GAME BOY® ADVANCE

AGB-ASGE-USA

WING COMMANDER™ PROPHECY

INSTRUCTION BOOKLET

DESTINATION SOFTWARE, INC

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

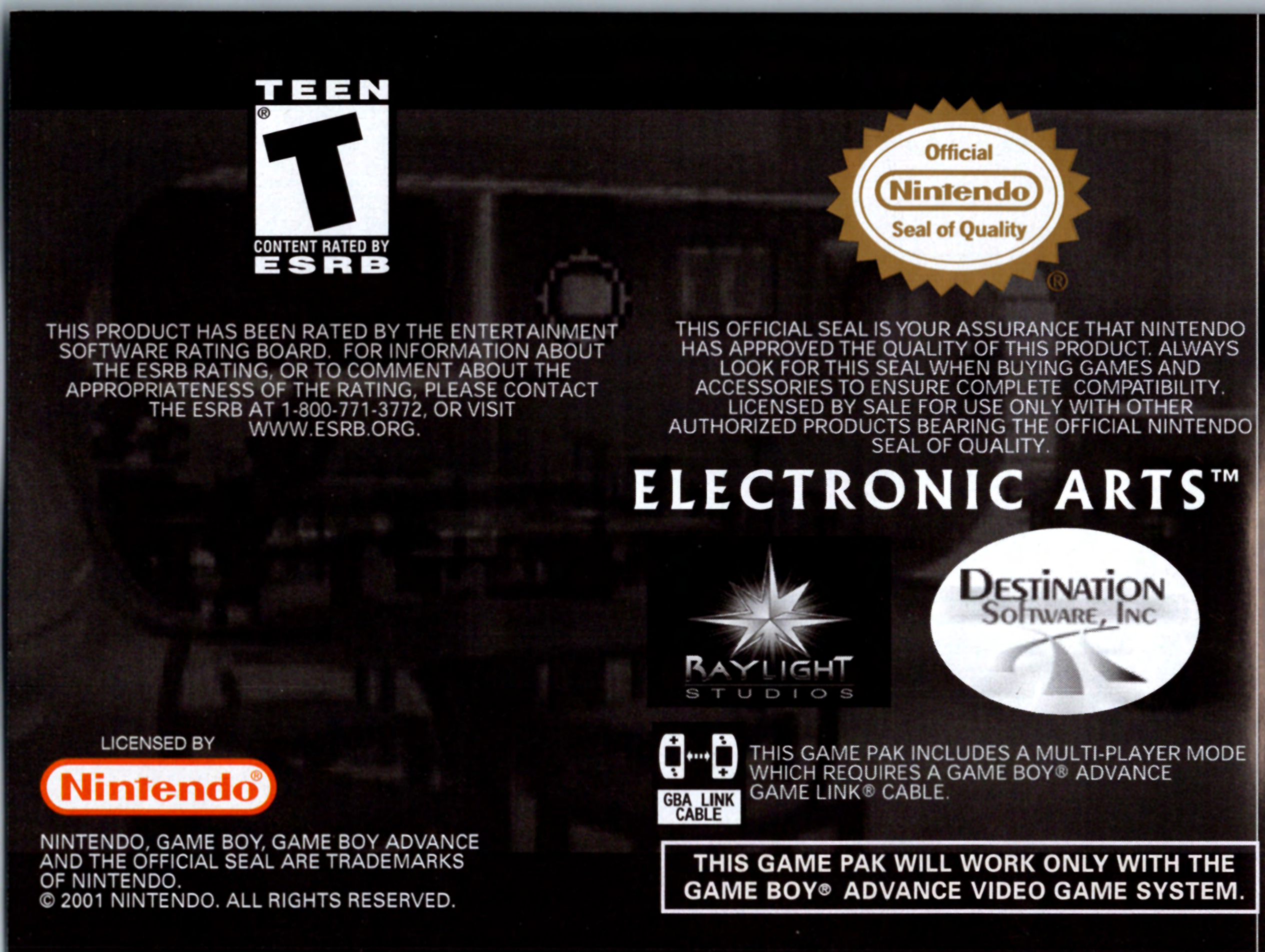
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

! WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN
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ELECTRONIC ARTS™

RAYLIGHT STUDIOS

DESTINATION SOFTWARE, INC

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Wing Commander™ Prophecy

Introduction

Report on Unidentified Military Threat

Compiled from Terrain Confederation Intelligence Assets

This is a PRELIMINARY REPORT. All data and analysis are based on unprocessed primary sources. Conclusions and recommendations should be regarded as HIGHLY TENTATIVE. This information is current as of 0730 hours 2681.021.

PRECIS

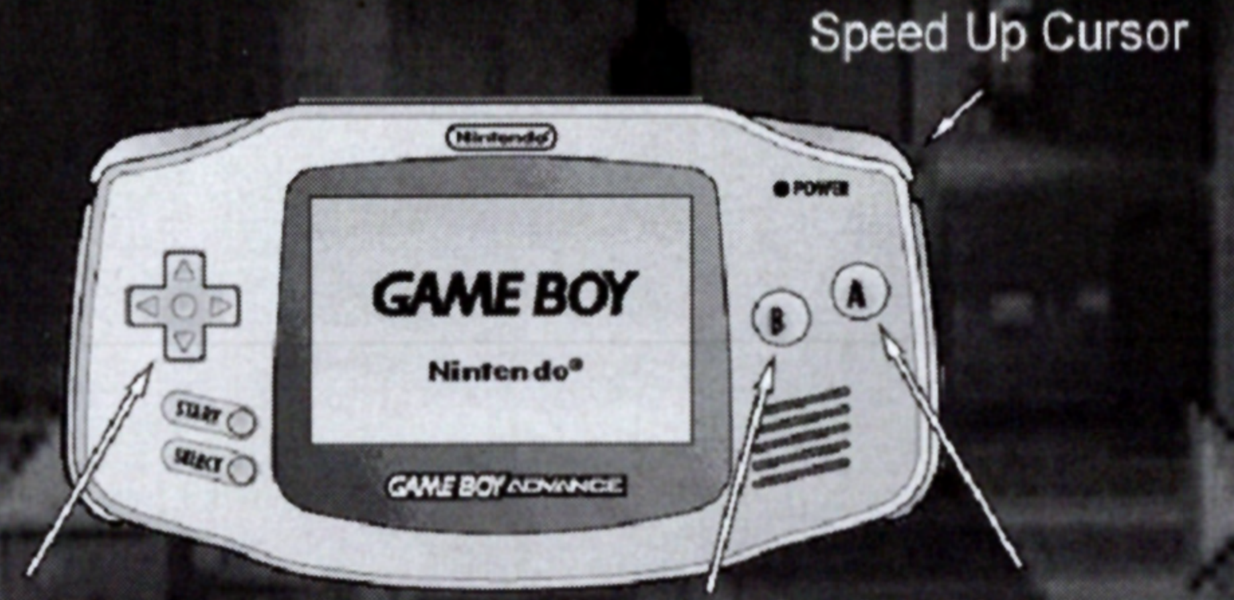
At 2025 hours 2681.018, in the Kilrah asteroid belt near Kilrah Prime, unknown forces initiated an apparent military strike on the Copernicus-class planetological research vessel TCS Devereaux, destroying it. Between that time and 0345 hours 2681.019, two colonies, four intelligence outposts, and a research station have also apparently been destroyed within the Kilrah system. All efforts at relief have resulted in the destruction of the vessels involved, and of seven attempts to infiltrate the area with intelligence-gathering resources between .019 and .020. Only one has re-established contact. Early and unofficial reports estimate that all military and civilian personnel in the stricken areas are either dead or missing. On that basis, the estimated casualty count stands at:

23,763 Kilrathi
2,988 Human (446 Confed military, 311 Confed admin/diplo, 2,231 civilian)
41 Firekkan.

Getting Started

Insert the Wing Commander™ Prophecy Game Pak into your Game Boy® Advance and turn the power ON. When the title screen appears, press Start to begin the game.

Menu Controls



Main Menu

Move the Control Pad to highlight each of the options and press the A Button to select them.

New Game: Start the story mode with up to 48 different missions and courses according to the in-game achievements.

Continue Game: Load a previously saved game.

Multiplayer: Enter Wing Commander™ Prophecy's Multiplayer mode.

Options: Set various options for the game.

Difficulty Level: select between easy, medium or hard.

Music: Setting this to OFF will turn off music for the remainder of the game.

Sound FX: Setting this to OFF will turn off sound effects for the remainder of the game.

Credits: View the game credits.

Controls: See the in-game controls.

Exit: Go back to the main page.

New Game

Main play mode offering up to 48 different missions and courses, depending on your battle successes. (Press the A Button if you wish to bypass the introductory sequence.)

Continue Game

Select Continue Game and choose one of the slots in the Select Slot menu if you want to load one of your previously saved games.

Select Slot

Select your preferred slot to save your current game and progress. Be sure to select an EMPTY slot, otherwise you can overwrite your old games.

Callsign

Enter your callsign. It will appear on the Killboard (See page 8 for more information.).

On Board the TCS Midway

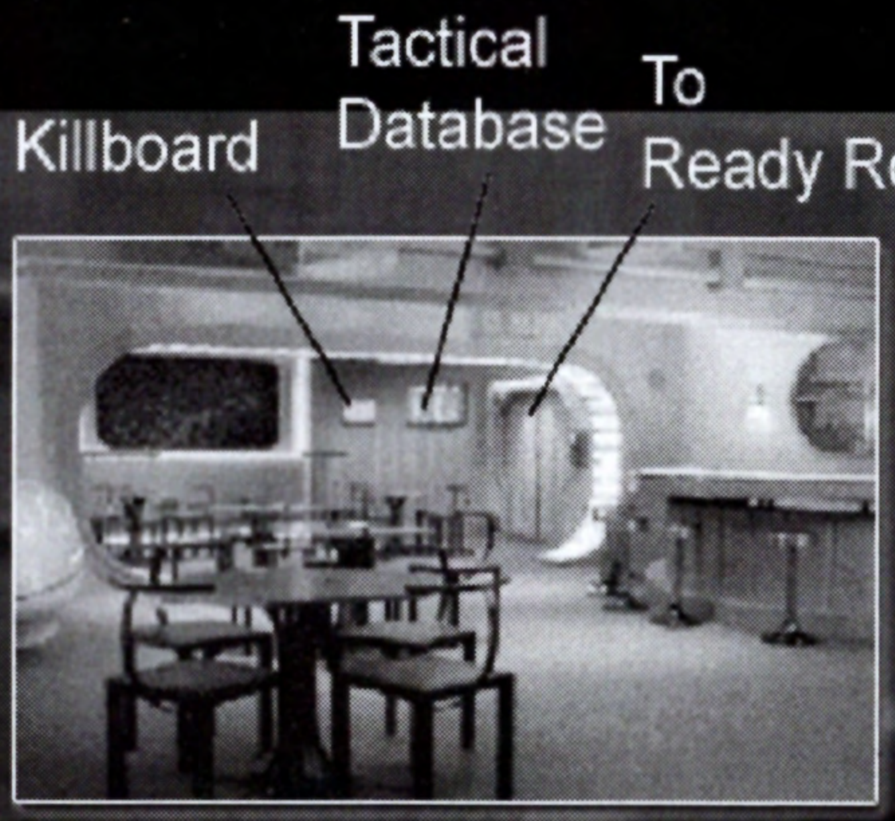
As 2nd Lt. Lance Casey, you arrive on the TCS Midway, a rookie fighter pilot fresh out of the Academy. Immediately thrust into battle against an unknown enemy, you must now take your training into the real world, where your survival, and the lives of your Wingmates, depends on your newly learned skills. The interactive action of "Wing Commander: Prophecy" takes place on board the megacarrier TCS Midway, or in the cockpit of your fighter spacecraft. Onboard the Midway, pass your time between missions in the Rec Room, the Ready Room, the Briefing Room and on the Flight Deck. Look for "hot spots" in the Rec Room and the Ready Room; when you pass your cursor over a "hot spot" a message describing the spot's function appears. (Helpful Hint: Holding down R: while moving cursor speeds up movement)

Talking to Characters

Talk with other characters in the Rec Room! Certain characters will have information to pass on to you; by passing your cursor over them, you'll see a message telling you that the character wishes to speak with you. Selecting the person will begin conversation. Proceed in the conversation using the A Button, or cancel a conversation at any time with START.

Rec Room

The Rec Room is the spiritual center of "Pilot Country" on board the TCS Midway. Off-duty Flyers come here to eat, drink, relax, and hang out with other Pilots. Use the Control Pad to move your cursor, and the A Button to confirm when a "hot spot" is highlighted.



Tactical Database

This important reference work shows 3-D views and stats on every Confed fighter in the game, including speed, maneuverability, defences and more. Use the L and R Buttons to toggle backwards or forwards through the available images. Rotate the image itself using the Control Pad. Use the B Button to go back in the Rec Room.

Kill Board

This shows the current kills for each pilot in all squadrons onboard the Midway. Only kills made since assignment to the Midway are counted. White pilots are from Diamondback squadron, Red pilots are from Black Widow squadron; Blue pilots are from Wolf Pack squadron. Press the B Button to exit Kill Board and return to the Rec Room.

To Ready Room

Press A Button on this door to go to the Ready Room.

Ready Room

Those portions of a pilot's working hours that are not spent in the cockpit are spent in the Ready Room. You may also save or load games from here.

Save Station

Save your current game by pressing A Button on the Save Terminal in the Ready Room.

Load Station

Load last saved game by pressing A Button on the Load Terminal in the Ready Room

History Station

The History Terminal in the Ready Room allows you to load previous automatic saves. The History Terminal contains the automatic saves for each mission you have completed during the current game. To load a game from the History menu, select the mission you want to start with.

Attend Briefing

Press A Button on this door to go to the Briefing Room and begin your next mission.

To Rec Room

Press A button on this door to return to the Rec Room.

Briefing Room

This is where you receive your mission briefings. After receiving your assignment, you will be automatically transported to your ship, and launched into your next mission. Press on Fly Button anytime to skip briefing, press on Replay to see it again. Press A Button on the text to speed it up.

Integrated Combat Information System (ICIS)

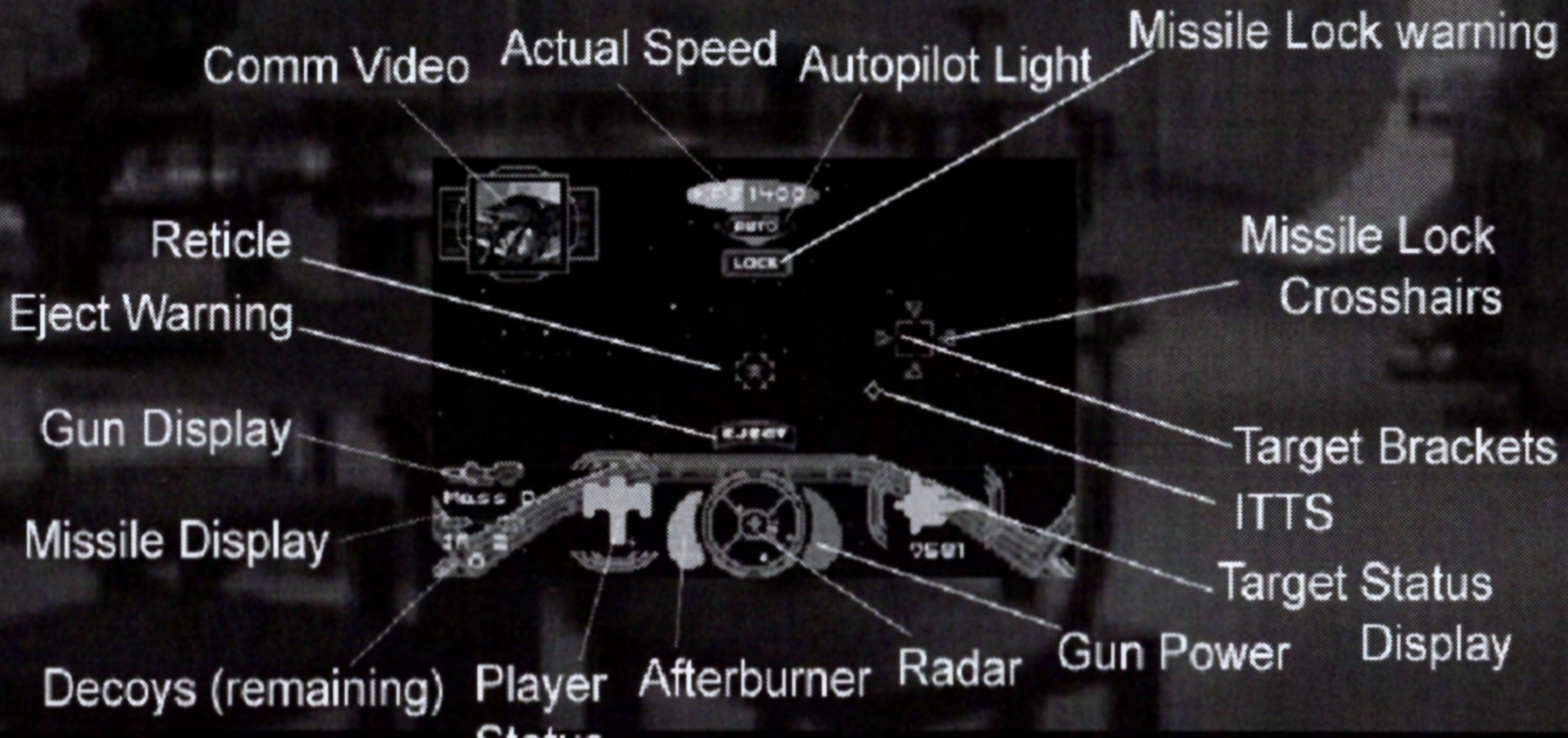
Your mission briefings come from the Midway's ICIS computer. At any time during the briefing, you can press A Button on Replay to review the briefing, or on Fly to enter spaceflight.

Flight Deck

Whenever you complete a mission and return to the carrier, you will start on the Flight Deck where you will check your stats before returning to pilot country.

Playing Wing Commander™ Prophecy

In the cockpit



Viewscreen

This is where the action is. In addition to viewing the area immediately ahead of you, all essential data is displayed.

Comm Video Window: This inset displays the image of anyone you're communicating with.

Target/Comm Brackets: This box centers on the object you currently have targeted.

ITTS: This computerized sight (the "Inertial Targeting and Tracking System") shows the optimal aiming point to hit an enemy given its current speed and trajectory.

Radar: This is a 2D projection of the 3D battlefield, showing everything in the area in relationship to our ship. An object at the center of the radar screen is directly in front of you, while one at the extreme edge is to your rear. On the radar, display objects appear as coloured dots. The object you currently have targeted is a larger dot.

Enemies are red
Friendlies are blue
Neutral objects are grey
Enemy capital ships are orange
Friendly capital ships are light blue

Gun Power Display: this semi-circular graph shows how much power you have left for your guns. The shorter the arc, the less power remaining.

Afterburner Fuel Status: this semi-circular graph shows how much afterburner fuel you have remaining. The shorter the arc, the less fuel remaining.

Player Status Display: this shows graphical representation of damage to our ship's shields, armour, and systems. (green = good; red = critical)

Target Status Display: This shows graphical representation of damage to our target and its distance. (green = good; red = critical)

Missile Display: Displays the type of missile you currently have selected to fire.

Gun Display: Displays the guns you currently have selected to fire.

Actual Speed: Displays the speed at which you are actually moving at the moment.

Mission Time: Displays the time remaining to accomplish the current mission objective/s.

Missile Lock Warning: The viewscreen displays the word "LOCK" whenever a missile has you locked as its target. Dropping decoys give you the chance to confuse incoming enemy missiles. (Note: that your fighter carries only a finite number of decoys.)

Eject Warning: This advisory appears only when your ship is so badly damaged that it is unlikely to survive another hit.

Mission objectives: Displays a summary and stats of your current mission objectives.

Communicating

You can send several different messages to your wingmen. Press START to go to the pause menu and see the list of available communications, and then select the message you wish to send.

"Break and attack" Authorizes your wingmen to break formation and engage the enemy at will.

"Attack my target" Order your wingmen to break off their current action and attack the ship you currently have targeted.

"Help me" Request assistance from friendly craft.

Controls

Pause menu

During the gameplay you can enter the pause menu where you can select:

(See previous page for "Communicating" description)

Resume: Exit pause menu and return back to the action.

Eject: To eject your pilot in case of an emergency.

Statistics: Displays your mission objectives and current stats.

Quit: Exit the game and return to the Main Menu

Landing

After completing a mission (successfully or otherwise) upon return to the Midway, you will land automatically. Press START to skip the landing sequence.

Statistics

After every mission, regardless of whether it is a success or failure, you'll be taken to the mission stats. Here you can view the results of the mission. Statistics will display whether you met the objectives necessary for success, as well as the status of your ship after the mission (Ship damage). You will also be shown the number of guns (Gunnery) and missiles (Missiles) you fired, the number of hits, and the relative percentages. Total Kills in the mission and time elapsed (Mission Time) to accomplish your objectives completes the information contained in the Statistic menu.

In-Game Controls

Basic Controls	Actions
Control Pad left	Turn left
Control Pad right	Turn right
Control Pad up	Pitch down
Control Pad down	Pitch up
A Button	Fire gun(s)
B Button	Fire missile(s)
Select	Drop decoy
START	Pause game
L Button + R Button (hold)	Activate afterburner
Advanced Controls	**Actions**
R Button (Hold) + Control Pad up	Increase speed
R Button (Hold) + Control Pad down	Decrease speed
R Button (Hold) + Control Pad left	Roll left
R Button (Hold) + Control Pad right	Roll right
L Button (Hold) + A Button	Cycle through guns
L Button (Hold) + B Button	Cycle through missiles

Afterburner

Control
Ship
Movements

Drop Decoy

Pause

Fire Missile(s)

Fire Gun(s)

Multiplayer

Wing Commander™ Prophecy Multiplayer Mode offers two variations of the basic gameplay mode for up to four players using the Game Boy® Advance Game Link® cable. Please note that every player must have a Wing Commander™ Game Pak in order to participate in multiplayer games.

Select pilot

All players can select their own pilot between Confederation or Alien pilots. Selecting the pilot will automatically determine your team (Confed or Alien) in Team Deathmatch.

Select Ship

After selecting the pilot and team, each user needs to select their own ship. If you choose a Confed pilot, you'll be able to select one of the Confed ship's available and vice versa.

Multiplayer options

In all multiplayer modes, player 1 is responsible for picking the game and setting the individual game options. Once all players have selected their pilots and ships, player 1 can select the Multiplayer options.

Game type

Deathmatch: This is a standard "All vs. All" battle for 2 to 4 players. Players are ranked by the number of successful kills they can achieve. In addition to the 2-4 human players, player 1 will be able to assign additional AI-controlled pilots for a maximum of 4 pilots

Team Deathmatch: Team play divides the forces into two separate teams. All players are free to choose Confederation or Alien side. In addition to the 2-4 human players, player 1 will be able to assign additional AI-controlled pilots for a maximum of 4 pilots (human and AI) on each side. By assigning all the AI pilots to one side, it is possible to play a cooperative battle with friends against the AI-controlled pilots.

Mode

Kills: The match ends after a certain number of kills have been reached.
Minutes: The match has a time limit.

Limit

It shows the minutes or the number of kills needed to end a multiplayer game.

Summary

The summary shows to all players the multiplayer option selected by player one and all the pilots involved in the match for each side (Confed, Alien). Player 1 is allowed to enter the game by pressing the A Button or to cancel all the selections by pressing B Button.

Playing a Multiplayer Game

If your pilot is shot down during a multiplayer game, press the A Button to leap back into the fray. The game will proceed until the time limit or point limit has been reached. Once the match is over, all players will be shown the results of the match, including the victor. Player 1 must press the A Button to leave this screen.

After the Game

After a multiplayer game has been completed, you'll be taken to the Next Game Screen. Player 1 can set up the options for the next game from this screen.

Replay: Start a new multiplayer game using the same rules and settings as the game that was just completed.

Exit: Takes all players back to the main menu.

Ships Database

F-106A PIRANHA

Scout Fighter

Squadron: Diamondbacks

Intended as a short-ranged, lightweight escort and reconnaissance fighter, the Piranha sacrifices shields, armor, and firepower for manoeuverability and acceleration. The ship's small size makes it a challenging target. The Piranha is most often seen assigned to very small escort carriers tasked with counter-insurgency and anti-pirate operations, but a few are assigned to the TCS Midway, where they're tasked with low-intensity fighter missions and the occasional scouting hop.

F/A-105A TIGERSHARK

Multi-Role Fighter

Squadrons: Diamondbacks, Black Widows

The Tigershark is a throwback to the wartime general-purpose fighter. It is most frequently used for light strike, but can be as effective as a dogfighter. Its shields are of medium strength

with good recharge characteristics. The Tigershark is generally a valuable supplement to the more specialised fighters in a CV's wing capable of filling most "gaps" as needed.

F-110A WASP

Interceptor

Squadrons: Diamondbacks, Black Widows, (Proposed Third Squadron)

The Wasp is a small point-defence fighter that serves as the inner tier of a carrier group's defence. It is usually launched when enemy bombers are closing in on the carrier itself (in a "scramble" situation). It is tailored to destroy enemy torpedo bombers (at which it is devastating), but it is also effective against most fighter-class targets. In addition to its traditional missile armament, it carries multiple "cluster-rocket" packs (swarmers).

Its thin shields recharge quickly.

F-108A PANTHER

Space Superiority Fighter (Class B)

Squadron: Black Widows

Usually assigned to light escort carriers, the Panther is a smaller answer to the Vampire. Though it falls short of its bigger brother in terms of long-range combat capability, its exceptional acceleration and manoeuverability makes it a superior dogfighter preferred by most pilots.

Its shields are lighter than the Vampire's, but exhibit similar excellent recharge characteristics.

F-109A VAMPIRE

Space Superiority Fighter (Class A)

Squadron: (Proposed Third Squadron)

Usually assigned to heavy fleet carriers, the Vampire is customised to destroy other fighters. The Vampire can engage in long-range missile duels, with good chances of survival.

TB-81A SHRIKE

Torpedo Bomber (Class B)
Squadron: Black Widows
Usually stationed on escort carriers, the Shrike is a lighter version of the much larger Devastator. While it is not as powerful an anti-ship platform, it is noticeably faster and more manoeuverable than the TB-80, and therefore somewhat less vulnerable in the event of a fighter encounter. It enjoys the same computer targeting system as the Devastator, but does not have its massive plasma cannon. The Shrike carries a more conventional armament. Due to its limited torpedo load, the Shrike is most effective against naval targets of light cruiser-size and downward, but in larger groups can be employed effectively against larger targets.
The Shrike has top, bottom and tail turrets, but lacks the Devastator's side mounts. It depends instead on overlap from the top and bottom positions to cover its flanks.

TB-80A DEVASTATOR

Torpedo Bomber (Class A)
Squadron: (Proposed Third Squadron)
Usually stationed on fleet carries, the Devastator has a simple mission: survive long enough to destroy a big target. Its main anti-ship armament is the torpedo. The Devastator's massive plasma cannon is essentially a smaller version of the same weapon carried by capital ships. Virtually useless against fighters (due to its very slow firing rate), this extremely powerful weapon can cause significant damage to starship, and is by far the platform of choice when it comes to striking heavily defended and armoured targets like battleships and heavy cruisers. Its shields are extremely thick, but exhibit only average recharge characteristics.

Weapons Database

The following weapons are mounted on current Confed fighters and cap ships.

GUNS

Laser Cannon

Confed's mainstream low-power, low-damage weapon that is effective at long ranges.

Ion Cannon

Fires a bolt of highly charged ion particles at the target. This long-range gun does a moderate amount of damage with a high refire rate.

Mass Driver

This weapon uses a linear accelerator to fire projectiles of metallic mass at a target. A long-range gun, it requires less energy per shot than most blasters and has a relatively fast refire rate.

Charging Mass Driver

Upgraded from previous versions, this weapon incorporates a "choke" setting. A thinner choke yields a higher rate of fire and uses less energy, but does less damage at shorter range. A wider choke inflicts more damage and has a longer range, but takes more energy and has a slower refire rate. The dynamics of the mass driver's adjustability are determined by the length of time you hold down the trigger.

Tachyon Gun

More powerful than previous versions of the same gun but with a longer refire delay and a higher energy cost. It also fires one of the fastest moving "bolt" type projectiles.

Heavy Plasma Cannon

This weapon has a slow refire rate, but packs a solid punch. Primarily used against starship, it is not designed to be used against small, highly mobile targets, but will tear a fighter up if a lucky shot is scored.

MK2 "Stormfire" Cannon

This Gatling gun from the Benelli Corp. has a slower fire rate than its predecessor, the MK1, but fires a higher-calibre round that explodes against a ship's hull on contact or at the extent of its range. Also, like the Border World's original Stormfire weapon, it has a limited number of rounds.

Particle Cannon

More powerful than the Mass Driver but less powerful than the Tachyon, this weapon fires excited atomic particles at its target that creates small nuclear explosions on impact.

MISSILES

Mines (M)

Confed's internally guided submunitions. Mines are deployed backwards, and are detonated by proximity.

Dumbfire Rocket (DB)

Confed's no-lock rocket that delivers a massive payload to its target. Excellent against slower moving hard targets like transports, corvettes and destroyers.

Friend-or-Foe Missile (FF), (MIRV)

Confed's all-aspect, no-lock missile that can identify friend or foe targets and distinguish between the two, seeking out and destroying the closest enemy. MIRV is a more powerful

Image-Recognition Missile (IR)

Confed's top-of-the-line all-aspect single-warhead guided missile. Has changed very little since its inception. Once a ship type has been locked into the missile's memory, it will persistently hunt that ship down (until its propellant expires). If it misses on the first pass it will loop around and reacquire its target.

Heat Seeker Missile (HS)

Requires less circuitry than the image-recognition and friend-or-foe missiles and packs more of a punch. However, if this missile loses its lock it will not reacquire another target. This munition is best used when you're on the enemy's six, since his heat signature is usually strongest at the rear of his ship.

Light Torpedo (LT)

The light torpedo is effective against smaller starships but does not pack enough of a punch to bring down heavier vessels.

Torpedo (T)

The only fighter-mounted munition effective against major warships.

Rocket Pods (RP)

Pods of small, fast, unguided rockets that have a fast rate of fire and come in six-or twelve-packs. Good against slow moving targets like bombers and transports, but only light damage to a starship. Each rocket does considerably less damage than a Dumbfire, but as a pod they do much more extensive damage.

Swarmers (AB)

Multiple missiles launch at once from each pod and track their target. A line-of-sight weapon (you must maintain a visual lock on target until missiles impact) primarily used for close

Credits

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