

Can You Fight Off the Imperial Pursuit™?

THE WHITE-KNUCKLE

TOUR OF DUTY FOR X-WING™

It is the aftermath of the Death Star's destruction in the battle of Yavin.

The Rebels must abandon their base to escape destruction by the Imperial Fleet.

Menaced by relentless Imperial attacks,

the Alliance must search for a hidden

location to build their secret base. But

hopes of survival fade as the Emperor

conceives of a fiendish

plan to ensnare the

Rebel Fleet and

annihilate it once

and for all.

- Over 15 deep space missions against the Empire.

- Dogfight with the new advanced TIE Fighter.

- On-line mission completion hints.

- New cinematic action sequences with music and sound effects.

The **Imperial Pursuit** mission disk is available at your favorite retailer.

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Coming in Spring 1994
TIE FIGHTER™
Join the dark side and
fly against the Rebels



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FOR THE IBM® PC

TOUR OF DUTY

B-WING™



X-Wing™ Tour of Duty

<http://www.replacementdocs.com>

Welcome back for another Tour of Duty! Alliance forces continue to evade the Imperial Navy following the evacuation of our main base at Yavin. We owe our very survival to the skill and bravery of every freedom fighter in the Rebellion. Our situation remains desperate, however, as we are still searching for a new home safely hidden from the Emperor.

Lord Vader has been ordered to hunt down the Alliance Fleet and destroy it, erasing forever the dreams of freedom. In the coming campaign we can not afford any mistakes. The Empire can't afford any, either. We will take advantage of their every mistake, and eventually, we will prevail!

This supplement to your starfighter pilot's manual contains vital information on the latest addition to the Alliance arsenal: the Slayn & Korpil B-wing Heavy Assault Starfighter. You are assumed to be proficient with existing Alliance starfighters. This data is designed to bring you up to speed quickly. You will immediately note the commonality in systems design and operation. A quick comparison of specifications would suggest that the B-wing is merely a souped-up Y-wing. This is a fair assessment, but the improvements are substantial. Most notable are the handling characteristics. For its size, it is surprisingly fast and maneuverable, (although not as nimble as an X-wing!) Other significant improvements are the stronger shields and increased firepower.

As with any Alliance military or technical data, this information is highly classified and considered top secret. Unauthorized use or possession is forbidden. Violations are punishable as treason.

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LOADING INSTRUCTIONS

Installing B-Wing on your Hard Drive

To install X-Wing Tour of Duty: B-Wing on a hard drive, first boot your machine. Then:

1. Insert "Disk 1" in drive A or B.
2. Type **a**: then press RETURN. Your computer will respond with the prompt **A:\>**. (If you are running the program from drive B, type **b**: and press RETURN. Your computer will respond with the prompt **B:\>**.)
3. Type **install** and press RETURN.
4. Follow the on-screen instructions to install **B-Wing**.
5. To play the new Tour of Duty, start **X-Wing** using the normal method.

PILOT PROVING GROUND

Remember, that the proving ground doesn't get any harder after level 8, but you can keep going as long as you like!

1. Select PROVING GROUND at the Spaceport by clicking on the left hangar door.
2. Select the B-WING and difficulty level at the READY Room. **Note:** You must have completed a level to start from that level the next time.
3. Click on the door to the right to "ENTER MAZE."

HISTORICAL MISSIONS

Operational Research has had their ablest tacticians design a series of exercises to familiarize you with the B-wing's combat capabilities. These missions are based on actual historical encounters with Imperial forces. Some of these operations originally involved other craft such as the Y-wing and X-wing. Some are based on actual events that occurred during the B-wing's initial development and operational testing.

You will find the B-wing packs considerable firepower for a starfighter, more than any other currently deployed on either side of this struggle. Having the strongest shields and hull of all our starfighters, it is nevertheless almost as fast as an X-wing and more maneuverable than a Y-wing!

1. Select HISTORICAL COMBAT at the Spaceport by clicking on the middle hangar door.
2. Select the B-WING and mission at the COMBAT READY Room.
3. Click on the door to the right to go to the MISSION BRIEFING.
4. (Optional) Once the mission parameters are understood, click on the door to the right to proceed to the PILOT ROSTER.
5. Once all pilots have been assigned to their ships, click on the hangar door to ENTER MISSION.

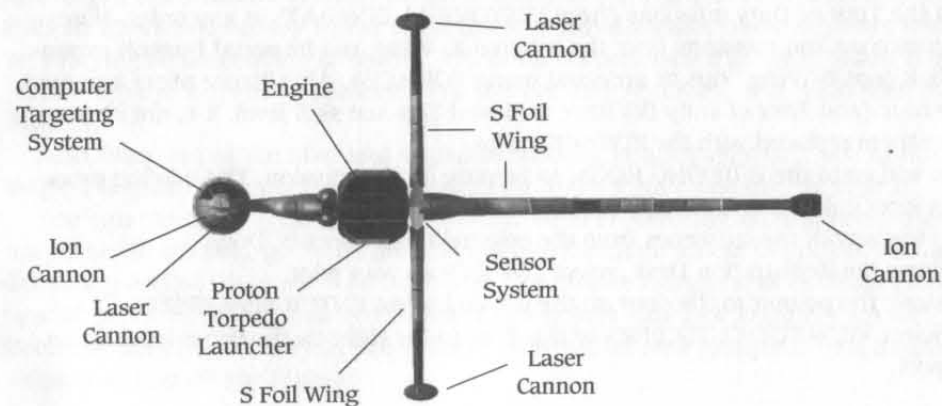
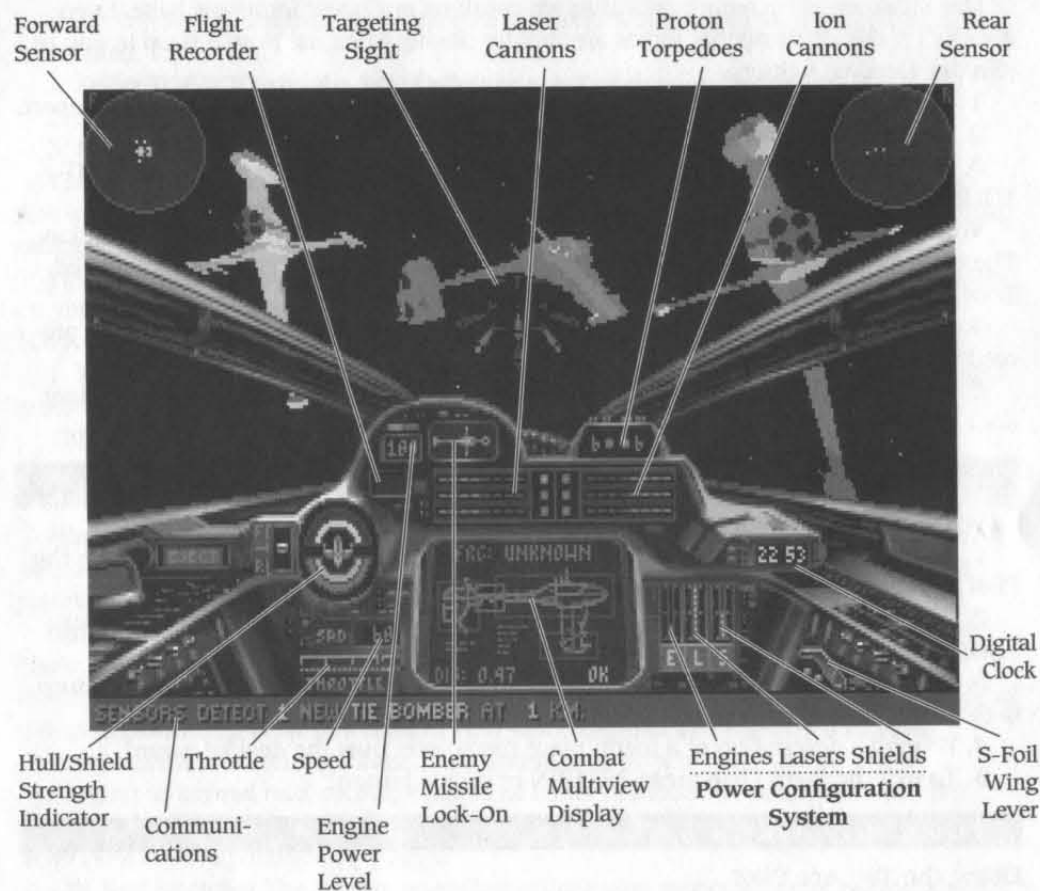


B-WING SPECS

| | |
|---------------------------------|---|
| Name/Model # | B-wing |
| Design/Manufacturer: | Slayn & Korpil |
| Combat Designation: | Heavy assault starfighter |
| Crew: | 1 pilot |
| Power System: | Vinop 02 K cryogenic power cells and ionization reactor |
| Propulsion Engines: | Four Slayn & Korpil JZ-5 fusial thrust engines (rated at 290 KTU) |
| Speed Rating: | 90 MGLT |
| Flight Control System: | Narmox HG. 6w flight control avionics package |
| Maneuverability Rating: | 65 DPF |
| Navigation: | Microaxial LpM-549 computer system |
| Hyperdrive: | Slayn & Korpil HYd-997 motivator drive unit |
| Sensor Systems: | Fabritech ANv-9q unit with one Phased Tachyon Detection Array model# PH-5s and one short range Primary Threat Analysis Grid model# PK-8f |
| Targeting Computer: | Fabritech ANq 3.6 tracking computer and IN-334-B "Sightline" holographic imaging system |
| Weapons: | Three Gyrhil R-9X Laser Cannons (single fire or fire-linked) Three ArMek SW-7a Ion Cannons (single fire or fire-linked) Two Krupx MG9 Proton Torpedo Launchers (6 torpedoes each) |
| Shields/Armor: | Forward/Rear Projecting Sirplex Zr-41 Shields (rated at 125 SBD) Titanium alloy hull (rated 60 RU) |
| Special Design Features: | S Foil wings, adjustable for atmospheric flight |



SLAYN & KORPIL B-WING HEAVY ASSAULT STARFIGHTER



TOUR OF DUTY

Our situation is becoming critical as we continue our quest for a new base. Even now as I speak, the Imperial forces are rapidly closing in on us. Now it is up to you to join our freedom fighters.

1. Select TOUR OF DUTY at the desk to the right on the upper level of the Spaceport.
2. Click on the arrows until **Tour V** is displayed.
3. To "ENTER TOUR" click on the door to the right, (or click on the left to "EXIT TOUR DESK").

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

4. Once the mission objectives are understood, click on the door to the right to proceed to the PILOT ROSTER.
5. (Optional) Once all pilots have been assigned to their ships, click on the hangar door to ENTER MISSION.

MERIT CASE

We've assigned you a Merit Case to hold any new decorations you receive.

1. At the registration desk, click on **Merits** below the Pilot Information, or from the Pilot Assignment screen, click on the locker to **View Medals**.
2. To view the new merits, click on **Merit Case**. To return to Registration or Pilot Assignment, click on **Exit**.
3. From the Merit Case, to return to the uniform, click on **View Uniform**. To return to Registration or Pilot Assignment, click on **Exit**.
4. To read a description of a merit, place the pointer over the desired award.
5. To exit the Merit Case press RETURN or click a button.

TOP ACE PILOT

Using the Top Ace Pilot

The TOP ACE pilot can be used to view any of the Tour of Duty cutscenes, or to fly any of the Tour of Duty missions (from HISTORICAL COMBAT) in any order. Note: Only cutscenes and missions from the original **X-Wing** and **Imperial Pursuit** expansion disk (not **B-Wing**) can be accessed using TOP ACE4. All Alliance pilots assigned to this tour (and Tour of Duty IV) have achieved Top Ace skill level. It is not necessary to have them replaced with the TOPACE4 pilot.

You will go to the BRIEFING ROOM to prepare for the mission. The briefing procedure is identical to previous missions.

To view any of the cutscenes from the original three Tours of Duty:

1. From the Registration Desk, select TOP ACE as your pilot.
2. Move the pointer to the door on the left and select ENTER SPACEPORT.
3. Select VIEW TOD CUTSCENES at the desk to the right on the upper level of the Spaceport.

4. Click on the arrows to select desired cutscene.
5. Click on the door to the right to VIEW CUTSCENE.

If the Top Ace is unfortunately killed or captured while acting as a wingman, he can be revived. To do this:

1. Select TOPACE from the list of pilots at the Registration Desk.
2. Select MODIFY PILOT below the pilot information.
3. Select REVIVE.

The Tour of Duty cutscenes and missions may still be accessed, however the Top Ace will now be a Flight Cadet with a TOD Score of zero, and will have a ROOKIE skill rating.

The Top Ace can also be restored to original condition. When **B-Wing** was installed on your hard drive, a backup copy of TOPACE4.PLT was also installed, called TOPACE4.BAK. To restore the Top Ace to full score and skill level:

1. From the **X-Wing** directory (C:\XWING>) type: **copy topace.bak topace.plt** and press RETURN.

This will write over the old Top Ace pilot while still keeping the backup copy.

COMBAT TACTICS

Historical Missions These missions have not been chosen at random. They recreate some very real situations you may find yourself in. Fly them and practice before you sign up for your first tour.

Shield Strength It is crucial you keep your shields as charged as possible. As you know, all Alliance ships come equipped with power distribution capabilities. This means you can draw power from one system and transfer it to another. The best use of this is to constantly draw power from your laser systems and transfer it to your shields, since lasers recharge faster than shields. To do this, keep shield levels recharging at normal rate, recharge lasers at either increased or maximum rate (**F9**) and transfer power from lasers to shields until shields are at full strength (tap either **SHIFT-F9** or the apostrophe (')) key).

I.D. Key Enemies The Empire uses classic deception tactics when attacking a specific target, but it still fools many pilots. A group of TIE Fighters or Interceptors will feint an attack and occupy a pilot while the real threat sneaks in and destroys what we're trying so desperately to defend. TIE Bombers are always a threat. When the Empire deploys a group of bombers, you can bet they're not there to scrap with our fighters.

Also, learn to use the map as a means of spotting attack patterns. If you notice a single TIE group surrounding one of our craft, that's a sure sign they're after it.

The gun camera is another way to find out what is occurring around you. After an unsuccessful mission, go to the film room. Place the camera near the object you are defending and watch to see who attacks it. The Empire assigns specific flight groups to specific tasks. If, for example, TIE Bomber group Beta attacks a Frigate, then all Bombers designated Beta will attack the Frigate and all new groups of Beta in that mission will attack the Frigate.



Remember that the B-wing was designed to counter escort ships such as the Corellian Corvette and Nebulon-B Frigate. As such some dogfighting capability was sacrificed. This is most obviously noticed when considering the weapons configuration. The frustration you felt while learning to handle the X-wing's cannon arrangement is going to return while you learn the B-wing. You will discover how to compensate, and we believe you'll find it able to hold its own against most opponents. (Also, because of its superior protection, the B-wing is an excellent mine sweeper.)

Firing Configuration Some specific techniques to explore are which firing configuration is best for a given target. Most of the test pilots agreed that for almost any target, fire-linked mode works best. Some of the hotshots feel very strongly that since every shot counts, you should use single fire mode unless it is a very large target.

Energy Management The most commonly used energy configuration for the B-wing is to set cannon and shield recharge rates to full and leave them there. Exceptions are made when dogfighting TIE Fighters and Interceptors. In this case redirecting minimum shield energy to the engines will give you the necessary speed to keep up with them in a tight battle. Remember periodically to transfer cannon energy to the shields, though!

When closing in on a distant target, it is often necessary to redirect all cannon and shield energy to the engines. The B-wing can attain a velocity of 137 this way, but will eventually dissipate any stored energy in the cannons or shields. You must remember to reset the recharge rates before you get into firing range!

Sensors The short range sensors of the B-wing are only effective out to 20 meters (0.02 in the CMD) when attempting to identify small craft. This makes identifying craft and contents a challenging task indeed!

Projectile Weapons The B-wing is armed with 12 proton torpedoes. These carry nuclear warheads and are intended for use against large ships (Corvettes and up). They should not be used against enemy starfighters unless absolutely necessary. For example: a TIE Bomber has gotten past you and is flying straight and level at its target. This is almost a sure hit and may be your best chance of stopping it before it launches its own torpedoes. Note that the speed of your craft is added to the speed of the torpedo as it's fired, so increase your ship's speed just before firing proton torpedoes. Additionally, this will enable you to intercept enemy torpedoes with your own.



TROUBLE SHOOTING

DMA Conflicts While playing X-Wing with a SoundBlaster™ or compatible, it is possible to trigger a digitized sound effect and then immediately cause your hard drive to be accessed. If your sound board and hard drive controller are both configured to use the same DMA channel (usually channel 1), then this may cause your system to lock up, or to freeze for a period of time.

To test for a DMA conflict and to fix it, refer to your README file. To read the README file:

1. From your X-Wing directory (C:\XWING>) type **install** and press RETURN.
2. Select **Read the README file** and press RETURN.
3. Read section VI) **SoundBlaster Issues**.

Advancing Through Missions If you complete and win a mission in a Tour of Duty but are not allowed to advance to the next mission, make sure you have not changed the original settings for **starfighter collision**, **vulnerability**, or **weapons limitations**. If any or all of these have been changed, you cannot advance to the next mission until the mission has been won with starfighter collision "**on**," weapons "**limited**" and you are "**vulnerable**."

Memory Concerns If you are using DOS 6.0, to play X-Wing be sure to run the MemMaker utility.

We recommend using EMM386 found in DOS 5.0. If you are using a different memory manager, please consult that program's manual to be certain it is installed properly.

Boot Disk If you are using DOS 5.0 or below and wish to make a boot disk, you're **autoexec.bat** and **config.sys** should look like this:

| | |
|----------------------|---|
| autoexec.bat: | config.sys: |
| prompt=\$p\$g | device=c:\dos\himem.sys |
| path=c:\;c:\dos | dos=high,umb |
| | device=c:\dos\EMM386.EXE RAM 1024 d=256 |
| | files=20 |
| | buffers=20 |

Adding the RAM statement will allow SMARTDRV to load itself into upper memory.

Disk Compression Programs This game was designed to run optimally on an uncompressed hard drive. If you do choose to compress your hard drive, the game's performance could be affected in various ways. These effects may vary depending upon which compression program you choose to run.

Sound Cards If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors with the card itself. If you are using a sound card that is not listed on the system sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally. Sound card performance will also



be affected if you do not have enough free memory. Please be certain that you meet the minimum requirement for free RAM.

Mouse Setup If you are having difficulty with your mouse, please be certain that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside of their own environment. Most mouse drivers can be loaded by typing "mouse" or a similar command at the C: prompt. Please consult the original documentation that came with your mouse to find more information about enabling commands.

Erratic behavior in a mouse may also be due to a hardware conflict or incompatible mouse driver. Please check with your mouse's manufacturer to be certain you are using the most recent mouse driver version.

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