

THE GAME SCREEN

Once you begin your mission, you will be presented with the Game Screen, the area in which all the action takes place. To aid in the explanation of the Game Screen's features, the following diagram is provided as an example of what you might expect to see (reduced).

or the remainder of this discussion, the following terms will describe areas of the screen as shown above:

The Game Window: The large window in the upper left (where the action takes place)

The Crew Windows: The areas where the four crew members are pictured along the right side of the screen

(with their accompanying **Report Windows**, which are the thin slot-like windows to their right)

The Command Window: The window at the bottom right where the crew commands appear

The Status Window: The area where all of the ship's status indicators are located (bottom, middle)

The Radar Window: The window at the bottom left.

Other features of interest:

- Your score is displayed in the upper left.
- The number identified as "GST" in the upper right is the current time date, in "Galactic Standard Time". The game begins at 2301.00 GST.
- The buttons in the upper right toggle the sound on/off and activate the ship's computer.
- The three buttons at the top of the screen switch between Long Range Scan, Sector Scan, and View Screen.

Other aspects of the above picture will be referred to later, in order to clarify the discussion.