

## Star Trek: Hidden Evil

### DEMO

#### Movement

The primary way in which you control Ensign Sovok is through movement. Sovok can walk, run, and side-step, using the following keyboard commands:

- I - Forward
- K - Backward
- L - Turn right
- J - Turn left
- O - Side step right
- U - Side step left

The A-S-W-D-Q-E cluster, to the left side of the keyboard, will serve the same function. In addition, you can control Ensign Sovok using the number pad:

- Numpad 8 - Forward
- Numpad 5 - Backward
- Numpad 6 - Turn right
- Numpad 4 - Turn left
- Numpad 9 - Side step right
- Numpad 7 - Side step left

Holding down the Shift key while using the movement keys will cause Sovok to run. You can toggle Always Run on and off by using Caps Lock.

#### Your Inventory

Sovok begins the game with several standard Federation-issue items: a phaser, a tricorder, and a communicator. To view the inventory at any time during gameplay, press the Tab key or the Backwards Slash ( \ ) key.

The inventory panel appears in the lower left corner of the screen. You can scroll through the panel by using the arrow keys. A pair of brackets indicates which item in your inventory is currently selected. To use a selected item, press the Enter key.

#### Mission Orders

Your inventory contains a shortcut to the current mission objectives. Use this shortcut to review mission orders quickly, without having to return to the Main menu.

##### (1) The Phaser

Selecting the phaser will cause Sovok to bring out his standard Type I phaser. The phaser is primarily needed for combat sequences, and may not be appropriate during peaceful missions.

! TIP: After selecting most inventory items, the particular item will appear in Sovok's hand. You will be able to continue most gameplay functions while carrying any object. However, characters in the world may respond differently to you depending upon what you are carrying. If you want to ask a character about a particular object, for instance, you may want to select that object (so that Sovok is carrying it) before talking to the character.

##### (2) The Tricorder

Selecting the tricorder will cause Sovok to activate it for scanning. The results of the tricorder scan are displayed in a transparent window in the upper left corner of the screen. You can continue to navigate Sovok through the environments of the game with the tricorder screen activated.

! TIP: The tricorder is one of the most useful items in the game, and can often provide clues to get Sovok out of tight situations.

### **(3) The Communicator**

Selecting the communicator will bring up the communicator window, prompting you to choose Captain Picard, Commander Data, or Cancel. At any time during gameplay, you may communicate with either of these officers.

! TIP: Like the tricorder, the communicator can prove to be a helpful device if you find yourself stuck. Captain Picard and Commander Data are almost always available to offer advice and assistance.

### **(4) The Nerve Pinch**

Having been trained in the Vulcan disciplines, Ensign Sovok has mastered the Vulcan nerve pinch, and reserves the use of this special skill for circumstances demanding stealth and ingenuity. Selecting the nerve pinch icon will cause Sovok to hold his hand up, poised for attack. To engage the pinch, use the action key (spacebar).

#### **Action keys**

The primary action key is the spacebar. The spacebar performs different actions depending upon what object Sovok is holding. For instance, if the phaser is selected, the spacebar will fire the phaser. If the nerve pinch is selected, the spacebar will engage the Vulcan attack.

The spacebar also serves as the dialogue key. To engage another character in dialogue, face that character and press the spacebar.

You may also use the Numpad 0 key as your action key.

Both Esc and Pause/Break will pause the game.

#### **Hotkeys**

You will notice that the standard inventory items have corresponding numbers, which appear in the upper left corner of the item's icon when the inventory panel is visible. These numbers correspond to the number keys on your keyboard. You can use these number keys as hotkeys, or shortcuts to particular inventory items.

! TIP: Pressing the Tilda key ( ~ ) will cause Sovok to put away whatever he is currently holding.