

Independence War

| | | | | | | | | | | | | | | | | | | | |
|-------------------------|------------------------------------|-----------------------------------|--------------------------------------|------------------------------------|--------------------------|--------------------|------------------|----------------------|---------------------|------------------------|--------------------------|--------------------------------|--|-----|-----|-----|-------|--------|-------|
| Autopilot off Esc | CoManD Console Chase View F1 | NAV Console Contact View F2 | Weapon Console Missile View F3 | Engine Console Fixed View F4 | Autopilot | | | | Stop F5 | Go to / Approach F6 | Formate F7 | Dock F8 | Match Velocity F9 | F10 | F11 | F12 | Druck | Rollen | Pause |
| WINGMAN CONTROL | | | | | | | | | | | | | | | | | | | |
| Cycle Camera ^` | Report Status 1 | Join Formation 2 | Attack Target 3 | Defend Target 4 | Join Target 5 | Halt 6 | Retreat 7 | Dock Traget 8 | Selection Menu 9 | Order Menu 0 | ? - β - | ' + ' = | Select weapon Missile | | | | | | |
| Full Screen Mode Tab | Last Engaged Quit | Nearest Weapon W | Next Enemy E | Nearest Enemy R | Set Target T | Switch Axis Z Y | Undock U | Fire LDSI I | Options O | Pause P | Ü [| * +] | Select weapon PBC Enter | | | | | | |
| Caps | Forward Thruster A | Lateral Thruster S | D | F | Manual Weapon G | HUD Declutter H | J | Zoom View K | LDS on/off L | Ö ; | Ä ' # | Select weapon PBC Enter | | | | | | | |
| Shift | > \ < \ | Rear Thruster Y Z | Next Objective X | C | Radar / Contact / TRI | B | Flight Mode N | Switch Contacts M | Next Contact , | Previous Contact . | Contact as Traget - / | Forward or Track View Shift | | | | | | | |
| Strg | | Alt | Fire | | | | | | | | | AltGr | Power Control + Cursor Keys Strg | | | | | | |

| | | |
|-------------------------|------|------------------------|
| Instant Shield Einfg | Pos1 | Last Message Bild ↑ |
| Eject Flare Entf | Ende | Bild ↓ |

| | | | |
|----------------|-----------------|-----------------|---------------------|
| Num | / | * | Speed Decrease - |
| 7 | Pitch Up 8 | 9 | |
| Roll Left 4 | 5 | Roll Right 6 | Speed Increase + |
| Yaw Left 1 | Pitch Down 2 | Yaw Right 3 | |
| 0 | , | | Enter |

| | |
|-----------------|-----------------------|
| to Shields ↑ | to Weapon → |
| to Engines ← | Default Settings ↓ |

deutsches Tastaturlayout / english keyboard layout

| | |
|-----------------------|-----------------------|
| Lateral Thruster S | Defiance Special Keys |
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CHEATS taken from [dlh.net]

To activate the cheat mode select the pilot roster and choose a slot as normal. You should see the history and missions screen.

The history box must be selected before the cheat will work so click in the history box. Make sure caps lock is off and type *darkgoat*.

If it works you should see the word outcome with a number underneath each completed mission. Some missions lead on to different missions depending on the decisions you make, and the number tells you which outcome was selected.

The cheat mode enables the following cheat keys:

In the player history screen:

[LeftShift][Backspace] Add mission
 [LeftShift][=] Toggle outcome of selected mission
 [LeftShift][0] Make all missions accessible

In the game:

[LeftShift][P] Dump a PCX image file to PSG\RESOURCEART\SCREENS
 [LeftShift][M] Dump a continuous stream of PCXs (fills up your hard disk very quickly!)
 [LeftShift][8] Jump to vicinity of target
 [LeftShift][9] Match velocity with target
 [LeftShift][0] Explode targeted ship
 [LeftShift][i] Make player invulnerable
 [LeftShift][w] Force mission win
 [LeftShift][g] Show all reachable planets and moons as waypoints
 [LeftShift][j] Jump instantly to current lagrange point destination