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LucasArts Entertainment Company LLC
Star Wars® Starfighter™ Demo
Version 1.0

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Thank you for playing *Star Wars* Starfighter Demo. We recommend that you read this file to get the most up to date information about installing, running and playing the game.

Be sure to check the LucasArts website at www.lucasarts.com for the very latest information related to *Star Wars* Starfighter.

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System Requirements

Computer:	100% DirectX compatible computer required.
CPU:	Pentium II or Athlon class 350 MHz or faster required.
Memory:	64 MB RAM required. 128 MB required for Windows 2000 or XP
Graphics Card:	16MB DirectX 8 compatible PCI or AGP 3D Hardware Accelerator.
CD-ROM:	Quad speed IDE or SCSI CD-ROM drive required.
Sound Card:	100% DirectX compatible 16-bit sound card required.
Input Device:	100% Windows compatible Keyboard or Mouse required. Joystick or Gamepad recommended.
DirectX:	Microsoft DirectX 8.0a and 8.1 are included on this CD. NOTE: Your system may require the "latest" drivers for your particular hardware.
OS:	<i>Star Wars</i> Starfighter supports Windows 95, 98, ME, 2000 or XP as your operating system. MS-DOS, Windows 3.1x, Windows NT, Linux and OS/2 are not supported.
Installation:	Standard Installation requires 80 MB free hard drive space. It is recommended that you have an additional 100 MB of free space available for the Windows swap file and save games.

Video Cards Supported

For a list of supported video cards at the time of release, please refer to the
Trouble Shooting Guide

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General Information

If Launcher Screen is Too Large for Screen

If your font size is set to "Large Fonts", the launcher will appear to be twice
as large as it should be and you may not be able to see all of the launcher buttons.
We suggest you set your fonts to "Small" to see the entire launcher. To do so:

- Right-click on your desktop
- Click on "Properties"
- Click on the "Appearance" tab
- Click on the box under "Font size" near the bottom
- Click on "Small Fonts"
- Click on the "OK" button at the bottom of the window

Desktop Color Palette

We recommend that you set your desktop to High Color (16 bit) color or higher. When playing
Star Wars Starfighter with your desktop set to a color palette lower than 16 bit,
you may experience various problems while running the game.

Task Switching

We recommend that you do not task switch while playing *Star Wars* Starfighter. At
the time of release, we have seen problems while task switching on various video
cards that can cause the game to lock up or quit unexpectedly.

CTRL-ESC

We recommend that you do not use CTRL-ESC while playing.

Using the Keyboard for flight control

In order to utilize the Keyboard for flight controls (pitch/yaw), all other controllers must be
removed from the system first. If a joystick or gamepad is installed on a system, the flight controls
will default to those controllers, and the keyboard will not function.

Space Bar during Menu Navigation

While in the menu system, the Space Bar performs the same function as the Enter key. Because of this, spaces are not allowed when entering a code or naming a savegame.

Controllers With Sliders

When using a controller with a slider, you may run into some difficulty configuring your controller in the launcher's configuration menu. If the slider is not set to zero or to a neutral position the controller will be sending an active signal from the slider that may register when you select a controller function to configure. This will result in the slider being chosen as the command for that function unless it is set to an inactive state.

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Installing *Star Wars* Starfighter Demo

Insert the *Star Wars* Starfighter CD into your CD-ROM drive. The Launcher screen will open automatically unless Autoplay is disabled. If it does not, double-click on the My Computer icon, then the CD-ROM icon. This should bring up the launcher menu. If it does not, double-click on Starfighter.exe in the window that opens. Click on the top button from the displayed options and the installer will guide you through the installation process.

The default installation location is C:\Program Files\LucasArts\Star Wars Starfighter Demo. During the installation process you will be prompted if you would like to do an Automatic Installation or a Custom Installation. Automatic will install *Star Wars* Starfighter into the default location on your hard drive, along with installing DirectX if your computer requires it. Choosing a Custom install allows you to change the installation location, and will also prompt you if you would like the required version of DirectX to be installed.

Running *Star Wars* Starfighter Demo

To run the game, click on your Start Menu, select Programs, then LucasArts, then *Star Wars* Starfighter Demo and click on Play *Star Wars* Starfighter Demo. This will bring up the Launcher screen. Click on Play *Star Wars* Starfighter on the launcher and it will begin the game.

Although it is possible to run the executable directly off of the hard drive, we recommend that you use the shortcuts the installer creates in the Start Menu or the shortcut to *Star Wars* Starfighter which might be created on the desktop during installation.

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It is HIGHLY recommended that you play *Star Wars* Starfighter using a Joystick or Gamepad. You can customize your controls in the Configuration Options area of the launcher. We have included recommended default templates for many controllers which can be accessed using the Load Button on the Configure Game Controller area of the launcher. You can also save your current button configuration as a template of your own.

Keyboard Commands

Fire Lasers	Space
Fire Secondary	C
Boost	W
Brake	S
Turn Left	Left Arrow
Turn Right	Right Arrow
Pitch Up	Up Arrow
Pitch Down	Down Arrow
Roll Left	E
Roll Right	R
Roll Modifier	Numpad 0
Zoom	Q
Auto Target	D
Manual Target	X
Change View	` (accent/tilde key)
Pause	ESC
"Cover Me"	4
"Report In"	1
"Defend Target"	3
"Attack Target"	2

Joystick and Gamepad support

You can assign game button functions to each of the 4 directions on the HAT control of a typical flight stick style joystick. If you are using one of these joysticks, it is recommended that you map functions to the hat accordingly so that you can make full use of the features on your joystick and minimize the need to use the keyboard during play. Gamepads offering dual analog control sticks are also highly recommended

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