
Triton Wing (TM) Player Manual
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1) Key Commands and Controls:

Movement: 'W','S','A','D'
Fire Weapon (Group 1): mouse button one
Fire Weapon (Group 2): mouse button two

User Interface: 'I'
Map: 'M'
Quit/Save: 'ESC'
Dock at Hub/Go to Planet/Leave Planet: 'E'

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2) Using the Status Menu:

Pressing 'I' will make the 'status menu' appear. From here you can select weapon types for each of 5 slots and assign each weapon to firegroup 1 or 2. This way you can use energy-demanding weapons in the secondary group to use only when you need them.

Also, you can upgrade your SHIELD, WEAPON, and WARP levels..each upgrade costs a certain amount of minerals which can be picked up during gameplay. These levels are persistent even when you buy a new ship--they modify a ship's base stats.

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2) Using the Map:

Press 'M' to activate the world map. Here your ship will appear as a yellow arrow, hostile planets appear as red dots, green dots are pacified planets, and yellow dots are trading hubs. Click on the map to place a waypoint which will be visible in radar as well.

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3) Using Trading Hubs:

Dock at (or leave) a trading hub by pressing 'E' when your ship is over a hub. Here you can purchase a new ship and buy and sell minerals.

Pay attention the base stats when viewing available ships; higher number are better but SHIELD and WEAPON tend to be more important than WARP. Better ships become available at higher levels.

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4) Planets:

Descend onto a planet by pressing 'E'. When over a planet's surface, you can search for and destroy enemy stations. When the final station has been

destroyed the planet will be 'pacified' and you will receive an 'artifact'.

Place artifacts at 'artifact pylons' for a stats increase.

Questions, Comments or Bug Reports:

email to aufderheidematt@gmail.com