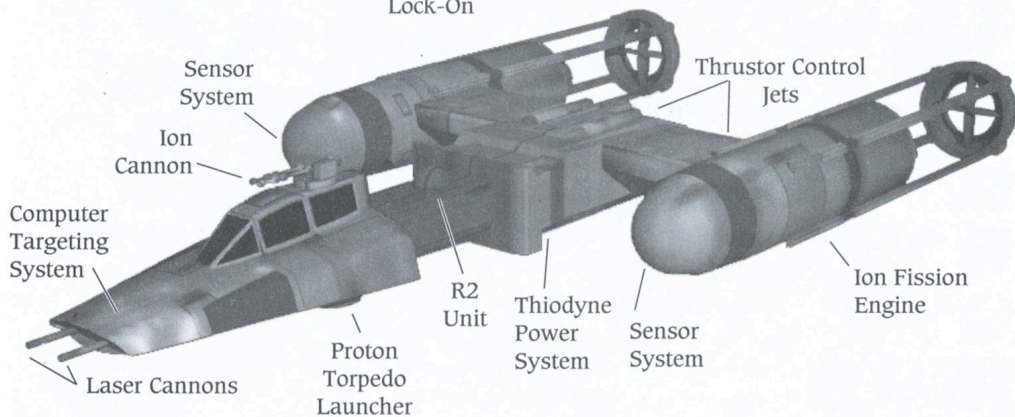


# Koensayr Y-wing Fighter/Bomber

Forward Sensor    Targeting Sight    Laser Cannons    Ion Cannons    Proton Torpedoes    Flight Recorder    Rear Sensor



Digital Clock    Communications    Throttle    Combat Multiview Display    Speed Enemy Missile Lock-On    Engine Power Level    Engines Lasers Shields Power Configuration System    Hull/Shield Strength Indicator



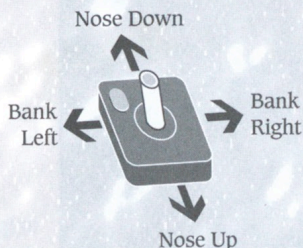


# Starfighter Computer Systems

## MANEUVER CONTROLS

All starfighters get their forward thrust exclusively through the main propulsion engines. The pilot is able to control the speed through the cockpit propulsion control system. These controls are inter-linked with the NAV computer or onboard R2 droid to provide and maintain automatic synchronization of the directional thrust and stabilizer jets for a smooth turning radius.

### Joystick Controls

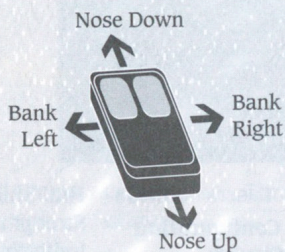


Pressing top button and moving right/left



Rolls your spacecraft around its axis.

### Mouse Controls



Holding right button and moving right/left



Rolls your spacecraft around its axis.

### Keyboard Controls

DIRECTION	FUNCTION
Up arrow	Pushes the nose of the starfighter down
Down arrow	Pulls the nose of the starfighter up
Right arrow	Banks the starfighter to the right
Left arrow	Banks the starfighter to the left
	Pressing <b>Ctrl</b> and <b>Right/Left</b> arrow rolls your spacecraft around its axis.





## Cockpit Views



Left  
forward  
10 o'clock



Forward  
12 o'clock



Right  
forward  
2 o'clock



Over left  
wing  
9 o'clock



Straight up



Over right  
wing  
3 o'clock



Over left  
shoulder  
7 o'clock



Rear view  
6 o'clock



Over right  
shoulder  
5 o'clock



Toggles you between "wing-level"  
view and 45° "high" angle view



Pilot view  
with no cockpit



Returns you to the starfighter pilot view  
from an external or missile view mode.



Selects camera view of missiles/torpedoes. Repeated  
key presses will step through multiple missile views.



Toggles external camera  
view mode.



Repositions camera viewpoint  
in external view mode.



1. Use the maneuver controls to position the viewpoint.
2. Use the joystick/mouse buttons to zoom in or out (or the **Ctrl** key).
3. Press **F4** again to regain flight control.

## Propulsion

The current throttle settings of the engines is shown on the Engine Power Level Display. It is displayed as a horizontal scale along with a digital readout of the current speed.

KEY FUNCTION



Increases  
throttle



Decreases  
throttle



Sets throttle to zero power



Lahara





13





Yavin




 Sets throttle to 1/3 power

 Set throttle to 2/3 power

 Sets throttle to full power

 Engages hyperdrive. This will effectively end the mission.


 Toggles S Foil wing position on the X-wing.  
Lasers cannot be fired with the wings closed.


## COMBAT SYSTEMS



### Power



The starfighter's power may be allocated to the engines, shields or lasers in any configuration you choose. This is shown in bar graph form through the Power Configuration System. Be aware of the trade-offs this implies as full power to one system will draw power away from the other systems. For example, full power to the engines will allow much greater speed, but will eventually drain the lasers and shields!

#### KEY FUNCTION

 Adjusts laser recharge setting

 Adjusts shields recharge setting


  Directs energy from your shields to lasers

  Directs energy from your lasers to shields

### Shields

Current status is shown on the Hull/Shield Strength Indicator. Status is indicated by color and shade. Bright green is full strength, yellow is medium strength, red is low strength and black is none. Note that hull integrity is indicated in the same fashion on the Hull Display in the center of the Shield Display. A white flash on any part of these displays indicates a hit.

#### KEY FUNCTION

 Toggles shield configuration.  
The shield configurations are:

All shields forward.

All shields rear.

Equal distribution of shields forward and rear.



Hadar



Condorra




## Weapons

The current status of your Weapons Systems is displayed above your Combat Multi-View Display. It incorporates your Laser Firing Configuration, Missile/Torpedo Firing Configuration, and Laser Energy Levels of your starfighter.

**Laser or Missile/Torpedo Firing configuration:** The configuration light indicates your current weapon selection. It also lets you know when your weapon is charged and ready to fire. Your weapon is being charged when the light is yellow. A green light indicates your weapon is ready to fire. No light (gray) indicates you are not able to fire lasers or missiles/torpedoes. To charge up your laser cannons, change your power configuration appropriately.

**Laser Energy Levels:** There is a laser energy level bar for each laser cannon on your ship. Each level indicates the remaining laser charge and its strength. There are two levels of charge. A yellow light indicates a boosted charge and a red light indicates a nominal charge.

### KEY FUNCTION

 Toggles through weapon systems.

X-wing: Laser cannons and proton torpedoes.

A-wing: Laser cannons and concussion missiles.


Y-wing: Laser cannons, ion cannons, and proton torpedoes.

 Toggles firing configuration.

For missiles or torpedoes the choices are right launcher, left launcher, or both.

For X-wing cannons: Single-fire, alternating dual fire-linked, or quad fire-linked.

For A-wing or Y-wing cannons: Single-fire and dual fire-linked.

 Fires weapon. (Or use button 1 on the joystick, or the left mouse button.)

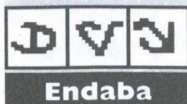
## Targeting

The starfighter's targeting systems consist of three highly sophisticated interlinked computer systems: the Combat MultiView Display, Targeting Sight Display, and the Sensor Displays. This combination of systems is designed to enable the pilot to successfully engage and defeat the enemy.

It is very easy to target other starfighters and ships. You may select a target by pointing at and moving it within the targeting sight, and pressing either the top button on your joystick, right mouse button, or CTRL or U key. The selected target will then pulsate orange, be bracketed on your sensors, and be identified in the Combat MultiView Display.

### Targeting Sight Display

This is displayed in the forward view above the instrument panel. It has two or four arrow indicators, which correspond (and are aligned) with the ship's cannons, and a targeting box. The Targeting Sight display has two different modes: cannon mode and missile/torpedo mode.












In cannon mode the arrow indicators will turn light blue and the next-to-fire cannon(s) will have a green or yellow light at the base of their arrow. When a positive firing solution has been calculated for a particular cannon, its arrow and the targeting box will turn green.

In missile/torpedo mode the targeting box will turn light blue. Since it takes some time to acquire a solid lock-on, the target must be kept within the targeting box. The box will turn yellow when it has acquired the target and red when it has achieved a solid lock-on. To achieve a lock on a large ship you must be within six kilometers, for smaller targets, 2.5 kilometers. This is the best time to fire the weapon.

### Combat Multiview Display (CMD)

The CMD has two modes: Identification mode and Targeting mode. Identification mode displays target ID, a schematic of the target, its contents and status, and its distance from your craft. In targeting mode, it assists the pilot by showing the current target as a green cross, the Target Sight. When the enemy ship overlaps the Target Sight, the Lock-on Indicator will light up. This is the best time to fire the weapon.

#### KEY FUNCTION

-  Toggles between CMD Identification mode and Targeting mode.
-  Activates CMD and selects ship within Target Sight.  
(Or use button 2 on the joystick or right mouse button.)
-  Selects nearest enemy starfighter as target.
-  Activates CMD and selects next available target.
-  Cycles through the available targets in reverse order.
-  Stores current target as one of four presets.
-  Selects preset target.

### Sensor Displays

These two circular sensor displays in the upper corners of the forward cockpit view present the forward (on the left) and rear (on the right) long- and short-range sensors. Targets are color coded for type and brightness coded for distance. The brightest dots are within 1500 meters, medium bright dots are 1500-3000 meters distant, and faded dots are more than 3000 meters away. The targeting computer designates the current target with brackets.

<b>Red dots</b> are	enemy spacecraft	<b>Green dots</b> are	friendly spacecraft
<b>Blue dots</b> are	neutral spacecraft	<b>Yellow dots</b> are	missiles or torpedoes
<b>White dots</b> are	mines and satellites		





## NAVCOM SYSTEMS


### Onboard Computer/R2 Astromech Droid


Navigation, Communications, and Damage Assessment is performed with the aid of an R2 Astromech droid aboard the X-wing and Y-wing, and with the A-wing's on-board NavCom computer. The R2 droids or NavCom computers act as a second crew-member. This significantly reduces the pilot's workload by allowing him to concentrate on mission objectives while the Droid/NavCom watches over the ship's systems. Your R2 unit is especially helpful in alerting you to incoming enemy missiles. He will ask you if you want the missile targetted. Press the spacebar to answer "yes."


An **In-flight map** will display your current position relative to other starfighters and starships, or sector reference points, such as planets, satellites, etc. The R2/NavCom unit also keeps your mission and its directives on-line and will display it when requested.


The **Damage Assessment Display** will indicate which systems or parts of your starfighter have been damaged, and whether they can be repaired and how long it will take to reactivate them. The pilot may prioritize the order in which repairs are attempted for each system.

#### KEY FUNCTION

 Approval of Onboard Computer/R2 Droid messages.

 Activates In-flight Map display.

 Activates Damage Assessment display.

 Activates Mission Briefing directives.


### Communications


Each starfighter is connected through subspace transmission with all Alliance Forces, and have direct communication with other pilots within your squadron, pilots of other squadrons and the fleets High Command. You can give orders to other pilots by targeting them and then assigning one of the following orders:

#### KEYS FUNCTION

 Head Home!



 Report In!

 Evasive Maneuvers!



 Wait, for further orders!







  Go ahead and engage!

### Wingman commands only

  Cover Me, Wingman!

  Attack Target, Wingman!  
(Note: select target through CMD.)

  Ignore Target, Wingman!

During combat there is always a lot of communication. Therefore, many of those messages are color-coded.

**Red** Other Rebel pilots

**Blue** R2 Droid or Onboard Computer systems

**Green** Confirmation and Approval response

## AUXILIARY SYSTEMS

### Ejection

In the event that the ship has suffered catastrophic damage, the pilot may eject in the hope of being rescued. Be careful of your ejection location, since a distress signal is sent out immediately after a pilot ejects, which notifies the Rebel Alliance as well as Imperial Forces. Beware, your ejection system may become damaged in battle.

KEY FUNCTION

  Initiates ejection sequence.


### Flight Recorder

To view your actions during combat you must activate your flight recorder. The indicator will light up, and the number beside the camera, which indicates the film percentage remaining, will begin to decrease.

Don't forget to turn it on if you want proof of what happened during the mission!

KEY FUNCTION

 Toggles flight camera recorder off and on

 Allows the current mission recording to be reviewed

During flight you can only review your currently recorded film clip.

### Digital Clock

Keeps track of remaining time for each mission.



## OPTIONS DIALOG

The OPTIONS dialog lets you make configuration changes during the game. There is an options dialog available on the flagship *Independence* and an options dialog during flight.

### KEY FUNCTION



Selects Options Dialog



Calibrates joystick.

### Options Dialog on the flagship *Independence*:

Music on/off  
Sound-effects on/off  
Music and sound-effects volume control  
Text display on/off  
Transitions on/off  
Exit to DOS

### Options Dialog during flight:

Music on/off  
Sound-effects on/off  
Music and sound-effects volume control  
Film Disk Cache on/off  
Film Disk Cache size control  
Unlimited Weapons  
Invulnerability  
Player to starfighter collisions detection on/off  
Starfield high/low detail  
(includes hyperspace detail)  
Planets and galaxies on/off  
Space debris on/off  
Starfighter polygon detail levels  
Texture/Marking detail on spacecraft on/off  
Starship detail levels  
(includes explosion detail)  
Death Star surface detail levels  
Exit to DOS

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## ADDITIONAL INFORMATION

### Memory Concerns?

If you have expanded RAM check if the device is activated. Next, try to clear your RAM of all possible RAM-resident programs such as menus, utilities, or memory managers. These programs can be found in your AUTOEXEC.BAT file or your CONFIG.SYS file. If you don't want to change anything on your hard drive or don't know what might be memory resident, then you can "cold boot" your computer directly from a DOS (Disk Operating System) "boot" disk.

### How to Make a DOS Boot Disk

**1** Use a fresh new unformatted floppy disk. If you have High Density disk drives, use only High Density disks.

**2** Format the disk and copy hidden files. Read underscore ( \_ ) as a space.

At your c:\ prompt type:

```
format a: /s <enter>
```

**3** Copy the command.com file from your DOS directory. At your c:\ prompt type:

```
copy command.com a: <enter>
```

**4** Change to your a: drive.

**5** Create a basic config.sys file.

At your a: prompt type:

```
copy con config.sys <enter>
```

```
files=20 <enter>
```

```
buffers=20 <enter>
```

```
^Z <enter> (or hit F6 key and enter)
```

**6** Create a basic autoexec.bat file. At your a: prompt type:

```
copy con autoexec.bat <enter>
```

```
prompt=$p$g <enter>
```

```
path=c:\; c:\dos <enter>
```

```
^Z <enter> (or hit F6 key and enter)
```

You can now cold boot your computer with this disk in your a: drive.

First, take all disks out of disk drives. Manually turn off the computer using the switch. Wait for the machine to stop running. Put the boot disk into the a: drive. Turn on the machine.

Note: If you have Expanded Memory Specification (EMS), make sure to install it properly, modifying your AUTOEXEC.BAT and CONFIG.SYS according to your EMS manual.

### Any Questions?

Call our Technical Support line at:

**415-721-3333**

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: make, model, peripherals, RAM and disk size, graphics card, monitor and the information in your CONFIG.SYS and AUTOEXEC.BAT files. You can also write to Technical Support at:

**LucasArts Games**

P.O. Box 10307

San Rafael, CA 94912

Product Support hours are 8:30 A.M. to 4:30 P.M. Pacific Standard Time.

### Need More Hints?

Please do not call Technical Product Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at:

**1-900-740-JEDI**

(1-900-740-5334)

This service costs 75¢ a minute, and you must be over 18 years old or have your parents' permission to call.

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