StarTrek

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StarTrek ii

COLLABORATORS				
	TITLE : StarTrek			
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StarTrek

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Chapter 1

StarTrek

1.1 main

 $\begin{array}{c} \text{Introduction} \\ \text{Duh....} \end{array}$

Other Ships What Other Ships There Are...

What Works? Well... What Does Work?

Why Isn't It Finished?
Are You Lazy?

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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

Disclamer

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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 distibuted 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 $'\mbox{E}'$ 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

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:

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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....

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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:

Frank Mathieson 17 Carey Parc Helston Cornwall TR13 ODH

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 ${\tt I}$ 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

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colours because of AMOS being limited to OCS screens.

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1.8 credits

Who Help Me?

I would like to thank the following people for there help:-

Nick Blundell - For his help with AMOS

Paul Disbrey - For his vast knowledge of Star Trek

My Dad - For letting me use his A1200

I would also like to thank the makers of all the imagine objects that I have used. I don't know their names, because the onbjects have been on my hard drive for a long time with no readme's. If you think I have used one of your objects please contact me, and I will include your name in future documentation.

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-Tactical-

1.9 quick

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-Engineering	g-
Nothing In Here Works.	Allows You To Transfer Allows You To Transfer Power, Repair Damage. Also shows system Status.
-Helm-	
1	-Ops-
Allows you to warp to other sectors.	Nothing In Here Works.
Also shows map of quadrant.	

1.10 quit

Quits The Game. Doesn't ask for confirmation yet, so be carefull.

1.11 engineering

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	using main pow	wer or	-		
	reserve.		-		
			-		
			- 1		
			- 1		
1			1	1	1

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 execpt 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

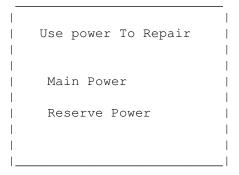
More
100
Less
Cancel

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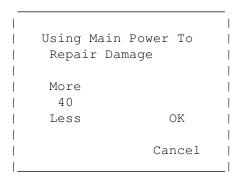
The EPS console now shows the From and Too systems. Pressing the "More" button will increase the value (printed between the "More" and "Less" buttons. You can then press the "OK" or "Cancel" buttons at any time.

1.13 repair

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



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



One unit of energy will repair one percent of damage.

1.14 helm

		HELM			
1					
-Goto-					
		-Star Map-			
Allows you to Warp		Shows positions of			
To another sector.		all ships in the			
		quadrant.			
You must have at least					
25 units after Damage					
in the Warp Drive.					

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	1					
	Follow	-Return	Τо	Main	Menu-	
	Doesn't work yet but will					
	allow you to follow an					
	enemy					
	1					
	1					
1	1					

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.