

StarTrek

Frank Mathieson

COLLABORATORS

	<i>TITLE :</i> StarTrek		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Frank Mathieson	April 14, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

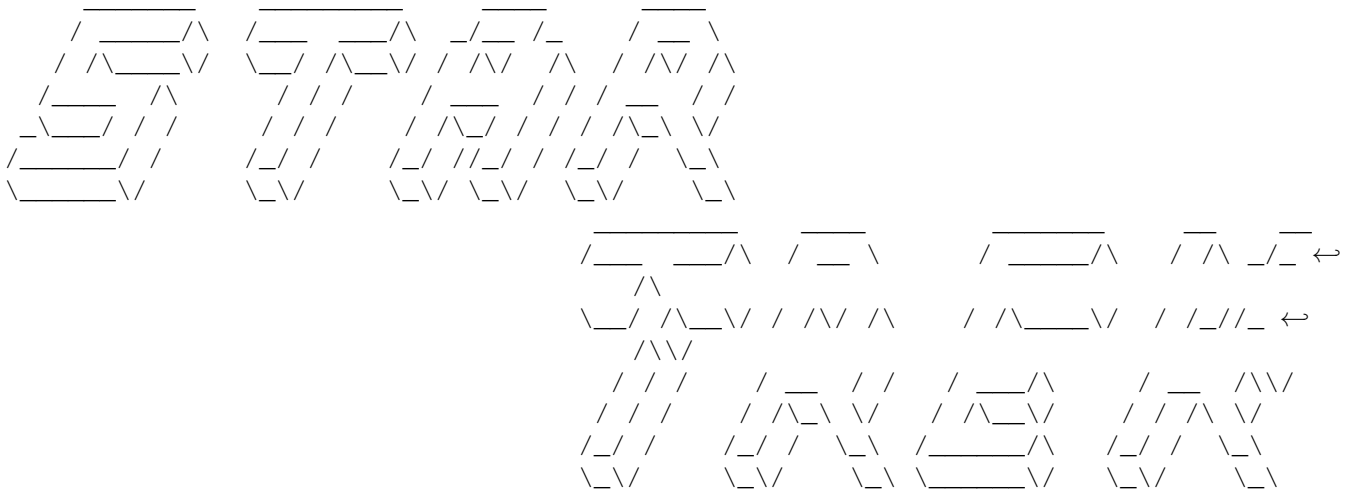
1	StarTrek	1
1.1	main	1
1.2	shareware	2
1.3	req	3
1.4	bits	3
1.5	intro	4
1.6	ships	5
1.7	works	5
1.8	author	6
1.9	credits	7
1.10	quick	7
1.11	quit	8
1.12	engineering	9
1.13	eps	9
1.14	repair	10
1.15	helm	11
1.16	goto	12
1.17	follow	12
1.18	tactical	12
1.19	torpedoes	13
1.20	phasers	14
1.21	analysis	14
1.22	ops	15
1.23	comms	15
1.24	docking	16
1.25	systems	17
1.26	history	17
1.27	cheat1	22
1.28	cheat2	23
1.29	cheat3	23
1.30	order_form	24
1.31	notes	25

Chapter 1

StarTrek

1.1 main

```
=====
Welcome To -Star Trek-
=====
```



```
Introduction
Duh.....
```

```
Requirements
What You Need To Play...
```

```
Other Ships
What Other Ships There Are...
```

```
Future
My plans for the future...
```

The Author
How To contact me...

A Quick Run Through
Playing The Game...

Shareware Bugs
Aren't they annoying?

Credits
Who Helped Me So Far...

Disclaimer
Disclaimer, Distribution and copyright

History
< Please read this. A lot has changed

Whats the Cheat?
I want to Cheat...

The Start Script
A Quick note for NTSC users.

I Want To Play NOW! Play The Game

© 1998 Frank Mathieson

1.2 shareware

=====

Shareware Restrictions

=====

20 Second delay at the title screen
Phasers do NOT work
Ship systems get damaged when warp drive is used. (deflector dish offline)

Aren't they annoying? if only there was a way to get rid of them?

THERE IS!

1.3 req

Requirements

In order to play this wonderful game you'll need at least the following:-

1Mb of free disk space (8Mb for DEV and ANM archives)

1.6Mb RAM (1.3Mb of free Chip RAM
300K of free fast RAM)

KS 1.3

68000

OCS Chipset

However, these are rough estimates, so don't cry if it doesn't work!

PS. I'm guessing at the 68000, KS 1.3 and OCS bit. AMOSPro SHOULDN'T need anything better, but I can't confirm that it works on those machines.

1.4 bits

Disclaimer

This software (program and documentation) is provided "as is" and comes without warranty of any kind, either expressed or implied. The author is in no way responsible for any damage or loss that may occur due to direct or indirect usage of this software. The entire risk as to the results and performance of this software is held by the user.

Distribution

-Star Trek- is shareware, if you would like to get rid of some annoying bugs, then a donation of £5 can be send to that address below (please use registration form). As a thank you for registering, you will recieve an un-crippled version.

The shareware version of -Star Trek- may be distributed freely, however, I wish to be informed (either by E-Mail or Snail-Mail), if -Star Trek- is to be included on a compelation CD etc. (Aminet excluded, although I'd still like to be informed) ;-)

The registered version may NOT be distributed.

Copyright

This software is copyright by

Frank Mathieson
17 Carey Parc
Helston
Cornwall TR13 0DH
England

Although the graphics are based on other peoples work, the programming is entirely my own and where possible I have tried to include the names of those who have helped in some way.

Star Trek, TNG, DS9 and VOY are all copyright by Paramount Pictures.

[Main Page](#)
[Back To The Main Page](#)

1.5 intro

=====
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

e.g. 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.

Main Page
Back To The Main Page

1.6 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 Cardassian Galor Class
3x Dominion Warships
2x Borg Cubes

Main Page
Back To The Main Page

1.7 works

=====
What does work / doesn't work / may never work
=====

In previous versions this part was a couple of pages long, however, there is only one thing missing from this release,

The DeadBy pictures. When you are killed by one of the enemies you are

presented with a screen with a picture of that enemy, and a short description. Currently only the Borg actually do this because I cannot get any screen grabs of other enemies. To see what I'm talking about, get killed by the borg :-)

What I plan to do in the future (but might not):

Make the game harder. (Done. but I plan to have different levels of the game.)

Reinforcements (enemy & federation)

Cloaking for Klingons & Romulans (& the Defiant)

Scenarios (Borg invasion, Federation invasion of Romulans, user defined custom scenarios!) ---- Kinda Done.

Two Player (serial/modem)

Make the game more efficient (possibly a total re-write, if so, I'd do it in C). I am qualified to program in C but don't have any experience of using it on the Amiga. If I did do it, then it could multitask, use >15KHz screens and support AGA/CGX/P96. (sounds a lot better doesn't it?)

Prefs: Which graphics set to use (Default/user created)

Same with the sound

also - replacement names for total scenarios

e.g. renaming klingons too Kasons (Voyager), ---- ←
Kinda Done.

renaming Federation to klingons so you can be a Klingon etc.

Main Page

Back To The Main Page

1.8 author

=====
The Author Of This Wonderfull Game.
=====

If you'd like to contact me to order the full version, then send the

Order Form

to the address below:-

Frank Mathieson
17 Carey Parc
Helston
Cornwall TR13 0DH
England

or E-Mail it to me at frank@massin.freemove.co.uk (you'll still need to send the ←
money)

[Main Page](#)
[Back To The Main Page](#)

1.9 credits

=====
Who Helped Me? Willingly or other wise!
=====

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

Nick Blundell - For his help with AMOS
Jools Henn - For grabbing Locutus with his VidiAmiga.
Paul Disbrey - For his vast knowledge of Star Trek and his new
intro screen which I have modified.
And his various imagine objects.
My Dad - For letting me use his A1200 until V0.95

Ian David Britton - For his Star Trek animation which I used for
the base of the graphics. Sorry, I didn't ask
permission, but I didn't have any way of
contacting you.

Trevor Morris - For his Galaxy class imagine object,
I didn't have the docks, but I did
have the picture that came with it.

Pietro Ghizzoni - For his updated AMOS.Library which fixed the
interlace problem!

Free registered versions are on their way to you all!

Could those people above, please get in touch with me, the objects have
been on my hard drive for so long with no readme's (I have a habit of
reading what I need to know and then deleting them). Sorry.

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 objects 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.

[Main Page](#)
[Back To The Main Page](#)

1.10 quick

```

=====
Playing The Game.
=====

```

```

|_____|
|
|           Quit
|           |
|_____|   |           MAIN MENU
|
|_____|
|
|           -Tactical-
|           | |
|           -Engineering-
|           |
| Fire Torpedoes. | | Allows You To Transfer | |
| Analysis.        | | Power, Repair Damage.   |
|                 | | Also shows system      |
|                 | | Status.                 |
|_____|         | |_____|
|
|           -Helm-
|           | |
|           -Ops-
|           |
| Allows you to warp to | | Comms.
| other sectors and    | | Docking.
| follow enemies.      | | System control.
|
| Also shows map of   | | | |
| quadrant.           | |
|_____|             | |_____|

```

1.11 quit

```

=====
Why Would You Want To?
=====

```

Quits The Game. This is actually the Self-Destruct feature. It brings up a small screen asking you to Quit, Restart Or Cancel.

1.12 engineering

=====
 Engineering
 =====

ENGINEERING

```

|-----|-----|
|                                     |
|                                     |
|           -EPS Power Grid-         |
|           | | -System Status-      |
|                                     |
| Transfer Power From                | Shows Power In Systems |
| System To System.                  | and effectiveness after|
|                                     | Damage.                |
|                                     |                         |
|                                     | System In RED are     |
|                                     | overloaded.           |
|-----|-----|
|                                     |
|                                     |
|           -Repair Damage-         |
|           | | -Return To Main Menu- |
|                                     |
| Repair Damage To Systems           |                         |
| using main power or                |                         |
| reserve.                            |                         |
|                                     |                         |
|                                     |                         |
|-----|-----|
    
```

1.13 eps

=====
 Using The EPS Power Grid
 =====

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 Overload           |
| Less                   |
|      OK                |
|      |
|      Cancel            |
|_____|

```

The EPS console now shows the From and To 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.

An OVERLOAD warning will appear if the current value will overload the destination system. Although systems can be overloaded by 20%, they could fail when you need them most.

1.14 repair

```

=====
                        Repairing Battle Damage
=====

```

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 |
|_____|
```

Two units of energy are required repair one percent of damage.

1.15 helm

```
=====
                                Helm Control
=====
```

HELM	
<p style="text-align: center;">-Goto-</p> <p>Allows you to Warp To another sector. You must have at least 25 units after Damage in the Warp Drive.</p>	<p style="text-align: center;">-Star Map-</p> <p>Shows positions of all ships in the quadrant.</p>
<p style="text-align: center;">Follow</p> <p>Allows you to follow an enemy, so you can kill it! Must also have 25 units available to use.</p>	<p style="text-align: center;">-Return To Main Menu-</p>

|_____||_____||

Use Of The Warp Drive in the shareware version causes damage to ship systems, Registered versions do NOT have this Bug. ;-)

1.16 goto

=====
Using the Warp Drive
=====

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 on the map 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.

This takes you to the sector that the mouse is over, if there was an enemy in that sector then the chances are that he will be gone when you get there.

The main use for this is to GOTO a starbase.

1.17 follow

=====
Follow
=====

This is used in that same way as the goto, except that when you click on an enemy, you will end up in the same sector as him.

You CANNOT follow a starbase!

Not much explaining for this one =8^)

1.18 tactical

=====
Tactical
=====

TACTICAL

|_____||_____||
|

Torpedoes	
Phasers	
Fires Torpedoes at the enemy.	Registered Version Only.
Analysis	
Gives picture and info about the enemy.	-Return To Main Menu-

1.19 torpedoes

=====

Photon/Quantum Torpedoes

=====

This allows you fire torpedoes at the enemy currently in your sector. At the top of the window, the name on the ship is printed and buttons will appear allowing you to select the amount of torpedoes to fire.

Borg Targeted	
Select Torpedo Salvo	
More	
8	
Less	OK
	Cancel

After selecting the amount to fire (8 at a time is the max), a Tactical report will pop up and inform you of the damage caused.

Each torpedo will take 50 (Photon) units off, but this can be upgraded to 75

(Quantum) for each, at a cost of 600 units for the upgrade.

1.20 phasers

```
=====
                        PHASERS
=====
```

A similar window to that of the torpedoe console will appear:-

```

+-----+
| Borg Targeted |
| Select Phaser Power |
|               |
| More          |
| 150           |
| Less          |      OK |
|               |
|               |      Cancel |
+-----+
```

Phasers can only fire half of there maximum power normally 300 units.

Phasers have a variable effect on the target. If a phaser, hits you are garanteed atleast half of the power will be useful maybe more)

eg if I used 50 units then the hit would be between 25 and 50,
100 units - between 50 and 100

Geddit?

The variable effect is because of Shield frquencies of the enemy and that of your phasers.

1.21 analysis

```
=====
                        Analysis
=====
```

Clicking on this, while under attack, will show information about the current enemy in the sector. the real one to notice is printed in the top left of the Analysis window. This is the shield strength of the enemy. Also, there will be information about the size etc. of the ship. There may also be a picture of the enemy.

NOTE: If you have followed a federation ship, then the name and shield strength of that ship will be displayed along with the name of the commanding officer.

NOTE: When used on a StarBase, the available power and torpedoes will be

displayed.

1.22 ops

```

=====
Operations
=====
OPS
-----
|                                     |
|                                     |
|           Comms                     |
|                                     |
|           Docking                   |
|           |                         |
| Communicate with other             |
| Ships etc.                         |
|                                     |
|                                     |
|                                     |
|                                     |
|-----|-----|
|                                     |
|                                     |
|           Systems                   |
|                                     |
| Turn systems On/Off.               |
|                                     |
|                                     |
|                                     |
|-----|-----|

```

1.23 comms

```

=====
COMMS
=====

```

Allows you to communicate with the enemy currently in your sector. I haven't bothered about this part much, since nobody wants to talk to them anyway.

The main use for this is to request docking from that starbase.

After sending your request to the starbase, a new screen will open. It'll

either allow you to dock, or not. If the starbase is strong enough, it will allow you to dock.

1.24 docking

Docking

If clearance was granted, the Docking window will change to the now familiar more/less display:-

```

|-----|
| Welcome Captain, |
| We Have 234 units |
| | |
| More | |
| 125 | |
| Less | OK |
| | |
| | |
| | |
| | |
|-----|

```

After selecting the amount of power you require, you'll be taken to the next part of the docking procedure. (NOTE: don't take too much power, or you'll leave the starbase weak and unable to defend itself).

```

|-----|
| We have 5 Torpedoes |
| | |
| | |
| More | |
| 5 | |
| Less | OK |
| | |
| | |
| | |
|-----|

```

After selecting your torpedoes, you'll go on to selecting the upgrades that are available.

```

|-----|
| We have the following |
| upgrades:- |
| | |
| Shields | |
| Warp Drv | |
| Phasers | |
| Mains | |
| Torpedoes | OK |
| | |
|-----|

```

Each of these upgrades will require 600 units of power to install. This power must be in your RESERVE for the transfer to take place. Here's what each upgrade does:-

Shields - increases the maximum amount for the shields from 300 to 600.
 Warp Drv - increases from 300 to 600.
 Phasers - increases from 300 to 600 maximum and from 150 to 300 for each blast.
 NOTE: Phasers only work in the registered version.
 Mains - upgrades the mains from 600 to 900
 Torpedoes - upgrades from Photon to Quantum (50 to 75 respectively)
 (This is the most useful upgrade.)

If you do not have 600 units available in your reserve, then a COST TOO MUCH sign will appear.

Once you've selected every thing you want, press the OK button to leave the star base.

1.25 systems

```
=====
                          System Control
=====
```

```

|-----|
|        |
| Shields    On    |
| Warp Drive On    |
| Phasers    Off   |
| Main Power On    |
|        |
|                        OK |
|-----|
```

By pressing on the system buttons, there state will be toggled.

Simple as that.

1.26 history

```
=====
                          History
=====
```

```
-----
Version |                               Release Info                               | Date
-----
```

- V0.51 First public release 29/09/1998
Guide V1.0
- V0.68 Internal release 09/10/1998
Added a lot of features.
-Tactical
- Torpedoes
-Ops
-Comms
-Systems
-Docking
-Helm
-Follow
- Changed the way Borg weapons work.
- V0.89 Second public release 23/10/1998
Fixed some bugs in 0.51 and 0.68
-Follow now works properly with the Borg
-Tactical reports would sometimes flow over to the next line
-Comms would sometimes do the same
-Fixed bug in ship name, which stopped the cheat working sometimes.
- Added Analysis to Tactical
Added check to name, ship name, reg. you must enter something now.
Added extra sounds to the sound file (But they're not used yet)
- Added new features to Guide and corrected mistakes (V1.1)
Program is now a lot smaller (don't really know why, but what the hell!)
- V0.92 Third public release 14/11/1998
Added Borg picture to Analysis.
Added Jem'Hadar picture to Analysis.
Added StarBase Picture to Analysis.
Added Federation ships to Analysis.
Added simple Comms with the Klingons.
Added upgrades to the Starbases.
Follow now works will all Federation ships.
Made the game more realistic and harder
-Klingons now have about 275 shields
-Romulans = ~300
-Cardassians = ~300
-Dominion = ~375
-Torpedoes only cause 50 units of damage (was 75), but can be upgraded to 75
-USS Lakota = ~300
-USS Hood = ~250
-USS Enterprise = ~325
-USS Defiant = ~350
-USS Bozeman = ~180
-Your shields start at 300 instead of 100!
-Changed the repair function slightly. Now costs twice as much to repair. eg 10% damage needs 20 units of power to repair.
-Only Damage and Main power regenerate when warp drive is used.
-Changed attacks of the enemy eg. Although the Romulans are stronger than the klingons, the klingon weapons can cause more damage.
-

Changed the Intro screen. Paul made the original, but I modified it to fit a Galaxy class star ship into the top window. you now have to press the continue button with the mouse (instead of pressing any key). ADDED BONUS - if you press the Schematics buttons, you'll cycle between different views of the ship.

Changed the way torpedoes work. they now fire one at a time. and may miss (in previous versions, the torpedoes never missed). Except with the Borg. You CANNOT miss the Borg (Good), but the Borg CANNOT miss you (Bad).

Now has a nice exploding sound if the enemy dies!

Changed the name, ships name and reg. to enter CAPITALS only. This makes it easier to read on an interlaced screen.

Federation ships now re-generate after battles. (all ships do this, but only the enemy did in earlier versions).

Corrected Borg speech. "your culture will adapt to service us." should have ended with "ours". fixed.

Added bleep-bleep sound to the engineering and ops functions.

Added new feature/fixes etc. to Guide (now V1.2)

Added BONUS!!! programs.

V0.95 Internal Release

29/11/1998

>>> INTERLACE PROBLEM HAS NOW BEEN FIXED <<<

Added death sequence (screen shakes etc.)

Added Death Anim.

Fixed Dominion/Starbase bug.

Fixed Cardassian/Enterprise Bug.

Added Phasers, ready for Registered Version.

Added "You Lose" screen.

- You lose if all Starbases are destroyed!

Added "You Win" screen.

- You Win if all enemies are destroyed!

Added "Self-Destruct/Quit" screen.

Added Restart ability.

Added OVERLOAD warning to EPS.

Added SOYUZ picture to Analysis

Added screen move to Tactical Reports and Comms etc.

- you can now move the smaller screens around a bit. hold the left mouse button down on the yellow bar at the top.

And then move the screen up/down.

V0.99 Internal Release

15/12/1998

>>> -Star Trek- is now SHAREWARE <<<

Fixed Other Dominion/Starbase bug.

Fixed bug with restart.

Fixed other bug with restart.

Added two other Death Anims.

Added Separation pictures to the intro screen.

Added self-destruct Anim.

Added Phaser info to Tactical Reports.

Added Shield info to Tactical reports.

Added Shield Failed warning to tactical reports.

Increased Borg to ~3000 (makes the game a bit harder)

Added SOVERIEGN picture to Analysis

Changed EPS so that only the after damage value of all systems can be used. (makes the game a little bit harder)

Added Continue Button for Tactical/Comms etc. You don't have to press any key.

Fixed Bug in shield info. Would sometimes say -1 instead of Shield Failed warning, but only with high damage eg 100%+. So you'd die anyway.

Fixed Bug with "Insufficient Power for warp" warning, even when you could go to warp.

Deliberately left in flashing button bug. This happens on the Tactical Reports when the enemy misses. I Don't quite know why this happens but it looks good, so I'll leave it in!

Corrected Bug which ment that enemies, starbases and federation ships would never be in grid 0,# , #,0 or 27,#

Corrected slight bug with the lines of the Map

Extended Map to 31x20 (0-30,0-19)

Now Automatically sets and limits the mouse inside the grid when you use either Goto or Follow.

Added Scenarios! You can now have upto 50 of each enemy, change enemy names and Federation ships etc.

Fixed the countless bugs that the Scenarios caused. (and I MEAN countless)

Added "MORE" button to Tactical Reports, because there could be hundreds of battles!

Fixed Bug which stopped the Third Death Anim from working.

Fixed Two bugs when the code was jumping out of range. eg. the For...Next were too far apart. This caused the game to CRASH from the Editor but worked fine when compiled. All I had to do was move some of the code around. This caused havoc when I added stuff to Engineering and the REGEN function. Took about two days to figure out!

Replaced WireFrame Pictures with rendered ones. Horribly dithered to fit into 16 colour screen, but they still look better.

Fixed Bug with starbases which ment that you could ask for clearance from one starbase then warp to another and dock with it, without asking it for clearance. Don't know how long that ones been in there!

I won't release the Game until I find some more objects. Paul made the basic wireframes of most of the ships, but they don't render. (well ←

...

they do but they look crap!)

Added new features/updated Guide (now V1.3)

V1.00 Public Release (First Aminet Release) 21/01/1999

Fixed countless tiny little bugs (too little and too many to mention)

Added command line for scenario files (spent 2 hours chasing a bug, "=" instead of "<>")

Found some semi-decent objects

Reduced Borg to ~2200 (it was too hard)

Added DeadBy pictures. These show who you were killed by, only the Borg currently work. (a picture of Locutus)

Extended the Scenarios (and fixed the bugs that they caused)

Re-done graphics to use brighter colours.

Seperated the program into different archives. This way you don't have to download a 4.4Mb file.

Last Minute Changes:-

Added extra sounds (but had to cut them down, needed too much Chip RAM)

Changed Stupidly Big Icon for one by Roman Patzner.

Reduced Stack to 4K, can't remember why I set it so high)

Fixed a bug with the comms system.

Fixed a bug which stopped the "Less" button working when you used Main ←
 Power
 To repair damage.
 Updated Guide (now V1.4)
 Added £20 prize for first person to complete the game! (It isn't that hard ←
)
 *** you must be registered for this ***

- V1.01 Public Release 02/02/1999
 Very minor update:
 I had spelt prize wrong during all documentation and the program.
 The program never read the Captain information from Scenario files.
 Added small Start Script for NTSC users. Please see
 Notes
 Updated Guide (now V1.5) to account for changes.
- V1.02 Public Release 17/03/1999
 Another minor update:
 Fixed Cardassian messages. ("You Crew To live" should've been "Your Crew ←
 ..."
 Optimized Program. (10K smaller)
 Changed the error handling:
 The program used an On Error...Resume to handle all errors. This has ←
 been
 changed so that the optional files (death anims and scenarios) are ←
 checked
 for before loading.
 Fixed typo in the guide.
 Added extra stuff to the Guide.
 Now Includes the "Tips" Guide.
 Removed request for somebody to confirm the Defiants' class (thanks
 to Markus Rutter for this)
 Changed Guides \$VER: so that it indicates which version of -Star_Trek- it ←
 is for.
 Updated Guide (now V1.6) to account for changes.
- V1.02b Public Release 20/03/1999
 Bug Fix Release:
 The program (V1.02) was compiled using the Amos Bank from a scenario
 that I'm making and not the proper one. Oops!
 Improved Graphics:
 Excelsior Class. The USS Lakota and USS Hood now have seperate
 and improved graphics.
 The Jem'Hadar now have improved Graphics.
 Program is now 7K bigger :-(
 Updated Guide to account for changes (now V1.6b)
- V1.03 Internal Release 21/03/1999
 Some Bug Fixes:
 These only happen when one of the other ships (Federation or Enemy)
 destroyed a Borg. (No really, It might happen!)
 Optamized Program. Now 14K smaller! :-)
- V1.10 Public Release 21/03/1999 ←
 (later that day!)
 Added Enemies logos to the background of the Hailing window.
 Also had to make the Hailing window larger so that the Logos would fit.
-

Program is now 100K bigger :-(
 Chip RAM requirements increased to 1.3Mb!!! I hope to lower this ASAP.
 Updated Guide to account for changes (now V1.7)

V1.11 Public Release 24/03/1999

Optimized Program - now 4K smaller
 Fixed Bug with some Hailing screens not being as big as they should be.
 Removed sprites from AMOS Bank.
 Program is now 300K smaller!!
 Uses only 900K of Chip RAM now. (I'd still like to get it smaller)
 Disk space has went up by 200K :-(
 Updated \$VER:. V1.1 was compiled with V1.03's \$VER:
 Updated Guide To account for changes (now V1.8)

V1.12 Public Release 26/03/1999

Bug Fix Release
 Fixed bug when second enemy misses. (this only happened when there
 were two (or more) enemies attacking you).
 Fixed bug when opening the Anims (if they weren't there) even
 though the program checked for their existance first.
 Program is now 20K bigger :-(
 Removed £20 Prize. I realized that this was a crap idea.
 Updated Guide to account for changes (now V1.9)

V1.13 Public Release 30/03/1999

Bug Fix Release
 Fixed bug in V1.12 which stopped it quitting properly if the Anims
 weren't available. ("End If" in the wrong place)
 Optimized program a tiny bit. (a few bytes smaller)
 Added BorgInvasion Scenario. (And about time too!)
 Changed Guides \$VER: to match that of the program.
 Updated Guide To account for changes (now V1.13)

V1.14 Public Release 05/04/1999

Added Madness Scenario (50 Klingons, 50 Romulans, 50 Cardassians,
 50 Jem'Hadar, 50 Borg and 50 Starbases)
 Added DominionWar Scenario
 Fixed a small bug with a lot of enemies (not enough variable space).
 Added Guides to the Scenarios
 Updated Guide To account for changes (now V1.14)

THATS ALL FOLKS! (I must say that it's come a long way since V0.51 was
 released on AFCD34! (-Reader_Stuff-/Frank_Mathieson))

1.27 cheat1

=====

If at first you don't succeed, Cheat!

=====

Do you really want to know what the cheat is?

YES

NO

1.28 cheat2

=====
If at first you don't succeed, you're doing about average!
=====

What? Really?

YES

NO

1.29 cheat3

=====
The Cheat
=====

I'm not gonna just give it to you, so here's a question:-

- Name the Silent, grey Ironclad in War Of The Worlds -

Use that as your ships name (must all be in capitals)

Hint:-

***** *****

Did you know:-

That in The War Of The Worlds the martians launched there attack on the 12th of August. Do you know who was born on the 12th of August?????

*** ME *** (12/08/79)

Click here to see a picture of My Workbench with
Jeri Ryan !!! Now, I ask you, how can such a lovely OS be neglected by so many?

Main Page
Back To The Main Page

1.30 order_form

=====
ORDER FORM FOR -STAR TREK-
=====

Just print this form and send it to me, with the money.
If you wish to send money other than British pounds then please send the
equivilant plus a little extra to cover conversion. Please allow 5 working
days for cheques to clear.

If you tick E-Mail then an LHA will be attached to a thank you letter from me.
The LHA should be approx. 400 - 500K.

Your details will not be given to any third party.

| | Tick Box if you do not wish to be informed on any other projects which
- I am/will be working on

Which Version of -Star Trek- are you Registering:_____
(This is important! It lets me know what files you'll need etc.)

PERSONAL DETAILS

Form with fields for NAME, ADDRESS, POST CODE, PHONE NUMBER, and E-MAIL.

DELIVERY DETAILS

Table with columns TICK ONE and PRICE. Includes options for E-MAIL, POST THE DISK, and UPGRADE TO FULL VERSION.

COMMENTS

Large empty box for entering comments.



1.31 notes

The Start Script For NTSC Users

This script was supplied by the very first person to register (John Wells). It helps NTSC users to see the bottom of the PAL screen. It uses Degradar (not included) by Chris Hames, to tell the Amiga that it's a PAL Amiga and not an NTSC one.

This should work fine if your TV is capable of Re-Syncing to the PAL mode. Most new TV's are auto NTSC/PAL switching.

I haven't been able to test it though.
