

# **StarTrek**

Frank Mathieson

**COLLABORATORS**

	<i>TITLE :</i> StarTrek		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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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

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## 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 'E' 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 Enterprise	USS Defiant
Sovereign Class	Defiant Class? (can someone confirm this?)
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

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## 1.7 works

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### 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.

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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.freeseve.co.uk](mailto:frank@massin.freeseve.co.uk) (you'll still need to send the ← money)

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## 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.

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## 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 Too 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 |
|-----|

```





### 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

-Return To Main Menu-

Gives picture and  
info about the  
enemy.

## 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

---



## 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 |
|               |
| More           |
| 5             |
| Less           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:-

---



- 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
- 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 29/11/98

>>> 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.

V0.99 Internal Release 15/12/98

>>> -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.  
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 ←  
 ...  
 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.  
 Separated 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 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 equivalent plus a little extra to cover conversion. Please allow 5 working days for cheques to clear.

PERSONAL DETAILS	
NAME: _____	ADDRESS: _____ _____ _____
	POST CODE: _____
PHONE NUMBER: _____	E-MAIL: _____

DELIVERY DETAILS	
<input type="checkbox"/> TICK ONE	<input type="checkbox"/> PRICE
<input type="checkbox"/> E-MAIL	<input type="checkbox"/> UPGRADE TO FULL VERSION (REPLACE EXE) £5.00
<input type="checkbox"/> POST THE DISK	<input type="checkbox"/> +£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.