StarTrek

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REVISION HISTORY			
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Chapter 1

StarTrek

1.1 main



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... 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) 1.2Mb RAM (800K of free Chip RAM 400K 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.

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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 $^\prime E^\prime$ is one of the other ships.

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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 Defiant USS Enterprise Sovereign Class Defiant Class? (can someone confirm this?) NX-74205 NCC-1701-E 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 D'Deridex class 3x Romulan 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 pressented 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 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.

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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.freeserve.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 - For grabbing Locutus with his VidiAmiga. Jools Henn 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.

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1.10 quick

Playing The Game.

|

Quit MAIN MENU 1 -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

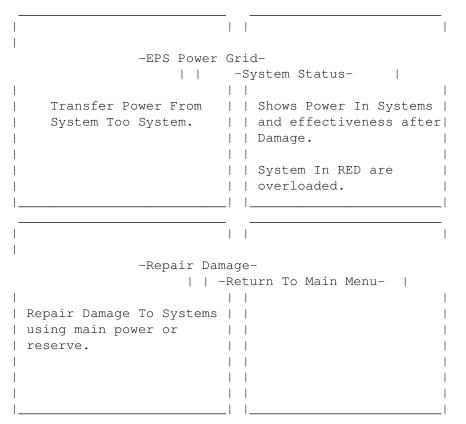
Why Would You Want To?

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



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
1	

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:-

Т

| Take Power From Shields | | Into Warp Drive More 1 100 Overload Less OK Cancel

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.

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.

I I	Use power To Repair
i i	
	Main Power
1	Reserve Power
1	
1	

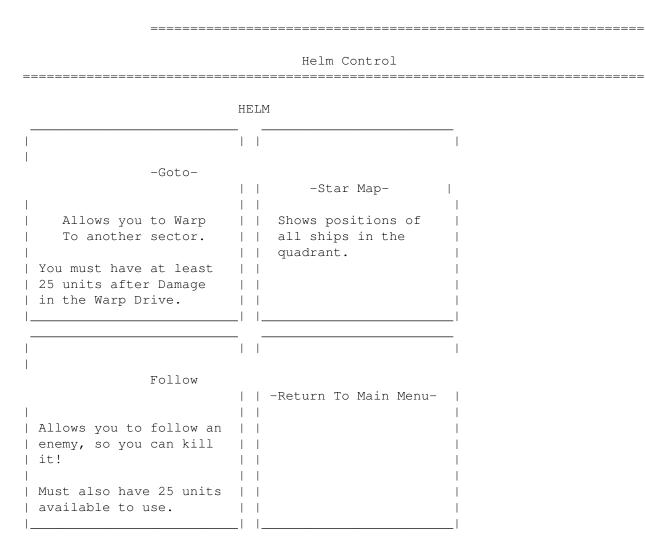
Clicking one of these will take you to the next part of the Repair Console:-

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1	Using Ma	ain Power To
1	Repair	Damage
1		
	More	
	40	
	Less	OK
1		Cancel

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

1.15 helm



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

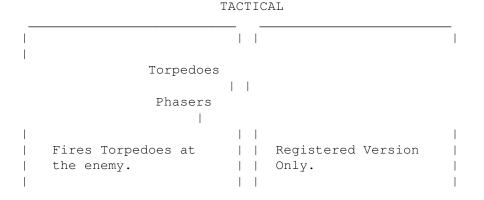
This is used in that same way as the goto, except that when you click on an enemy, you will end up in the same sector as him.

You CANNOT follow a starbase!

Not much explaining for this one $=8^{\circ}$)

1.18 tactical

Tactical



I	I
Analysis	3
	-Return To Main Menu-
Gives picture and	
info about the	
enemy.	

1.19 torpedoes

Photon/Quantum Torpodoes	
	-======================================

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 Tar	rgeted	
	Select	Torpedo	Salvo
	More		
	8		
	Less		OK
		Cá	ancel

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.

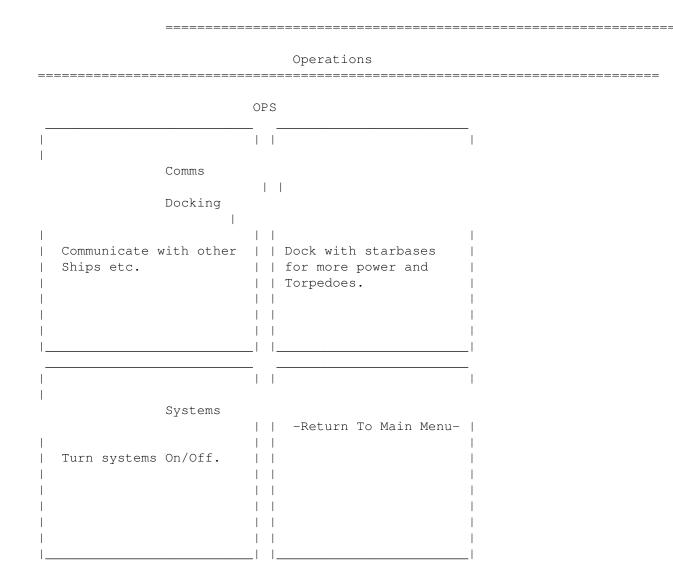
1.21 analysis

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



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 starbace is strong enough, it will allow you to dock.

1.24 docking

_____ Docking

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

	Welcome Captain,
	We Have 234 units
	More
	125
	Less OK
	Cancel

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	
 		ore			
Ì	Le	ess		OK	
				Cancel	

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 too 600.		
Warp Drv – increases from 300 to 600.		
Phasers - increases from 300 to 600 maximum and from 150 too 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

1				
1				
1	Shields	On		
	Warp Drive	On		
1	Phasers	Off		
	Main Power	On		
1			OK	
1				

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

Simple as that.

1.26 history

		History
V0.51	First public release Guide V1.0	29/09/98
V0.68	Internal release Added a lot of features. -Tactical - Torpedoes	09/10/98

-Ops -Comms -Systems -Docking -Helm -Follow Changed the way Borg weapons work. V0.89 Second public release 23/10/98 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 14/11/98 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 = ~300 -Cardassians -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 29/11/98 >>> 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. 15/12/98 V0.99 Internal Release >>> -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 Seperation 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 "Insufficiant Power for warp" warning, even when you could go to warp. Deliberatly 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 clearence from one starbase then warp to another and dock with it, without asking it for clearence. 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 \leftrightarrow . . . 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 that 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 $\,\leftrightarrow\,$ Power To repair damage. Updated Guide (now V1.4) Added £20 prise to first person to complete the game! (It isn't that hard) *** you must be registered for this *** THATS ALL FOLKS! (I must say that it's come a long way since V0.51 was

released on AFCD34!)

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?

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1.30 order_form

______ ORDER FORM FOR -STAR TREK-

Just print this form and send to 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.

PERSONA	AL DETAILS
/ NAME:	ADDRESS:
	POST CODE:
PHONE NUMBER:	E-MAIL:
\DELIVE	RY DETAILS
	PRICE
/ _ \ / E-MAIL UPGRADE -	\ TO FULL VERSION (REPLACE EXE) £5.00
_ POST THE DISK +£2 P&P -	if delivery by Snail-Mail
\/ \/	/

If you tick E-Mail then an LHA will be attached to a thank you letter from me. the LHA should be approx. 300 - 400K.