

Star Raiders II Keyboard Commands

Before the game begins, press the Select key to choose between a Novice, Pilot, Warrior, and Commander mission. Each mission level is progressively harder to complete. When you are ready to begin your campaign to save known human space, press the Start key.



The game begins with a view of the Galactic Chart showing the history of the Zylon attack. Zylon units (blue) can be seen entering Human space and surrounding and attacking our Star Bases. The Sol system is in the upper left corner and this is the

eventual target for the Zylons. The chart is also filled with other Star Bases, as well as both human and Zylon occupied star systems.

Before your fighter is commissioned, one or more Star Bases are already lost to the enemy and these losses can be viewed in the historical display. The blue enemy icons are an indicator of the numbers of enemy fighters in each squadron, so a good strategy when defending a Star Base is to attack and destroy a smaller squadron to prevent the loss of the surrounded Base.

On the Galactic Chart, simply move your cursor over a unit, star system, or planet and click on it to view details. On the bottom display you will see the warp energy that will be required to hyperjump to this location.



Before jumping headlong into a battle, you must get to know your newly commissioned fighter. You should start by pressing 'F' to see the Forward view. You can also select the 'A'ft view from your ship. The joystick will move your targeting cursor, and the trigger button fires your twin ion cannons. The 'S' Key will activate and deactivate your Shields, and the 'C' Key will toggle your Computer display. The 'T' Key enables Tracking, which automatically follows an enemy ship that travels behind you.

Next, you need to familiarize yourself with additional ship views. The 'L' key switches to the Long Range scan of the quadrant that you are traveling in. This can assist when searching for enemy ships or Star Bases, especially when your computer is down.





The 'D' Key brings up the Damage Control screen that features a ship view along with damage status for your Weapons, Engines, Shields, Computer, Long Range Scan, and Radio? Repair of these systems will occur over time as your crew works on them, and for speedy repairs and a recharge of your ship's energy systems, the staff on the Star Bases can repair or replace systems immediately.

Finally, test your engine settings with sub-warp speeds by pressing the '0' to '9' Keys. Remember that higher speeds draw more energy from your warp cores.



Now you want to get into some action. Make sure that your 'S'hields are up, your 'C'omputer is engaged, select a blue Zylon target on the 'G'alactic Chart, return to the 'F'orward view and press 'H' to open a Hyperwarp wormhole.



If you are a skilled pilot, when you arrive in an enemy quadrant your alarm klaxons will alert you to the Zylon presence. Zylon ships will appear in your targeting computer in the lower right corner of the screen, and a space battle will begin. If there are no klaxons, you may have dropped out of warp early, so return to the 'G'alactic chart and plot a new hyperjump.

In addition to the Keys listed above, after you descend to a planet surface and have defeated the Zylon scum, you will want to engage your 'B'oosters to get through the atmosphere. If you are feeling hopelessly outnumbered, the 'Esc' Key will engage your ship's auto-destruct. Another good trick to remember is if you

engage your Hyperdrive prematurely, you can quickly re-engage your sub-warp engines with a '0-9' key press.

Control Summary:

0-9 Sub-Warp Engines

F Forward View

A Aft View

S Shields

C Computer

T Target Tracking

L Long Range Scan

D Damage Control

G Galactic Chart

H Hyperwarp

B Boosters when leaving planet surface

Esc Auto Destruct