

StarTrekTips

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	<i>TITLE :</i> StarTrekTips		
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Chapter 1

StarTrekTips

1.1 main

Main

This guide includes some tips on the shareware and registered versions of the game. If you want to win the game, you'll have to read this.

General
Non specific Tips.

Shareware
Tips on playing the sharware version.

Registered
Tips on playing the registered version.

Everybody should read the General Tips, Registered users should only read the Registered tips and those of you who haven't registered should only read the Sharware Tips.

If there is anything that you think I've left out, or there is something that you'd like to know then contact me at:

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1.2 general

General Tips

1. Leave the Borg until last.
2. Upgrade to Quantum torpedoes ASAP.
3. When fully charged, Star bases can only defend themselves against Klingons, Romulans and Cardassians. This is to do with power, not Torpedoes. You can take as many of them as you like.
4. When first starting the game, take all the available power from all of the starbases. And upgrade to Quantum torpedoes when you are at the third one. WARNING. This leaves to starbases vulnerable to attack, but it's worth the risk!
5. 1 in 8 shots miss! Except with the Borg.
6. Try to keep your shields and warp drive powered. To defend yourself, and to run away!
7. If your shields get extremely low, don't worry too much. Even if they have only 1 unit of power in them, they will still work for one hit. This is very good if you have to run away. Just put only unit of power into the shields, and at least 25 units into the warp drive. When you leave engineering, the shields will take 80% of damage and fail. But with any luck you'll still have enough in the warp drive to run away to the nearest starbase.
8. If you're in trouble just keep warping to the next starbase. Collect all the power and torpedoes.

1.3 shareware

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Shareware Tips

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1. Remember, your phasers don't work. Yet you start with 100 units of energy in them. This could be put to good use in another system.
2. Try to repair damage before going to warp. If you're badly damaged you could die when you use the warp drive.
3. Torpedoes are your only form of attack. Try not to use too many to kill the enemy.
4. Pay regular (but not too regular) visits to the starbases to collect torpedoes.
5. Register. It only costs £5.

1.4 registered

Registered Tips.

1. Because of the way Phasers work, you won't always cause as much damaged as you thought. It'll be between half the units used and all of the units used. Consult the table below

Amount of Power		Min. Effect		Max. Effect.
50		25		50
100		50		100
150		75		150
200		100		200
250		125		250
300		150		300

2. Don't repair Damage! Leave that for the engineering crews during warp. Unless you are following an enemy.
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