

StarTrek

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	<i>TITLE :</i> StarTrek		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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A Quick Run Through
Playing The Game...

I Need Help...
Can You Help Me Finish it?

Credits
Who Helped Me So Far...

Disclaimer
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*** THIS GAME IS NOT FINISHED YET ***

1.2 bits

Disclaimer

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Distribution

-Star Trek- is postcard ware at the moment, since it is not complete yet, however, this may change in the future. I will probably change it to shareware with a registration fee of about £10 (\$15)

-Star Trek- can be distributed in any way as long as its original archive is unchanged without additions or changes to the directory and its files.

Copyright

This software is copyright by

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Although the graphics are based on other peoples work, the programming is entirely my own.

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1.3 intro

=====
Introduction.
=====

Before I tell you what features this game offers, I would like to point out that this game is NOT FINISHED. There are several reasons for this which I will explain later, but now, on with the introduction:-

Story Line:

All hell has broken loose in the alpha quadrant. Much of the federation has been destroyed. Only a few starfleet ships remain... you command one of them (a Galaxy Class).

The Cardassians have expanded there borders due to there alliance with the Dominion. The Romulans have been looking for an excuse to attack the federation for some time now, and the klingons just like a good fight!

To add to your problems there have been two transwarp signatures detected recently. They are believed to be the Borg.

Playing The Game:

The graphics of the game are designed around the Star Trek computer displays featured on the TV series. you start with an introduction screen and are prompted to press any key to continue.

After that, you enter your name, ships name, and registration

eg. Jean-Luc Picard
USS Enterprise
NCC-1701-D

However, It's a good idea not to choose the Enterprise, because the Enterprise 'E' is one of the other ships.

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1.4 ships

Other Ships

The following federation ships are also in the game:

USS Lakota	USS Hood
Excelsior Class	Excelsior Class
NCC-42768	NCC-42296
Capt. Benteen	Capt. Robert DeSoto
USS Enterprise	USS Defiant
Sovereign Class	Defiant Class
NCC-1701-E	NX-74205
Capt. Jean-Luc Picard	Lt. Cmdr. Worf
USS Bozeman	
Soyuz Class	
NCC-1941	
Capt. Morgan Bateson (Frasier!!! "hello klingons... I'm listening...")	

Enemy Ships:

- 3x Klingon K't'inga class
- 3x Romulan D'Deridex class
- 3x Cardasian Galor Class
- 3x Dominion Warships
- 2x Borg Cubes

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1.5 works

What the game doesn't do / may never do / does do

I did warn you that this game isn't finished, so here is a list of what you can do:

- Use Engineering:
 - Repair Damage
 - Transfer Power
- Helm:
 - Warp to other sectors
- General:

Enemies warp to other sectors.
Enemies will kill other races if in same sector (this is all out war!)
Damage will be automatically repaired during warp.
More power will be received during warp.
Enemies can attack you!
Systems may go off line if you over power them (eg. 300 units is max for shields, upto 360 they might overload, above that and they will.)
Shields absorb 80% of damage from enemy fire.
100% damage to ship systems means your dead!

What doesn't work:

Tactical:

nothing in tactical works...

When finished it should do:-

Fire torpedoes

Fire Phasers

Analysis of enemy ships

Ops:

nothing in Ops works either...

When finished it should do:-

Hailing other vessels

Docking at space stations

Allow you to turn your systems back on

Helm:

follow doesn't work...

General:

If your systems overload, you can't switch them back on.

You CAN NOT return fire to you enemies...

This game is NOT finished

These are not bugs, I just haven't programmed them yet...

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1.6 release

=====

Why did I release this if it isn't finished?

=====

I started a few months ago, and the program has been getting larger and larger ever since. During the summer I was too busy to do any more, and kinda forgot about it...

Its hard to get back into and not only that but....

I have to use my dads computer to do it, AMOS Pro does not seem to like my computer. I've tracked it down to the OS3.1 in my a1200. AMOS doesn't seem to be able to display an interlaced screen with OS3.1 (to test this run the game (which uses interlaced screens), If you have OS3.1 the interlaced lines will not be drawn) You must have the OS3.1 chips for this to work!

If anybody can confirm this, and possibly knows a way around the problem, please contact me.

Anyway, I'm not sure if I should bother to finish it, but if you would like to give me some support and any constructive criticisms, then please send a postcard to the address below:

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Sorry, I'm not on the net :-(

So, please, if you think this game is worth the effort, please let me know.

Frank.

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1.7 help_me

=====
Can I Help In Any Way?
=====

Well, yes you can.

If you could solve the Interlace problem, please do so.

If you have any imagine objects of Star Trek ships that I could use in the game, please let me know. (mainly K'T'inga class, Galor class, Borg Cubes, Dominion Warships, Soveriegn class and Soyuz Class)

If you have any more information or corrections of the information that I have used, please send it.

If you're good at computer graphics, then maybe you'd like to do replace the graphics with your own. They have to be 640*512 in no more than 16

```
| using main power or | | |
| reserve.           | | |
|                   | | |
|                   | | |
|                   | | |
|                   | | |
```

1.12 eps

When first pressed, the EPS console will change to something like this:-

```
|
| Take Power From   |
|                   |
| Shields           |
| Phasers           |
| Warp Drive        |
| Main Power         |
| Reserve Power     |
|                   |
```

Selecting one of these will take you to the next part of the EPS console:-

```
|
| Put Power Into    |
|                   |
| Phasers           |
| Warp Drive        |
| Main Power         |
| Reserve Power     |
|                   |
```

This will look similar to the last one except that the system we are taking power from is not printed. For the above sample I am taking power from the shields into the warp drive. The EPS console will now change to this:-

```
|
| Take Power From Shields
| Into Warp Drive
|
| More
| 100
| Less           OK
|
|               Cancel
|
```

The EPS console now shows the From and Too systems. Pressing the "More" button will increase the value (printed between the "More" and "Less" buttons. You can then press the "OK" or "Cancel" buttons at any time.

1.13 repair

The Repair console ask you which power source to use to repair the system damage.

```

|-----|
| Use power To Repair |
|-----|
| Main Power          |
| Reserve Power       |
|-----|

```

Clicking one of these will take you to the next part of the Repair Console:-

```

|-----|
| Using Main Power To |
| Repair Damage       |
| More                |
| 40                   |
| Less                OK |
|-----|
|                   Cancel |
|-----|

```

One unit of energy will repair one percent of damage.

1.14 helm

HELM

-Goto-	-Star Map-
Allows you to Warp To another sector.	Shows positions of all ships in the quadrant.
You must have at least 25 units after Damage in the Warp Drive.	

	Follow		-Return To Main Menu-
	Doesn't work yet but will		
	allow you to follow an		
	enemy		

1.15 goto

On clicking the goto box, the goto window will change and will tell you the current x,y of the sector that the mouse is over, if a vessel is currently in tht sector it will be displayed below the x,y co-ordinates.

to change your sector, move the mouse over the desired sector and press the left mouse button. An "Engage" and a "Cancel" button will now appear.

Pressing the Engage button will them Warp you to that sector.