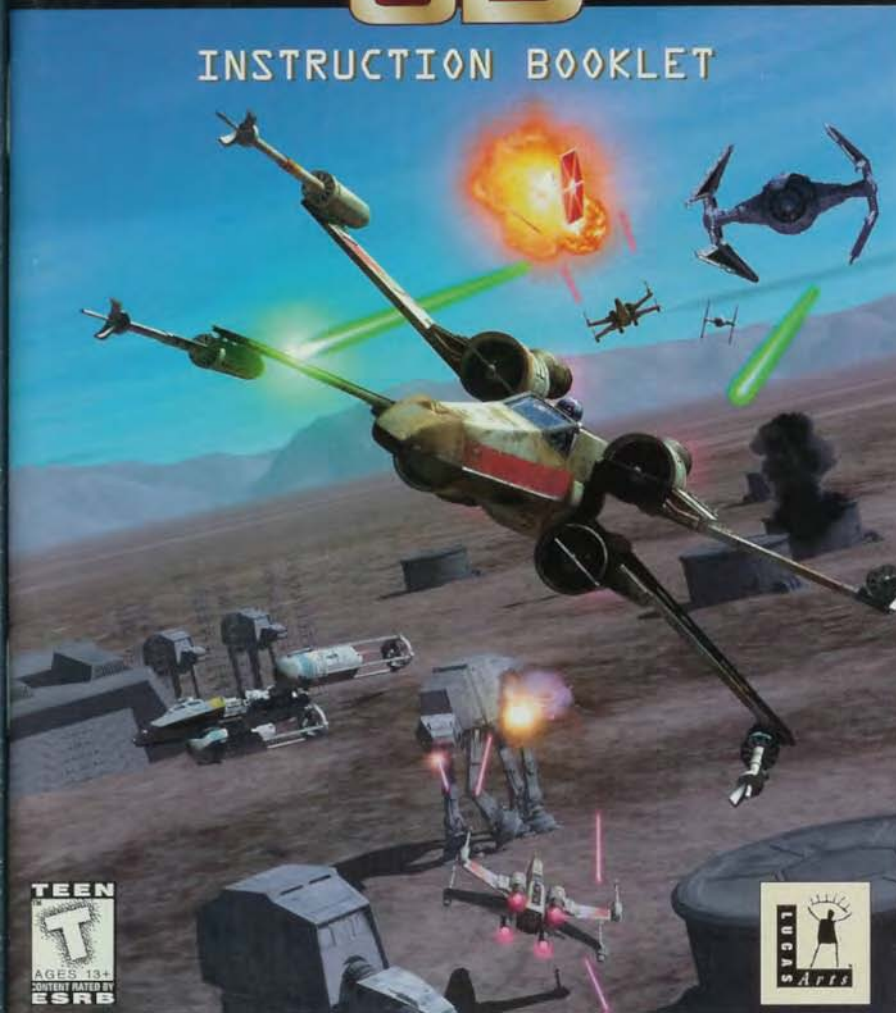
STAR WARS® ROGUE SQUADRON™ 3D

INSTRUCTION BOOKLET



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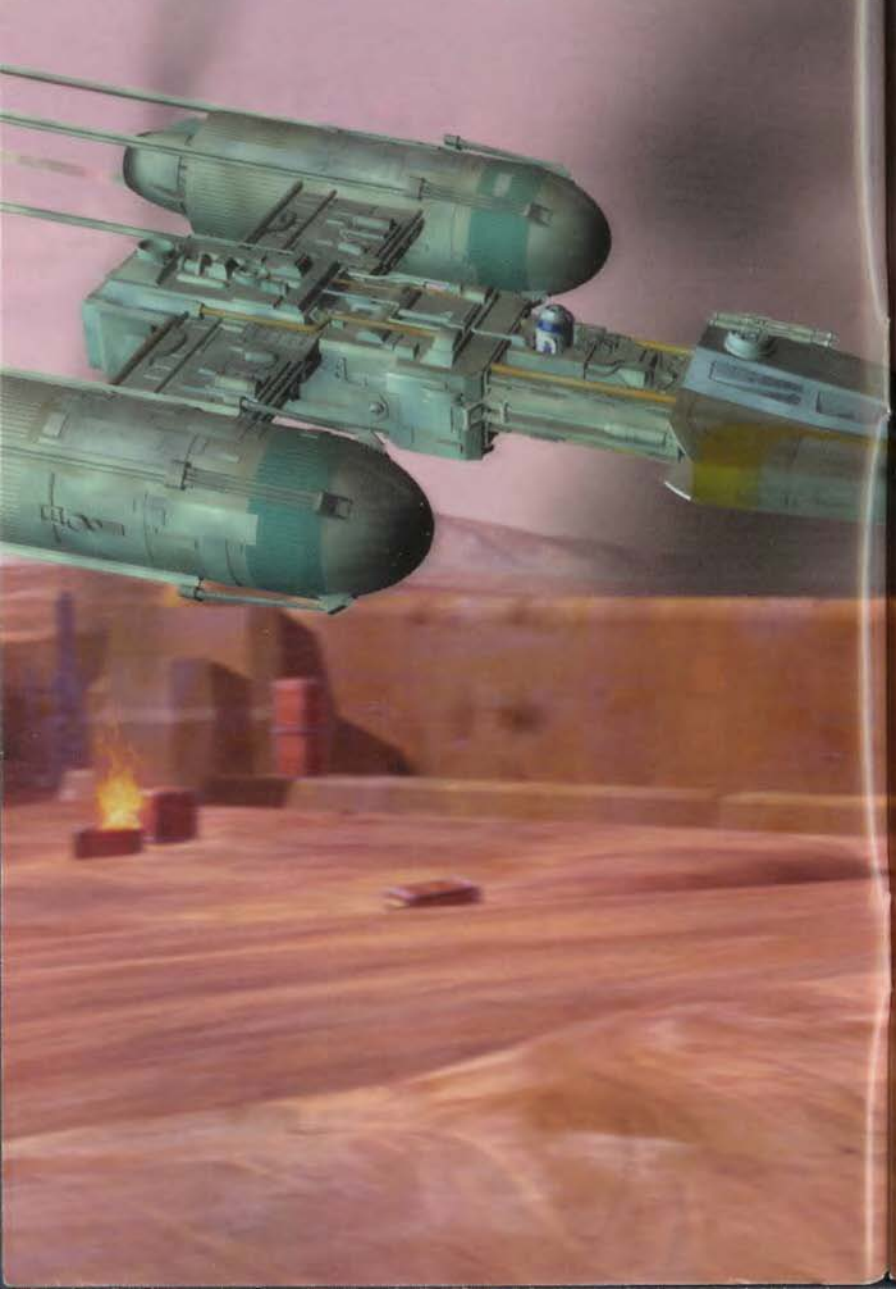

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OVERVIEW

It is a time of great rejoicing in the galaxy. Luke Skywalker, with the help of Wedge Antilles, has blown up the Death Star. But there is little time to celebrate. The mighty Empire is gathering strength for a determined, all-out assault on the Rebel forces.

To save the Rebel Alliance from this Imperial onslaught, Luke Skywalker and Wedge Antilles have assembled Rogue Squadron, a group of twelve of the most skilled, battle-tested starfighter pilots in the Alliance. The versatile Rogue Squadron is assigned the most difficult and challenging missions.

You'll fly into battle as Luke Skywalker, the leader of this elite unit. The missions take place during the time period between *Star Wars: A New Hope* and *The Empire Strikes Back*. Your superior officer, General Rieekan, will brief you on your mission objectives and advise you on tactics to help you defeat the Imperial opposition. Wedge Antilles and other Rogue Squadron members will be your wingmates on your missions, which will range from rescue and reconnaissance to search-and-destroy—and more.

You'll take on the Empire in dogfights and air-to-ground combat over far-flung worlds of the *Star Wars* universe. As you improve your skills, you'll be able to pilot more advanced craft, fire more powerful weapons, and fly more challenging missions. In this struggle between the forces of freedom and the forces of darkness, your skill and daring will make all the difference!

3D ACCELERATOR CARDS

Rogue Squadron™ 3D requires a 3D graphics accelerator card to run. Refer to the Readme and Troubleshooting Guide for details.

GETTING STARTED

NOTE: A joystick is recommended for flying. To install **Rogue Squadron** 3D on your PC:

1 Close all open windows on your desktop and quit all other applications.
2 Put the **Rogue Squadron** 3D disc in your CD-ROM drive.
3 The **Rogue Squadron** 3D Installer will appear. If Autoplay is disabled and the game's Installer does not appear when you insert the CD-ROM in the drive, you'll need to open the Installer manually. To do this, double-click the My Computer icon, then double-click the CD-ROM icon in the window that opens. Double-click the **Rogue.exe** file to open the Installer. It has these options:

Installer Screen

Install Rogue Squadron 3D Installs the game on your hard drive.

Readme & Troubleshooting We strongly suggest you look at these documents, which give you the most up-to-date game information. See the Troubleshooting Guide for detailed installation and troubleshooting tips.

Analyze Your Computer Checks your system to see if it meets game requirements.

Exit to Windows Returns you to your desktop.

4 To install, click the Install **Rogue Squadron** 3D button. Follow the onscreen instructions.
5 Next, choose the destination for **Rogue Squadron** 3D installation. The default directory is: **C:\Program Files\LucasArts\Rogue**. If you wish to install elsewhere, specify a different drive or directory name.
6 You'll be given the option to create a series of shortcuts in the Start menu. Creating a shortcut will make it easier for you to launch the game. Click the checkboxes to deselect any shortcuts you don't want.

7 Setup will create a **Rogue Squadron** 3D Program Folder for the program icons. Click Next to choose the default (**Menu\Programs\LucasArts\Rogue Squadron**), or create a new folder or select an existing folder, and then click Next.
8 You'll be prompted to create a shortcut for your desktop. You'll also have another opportunity to view the Readme.
9 If you are playing with a joystick, we recommend that you calibrate it now before playing.
10 If the program successfully installed, you will see a Setup Complete screen.
11 After installing the program, you may be prompted to install DirectX 6.0, which is necessary to run the program. If DirectX 6.0 (or a later version) is detected on your system, the checkbox will remain empty, and you will not need to install DirectX. Click Finish to complete the Setup.
12 You'll be prompted to choose a video device the first time you play.
13 You are now ready to play **Rogue Squadron** 3D.

If You Have Trouble Installing

If you are having trouble installing the game, see the Troubleshooting Guide for more detailed installation and troubleshooting tips. To access the Troubleshooting Guide:

1 Open the Installer as described in Step 3 above.
2 From the Installer, click Readme & Troubleshooting, then Troubleshooting Guide.

Running the Game

1 To run the game, insert the **Rogue** disc into your CD-ROM drive. The game's Launcher will appear automatically if Autoplay is active.
2 If Autoplay is disabled, find the **Rogue Squadron** 3D directory on your hard drive. Double-click the **Rogue** application icon (**Rogue.exe**), or double-click the CD-ROM icon on My Computer, then double-click the **Rogue.exe** file.

The Launcher

1 After successful installation, the Installer becomes the Launcher.
2 The Launcher appears whenever you insert the **Rogue** disc, when you double-click the CD-ROM icon, when you select the **Rogue Squadron** 3D shortcut from your Start menu, and when you double-click the **Rogue.exe** file.
3 Select Play **Rogue Squadron** 3D in the Launcher to start the game. The **Rogue Squadron** 3D Launcher displays the following options:

Play Rogue Squadron 3D This launches the game.

Readme & Troubleshooting We strongly suggest you look at this for the latest game information. See the Troubleshooting Guide for detailed

installation and troubleshooting tips. Here, you can also reinstall DirectX 6.0 and view the software license and warranty.

Hardware Configuration This option lets you analyze your computer to see if it meets system requirements, switch to your 3D video card, or select and calibrate your joystick.

Registration and On-Line Options Use this to register the game or go to the LucasArts Web site if you have Internet access.

Uninstall Rogue Squadron 3D Uninstall the game.

Exit to Windows Returns you to your desktop.

Launcher Screen

Menu Navigation

Once you've launched the game, use your joystick, mouse, or keyboard to move through the various screens, select and change options and start a mission. If you're using the keyboard, press the **ARROW** keys or **TAB** key to move the glove cursor, and press **ENTER** to make your selection. Using a joystick or mouse, press Button 1 to **ENTER** and Joystick Button 2 to **ESCAPE**. Button 4 acts like the **SPACEBAR**.

Player Roster

Once you've clicked on Play Rogue Squadron 3D from the Launcher, you'll move through a series of logo screens to the ***Star Wars*: Rogue Squadron** 3D Player Roster. This is where you'll create a new pilot to begin a mission, or load an existing pilot. You'll see a button in the upper left-hand corner labeled:

Player Roster Screen

Create This lets you add a new pilot to fly **Rogue Squadron** 3D missions. Click on this button, then type in the name of your new pilot, and press **ENTER**. This will place the pilot's name on the Player Roster and assign default settings to the player. The Roster also displays the player's rank and highest mission level completed. Rank will increase as the pilot successfully completes missions.

When you create a new pilot for the first time, three additional buttons will appear:

Remove With this button you can delete a pilot from the roster. Select the name of the pilot you wish to remove, then click on this button.

Rename Use this to give a current pilot a new name. Select a current pilot, then click on this button, type the new name you want, and press **ENTER**.

Clone This button lets you make a copy of an existing pilot, complete with the same settings, rankings, and game level. Select a pilot on the roster, then press this button, type in the name you wish to assign to this pilot, and press **ENTER**.

Whenever you create or choose a pilot, a vertical row of six buttons will be displayed. These are game options for each individual pilot:

Start This begins a new mission, sending you to the Select Level Screen with the pilot you've selected.

Settings Lets you adjust all game options, including video, audio, keyboard, joystick, mouse, and more (see Game Settings below for details).

High Scores Lets you view top scores achieved by Rogue Squadron pilots.

Credits Displays a list of all the people who contributed to the creation of **Rogue Squadron** 3D.

Bios Displays character biographies.

Quit Click on this to leave the game and return to your desktop.

Game Settings

Click on the Settings button in the Player Roster to adjust the general and specific game settings. Functions in the game can be changed in the Keyboard, Mouse, and Joystick Settings Screens. You can also turn off the mouse (**CONTROL + M**) or joystick (**CONTROL + J**). Also, when you move the cursor over a particular button, a short text description of that button's function will appear at the bottom of the screen. You'll also see the name of the pilot you've selected displayed in the lower right-hand corner. At the right of any of the Settings Screens, you'll see the following buttons:

Start Starts the game.

Roster Returns you to Player Roster Screen.

Defaults Restores all settings on that screen to the original configurations.

Cancel Cancels the last changes made and reverts screen to previous settings. You can cancel changes you've made until you press the Start or Roster Button.

Quit Exits the game to your desktop.

The upper part of the Game Settings Screen will display these buttons:

General Settings

Lets you change some general game settings:

General Settings Screen

Subtitles Turns dialogue text on or off.

Overlays Turns radar, damage icon, and secondary weapons displays on or off.

Auto Roll and Auto Level These options affect the roll and pitch of your craft. Auto Roll determines the craft's rolling, or side-to-side motion. Auto Level controls the pitch, which means the direction the craft's nose is pointing, up or down. Leave these settings on default if you want to automatically right your craft if you get disoriented while flying. Right your craft by letting go of the joystick. Advanced players may want to turn one or both options off.

Crosshairs Always On Turns targeting sight on or off.

Passcode If you gain a passcode, enter it here. Click on the rectangular box, then type in the passcode. When the code is spelled out, press **ENTER**, and the passcode will be recorded. You can enter additional codes as well. To remove a recorded passcode, click on it, then press the **SHIFT** and **DELETE** keys.

Video Settings

Click on this to change your display settings:

Video Settings Screen

Video Resolution Shows the video resolution you can play the game at. If a different video resolution is offered, you can click on it to select it. (640x480 is the default.) Increasing video resolution can reduce game performance.

Current Video Device Displays detected video card.

Enable V-Sync This video syncing option can improve the game's frame-rate. Turning this option off can speed up gameplay, but can also create graphics problems such as "tearing." Experiment with turning this option on or off.

Gamma Correction This option doesn't appear if your video card doesn't support it. Use the slider to increase or decrease gamma correction if the game is too dark or too bright. If you use a keyboard or joystick, activate the slider with the **ENTER** key or Button 1 to activate. Use **ARROW** keys or move joystick to adjust slider. Press the **ENTER** key or Button 1 to activate.

Audio Settings

This adjusts the following sound settings:

Audio Settings Screen

Music, Sound Effects, and Voice Volume These settings control the background music, game sounds, and spoken dialogue. Click on the left arrow or the bar to decrease volume, and the right arrow or the bar to increase it. You can also click the Off box to turn these sounds off. To adjust with keyboard or joystick, first activate with **ENTER** key or Joystick Button 1, then move slider with the **ARROW** keys or joystick.

Enable Low Fidelity Sound Turning this on can improve game performance, but will decrease sound quality.

Enable 4-Channel Surround Sound Supports surround sound with up to four speakers. Turning this on can reduce game performance.

Keyboard Settings

At these three settings screens, you can see the default keyboard keys that are assigned to game functions. You can also reassign game functions to any keys you want. Settings on the third screen cannot be changed. To do this, click on the function from the list displayed, then press the key you want to assign that function to. (See Page 12 for a description of keyboard functions.) Click on the right-pointing arrow to move to additional keyboard settings screens, and click on the left-pointing arrow to move back. (**PAGE UP** and **PAGE DOWN** keys also move between Keyboard Settings Screens.)

Keyboard Settings Screen

Mouse Settings

This shows you the game functions that are currently assigned to your mouse buttons, and lets you reassign functions to different mouse buttons. Click on the function you want to change, then press the button on your mouse that you want to assign that function to. (See Page 15 for a description of mouse functions.)

Mouse Settings Screen

Flip Y Reverses direction of mouse's Y-axis.

Flip X Reverses direction of mouse's X-axis.

Sensitivity Increases or decreases mouse sensitivity in the game. Click on the left arrow or bar to decrease sensitivity, and the right arrow or bar to increase it.

Joystick Settings

This shows you the game functions that are currently assigned to your joystick buttons, and lets you reassign functions to different joystick buttons. Click on the function you want to change, then press the button on your joystick that you want this function assigned to. (See Page 14 for a description of joystick functions.)

Joystick Settings Screen

Flip Y Reverses direction of joystick's Y-axis.

Flip X Reverses direction of joystick's X-axis.

Flip Z Reverses direction of joystick's Z-axis.

Force Feedback Checkbox Click the checkbox if you own a Force Feedback joystick to enable Force Feedback effects.

Select Level Screen

Select the Start Button to reach the Select Level Screen. You'll choose a mission level here. The first mission is Ambush at Mos Eisley. You'll need to complete this mission before you can move on to any higher levels.

Select Level Screen

before you can move on to any higher levels. Press the **SPACEBAR** or Joystick Button 4 for a description of the mission. To select a mission, click on the first joystick or mouse button, or press the **ENTER** key. Click on the second joystick or mouse button or press the **ESC** key to go back to the Player Roster.

Mission Completion

Once you've completed a mission successfully, you'll be automatically moved up to the next level; however, you can still go back and re-fly earlier levels you've completed and try for a better medal. And if you're given an "unlocked" craft to fly at a later level, you can go back and fly earlier levels with it. To scroll through missions you've completed, move your joystick or mouse to the right or left, or press the left or right **ARROW** keys.

Available Craft

After you've selected a level, outlines of different craft will be displayed, with the default craft in the center. These craft will be green if you can fly them in the mission you've chosen, and red if you can't. To move on to the next screen, the Craft Selection Screen, click on the first joystick or mouse button or press **ENTER**. Click on the second joystick or mouse button or press **ESC** to move back to the Player Roster screen. Once you've completed a chapter in **Rogue Squadron** 3D, you'll find that one of the additional craft in the Available Craft Screen is now unlocked, and will be available if you want to fly it in missions that you've completed.

Available Craft Screen

Craft Selection

You'll be in front of the default assigned craft. Move your joystick or mouse left or right to go to the next craft. Press the **SPACEBAR** or Joystick Button 4 to hear a craft description. To choose a craft, press your first joystick or mouse button or the **ENTER** key. Press the second joystick or mouse button or the **ESC** key to return to the Level Select Screen. If the craft is available for the mission you've chosen, you're ready to fly. If the craft is not available, you'll hear a clicking sound, and will need to move on to another craft. You must complete the level in the default craft to continue.

Craft Selection Screen

IN-FLIGHT CONTROLS

Default Keyboard Settings

Spacebar or 0 (NUMBER PAD) or Left Ctrl — Fire primary weapon (blaster cannons). Hold key down to fire continuously.

Alt or Enter (NUMBER PAD) — Fire secondary weapon.

4 (NUMBER PAD) or ← or J — Turn craft left.

6 (NUMBER PAD) or → or L — Turn craft right.

2 (NUMBER PAD) or ↓ or K — Pitch up; craft will ascend.

8 (NUMBER PAD) or ↑ or I — Pitch down; craft will descend.

W — Thrust; accelerates craft. Tap button to speed up in short bursts. Hold button down for continuous acceleration.

S — Brake; tap key to slow down. Hold key down to drop to minimum speed.

A — Left brake (airspeeder)

D — Right brake (airspeeder)

E — Rolls X-wing, Y-wing, and A-wing. It is not used in V-wing. Hold the Roll key while using directional controls to roll craft. Continue rolling to fly upside down. Let go of Roll key to fly normally.

F — Special action; enables craft-specific functions such as opening and closing S-foils in X-wing.

X — Link weapons, switches primary firing rate and weapon configuration on craft (except airspeeder).

Esc — Pause game at any time.

~ — Cycles between camera views.

Home — Camera look front

End — Camera look back

Delete — Look left

PgDn — Look right

F1 — Camera 1

F2 — Camera 2

F3 — Camera 3

F4 — Camera 4

F5 — Camera 5

F8 — Toggle cockpit view; turns cockpit camera on/off.

F12 — Screen snapshot

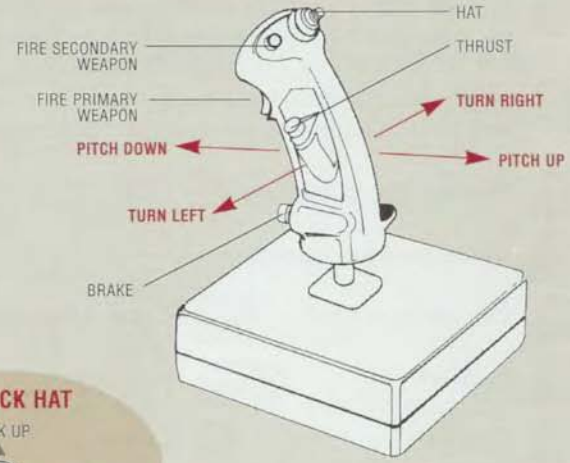
Z — Drop camera; fixed view in midair

Tab — Rotate camera; hold TAB down and use directional controls to look around.

Ctrl + J — Joystick on/off

Ctrl + M — Mouse on/off

Default Joystick/Mouse Controls

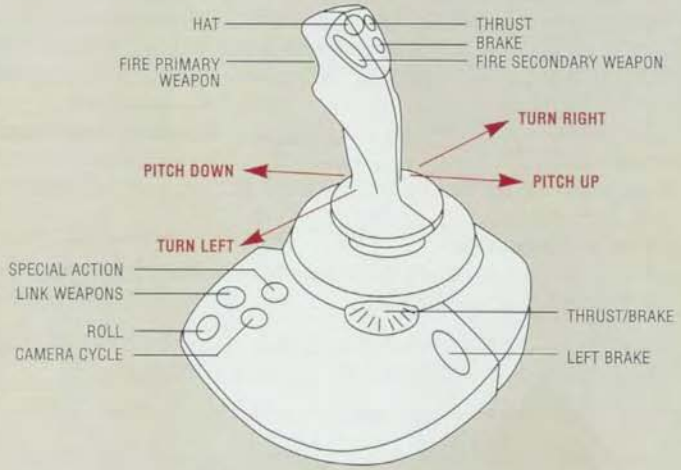


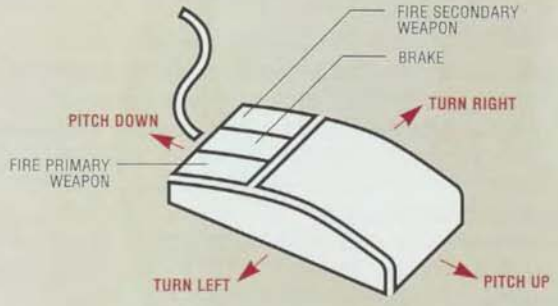
JOYSTICK HAT

LOOK UP

LOOK LEFT ◀ ▶ LOOK RIGHT

LOOK DOWN





How to Fly

To turn your craft left or right, move your joystick or mouse left or right, or press the appropriate keyboard keys. Keep in mind that different craft handle differently. To loop your X-wing, Y-wing, or A-wing, pull your joystick back (or push your joystick forward for a forward loop, but only at high altitude). You won't be able to pull off rolls and loops in the airspeeder or the V-wing, which hover low to the ground.

To fly faster, press and hold the Thrust (**W**) key. Tap this button repeatedly to increase your thrust in small amounts. To slow down, press the Brake (**S**) key. Experiment with the thrust and brake, since each craft works differently.

Camera Views

The **~** key on your keyboard lets you change camera views. Press this key repeatedly to cycle these views:

Cockpit View Shows the inside of the cockpit of your craft. To look around, move your joystick or mouse while holding down the **TAB** key.

Close View Provides a close-range view behind your craft.

Standard View The default camera position follows your craft from a medium-range view.

Far View View from further behind your craft.

Chase Cam Provides a long-range view behind your craft that stays parallel to the ground.

Pressing the **Z** key activates:

Drop Camera In this view, the camera is dropped away from the craft and stays where you drop it. Your craft will fly away from the camera, but you'll still be able to control your craft. If you fly too far, the camera will automatically catch up.

Camera Shortcuts

The **F1**-**F5** keys on your keyboard are shortcuts to the Camera views. Press **F8** to toggle Cockpit View on/off.

Damage Indicator

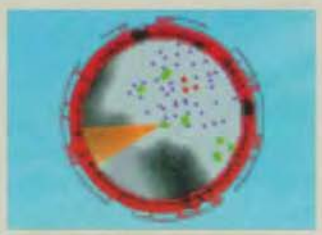
In the upper left-hand corner of your screen (or in your cockpit in Cockpit Mode), you'll see a small icon of your craft. If it's in perfect condition, this icon will be green. As your craft takes damage, this icon will change color from green to yellow to orange to a pulsing pale red. When it turns red, your craft is about to be destroyed. The number on the Damage Indicator flashes at the beginning of each life to show how many ships you have remaining.

Damage Indicator Icon at Top Left of Screen

In an X- or Y-wing, you'll have an R2 unit on board to repair some damage to your craft. However, if your Damage Indicator is in the red, your R2 unit will not be able to help because he will have been knocked out of action.

Radar Screen

The round overlay in the upper right-hand corner helps you locate Imperial targets and Rebel forces. In Cockpit View, the radar is built into the craft's console. The radar looks down over the terrain, with your craft in the center represented by a green triangle. The high, mountainous areas are shaded dark, while the low-lying areas are shaded light.



Radar Screen

GREEN DOTS	Show Rebel forces.
BLUE DOTS	Represent neutral forces and buildings.
RED DOTS	Indicate enemy craft and weapons.

Objective Finder When you begin your mission, you'll see a colored, pie-wedge–shaped area on your radar screen. This wedge will point you toward your mission objectives. Move your craft so that this wedge is in the upper (or twelve o'clock) position, and keep flying "north" in that direction. As you get closer to your mission destination, the wedge will widen, and will disappear when you've reached your objective. If you fly away from this objective, the wedge will reappear.

Special Action Functions

Pressing the **F** key activates special action functions on several craft in **Rogue Squadron** 3D. On the X-wing, pressing this key opens and closes the S-foils. Close S-foils for more speed, but they must be open to fire weapons. On the V-wing, this key gives you an extra burst of speed from its "scram jets." And on the Y-wing, this key fires ion cannons. Hold down the key for maximum ion power.

Ion Cannon This is the special weapon for the Y-wing. Uses blue blasts of ionized energy, which overload and fuse the circuits of ship weapons, shields, and engines, effectively knocking them out of action and sometimes destroying smaller targets. An ion cannon needs time to charge to full power, and if you use it before it's fully charged, your ion blast will be less effective. Charge the ion cannon by holding down the **F** key.

Pausing and Ending Your Game

You can pause the game anytime during your mission by pressing the **ESC** key. This brings up the Pause Screen with the choices below:

Pause Menu Game Settings

Mission Goals Provides a list of what you need to accomplish in the level.

Continue Returns you to the point in the game where you left off.

Abort Game Stops your current game, and returns you to the Player Roster. One ship is lost when you abort.

Game Settings This brings up a list of game options. Options here include:

Auto Roll and Auto Level These two options affect the pitch and roll of your craft. Auto Level controls the pitch, which means the direction the craft's nose is pointing, up or down. Auto Roll determines the craft's rolling, or side-to-side motion. Leave these settings on the default if you want to automatically right your craft if you get disoriented while flying. Right your craft by letting go of your joystick. Advanced players may want to turn one or both options off.

Free Camera Toggles the orientation of the camera between your craft and the ground. If turned on, the camera's roll will follow your craft. If turned off, the camera's roll will be fixed to the ground.

Crosshairs Turns crosshairs on or off.

Displays Adjusts screen overlays (radar, damage, and secondary weapon icons). Turn off to hide all icons on screen.

Cockpit Turn off if you want to hide the cockpit.

Back Returns to Game Settings menu.

Sound Settings Click on this slider bar to adjust the volume for the

music, sound effects, and speech in the game. You can also turn the text subtitles and stereo on or off. Click on BACK to return to the Game Settings menu.

What If You Go Down During a Mission?

You start the game with three ships. If your ship is destroyed, one ship is deducted, and you'll reenter your mission near the point where you were downed. You'll see the number of ships you have left flash on the Damage Indicator. When all your ships are lost, you'll be returned to the Select Level Screen, and will have to restart the mission or select a different one.

PLAYER CRAFT

In the Craft Selection Screen, press the **SPACEBAR** for detailed craft descriptions.

X-wing Named for its unique double-layered wings, or S-foils, this ship is one of the most versatile weapons in the Rebel Alliance. In combat, its S-foils are opened to give it greater maneuverability. These S-foils are closed during normal flight, so it can fly faster while still pulling off advanced aerobatics such as rolls. The X-wing is formidably armed, with high-powered blaster cannons in its wing tips, plus proton torpedo launchers on its main space-frame. With its reinforced titanium alloy hull and high-powered shield generators, the X-wing can take a barrage of minor hits and still keep flying.

A-wing This is the fastest starfighter in the Rebel Alliance. The A-wing can outrun most ships in the Imperial Navy, making it ideal for Rogue Squadron's hit-and-run missions. Its powerful armament includes twin wing-mounted pivoting blaster cannons and concussion missiles. Although the A-wing is highly maneuverable in dogfights, it cannot sustain much battle damage, and its cockpit design exposes its pilot to enemy fire.

Y-wing A cross between a fighter and a bomber, the Y-wing formed the backbone of the Rebel Alliance starfighter fleet prior to the introduction of the X-wing. The workhorse Y-wing is larger, slower, and less maneuverable than the X-wing, and has difficulty against the more agile Imperial craft. However, it is extremely durable, and heavily armed with blasters, an ion cannon, and bombs, making it ideal for bombing and strafing runs against surface targets.

Airspeeder A nickname for the Incom T-47, this craft made a valiant defense at the Battle of Hoth against Imperial forces, enabling the Rebels to evacuate their base. An airspeeder is limited to low altitudes, is unable to perform elaborate acrobatic maneuvers such as rolls, and has no shields. It compensates for this with fast speed and small size that make it a difficult target for Imperial weapons. This craft is armed with two blaster cannons, plus a tow cable to tangle AT-ATs.

V-wing Airspeeder With its light weight and swift speed, the V-wing has a definite advantage over the airspeeder. It features a scram jet, a huge booster. Press the Special Action key for a big speed boost. Use the scram jet sparingly because they take time to recharge. The V-wing's weapons are already linked, so increase the fire rate with the **Link Weapons** key. These will overheat if used too often.

CRAFT ARMAMENT

Firing Blaster Cannons

Most craft in **Rogue Squadron** 3D are armed with blaster cannons as their primary weapon. Fire your blasters during a mission by pressing **SPACEBAR**, the first joystick or mouse button. You can tap this button for individual shots, or hold it for continuous fire.

Most craft in **Rogue Squadron** 3D have two blasters, except the X-wing, which has four. With the X-wing, you can fire your blasters separately, fire two together (sending out pairs of blaster blasts), or fire all four together (sending out four blaster blasts at once). Press the **X** key repeatedly to cycle between these firing modes. You cannot link secondary weapons like missiles.

Firing Secondary Weapons

In addition to blaster cannons, each craft will have different secondary weapons:

X-WING	Proton torpedoes	A-WING	Missiles
Y-WING	Bombs	V-WING	Cluster missiles
AIRSPEEDER	Tow cable		

To fire these weapons, press your Secondary Weapon key (**ALT**), or the second joystick or mouse button.

Acquiring Advanced Weapons (Powerups)

Throughout the game there will be secret challenges for discovering new weapon technologies. These powerups appear as floating icons that you may

find when destroying certain structures or vehicles. These technologies will improve the effectiveness of either the primary or secondary weapons system. After discovering a new technology, the primary or secondary weapon system will automatically be upgraded on all appropriate craft, once the mission is successfully completed. If the mission fails, the advanced weapon is lost. Examples of advanced weapons are advanced lasers and shields. Advanced shields make the Damage Indicator turn blue. Your advanced weapons will also show up in the Tally Screen.

REBEL WEAPONS

Primary Weapon

Blaster Cannon Also known as a laser cannon, this is the most widely used weapon in the galaxy. It repeatedly fires bolts of coherent light, an intense energy that inflicts significant damage.

Secondary Weapons

Each craft has a secondary weapon. An icon for the weapon and how many you have available appears at the bottom left corner of the screen. (Icon appears in console in Cockpit Mode.)

Proton Torpedo A proton torpedo is armed with a proton-scattering energy warhead that inflicts heavier damage than an ordinary missile. There is also an advanced version that has a seeking device that allows it to follow a moving target.

Concussion Missile When this sub-lightspeed projectile hits home, it creates powerful shock waves that can penetrate even the heaviest armor to obliterate its target. These air-to-air and air-to-ground weapons are most effective against stationary targets. A concussion missile will travel in a straight line once it's fired, and can only be fired one at a time. These are not as powerful as protons, and seeking and advanced versions are available.

Cluster Missile Each of these weapons breaks apart into five smaller warheads shortly after launch. This results in a "spread" effect that increases the chances of hitting a target or inflicting more damage. A seeking version is available.

Bombs Only the Y-wing is armed with these destructive weapons, which can be dropped on ground targets. They have a large blast radius to inflict heavy damage over a wide area. Bombs can damage

your own craft if dropped at a low altitude. An advanced version is available.

Tow Cable Airspeeders are fitted with a harpoon gun that launches a high-powered, barbed projectile attached to a retractable flexisteel tow cable.

IMPERIAL CRAFT AND DEFENSES

Armored Hover Train With cars heavily defended by numerous gun emplacements and missile turrets, strafing runs against this mobile target are difficult at best.

AT-AT Short for All Terrain Armored Transport, the four-legged Imperial walker strikes terror in the heart of any defender. This mechanized beast is armed with blaster cannons underneath its "chin" and medium blasters on each side of its "head," and has thick armor plating to protect it from most types of artillery fire. Try to wrap a tow cable around the "legs" of an AT-AT with a airspeeder to bring this behemoth down.

AT-PT Short for All Terrain Personal Transport, this small, two-legged weapons system has the ability to climb up 45-degree mountains and hills. The AT-PT houses one or two soldiers, surrounding them with thick, heavy armor in its central command pod. It is armed with a twin-blaster cannon.

AT-ST Short for All Terrain Scout Transport, this chicken-like walker is used to support Imperial ground troops and protect the vulnerable underbelly of the AT-AT walkers. Since it balances on two legs, the two-person AT-ST is more unstable than the AT-AT, but its superior speed and formidable fire-power more than make up for this weakness.

Imperial Probe Droid This reconnaissance device was used by Darth Vader to locate the Rebel base on Hoth. It can move quickly across planet surfaces, and is programmed to detect life forms and signs of habitation. An Imperial probe droid is armed with a blaster device.

Imperial Landing Craft This heavily armored assault ship devotes two-thirds of its power to its shields, making it extremely difficult to destroy.

Tank Droid Designed to stop civil unrest on Imperial worlds, this fully automated combat vehicle driven by a droid brain is a brutal urban assault machine.

TIE Fighter Powered by twin ion engines, a TIE fighter's advantages are its excellent maneuverability and its small profile, which makes it a difficult target to hit. However, these advantages come at a steep price, since it has no shields, no hyperdrive systems, and no other weapons besides forward-mounted blaster cannons. A direct hit on one can usually destroy it.

TIE Bomber A TIE bomber is armed with two front-firing blaster cannons, and can drop a variety of payloads, including bombs, guided concussion missiles, orbital mines, and thermal detonators.

TIE Interceptor This dagger-shaped starfighter is more than a match for the Rebel craft, since it's nearly as fast as an A-wing and more maneuverable than an X-wing. The TIE interceptor's weapons include four blaster cannons with advanced targeting software for greater accuracy. Since the TIE interceptor has little armor and no shield generators, it can easily be destroyed with a few direct hits.

Waveskimmer Like its name implies, this attack hydrofoil was designed to operate above the water's surface at high speeds. Originally built around the frame of an AT-AT, a waveskimmer is far more maneuverable than its land-bound counterpart.

Shield Generator A device that produces the power needed to create and maintain deflector shields and to focus those shields around a given object. If there is a shield that cannot be breached, there is sure to be a shield generator nearby. Destroying the generator is a sure way to take out the shield.

Radar Dish A rotating dish that alerts the Empire to incoming enemies. Destroying radar dishes can limit the Imperials' ability to track your craft. Radar dishes can also function as general communications devices.

Turbolaser Turbolasers are the backbone of Imperial planetary defenses throughout the galaxy. These stationary cannons fire twin blasters strong enough to take out any fighter or infantry.

Missile Turret An advanced ground-based defensive weaponry used to protect important Imperial facilities. These turrets fire powerful missiles that home in on their targets and rarely miss. The destructive capability of these missiles should not be underestimated.

SCORING

Tally Screen

At the end of the mission you will come to the Tally Screen and see how well you performed. If you failed or aborted the mission, one ship will be subtracted. To advance in the game, fly the mission again until you are successful.

If you were successful meeting your mission objectives, you will be awarded a medal if you performed well enough. Performance will be judged based on the categories shown in the chart at right. If you score high enough in these categories you will be awarded either a bronze, silver or gold medal.

The minimum score for each category you need to earn the next medal will be displayed in the column to the right of your score. Winning medals is very important because it is the way you get promoted in rank. You'll receive bonuses if you win a particular medal type on all levels. Bonuses (when available) are included in your tally.

Any new technology discovered on a level will also be displayed in text format and you will have improved weaponry for the rest of the game.

COMPLETION TIME
How long it took to finish your mission. The quicker, the better.

ENEMIES DESTROYED
The number of Imperial spacecraft and weapons you or your wingmates have knocked out of action.

ACCURACY
How many of your shots hit the intended target.

FRIENDLY SAVES
The number of friendly craft or structures that successfully completes or survives the mission. Do not destroy the items below for them to count as Friendly Saves in the Tally Screen.

- AT-PTs on Fest
- A-wings
- Bacta buildings and containers
- Calamari buildings
- Capital tower
- Chandrila buildings
- Cloud cars
- Corellia buildings
- Heavy lifter shuttle
- Landspeeders
- Madine's shuttles (*Heavy Lifter*- and *Lambda*-class)
- *Millennium Falcon*
- Mos Eisley buildings and homesteads
- The *Nonnah*
- Rebel armored hover trains
- Rebel assault vehicles
- Rebel blockade runners
- Rebel cargo vehicles
- Rebel commandos
- Rebel prisoners
- Rebel shuttles (*Lambda*-class)
- Rebel soldiers
- Rebel turrets
- Rieekan's shuttle
- Snowspeeders
- Storage containers
- Buoys on Taloraan
- Floating city platform on Taloraan
- Floating gas containers on Taloraan
- Taloraan refineries
- Tech Center
- V-wings
- X-wings
- Y-wings

BONUS COLLECTED
Whether or not you collected all powerups on level.

MISSIONS

Chapter I

Ambush at Mos Eisley

This mission takes place on Luke Skywalker's home planet of Tatooine, a bleak, forbidding desert world scorched by twin suns in the Outer Rim. Tatooine has recently been colonized due to its strategic location near several hyperspace routes. Its largest spaceport city, Mos Eisley, is a crossroads for interstellar commerce, and is populated with pirates, thieves, and smugglers.

Rendezvous on Barkhesh

You'll fly this mission on Barkhesh, a planet noted for its hot, humid, tropical jungles in its southern regions. The local resistance there is transporting supplies desperately needed by the Rebellion. The Empire will do everything in its power to stop the transfer, and has posted Imperial scout walkers in the planet's canyons.

The Search for the *Nonnah*

In this mission, you'll be flying over the lakes of Chorax, trying to locate a downed Rebel ship in a race against the Imperials looking for the ship as well. The Chorax system is located in the Rachuk sector, and contains one medium-sized star and one planet. It is a haven for pirates and smugglers.

Defection at Corellia

The planet is home to Han Solo, General Crix Madine, and Rogue Squadron's own Wedge Antilles. With its rolling hills, immense oceans, and cities with wide-open spaces, Corellia is a pleasant spot in the galaxy. The Corellian system is known for its fast ships, wily traders, and pirates. The planet's extensive shipyards attracted the attention of the Empire, who then invaded and occupied it.

Liberation of Gerrard V

This mission pits you against a skilled Imperial ace, Kasan Moor. You'll be flying over Gerrard V, a planet whose surface is covered by deserts and oceans. Its topography is dominated by steep raised areas, called towers, and low-lying depressions, known as saddles. Populated by Rebel supporters, Gerrard V once revolted against the Empire, but this insurrection was crushed by orbital bombings from Imperial Star Destroyers.

Chapter II

The Jade Moon

You'll begin your next mission on a moon of Loronar, home to construction facilities where the Empire's biggest warships and special weapons platforms are built. This moon's surface is punctured by rocky valleys, deep canyons, and craters.

Imperial Construction Yards

This mission sends you over the facilities of Balmorra, a factory planet that builds advanced weapons of destruction for the Imperial forces. Located at the Outer Edge of the Galactic Core in the Nevoota system, Balmorra's plains are marked with numerous canyons and mountains and, of course, industrial buildings. Although occupied by the Empire, the inhabitants of Balmorra long for independence and free markets for their renowned weapons technology.

Assault on Kile II

On this planet, you'll be attacking the Imperial Enclave, an enormous facility that supports the Empire's naval operations in that sector of the galaxy. The surface of Kile II is marked by canyons and large, enclosed areas, where you'll find the Imperial spaceport, a long-range sensor post, and troop barracks.

Rescue on Kessel

This mission takes you to the reddish, potato-shaped planet of Kessel, where the Empire has a notorious prison facility. Kessel's surface is covered with salt flats and pockmarked by deep craters and mines. The thin atmosphere of this inhospitable planet is barely breathable, so special factories have been built to generate oxygen, nitrogen, and carbon dioxide.

Prisons of Kessel

In this mission, you'll once again fly over Kessel, the only planet where glitterstim spice is produced. This valuable substance is prized for giving telepathic abilities to anyone who consumes it, although users can become addicted. Before joining the Rebel forces, Han Solo used to smuggle glitterstim spice from Kessel. The Empire uses forced labor to mine this spice, and guards it heavily.

Chapter III

Battle Above Taloraan

In this high-altitude mission, you'll be flying in the cloudy atmosphere of Taloraan, an enormous gas planet with a strong magnetic field in the Kelavine system of the Expansion Region. The planet's Tibanna gas is breathable at high altitudes, and is also used in the production of weapons.

Escape from Fest

This mission takes you to a planet in the Atrivis sector of the Outer Rim near the Mantooine system. Enormous, steep mountains and valleys punctuate Fest's landscape. Atop one of these mountains, the Empire has a top secret Weapons Research Facility, where experiments are conducted to create new metal alloys. Among the inhabitants of Fest are a resistance group who opposes the Empire.

Blockade on Chandrila

You and Rogue Squadron will call on the rural agricultural planet of Chandrila, in the Bormea sector of the Core Worlds. This sparsely populated, naturally beautiful planet has two large continents surrounded by oceans, with vast plains covered by grasses and forests. While the inhabitants of Chandrila are peace-loving, they have openly supported the Rebels against the Empire.

Raid on Sullust

In this mission, you'll fly through the thick, hot, dark clouds over Sullust, a bleak, volcanic planet in the Sullust system. With the planet's surface shrouded in toxic gases, the millions of native Sullustans have created a large underground network of caves and cities. These beautiful sub-surface sites are popular tourist attractions. Sullustans are friendly, outgoing creatures with jowls, mouse-like ears, and large round eyes, who are prized as navigators, since they never forget a path they've traveled.

Moff Seerdon's Revenge

The locale of this mission is Thyferra, a foggy, humid world with thick, tropical rain forests. This Polith system planet is inhabited by the insect-like Vratix, who developed a remarkable fluid called bacta. This miracle liquid can heal every medical condition from a scratch to a life-threatening emergency. Not surprisingly, bacta has become much sought-after by medical clinics throughout the galaxy, and by cartels that seek to control the galactic bacta industry to reap huge profits.

Chapter IV

The Battle of Calamari

In this all-out encounter with the Empire, Rogue Squadron will do battle on Mon Calamari, a planet almost completely covered by water. This marine world is inhabited by two species, the peaceful Mon Calamari, who live on islands and floating cities, and the wary Quarren, who live deep beneath the sea and can breathe both air and water. The Mon Calamari build enormous starships and warships from their orbiting shipbuilding docks, and are valuable members of the Rebel Alliance.

CHARACTERS

Rebels

Luke Skywalker The greatest hero of the Rebel Alliance, Luke Skywalker needs little introduction. Among his accomplishments are blowing up the first Death Star, rescuing his twin sister Princess Leia, and helping to fend off the Imperial forces in the Battle of Hoth so that the Rebel base there could be evacuated. After the Battle of Yavin, Luke and Wedge Antilles formed Rogue Squadron.

Wedge Antilles One of Rogue Squadron's true aces, this native of Corellia was orphaned as a teenager, then began smuggling weapons for the Rebels. Once he took to flying X-wing starfighters, he soon proved himself to be a crack fighter pilot and an extremely competent, if low-profile, leader. Wedge saved Luke Skywalker during the attack on the first Death Star at the Battle of Yavin. Later, they formed Rogue Squadron together.

Dack Ralter This young Alliance hero was Luke Skywalker's airspeeder gunner during the defense of the Rebel base at Hoth. Dack's parents were political prisoners of the Empire, and he escaped from an Imperial prison barge when he was a teenager. Ralter is skilled as both a pilot and a gunner.

Wes Janson This tough, smart, action-loving lieutenant was a gunner in Wedge Antilles' airspeeder during the Battle of Hoth, and helped bring down an AT-AT walker by tangling its legs in a cable. Janson is a past winner of the True Gunner award for outstanding accuracy. This Rogue is one of those rare soldiers who is as competent on the ground as he is in the air, and can shoot and fly with tremendous skill.

Zev Senesca A highly-decorated pilot and long-time member of the Rebel Alliance, Senesca shot down 48 Imperial craft prior to the Battle of Hoth. Politically motivated to join the Rebel forces, Senesca was motivated by tragedy after his parents were killed by the Empire.

Derek ("Hobbie") Klivian That rare pilot who is both extremely capable and extremely humble, Hobbie was a former Imperial cadet who mutinied and deserted his Imperial Academy training to join the Rebel Alliance. Hobbie has a reputation for enjoying bacta baths, as well as for crashing every craft he touches and surviving.

Carlist Rieekan This former officer in the Old Republic army joined the Rebel Alliance after his home planet, Alderaan, was vaporized by the first Death Star. Rieekan was named Theater Commander in charge of all Rebel ground and fleet forces in the Hoth system. Later, he was forced to evacuate the Hoth base when it was overrun by Imperial forces. After the Hoth evacuation, General Rieekan was given command of military operations for the Rebel Alliance.

Imperials

Crix Madine This Corellian is a highly-decorated Imperial officer. He originally earned his reputation as a brilliant leader in charge of the Storm Commandos, an elite Imperial army unit.

Kasan Moor This native of Alderaan was one of the rising stars in the Imperial Navy, quickly moving up in ranks from crack TIE fighter pilot to leader of the 128th TIE Interceptor Squadron. Her allegiance toward the Empire soon wavered, however, when she was informed that her home planet had been obliterated by the Death Star. While she continues to distinguish herself by flying with the 128th, Moor is contemplating defection to the Rebel forces, since she believes that her allegiance to the Imperial forces means nothing if they can coldly destroy her friends and family.

Moff Kohl Seerdon Formerly Kasan Moor's mentor, Imperial Moff Seerdon is now angry at her, since he is not sure which side she is fighting for. Moff Seerdon is attempting to consolidate bacta supplies under his control, and sees Rogue Squadron as a threat to his plans for domination.

FLYING TIPS

★ Use your radar screen to fly in the right direction towards your mission objectives. Fly so you keep the wedge shape oriented to the top of the radar at 12 o'clock.

★ Use the thrust and brake to match the enemy's speed or to more easily attack a ground target.

★ Pay close attention to directions from General Rieekan and your wingmates.

★ Be on the lookout for enemy bombers, and attack them before attacking fighters. Bombers do more damage to critical Rebel installations.

★ (Ground targets only) For a more effective attack, line up your targets by making long, straight runs. Avoid the temptation to make quick turns in pursuit of your targets. Instead, fly far away, then turn around and fly toward your targets from a distance, using your brakes. You'll be able to keep them in your sights longer—and score more hits. But you'll also be in enemy sights...

★ Find the keyboard, joystick or mouse configurations and camera views best suited to your flying style.

★ (Speeder or V-wing only) For more control in turns, use the right or left brake to tighten your turn in either direction.

★ Use a loop-the-loop move to bear down on an enemy that has passed you by.

★ To avoid missile turrets, fly fast and low.

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Star Wars theme and incidental music from "*The* Star Wars *Trilogy Original Soundtrack Anthology*": Composed by John Williams

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Star Wars *(Main Title)*
The Desert/The Robot Auction
The Last Battle
*The Throne Room/*Star Wars *(End Titles)*
The Imperial March (Darth Vader's Theme)
The Battle in the Snow
City in the Clouds
Hyperspace
The Empire Strikes Back (Finale/ End Credits)
Into the Trap

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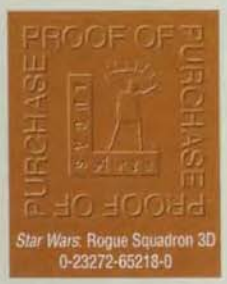

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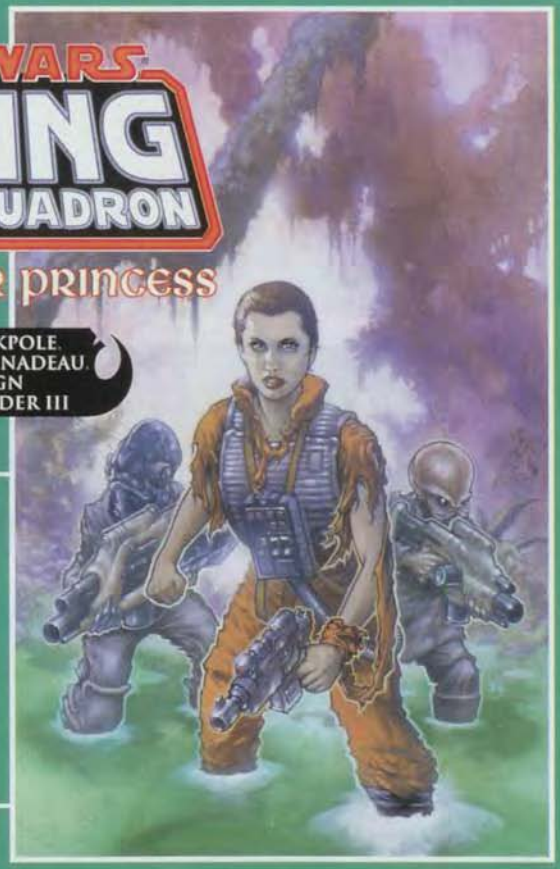
On the following pages is a bonus excerpt from one of Dark Horse Comics' ***Star Wars:* X-Wing: Rogue Squadron** comics entitled "In the Empire's Service" (issue #4, pages 20-23).

The book's editor, Peet Janes, had the following to add: "Rogue Squadron has always made the most of the unique dynamic of the comics medium. Many readers who also read the novels have said that the comics fulfill an important role in keeping *Star Wars* alive: visual excitement. An important element of *Star Wars* is the constant surprise of stunning new vistas. Comic art provides the opportunity to revisit exploding Death Stars and dizzying dogfights, and continue the fine tradition that began with *Star Wars* more than twenty years ago."

STAR WARS
X-WING
ROGUE SQUADRON
the warrior princess
BY MICHAEL A. STACKPOLE, SCOTT TOLSON, JOHN NADEAU, AND JORDI ENSIGN
COVER BY JOHN K. SNYDER III



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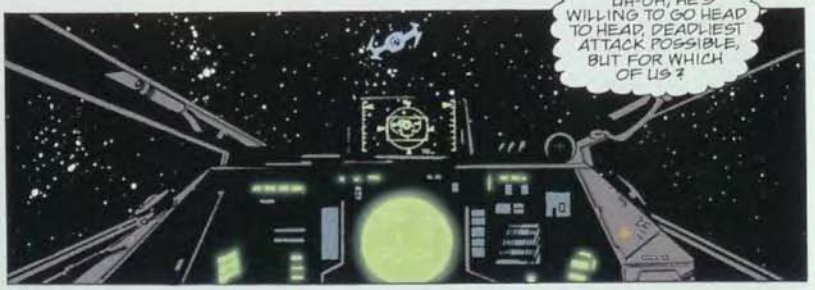
DARK HORSE COMICS

DIDN'T GET ENOUGH OF HIM. HE'S GOOD.
ROGUE LEAD HERE, AGGRESSOR ONE, REPORT.

AGGRESSOR ONE LIMPING BUT ALIVE. WE'LL KEEP THEM OFF OURSELVES. GET THE SQUINTS.

I COPY, COLONEL. I'LL TRY TO OBLIGE.
THIS HAS GOT TO BE FEL. HE'S BETTER THAN TYCHO SAID.

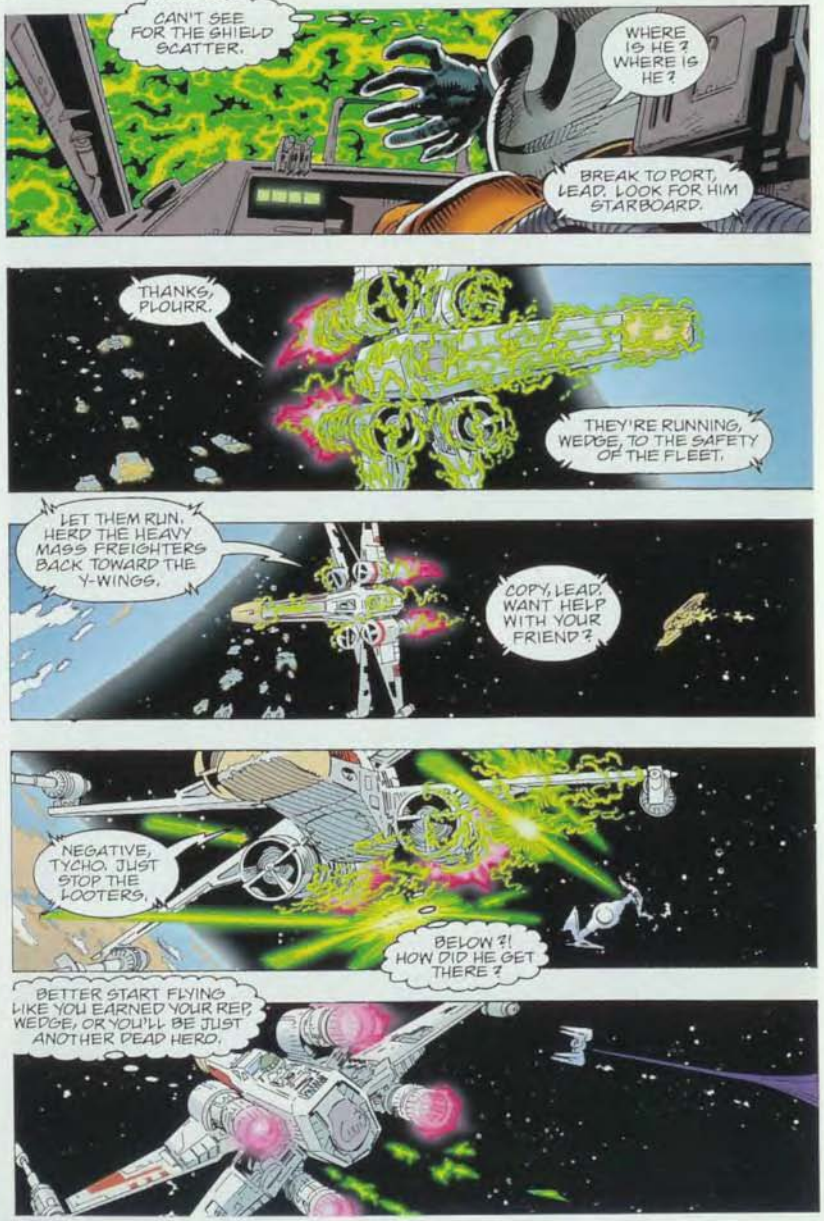

UH-OH, HE'S WILLING TO GO HEAD TO HEAD, DEADLIEST ATTACK POSSIBLE, BUT FOR WHICH OF US?

COLONEL, I HAVE ENGAGED AN X-WING.
NOT YOUR MISSION PROFILE, MAJOR.

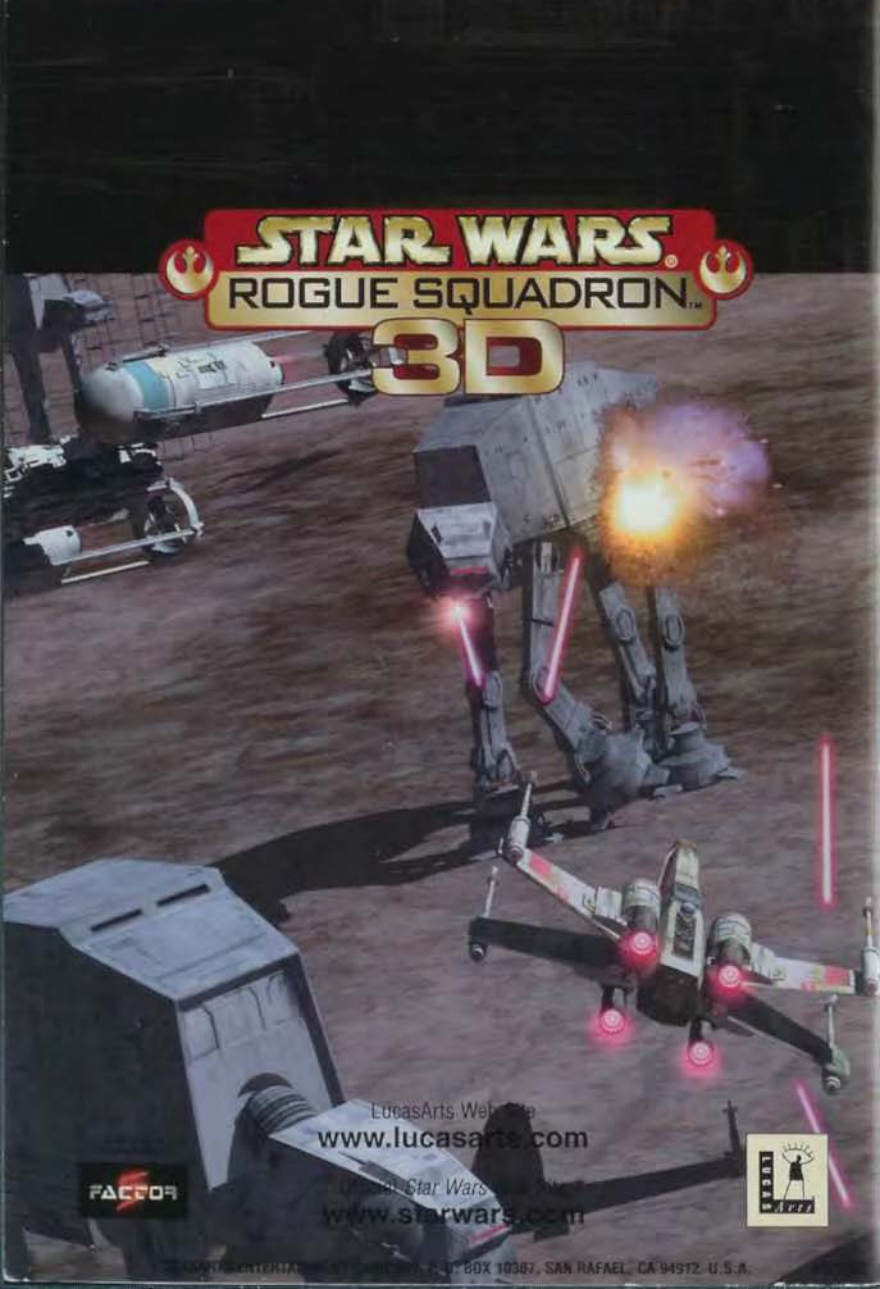
HE IS ONE OF THEIR BEST. I WILL KILL HIM.
ONE PASS, THEN TAKE THE GROUP TO THE EVISCERATOR.

WHERE DID HE GO?
REVERSE-THROTTLE HOP. BREAK PORT NOW, OR HE'LL...

...VAPE YOUR TAIL. YOU HAVE YOUR ORDERS, MAJOR. EXECUTE THEM.


CAN'T SEE FOR THE SHIELD SCATTER.
WHERE IS HE? WHERE IS HE?
BREAK TO PORT, LEAD. LOOK FOR HIM STARBOARD.
THANKS, PLOURR.
THEY'RE RUNNING, WEDGE, TO THE SAFETY OF THE FLEET.
LET THEM RUN. HERD THE HEAVY MASS FREIGHTERS BACK TOWARD THE Y-WINGS.
COPY, LEAD. WANT HELP WITH YOUR FRIEND?
NEGATIVE, TYCHO. JUST STOP THE LOOTERS.
BELOW?! HOW DID HE GET THERE?
BETTER START FLYING LIKE YOU EARNED YOUR REP, WEDGE, OR YOU'LL BE JUST ANOTHER DEAD HERO.

SO THIS MUST BE ANTILLES. HE'S GOOD, BUT PREDICTABLE.
SAVE WHEN I SURPRISED HIM, HE'S BEEN ALL OVER ME. I'M TIPPING HIM TO MY MOVES.
HERE HE COMES AGAIN. SHIELDS WILL HOLD FOR A BIT, BUT I NEED TO SURPRISE HIM.
MAKE YOUR MOVE, ANTILLES, AND I WILL FULFILL MY DUTY TO THE EMPIRE!
I KEEP GOING LEFT. HE WANTS ME TO GO LEFT... SO I GO RIGHT!
GOT HIM!



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