

Freeing Up Memory

TIE Fighter requires a substantial amount of memory to operate. If you are experiencing problems getting the program to run, or are receiving messages indicating insufficient memory, try making a boot disk.

You can make a boot disk by running the *TIE Fighter* install program and selecting "Make a Boot Disk" from the Main Menu. Follow the on-screen instructions to create the boot disk. Once the boot disk has been created, insert the disk in drive A and reboot your machine.

NOTE: The boot disk must be created and used from your drive A. Also, if you are already using a boot disk from a previous LucasArts game, such as *Sam & Max™* or *Rebel Assault™*, you must still make a new boot disk; the old boot disks will not work.

Main and Expanded Memory

If your computer has expanded memory, the simulation will automatically use it. The software that comes with the expanded memory must conform to the Expanded Memory Specification (EMS) 3.2.

With expanded memory, you'll have faster access to cockpit views, along with more graphic detail. The more available expanded memory, the better the simulation will run. 582k of main memory (560k required) and 2500k of expanded memory (896k required) is highly recommended, as the program won't have to search the disk for the views or graphics. If you loaded any memory-resident programs or allocated memory to disk caches, you may be able to free up additional memory by disabling them.

Music during the simulation is only available using expanded memory.

NOTE: The *Sound Blaster AWE-32* driver users almost 10k more memory than the other drivers. If you do not have enough memory to use the simulation with this driver, try making a boot disk or choosing the *Sound Blaster 16* driver with 4-OP FM music.

Expanded memory should not be confused with extended memory. Any extended memory can be converted to expanded memory with a commercially available memory manager program. DOS includes EMM 386 memory manager.

Any Questions?

Call our Technical Support line at:

(415) 721-3333.

Or FAX us at: (415) 721-3482.

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 Technical Support at:

LucasArts Entertainment Company

P.O. Box 10307

San Rafael, CA 94912

Product Support hours are 8:30 am to 6:00 pm, Monday through Thursday and 8:30 am to 5:00 pm Fridays, Pacific Standard Time.

On Line

CompuServe

Game Publishers Forum A (GO GAMAPUB) section 7 Or send e-mail to ID# 75300,454

America Online

Keyword "LucasArts"

Or send e-mail to LUCASART1

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TIE Fighter Package Contents

Inside your *TIE Fighter* package, you should find:

- one Starfighter Pilot's manual
- one Registration card
- one Reference card
- five 3.5" floppy disks
- *The Stele Chronicles*

If you're missing any of these items, please contact LucasArts Entertainment Company's Product Support at (415) 721-3333.

Installing TIE Fighter on Your Hard Drive

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

- ① Insert "Disk 1" in drive A or B.
- ② Type **a:** (or **b:** if running from drive B) then press ENTER. Your computer will show the prompt "A:\>" (or "B:\>").
- 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 your *TIE Fighter* directory. 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 your *TIE Fighter* directory.
- ② Use the up/down arrows to select "Read the READ.ME file" from the Main Menu options.
- ③ Press ENTER.

Starting Up from Your Hard Drive

Once *TIE Fighter* has been installed on to your hard drive:

- ① From your hard drive prompt, change to the directory where *TIE Fighter* is installed (the default directory is TIE) by typing **cd\tie**.
- ② Then type **tie** and press ENTER.

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.

In Flight Controls

Q **Spacebar** Quits / Aborts 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.

Propulsion Controls

+ Increases throttle.
- Decreases throttle.
0 Sets throttle to zero power.
1 Sets throttle to 1/3 power.
2 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.

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 weapons firing configurations.
B Toggles beam weapon on/off.

Targeting and 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.

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 Missions 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.

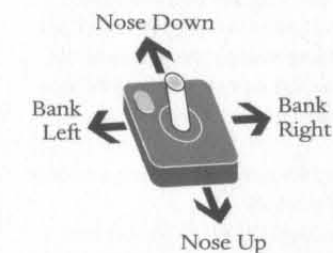
Communications

Shift **A** Assigns current target to wingman.
Shift **B** Tells re-supply ship to board and reload your craft, 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 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 warheadview.
F3 or **/** Toggles external camera mode.
F4 or ***** Allows repositioning of external camera.

Joystick Controls



Button 1: Fires Weapons & Warheads
Button 2:
 ① Press once to target current craft in sights
 ② Hold button to control throttle and roll.

