



**Jettison / Destruct Controls**

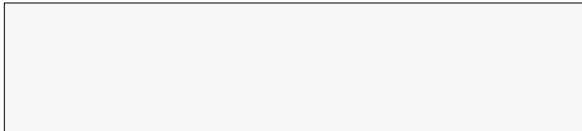
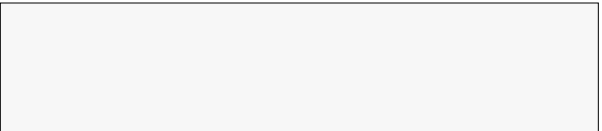
- K** Jettison Cargo
- K** Jettison Non-Mission Cargo
- D** Destruct (Hold for 10 sec)

**Outfitting Modifiers**  
(when clicking BUY/SELL button)

- no modifier = 1 item
- = 5 items
- = 10 items
- = 50 items

**Eject**

**Pause**



Select Landing Destination within System

- Navigation Off
- Select Planet #1
- Select Planet #2
- Select Planet #3
- Select Planet #4

**Communication Controls**

- Communicate
- Acknowledge

This Keyboard Øverlay is not intended to be a substitute for the manual. It is designed to be a quick reference to the controls and their locations on the keyboard. The software has many options that can best be learned by reading the instructions provided by the developer. Buy the program.

**Construction Instructions:**  
Trim the edge of one sheet. Overlap onto the second sheet and tape together.

Laminate the Øverlay to increase durability.  
Clear, self-adhesive, vinyl shelf lining material will work as a substitute.

Cut out the grey sections using an X-Acto or other sharp hobby knife.  
Check the fit on your keyboard and trim if necessary.  
The overlay shouldn't restrict the movement of any keys.

**Storage:**  
The best way I've found to store my Øverlays is to make a folder.  
Cut two pieces of stiff cardboard. Mat board works well and comes in colors.  
Space them approximately 2mm apart and tape them together at the bottom edge with duct tape or heavy packing tape to form a hinge. Put tape on both sides of the hinge to completely cover the adhesive of the tape.  
Separate the overlays with sheets of paper. Index tabs are a nice touch.  
Use a heavy binder clip to keep the folder closed.

**"Paperware" Shareware:**  
This Øverlay was made for my own use but I thought others might like to give it a try.  
If you keep it and use it (even if you don't) send me

Bob Heffner  
Xam@access.mountain.net

Let me know what you thought.  
I'm always looking for ways to improve my Øverlays

If you would like a printed, laminated Øverlay  
send \$5.00 plus \$2.00 shipping to:

Studio Graphics - MaxØverlays  
P.O. Box 1223  
Fairmont, WV USA 26554-9245



**Selection Key**

**Double Speed**

**Fire Secondary Weapon**

**Select Secondary Weapon**    **Weapon Safety**

**Fire Primary Weapon**

### Fleet Control

	Effect on Escorts	Effect on Fighters
	<b>C</b> Recall into Formation	Recall into Formation
<b>option</b>	<b>C</b> No Effect	Dock with your ship
	<b>V</b> Hold Position	Hold Position
	<b>F</b> No Effect	Attack current target

**option** **tab** **Select Ship**  
(Including Escorts And Fighters)

### Target Controls

**tab** **Select Target**

**R** **Select Closest Target**

**option** **tab** **Select Target**  
(Including Escorts And Fighters)

**Target Bracket Color**

- Red - Threat
- Blue - Friend or Neutral
- Grey - Disabled
- Green - Fighter / Escort
- Yellow - Selected Ship

### Information Controls

**I** Mission Info    **P** Player and Star System Info

**M** Map (Shift-click to plot Hyperspace Path)  
(C key - to Re-center)

it  
e-mail. This overlay shows all the generic key commands. However, I prefer to remap the commands in the game to take advantage of grouping keys with similar functions and the overlay labeling.

**Escape Velocity**  
By Ambrosia Software, Inc.  
PO Box 23140  
Rochester, NY 14692  
www.ambrosiasw.com

America Online: **AmbrosiaSW**  
CompuServe: **74777,1147**  
Genie: **AmbrosiaSW**

**S** **Weapon Safety**    **W** **Select Secondary Weapon**

### Flight Controls

**H** **Hyper Mode**    **J** **Jump**    **Z** **After Burner**    **L** **Land**    **B** **Board**

Hyper Select

**A** **Auto Pilot**    **U** **Cloak**

Acknowledge

Accelerate

Fire Secondary Weapon

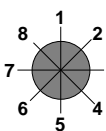
**Rotate Left**    **Reverse Course**    **Rotate Right**

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### JoystickSettings:

Hat Switch

1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_  
4. \_\_\_\_\_  
5. \_\_\_\_\_  
6. \_\_\_\_\_  
7. \_\_\_\_\_  
8. \_\_\_\_\_



Thumb High \_\_\_\_\_  
Trigger \_\_\_\_\_  
Thumb Low \_\_\_\_\_  
Pinkey \_\_\_\_\_