

# INDEPENDENCE WAR DELUXE EDITION: DEFIANCE

## ***"Break and Enter"***

EXCLUSIVE PLAYABLE DEMO  
V1.0

A Particle Systems Game  
[www.particle-systems.com](http://www.particle-systems.com)  
[www.independencewar.com](http://www.independencewar.com)

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### ***Welcome to the Independence War Deluxe Edition: Defiance Demo***

Independence War Deluxe Edition is the enhanced and expanded version of the award winning PC CD-ROM game Independence War.

Featuring the original game it also includes the all-new campaign Defiance, where you play from the opposing side, making a total of nearly sixty missions.

This guide is a mini manual for the demo. Use the links in the left hand side of the page to navigate through the sections. The full game ships with a large and comprehensive printed manual.

If you've played Independence War or the Independence War demos before, then skip straight to the NEW FEATURES section - it describes all the new features and differences from the original game.

This demo is a companion to the two original Independence War demos, which also feature missions from Independence War Deluxe Edition:

Independence War Evacuation Demo (45mb)  
Independence War Neutronium Demo (22mb)

Both demos are available for download from the Independence War Website, and many popular internet gaming sites

### ***Independence War Message Board***

If you want to discuss this demo, or Independence War in general then visit the Independence War Message Board.

The board provides a meeting place for users old and new, and is a great place to swap tactics, news, and other Independence War related information. Team members from Particle Systems (The game's developer) read the board daily and are there to offer feedback, news, and to answer your questions.

## **Requirements**

The Independence War Deluxe Edition demo requires this minimum machine specification:

Windows 95 or 98  
Pentium 166 or equivalent  
Microsoft compatible mouse  
32Mb RAM  
DirectX6 compatible video card (256 color mode required for Software mode).  
DirectX6 compatible sound card  
Approximately 70Mb free hard disk space

**We recommend (especially for 3Dfx mode):**

Windows 95 or Windows 98  
Pentium 200 or equivalent  
Microsoft compatible mouse  
64Mb RAM  
3Dfx Voodoo, Voodoo2 or Voodoo3 compatible video card  
16bit DirectX6 compatible sound card  
Approximately 70Mb free hard disk space  
Joystick

DirectX6 must be installed. For the 3Dfx version Glide version 2.43 (Voodoo) or 2.54 (Voodoo2), 2.6 (Voodoo Banshee & Voodoo3)

Please disable all windows screensavers or power saving features before playing the demo.

***Uninstall***

To uninstall the demo use the Windows Add/Remove control panel.

Note: You may find when uninstalling the demo that some files are left behind. This is normal, as they are the save game files. These may be safely deleted.

## **Introduction to Independence War Deluxe Edition**

INDEPENDENCE WAR DELUXE EDITION a new, updated version of the award winning Independence War.

Independence War Deluxe Edition is a space simulator title. We've endeavored to make this program as realistic and as playable as possible.

### ***THE STORY***

It is the Year 2268, and a guerilla war is waging between the Earth based Commonwealth, and the Independence Movement or Indies, located in the outlying colonies of the Commonwealth. The Indies want to break free from Commonwealth control, but the Commonwealth needs the outlying colonies to support an overpopulated and polluted Earth.

In the Dreadnaught campaign, a Young Commonwealth Navy officer salvages a famous ship - The Dreadnaught - and awakens the personality construct of the ship's dead captain, Jefferson Clay.

Under Clay's watchful eye, the Officer embarks on a series of missions which take him deeper into the conflict, where he realizes that the war isn't a simple case of black and white.

In the Defiance Campaign, an Indie captain, Edison Hayes, and his crew fly their newly captured ship the Spartacus in increasingly dangerous hit-and-run missions against the Commonwealth

Navy. But events take an unexpected turn and Edison finds himself fighting the primal causes of the war.

This demo is a single mission taken from the Defiance Campaign.

## ***THE GAME***

Here's a summary of the main game features:

- Use any of four bridge stations - Commander, Navigator, Gunner or Engineer. Uncompromisingly realistic simulation, using real physics but still amazingly playable.
- Use combat skills, puzzle solving, imagination, and bravery to play through nearly 60 handcrafted and gameplay-honed missions.
- Play from both sides of the conflict: The Commonwealth and The Indies.
- Missions illustrated and enhanced by movie-quality cinematic sequences.
- Non-player ships have sophisticated artificial intelligence systems. They can:
  1. follow general orders
  2. group in formation to achieve the best tactical configuration
  3. react to unforeseen events
  4. retreat in order to repair and regroup if required
  5. take advantage of opportunities
  6. dock to complex moving targets

## ***THE SHIP***

The ship and its systems are based on future technology, this has been extrapolated from present day development and thinking on the future of space travel.

Control of the player's ship is achieved by a fly-by-wire system which makes Newtonian-based space combat and maneuvering as easy as dogfighting in an aircraft.

The player's ship is modeled in exacting detail. 34 separate systems are simulated in real-time. The systems interact with each other. Damage in one system will affect systems further down the chain. Player can adjust system parameters to affect entire ship's performance.

## ***GRAPHICS***

- Real-time light-sourced 3D graphics of the highest quality
- Fast, smooth frame rate even on relatively low-spec machines.
- Specularity mapping
- Multiple light sources
- Texture mapped planets - both real astronomical maps and fractally generated
- Pre-rendered movie sequences comparable with the best that Hollywood science fiction can offer

## ***3Dfx specifics***

- High detail ships and space stations
- Crisp, clear, 16bit color visuals
- Adjustable dynamic and ambient lighting
- Spectacular explosions
- Beautiful nebula effects
- Missile smoke trails
- Main thruster and attitude thruster exhaust effects
- Shield impact visuals

- Perspective correct texture mapping
- Bi-linear filtering
- Transparency and additive effects
- Voodoo2 specific 800x600 mode

## **SOUND**

- Real-time 3D sound to provide player with audible cues to aid in combat and navigation
- Fully spoken dialogue during the game and in briefings

## **DELUXE EDITION FEATURES**

New for the Deluxe Edition is an entirely new campaign: Defiance. The Defiance campaign has many new features and enhancements, including:

- Eighteen new missions
- Play from the Indie side of the conflict
- New characters
- In-mission save points
- Selectable weapon loadout
- Sniper zoom mode
- Auto-defense mode
- Rotating turrets on capital ships
- New ships and stations
- Many other improvements and new features

For details of the new features and how they affect gameplay, read the NEW FEATURES section.

## **New Features for the Defiance Campaign**

### **INTRODUCTION**

In the Defiance campaign you take the role of Independent Fleet Captain Edison Hayes. Working for Quartermaster McDuff (who delivers the briefings) you and your crew will fly 18 missions against the Commonwealth Navy.

Your vessel is the Independent Corvette: Spartacus, recently captured from the Commonwealth Navy, and painted in traditional Indie fashion.

The story takes place in the same time period as the original Independence War campaign and some missions relate to the scenarios depicted in the original campaign.

### **CHARACTERS**

The Independent Fleet is not the Commonwealth Navy. Starched uniforms, rigid command structures, and strict adherence to procedure are not the Indie way.

Every Indie recruit is an individual, and that individuality is expressed in many ways, from the customised flight suits to the lurid paint schemes of their captured ships. The bridge crew of the Independent Vessel Spartacus are no exception.

Captain: Edison Hayes

Edison is a well-motivated and determined Captain, with a rather dry sense of humor. Very loyal to the Indie cause he doesn't let hatred for the commonwealth affect his judgment. He's well liked by his crew, with the exception of the Navigator Sergei Markov, who resents his authority.

#### Pilot / Navigator: Sergei Markov

Sergei is bitter and has a driving hatred of the Commonwealth Navy. He's very competent in piloting, but can let emotion cloud his judgement. Once a Captain of his own ship, he's aware that he'll probably never command a ship again due to his attitude, which makes him even more bitter.

#### Gunner: Kelvin Lutano

Kelvin's background is in the Commonwealth. He was captured by Edison Hayes on his first flight mission and persuaded to join the Indies.

Kelvin is energetic and nervous. Well qualified, but inexperienced and lacking confidence he's reluctant to take the initiative on his own. He shows great potential - the Commonwealth's loss is very much the Indies gain. Sergei doesn't like him much because of his Navy Background and inexperience.

#### Engineer: Mary-Beth 'Belle' Dawson

Mary-Beth (Nicknamed Belle, because of her accent) is a loyal, intelligent and highly skilled bridge officer. She believes in the Indie cause, but is not willing to sacrifice lives needlessly. She often steps in to keep the peace onboard ship, and is an excellent mediator. The quickest way to annoy her is to damage 'her' ship or treat it badly.

### **NEW FEATURES**

Many new features and modifications have been implemented for the Defiance Campaign. The new features are summarized below. This section assumes you are familiar with the game's controls and functions and have read through the rest of this guide.

#### Contact Colors

If you've played the original Independence War you should realise that you are now playing from the Indie side and you will be shooting at BLUE colored contacts! Here's a summary of the contact colors:

<b>Color</b>	<b>Designation</b>	<b>Allegiance</b>
RED	IND	Indies - Friendly vessels
GREEN	NEU	Neutral vessels
BLUE	NAVY	Commonwealth Navy vessels - the enemy!
YELLOW	UNK	Unknown vessels (Possibly out of range).

#### Savepoints

All missions in the Defiance campaign have at least one pre-defined save point (Normally around the middle of a mission, or before a new mission section), and some missions have two or three save points.

If you pass a save point your progress will be recorded, including your ammo counts and objectives completed / failed.

When you next re-start the mission you'll be offered a choice of save points. Click on one of the listed save points to replay the mission from that section. Select the Mission Start save point to replay the mission from the beginning.

Note: The Briefing is only displayed if you select the Mission Start save point.

## Arming Screen

New for Defiance is the Arming screen, which is displayed after every briefing. It's also accessible by clicking on the ARM button on the CMD workstation.

The ARM screen shows your current weapons loadout. To check your current ammo counts during a mission, go to the CMD workstation and click the ARM button. Any ammunition used is shown in a darker colour. You may also switch your PBC fire arcs if you wish.

In missions that allow a choice, the ARM screen also allows you to select from 4 different missile loadouts - each designed for a specific purpose: Standard, Assault, ECM and Defense. The recommended loadout for that mission will be displayed when you first enter the screen.

It also lets you choose your PBC mode - either Front / Rear or Dual Forward. (You can do this at any point during a mission).

Note: Once you've selected a loadout you will won't be able to change it during a mission unless circumstances allow you to re-arm.

Using the ARM screen is simple. Click the button corresponding to the loadout you require. The loadout will be displayed in the main window. Click on the Toggle PBC Arcs button to switch PBC modes. The left hand PBC will flip up/down to show you its new configuration.

If no loadout buttons are displayed, then you can't change the loadout for that mission. To accept the loadout press Esc, click one of the other buttons on the CMD workstation, or switch to another workstation.

There are four default types of loadout. One of these types will be recommended for each mission (the recommended loadout is the one shown selected after the briefing), except where a special loadout is required (e.g. recon probes).

As standard the ship is fitted with 8 LDSI missiles, and 8 flares in the central magazine - this can't be changed.

### **Normal**

This is the standard loadout. Useful for dogfighting, and general combat.

<i>Ordnance</i>	<i>Number</i>
Seekers	32

### **Assault**

Designed for assaults on large capital ships or well-defended bases, this loadout sacrifices seekers for heavier weapons.

<i>Ordnance</i>	<i>Number</i>
Seekers	8
Disruptors	4
Remotes	4

### **ECM**

The ECM loadout is designed to disable enemy ships. Useful for boarding operations, or disabling space defenses to allow a conventional assault.

<i>Ordnance</i>	<i>Number</i>
Seekers	16

Disruptors 8

### **Defensive**

When fighting isn't the answer the defensive loadout is required. The extra flares - carried at the expense of seekers - allows the spoofing of more enemy missiles. Very useful for hit-and run raids, or spying missions where quick escape is paramount.

<i>Ordnance</i>	<i>Number</i>
Seekers	16
Flares	32

### **Free flight mode velocity indicator**

In free-flight mode there is now a third cross-bar ( without number ) on the velocity display indicating the relative forward velocity. This is useful for advanced players flying in free-flight (non-assisted) mode.

### **Proximity Alert**

An audible proximity alert feature warns you when you are in danger of a collision. This feature can be enabled or disabled via the options screen.

### **Zoom Viewing Mode**

You can now use the Zoomed viewing mode to accurately target ships at maximum weapon ranges. Use the K key to toggle zoom mode on/off. Zoom mode works with all weapons. You can also subtarget at much longer ranges using this feature.

*Note: Zoom mode works in full screen only. When turning on Zoom mode the game will automatically switch to full screen.*

### **Wingmen Orders**

Individual orders can be given, as well as group orders.

1. Specify the group orders first using the normal 1-8 keys.
2. Press 9 to bring up a list of wingmen.
3. Pressing a wingmans number selects that wingman.
4. Press a 1-8 order key now gives that order only to that wingman.

### **Objectives Update**

Whenever you complete or fail an objective it will now be shown on-screen. (You can still display the next objective by pressing x).

### **LDSI waypoint**

It's often difficult to locate a ship you've knocked out of LDS with an LDSI missile. To help this a waypoint is now created at the LDSI detonation site.

### **Ammo counters**

When a missile is selected in NAV, a green numeral will appear in the bottom left of the HUD showing how many remain in the magazine.

### **Remote Missile Detonation**

When using remote missiles, the fire button will now detonate them on command, rather than having to rely on impact or proximity fuses.

### **Aggressor Shields Damage**

Indie aggressor shields are not 100% effective, so you may find that the generator and other frontal systems may be damaged on impact, especially during high speed impacts.

### Gatling Cannon Ammo

The self contained gatling cannons on fighters are only capable of holding a limited number of power cells, so they may run out of ammo in a protracted fight.

### Self defence Mode

The ship now operates in self-defense mode when you are remote linked to another ship, or when you undock the command section. In self-defense mode the ship will halt, then rotate in place to face and attack any hostile vessels that approach.

Note: The auto-defense mode won't activate if an autopilot is already active. Use the HALT autopilot if you want to disable the auto-defense mode while remotely logged onto another ship, or while flying the command section. The HALT autopilot has been modified to remain active until quit.

You can use this feature to do some advanced tactics, e.g. formateing with another vessel while flying a remote controlled fighter.

### Dual Missile fire

The Spartacus has been modified to enable rapid firing of missiles. Missiles now fire alternately from the Port and Starboard Magazines.

## Quick Start

### ***Running the Demo***

Please see the Requirements page before running the demo.

Click on the *IWDEDefiance* executable to view the demo menu.

You can choose from one of three video modes:

- Software mode
- 3Dfx (640x480)
- 3Dfx (800x600)

*Note: Please ensure you choose the correct option for your hardware or the demo may not work properly.*

There are two gameplay modes:

- Arcade
- Simulation

Simulation is the default original flight mode. We recommend that you play in this mode.

Arcade mode is designed for easier (but much less realistic) flight control, and has several differences from Simulation mode. It has less inertia when you turn, the weapons are three times more powerful, and damage is limited so your systems never fully go off-line.

Arcade mode also has some disadvantages: There's a manual thruster override limit of 2000m/s (See NAV Workstation Guide), and ripple fire mode is not available (See WEP Workstation guide).

Click on the *Help* button to show this guide.

The *Visit Website* button will load your web browser and display the Independence War website, where you can view the latest information for Independence War.



Click on the *Visit Message Board* button to load your browser and visit the Independence War Message Board, where you can discuss anything related to Independence War, including this demo with other users.

When you're happy with your selection click on the Play Mission button.

### ***Playing the Game***

We recommend you play the game using a good quality joystick, preferably one with a throttle control and a 'hat' switch. though you can play the game entirely using the keyboard if you wish. The buttons and controls on the game's four workstations can be operated with the mouse, but there are keyboard shortcuts for most functions.

When you start a mission you'll see a briefing. Study the briefing carefully to learn your mission objectives. When the briefing is finished you can select your weapon loadout. Click on the loadout you wish to use, then press F2 to go to the NAV workstation.

We recommend you use the NAV workstation for the majority of navigation and combat (See NAV Workstation Guide).

### ***Quick key guide***

To fire your weapons use SPACE or Joystick button 1.

To switch weapons use ENTER and BACKSPACE or Joystick buttons 2 & 3

To target the ship nearest the center of the screen press T or Joystick button 2.

Use + and - or the joystick throttle to set your speed, or press A or Z to boost forward and reverse thrust.

Enemies are shown as RED in the head-up display and other instruments, friendly ships show up as BLUE, and neutral ships as GREEN.

Press R to target your nearest enemy.

TAB switches between normal and full screen mode.

Frequently Used Keys

To get you started here's a selection of the most commonly used keys. For a complete guide see the Keyguide at the end of this document.

### **Workstation Shortcuts**

*CMD - Captain's Workstation*

F1

*NAV - Navigator's Workstation*

F2

*WEP - Gunner's Workstation*

F3

*ENG - Engineer's Workstation*

F4

### **Navigation:**

*Move Up/Down/Left/Right*

Joystick / Cursor Keys

*Increase/Decrease Speed*

Joystick Throttle / + / -

*Roll Left/Right*

Joystick Rudder / END / PGDN

*Full forward thrust*

A

*Full reverse thrust*

Z

*LDS Drive toggle*

L

*Autopilot HALT*

F5

<i>Autopilot APPROACH</i>	F6
<i>Autopilot DOCK</i>	F8
<i>Cycle Contact filter</i>	M

#### Weapons:

<i>Fire Selected Weapon</i>	Joystick Button 1 / SPACE
<i>Target object</i>	Joystick Button 2 / T
<i>Select/cycle PBC</i>	Joystick Button 3 / ENTER
<i>Select/cycle missile modes</i>	Joystick Button 4 / BACKSPACE
<i>Launch missile decoy flare</i>	DEL

#### Misc:

<i>Quit Demo</i>	SHIFT + Q
<i>Pause</i>	P (Also displays key guide in 3Dfx mode)

Note: You can use the joystick hat switch (if you have one) for targeting:

<i>Previous Contact</i>	HAT Up
<i>Next Contact</i>	HAT Down
<i>Target Current Contact</i>	HAT Right
<i>Cycle Contact Filter</i>	HAT Left

## Command Workstation Overview

The Command workstation is the first screen you see when you start a mission.

This specialized workstation can be used for combat, but is best suited for command functions such as briefings, reading objectives, and viewing the Global Space View (Star map)

### ***CMD: Main display***

The main display is a forward view. See the NAV Workstation overview for details of the head-up display (HUD).

### **CMD: Contacts and MFD**

Bottom right is a multi-function display. Depending on the function you've selected this will display a contact list or dialogue. For details of the contact list see the NAV Workstation overview.

### **CMD: GSV controls**

Bottom left is another box. This box is normally empty, but when GSV is selected shows controls for the Global Space View. See GSV for details.

To the right of the main display are five buttons, selectable using the mouse:

### **CMD: DOC (Ship's documentation)**

Click this to read the ship's documentation. You can access profiles on the crew, ship statistics, and other details.

### **CMD: BRF (Mission briefing)**

Select this to show the current mission briefing. The briefing is automatically displayed when you start a mission.

### **CMD: OBJ (Current objectives)**

When selected this shows the current objectives. Your next objective is shown with a flashing square next to it. Any incomplete objectives are shown in yellow, completed in green, and failed in red.

Note: a failed objective doesn't always result in mission failure. You can review your next objective in the game by pressing X.

### **CMD: GSV (Global Space View)**

Click this to display a star map in the main view showing your location.

When selected the small display underneath the main view will display controls, which allow you to switch from stellar to solar system view, toggle on/off different features and zoom in and out.

When in system view you can click on different planets or moons to center the view around that point.

### **CMD: ARM (Armaments display)**

Click this button to view your current weapons loadout and ammo status. You may also change your PBC firing arcs using this screen. See New Features for more details.

### **CMD: REM (Remote Log-On)**

All ships have an emergency remote-link protocol which allows them to be remote piloted in an emergency; for instance if the crew is incapacitated.

When you select a target and click on this button you will enter a remote-link mode, where you can control the ship as if you were sitting in its cockpit. Your display will change to a full screen HUD, showing the view out of the front of the remote ship.

Of course there are safeguards that prevent the unauthorized use of remote-log on, so most ships won't accept your remote-link signal.

If you press escape or one of the bridge shortcut keys the remote link is broken and control is returned to your ship.

While in remote-link mode the ship will stay in one place and defend itself automatically from enemy attack. See New Features for details.

You can use SHIFT-R as a keyboard shortcut for remote link.

There are no remote-link capable ships in this demo, but remote link is activated automatically if you fire a remote missile.

## **NAV: Navigation Workstation Overview**

This is the most general-purpose workstation and allows you to both fly the ship and engage in combat. We recommend that you use this view for the majority of dogfighting and navigation.

The main part of the display is the forward view - showing the pilot's view out into space. This is over-laid by the head-up display HUD which adds additional important information into the pilot's field of view.

Bottom right is the Orb - this display acts as a 3 dimensional radar, but can also display other information.

The remainder of the bottom portion of the screen is given over to instruments. The main one is the contacts screen. This is a tabular display showing all the ships in the area. Note: In this demo enemy ships are shown as RED contacts. Friendly ships are shown as BLUE contacts, and neutral as GREEN contacts.

In this section we will cover:

- Flying the Ship
- Pilot Head-Up Display
- Using Weapons from the NAV workstation
- The Contacts Display
- The Orb
- Using Auto-pilots

### NAV: Flying the ship

We would recommend that you use a good quality joystick to play the game.

Moving the joystick or control yoke from side to side produces a yaw maneuver in the ship.

Pushing the stick forwards and back produces a pitch maneuver.

If you have rudder-pedals or a stick with built-in twist such as a Microsoft (r) Sidewinder(tm) 3D or Precision Pro then this will allow the ship to roll.

Use key Y to swap the roll and yaw axes if you are more used to flying aircraft simulators.

Unlike an aircraft, a spacecraft does not need to be moving forwards to perform turns. You might want to practice turning the ship before starting your run.

The ship is a heavy warship. She will not turn like a fighter! In turning her you will have to fight against momentum. If your attitude thrusters are damaged, she will not turn at all!

*Note: In Arcade mode the ship will be much more responsive, and will essentially fly in the direction you point it with little or no side slipping.*

### NAV: Using thrusters

The most straightforward flight mode allows the pilot to control the spaceship in a manner very similar to a conventional aircraft: In this mode, the ship will usually be moving forwards (in the direction it is pointing). This is the most useful flight mode and allows tremendous control during combat.

If you are using a joystick throttle: Zero the throttle to activate it, then push up the throttle forwards to set the desired forward speed.

If you are using keys, press and hold the + key to increase the set speed and use the - key to reduce it.

### NAV: Thruster: Full thruster override

Experienced pilots may find the 0-1000 meters per second set-speed limits to be too restrictive. Using over-ride keys, higher rates of forward and reverse z-axis motion can be attained.

The A key, while held down, selects maximum forward thrust. The Z key, while held down, selects maximum reverse thrust.

*Note: In Arcade mode thruster override is limited to a maximum velocity of 2000m/s in both forward and reverse.*

### NAV: Thruster: Free Thruster Mode

There are two modes of flight: Assisted and Free Thruster. Assisted mode is the normal mode. In this mode the fly-by-wire system of the ship fires thrusters to counteract inertia and emulates the type of flight behavior you see in an atmosphere - the ship slows down when no thrust is applied, and turns when you move the stick.

In Free thruster mode Newtonian physics applies: If you start in one direction you will keep moving in that direction, unless you apply enough force in the opposite direction to counteract the movement. This mode enables you to perform maneuvers that you can't perform in normal flight mode. However this mode is for advanced users only, as it's very, very tricky to fly. To toggle Normal/Free thruster mode press N.

### NAV: Lateral Thrusters

The ship has weak 'lateral' thrusters that allow it to perform slow sideways and vertical movement. You can use these thrusters to move around other spacecraft or to dodge enemy fire. To activate lateral thrusters hold down the S key and move the joystick or cursor keys.

### NAV: Using LDS

Using normal thrusters it would take months or years to travel interplanetary distances. The Linear Displacement System (or LDS) allows you to travel at speeds up to 99.9% of lightspeed.

To activate LDS press L, and to deactivate press L again. Use + and - to increase and decrease LDS speed. Note that you can't use weapons while in LDS.

LDS can be tricky to use (it's very easy to overshoot your destination at high speeds) so it's better to use the autopilots to travel long distances - they use LDS automatically if needed.

LDS can be inhibited using a special engorge field. If you attempt to flee in LDS then your enemies may attempt to disable your LDS drive by launching an LDS Inhibit missile.

If one of these hits you then the message LDS INHIBIT will appear in the top left of the screen. You will have to wait until the effect wears off to activate your LDS drive.

Luckily you also have a supply of these LDSI missiles - you can use them to stop enemies fleeing in LDS. Press I to launch an LDSI missile at your current contact.

Static LDS inhibit fields can also be placed to prevent LDS travel around a certain location. To use LDS drive you will have to fly out of the range of the field using normal thrusters.

### NAV: Using Capsule Space Jump

Even using LDS it would take years or decades to travel interstellar distances. For this reason the capsule space jump drive was developed. The drive only works in the null-gravity zones that form between planets and moons (LaGrange or L-Points).

The location of these points are entered into the waypoints list, and are displayed on the HUD as an hour-glass shape (When waypoints are selected in the contacts registry - see below), or as a circle with an arrow through it.

To make a capsule space jump you must fly through the L-Point in the direction of the arrow, (when waypoints are selected you must enter the blue side of the 'hour-glass') at a minimum speed. Your destination is automatically set by your navigator.

*Note: A capsule space jump is required at the beginning of the mission. The Jump point is immediately in front of your ship. To jump, simply fly through the L-Point.*

## NAV: Nav Console & Head-up display

The head-up display presents the pilot with the most vital information needed to fly the ship.

These are the main concepts you'll need to understand:

- An at-a-glance tactical summary of every vessel
- An indicator, showing the direction of the primary target
- The current piloting mode and speed settings
- A 3D reference grid - allowing the judgement of speed and distance
- Cannon aiming points
- Historical contrails showing the trajectory of vessels and missiles
- Quick-reference damage indicator

## Speed indicator

This shows two speeds: First, your actual forward (z-axis) rate of motion in meters-per-second. And second, it shows the set-speed selected from the throttle or keys.

## Reference Grid

The head-up display projects a regular grid of lines into the pilot's field of view allowing the pilot to actually see space.

These virtual points present a visual reference of static points allowing the pilot to visually judge speed and distance. In deep space - with no other visual reference features - this system is essential. (Try turning off the HUD using the H key to see how difficult it is to navigate without it!)

## Contact Boxes & Headup Center Indicator

The onboard computer logs all space ships, weapons and other objects as contacts.

To aid navigation the head-up tracks all contacts, and will mark a contact on screen with a box. Moving contacts are shown with a computer generated wireframe 'contrail'. This allows you to easily track another vessel, and judge its course and speed.

One contact is called the current-contact. The current-contact is marked with a double box. The head-up display makes it easy to find the current-contact.

In the center of the screen is the center-indicator. A small stalk points from the circle to the current-contact. This lets you rapidly find the current contact even if the vessel is off-screen.

## Understanding the Current Contact Info box

See the section on contact registry (below) for more information on selecting targets and contacts.

## Quick-reference damage indicator

In the top right corner of the HUD is a row of small green lights. Each one represents a ships component. When you get damaged these lights will show yellow, then red when the system is off-line. For more information on damage and repair see the Engineering Workstation Overview.

## Shield status

In the bottom left corner are two green bars. These represent the upper and lower shields. Each shield can only defend against one ship at a time. If a shield gets hit repeatedly then it will deplete, and the bars will get shorter and change color: first to yellow and then to red. If the shields aren't hit for a short time, they will start to replenish.

*Note: your shields are stronger at the front where they overlap, and weaker at the back, where there's a gap over the engine exhaust. Keep facing the enemy for greatest protection. See hints and tips for more information.*

## **NAV: Using Weapons (Basic)**

The NAV workstation allows the pilot to directly operate the ships weapon systems, albeit with some restrictions.

## Pickling/Selecting targets

Before using either cannon or missiles, you will need to select or pickle your potential target.

To Pickle a target - use Joystick button 2 or the T Key to lock onto the enemy ship. You should see the double line contact box lock onto your selected target. The crosshair around this double box denotes that this contact is the selected target. The targeting computer will lock onto the ship closest to the center indicator.

## Selecting Cannon

Select cannon by typing Enter or Joystick button 3. Tap the button again to select Rapid Fire. To use Rapid Fire mode you must aim the ship manually at the target as the computer will not assist you in aiming.

## Firing Cannon

The ship's cannon are mounted on gimbals and swivel. The computer will assist you in aiming at the selected target. Fire the cannon using the Space Bar or the Joystick main trigger. There are both front and rear firing cannon.

*Note: You may configure both cannon to fire forward using the ARM screen, if you wish.*

## Selecting Missiles

To fire a missile at a target, select missiles, by tapping the Backspace key or Joystick button 4

There are three types of missiles available, depending on the weapon loadout selected:

- Seekers - Standard homing missiles
- Disruptors - Disables an enemy ship for a short time
- Remote Missiles - remotely guided heavy warheads. Great for use against capital ships or closely packed groups of smaller vessels.

## Firing Missiles

Now the main fire button will launch missiles at the target. Seekers and Disruptors are self-homing, but you will have to pilot remote missiles manually, via an automatic remote link.

The status of missiles in-flight will be displayed on your head-up display. This will show the target the missile is locked onto, along with the range from the target.

## Firing LDS Inhibit Missiles

If an enemy is severely damaged it may try to flee using LDS drive to regroup and repair. To prevent it fleeing using LDS you can launch an LDS Inhibit (LDSI) missile.

To launch an LDSI missile target the enemy you want to stop and press i. When the missile detonates it will temporarily deactivate the LDS drive of the targeted enemy, allowing you to catch up with them easily.

## **NAV: Contacts Registry**

The contacts registry screen shows a listing of multiple ships. Each line in the display represents a single ship, and that line summarizes the name and status of that ship as well as what side it's on.

In this demo RED represents the friendlies (IND), BLUE represents enemy ships (NVY) and GREEN represents Neutral (e.g. commercial) shipping (NEU). See the table below for details:

<b>Color</b>	<b>Designation</b>	<b>Allegiance</b>
RED	IND	Indies - Friendly vessels
GREEN	NEU	Neutral vessels
BLUE	NVY	Commonwealth Navy vessels - the enemy!
YELLOW	UNK	Unknown vessels (Possibly out of range).

The registry can be set to operate in different modes of operation depending on what you need it to show.

Type M to switch between the VESSELS, WEAPONS, INERTS, and WAYPOINT modes. For more advanced weapons modes please see the WEP Workstation Overview.

## **NAV: The ORB**

The orb is a display device with three modes: 3D Radar, Contact View, and Tactical Resource Interface (TRI). You can cycle through the modes by pressing V.

### Radar

This is a 3D radar device able to show the position of contacts both in front, behind and above the player ship.

In concept the orb is simple. The display represents the three dimensional space surrounding the player's ship as a sphere. The player's ship is at the center of this sphere. The sphere is 1 kilometer in radius.

Each contact in range is then shown as a point and a stalk connected to the sphere. The further away a ship is the further out from the sphere is its point (and the longer the stalk). The current contact is marked out as a larger, flashing point.

### Contact View

This mode shows a small close-up of the current contact - useful for keeping track of what a ship is doing, or getting a better view of the target.

### Tactical Resource Interface

Allows you to distribute power between the shields, engines and weapons. The display is triangular, with the top corner, and the color blue representing shields, the left corner and green representing engines, and the right corner and red representing weapons.



Using the cursor keys and CTRL you can move the triangular cursor to any position in the display to boost power to one or more systems. The display will change color to represent which system(s) have the most power.

*Note: Boosting power to a system reduces power available to the other two systems!*

*CTRL + CURSOR UP*

Boost power to shields (Stronger shields - blue)

*CTRL + CURSOR LEFT*

Boost power to engines (More powerful engines - green)

*CTRL + CURSOR RIGHT*

Boost power to weapons (More powerful weapons - red)

*CTRL + CURSOR DOWN*

Re-balance power back to default (central) settings. (White)

### ***NAV: Using Auto-pilots***

The ship-board computer can assist with many basic piloting operations, and there are several pre-set auto-pilot functions which can be called up with a single key-press.

Most autopilots require a target to be selected. When an autopilot is operating, to switch to a different autopilot or to switch autopilot targets you must first quit the current autopilot by pressing Esc.

Auto pilot functions are particularly useful in the following circumstances:

- Bringing the ship to a rapid halt.
- Approaching a distant point (especially when using LDS)
- Docking with a space station or another ship.
- In combat, matching velocity with an enemy ship while bringing weapons to bear.

#### **Autopilot Functions:**

*F5 - HALT*

Brings the ship to a halt. Remains active until quit.

*F6 - APPROACH*

Get closer to the target. Program terminates when near target.

*F7 - FORMATE*

Maintain fixed position with respect to target. Continues to hold position until cancel

*F8 - DOCK*

Docks onto the target. The program terminates when docked

*F9 - MATCH VELOCITY*

Tries to match the velocity of the target. Never terminates - continues to velocity match. In match velocity the control yoke continues to function.

*ESC*

Cancel Autopilot

## **WEP: Weaponry Workstation Overview**

The WEP workstation allows more advanced weapons access to the ships weapons, and includes modes not available on other workstations.

### ***WEP: Main View***

The main view HUD is essentially the same as the NAV workstation, except its main screen shows a rotating 360° exterior view of local space, with a wireframe view of the ship in the center.

The view normally points at your current contact (this type of view is called a padlock view). Every time you select a different target the view will re-center on the new target. As the ship's hull takes damage the wireframe will change color, with red showing an imminent hull breach.

### ***WEP: Weapon Indicators***

At the bottom of the screen are two indicators. The one on the left shows the current weapon selected, and the one on the right shows the power or number of missiles remaining. Above these are two green bars. The left shows the damage status of the weapon, the one on the right the reload status.

### ***WEP: ORB***

At the top right of the screen is the ORB view. This is the same as described in the NAV workstation overview.

### ***WEP: Contacts registry***

Underneath the orb is the contacts registry. This is the same as the NAV contacts registry, except that the contacts are sorted by threat, and not range.

### ***WEP: Track Button***

The track button at the bottom of the screen is used to switch between padlocked or track view, and a locked forward view similar to the NAV view. This allows you to fly the ship as in NAV but with access to the advanced functions of the WEP workstation. You can use the Right-shift key as a shortcut.

### ***WEP: Normal/Ripple Button***

This button allows you to switch from normal targeting to ripple fire mode. Ripple fire cycles through each enemy target in turn each time a shot or missile is fired. In this way you can damage a whole swarm of enemies very quickly. Especially effective when using missiles against fighters.

You can use F as a shortcut for Ripple Fire mode.

*Note: Ripple fire is not available in Arcade mode.*

## **ENG: Engineering Workstation Overview**

The Engineering or ENG workstation allows you to see your exact damage status, and prioritize repairs to damaged systems.

### ***ENG: Repair teams***

There are four repair teams, represented by the four boxes at the top of the screen. Each team can repair one component at a time.

## **ENG: System View**

The main view on the ENG Workstation is a wireframe representation of the ship and its systems.

There's a list of systems overlaid on the wireframe graphic. Clicking on each system will display a close up of the system. When systems are damaged they will be shown in yellow for medium damage, and red for off-line. Off-line systems will severely affect the performance of the ship.

*Note: in Arcade mode systems never go completely off-line, even though they show up red. This means you never lose control of the ship or weapons. However you can still be severely damaged and blown up!*

## **ENG: Selected component Status**

In the bottom of the screen is the selected component status. The largest box is a moving graph of output. The next box is the temperature, and the last is the repair status.

## **ENG: Status Display**

In the top right of the screen is the status display, these has four bars:

*T: Temperature*

Heat build up (Low is good, high is bad)

*R: Reactor*

Current power output

*F: Fuel*

Amount of fuel in the ship.

*Note: For gameplay reasons fuel is infinite.*

*H: Hull*

Hull integrity. 100% (a full bar) is good.

## **ENG: Repairing systems**

Normally your engineer will automatically assign teams to repair damaged systems. However you can manually assign a team by using the mouse to drag a system name into their box. They will stop what they're doing and start repairing the system you selected. Or you can use the cursor keys and keys 1-4 to assign teams 1-4 to different systems.

*Note: more than one team may repair a system. The more teams you have repairing a system the faster it will be repaired.*

## **Hints and Tips**

### **General hints**

#### **Classic Cannon Assault**

The Particle Beam Cannon (PBC) is the most important weapon in the Independence War arsenal.

Fly like a master. Use the stick in your right hand and keep your left hand on the A and Z keys to control forward and reverse speeds.

Get close to your target: The cannon does much more damage at close range.

Maneuver into his six: Most ships have a shield-weakness over the main engine ports. Exploit it!

Use the auto-aim cannon to weaken the target. If the target becomes damaged it will be easier to hit, switch to rapid-fire cannon mode and move in close to finish him off quickly.

Remember Two-On-One! Shields can only protect against one attack at a time. Attack in concert with your wingmen to cut through a hostile vessel's shields.

## Missile Combat

Using missiles wisely can improve your chance of survival.

When faced with multiple targets use ripple fire mode to soften them up. Two missiles per target will probably weaken them enough.

In most cases, use missiles sparingly, you only have a finite supply.

If your ship becomes heavily damaged, you may lose thrusters, you may lose cannon, but the missile-system should still work! If this happens you should still be able to defend yourself while repairs take place. Use the contacts list to designate targets and launch missiles at the nearest hostiles.

## ***Mission Hints***

Warning: contains spoilers!

1. Choose your weapon loadout carefully. The assault loadout gives you more powerful weapons, but you have far fewer seekers.
2. Use your wingmen when they are available. For details of how to order your wingmen see the keyguide.
3. Get clear of the gunstars as soon as possible upon entering the Proxima Centauri system.
4. There are three different ways to complete the mission. If one way is too difficult try another.
5. The gunstars have a weakspot. Try subtargeting a gunstar to reveal it.
6. Don't underestimate the usefulness of Zoom mode. Using it you can subtarget vessels at extreme weapon ranges.
7. Stay near the Cruiser once its weapons are on-line. It can give you overwhelming fire support if it comes under severe attack.
8. The cruiser is most vulnerable when close to the jump point - it's in danger of collision from incoming Navy ships.
9. A single remote missile can take out a whole group of enemy vessels, if they are flying close together.

## Keyguide

### ***FLIGHT CONTROL***

KP 8 / KP 2	Pitch UP / DOWN
KP 4 / KP 6	Roll LEFT / RIGHT
KP 1 / KP 3	Yaw LEFT / RIGHT
A	Manual Forward Thruster
Z	Manual Rear Thruster
KP + / KP - or + / -	Governed Thruster Speed INCREASE Governed Thruster Speed DECREASE
KP + / KP - or + / -	LDS Speed INCREASE LDS Speed DECREASE
N	Flight Mode - Toggle Assisted /Free Thruster Flight

L	Flight Mode - LDS on/off
U	Undock
Y	Switch Roll and Yaw axis
S	Lateral Thrusters - hold down and move stick to operate

### **AUTOPILOT CONTROL**

F5	Stop (Continues until quit)
F6	Go to / Approach (Select Target)
F7	Formate (Select Target - Continues until quit)
F8	Dock (Select Target)
F9	Match Velocity (Select Target - Continues until quit)
Esc	Autopilot off

### **CONTACT CONTROL**

M	Filter VESSels / WayPoinTS / WEPS / INeRT
>	Cycle Contacts UP
<	Cycle Contacts DOWN
T	Set Target as contact under crosshairs OR Subtarget ship systems when in close range
Q	Set Target as contact that last engaged us
R	Set Target as nearest enemy contact
/	Select Contact as Target
W	Target nearest weapon
E	Target next enemy
LShift R	Attempt remote log-on to contact

### **WEAPONS CONTROL**

Space	Fire
Enter	Select weapon PBC
Backspace	Select weapon Missile
Ins	Aggressor Shield
I	Fire LDSI missile
Del	Eject Flare

### **ENGINEERING CONTROL**

Ctrl + Cursor Up	Boost power to Shields
Ctrl + Cursor Dn	Return to default power settings
Ctrl + Cursor Lf	Boost power to Engines
Ctrl + Cursor Rt	Boost power to PBCs (Weapons)
Cursor Up	ENG move systems cursor U
Cursor Dn	ENG move systems cursor D
Cursor Lf	ENG move systems cursor L
Cursor Rt	ENG move systems cursor R

### **VIEW CONTROL**

F1	CoManD Console
F2	NAVigators Console
F3	WeaPons Console
F4	ENGineers Console
H	HUD Declutter (Turn HUD on/off)
K	Sniper Zoom view mode. (Switches to full screen mode)
LShift F1	Chase View (Full screen)
LShift F2	Contact View (Full Screen)
LShift F3	Missile View (Full Screen)

LShift F4	Fixed External View (Full Screen)
Rshift	Forward or Track view on Weapons Console (padlock)
V	Show Radar/ Contact / TRI in Bauble Window
Tab	Full Screen Mode
`	Cycle Camera in Full Screen Mode
LShift - `	Drop another Fixed Track Camera
LShift D	Enter Director mode
X	Display next objective
PG UP	Display last message
LShift Backspace	Display last cut-scene

### ***WINGMAN CONTROL***

1	All Report Status
2	Join formation with me
3	Attack my Target
4	Defend my Target
5	Join formation with my Target
6	Halt
7	Retreat
8	Dock to my Target
9	Show Wingman selection menu
0	Show Wingman order menu

### ***MISC***

LShift O	Options
LShift Q	Quit
Esc	Escape (Quit menus, movies, briefings, etc.)
P	Pause