

Ship Bridge Display

Welcome to the NCC-1701, Captain. To help you navigate within the Galaxy and accomplish Your Mission, your Ship Bridge Display shows Ship Status in many ways

Shipboard Communications Ship Status Report
Short Range Scan Long Range Scan
Device Status Report Course Directions

In the lower left corner of your Bridge Display is your Command Console, controlling:

Navigate Phasers Torpedos Shields

Additionally, your Ship Computer provides many vital services, including:

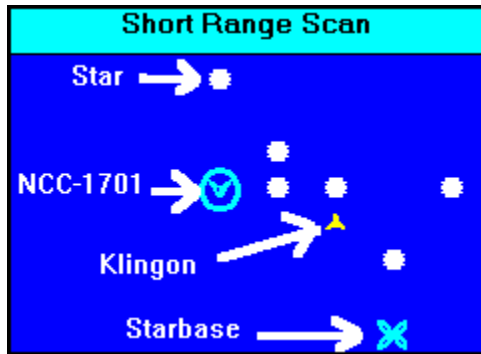
Mission Status Report Galaxy Status Report
Docking Directions Navigation Calculator
Galaxy Map

NCC-1701 is Shareware. You may register your copy by printing the Order Form

Shipboard Communications

During your mission, your crew and ship's computer post ship's messages to the Shipboard Communications Panel (the Grey area at the top of the Ship's Bridge Display). Normal Communications are displayed in White, but Warning Messages requiring your immediate attention are displayed in Yellow or Red, depending on their urgency. You may slow or speed the display time for messages by requesting Options from the Game Menu. Options also allows you to squelch the NCC-1701's Ship Bell, which sounds for all messages displayed in Yellow or Red.

Short Range Scan



IF your short range sensors are operational, you will see this display on the Ship's Bridge. The Circle surrounding the NCC-1701 here means Shields are raised. A reminder of the symbology used is shown at the bottom of your screen. If (and when) you tire of the reminder, click on it, and it will gracefully disappear.

The graphics shown in the Short Range Scan as you issue your commands may be slowed down (for extremely fast computers) or squelched (for slower computers operated by fast players) by requesting Options from the Game Menu.

Ship Status Report

Ship Status Report	
Position	Procyon I
Stardate	3506.2
Condition	RED
Quadrant	3 , 1
Sector	4 , 4
Energy	1429
Torpedos	9
Shields	523

Your Bridge constantly displays this Ship Status Report, shown RED here due to the presence of a Klingon in this Quadrant. The Galaxy is divided into an 8 x 8 Quadrant grid, and each Quadrant is further divided into an 8 x 8 Sector grid. NCC-1701's current location is always shown on your sensor screen during the course of the mission. North-South coordinates are first, followed by East-West, where the coordinates start at 1,1 in the top left corner. Thus

Quadrant 3 , 1
Sector 4 , 4

means that NCC-1701 is located in the third row, and first column, of Quadrants. Within that Quadrant, the ship is located in the Sector represented by the fourth row and fourth column of the Quadrant.

As mentioned, the Ship Status Report is shown in red if one or more Klingons is present. If you are running low on available Energy (available Energy is that Energy not directed to the Ship Shields), the report is shown in Yellow to warn you to seek out a Starbase for re-fueling (or simply re-direct some Energy from the Shields before your Shield Control is damaged).

Long Range Scan

Long Range Scan	
6	8
117	1
8	2

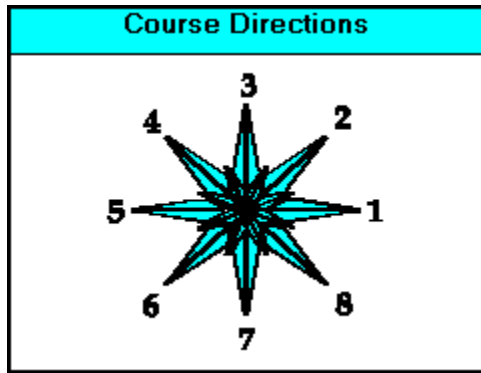
IF your long range sensors are operational, you will see this display at the lower right of the Ship's Bridge Display. The Long Range Scan shows conditions in space for one Quadrant on all sides of the current position of NCC-1701 (which is in the middle of the scan). The scan is coded in the form "###" where the units digit is the number of Stars, the tens digit is the number of Starbases, and the hundreds digit is the number of Klingons. For example, the reading of 117 in the middle Quadrant here means there is 1 Klingon, 1 Starbase, and 7 Stars in the Quadrant where the NCC-1701 is located. A BLACK display (as on the left of the NCC-1701 here) means the Quadrant is outside the Galaxy, and therefore inaccessible to the NCC-1701

Device Status Report

Device Status Report	
Warp Engines	0.00
Short Range Sensors	0.00
Long Range Sensors	0.00
Phaser Control	0.00
Photon Tubes	(4.07)
Damage Control	0.00
Shield Control	0.00
Computer	0.00

IF Damage Control is operational, you will see the status of all shipboard devices displayed on your sensor screen. A negative (RED) number indicates that the device is damaged and is out of action. Damage occurs as a result of enemy fire, or, as is the sad truth, as a result of random failures while navigating. A positive number indicates that the device has been improved by the repair team, and can better withstand enemy fire. Your crew works to repair damage as you navigate through the galaxy, and you will note their progress as you proceed with the mission. Damage may be repaired when you are docked at a Starbase, but remember that the repairmen there always underestimate the time required.

Course Directions



This is simply a reminder as to the Course Directions in space. When you navigate, or when you fire a torpedo, you will be asked for the "Course" of navigation or firing. The Course should be specified according to these directions. For example, a Course of 1 goes to the right, 5 to the left, 3 up, and 7 down. Fractional directions (such as 3.333 or 5.125) are very acceptable (and very necessary).

IF your Ship Computer is operational, this display will be replaced by course, distance and energy sensor scans for the enemy ships in the Quadrant when you issue the Phasers or Torpedos Commands.

Docking

Docking at a Starbase is accomplished by maneuvering your ship to a Sector adjacent to the Starbase, and is signified by a change in the ship's condition to **Docked** (shown in the Ship Status Report) and resupply of the ship's energy and armament. Damage may be repaired when you are docked at a Starbase, but remember that the repairmen there always underestimate the time required.

Your Shields are automatically lowered when you dock. You may fire your weapons while docked, and the Starbase Shields will automatically protect your ship from enemy fire.

When there is a Starbase in the Quadrant, and your Ship Computer is operational, you may request Docking Directions.

Command Console



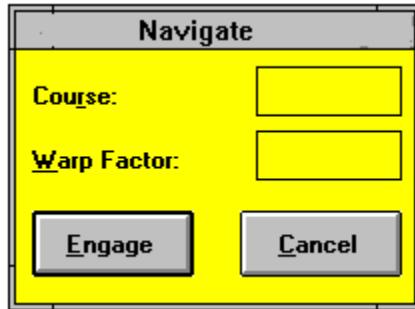
At the lower left of your Ship Bridge Display is your Command Console. These four commands:

Navigate Phasers Torpedos Shields

together with your Ship's Computer Reports and Bridge Display, are the tools you must use to search out and destroy the enemy Klingon Fleet.

Commands may be called by simply pressing the first letter (N, P, T or S) of the command. Use of the ALT key in conjunction with the command letter works, but is not necessary. The first letter of the Commands in the Menu Bar (G, C, and H for Game, Computer, and Help) also pulls down those menus without use of the ALT key.

Navigate...



The image shows a screenshot of a 'Navigate' dialog box. The dialog has a yellow background and a grey title bar with the text 'Navigate'. Inside the dialog, there are two input fields. The first is labeled 'Course:' and the second is labeled 'Warp Factor:'. Below these input fields are two buttons: 'Engage' and 'Cancel'.

When you use the Navigate Command, you must enter the Course and Warp Factor. Enter Course as described in [Course Directions](#) ... 1 for right, 5 for left, et cetera.

One Warp Factor is the size of one Quadrant. Therefore, in order to get from Quadrant 6,5 to Quadrant 5,5 you would use Course 3, Warp Factor 1. To navigate within a Quadrant, use fractional Warp Factors. Thus, to get to Sector 5,5 from Sector 6,5 within a Quadrant, use Course 3, Warp Factor 0.1. If your Warp Engines are damaged, the maximum Warp Factor allowed is 0.2

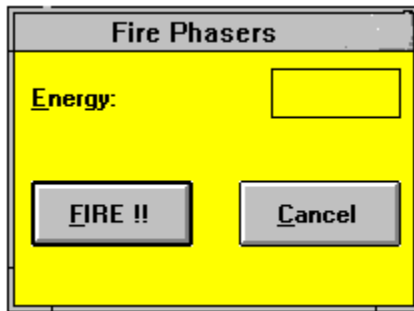
Warp Factors are computed according to the longest leg of the distance travelled rather than (as you might expect) the hypotenuse of the triangle. Thus, travelling from Quadrant 1,1 to Quadrant 3,3 requires Warp Factor 2.0 rather than 2.828.

You **MUST** navigate around Stars (and Klingons and Starbases, for that matter), **NOT** through them. If there are any Klingons present, and you navigate **within** your current Quadrant, they will take evasive action while firing their phasers at you. If you navigate so as to **leave** your current Quadrant, they cannot attack you.

Stardates elapse while you maneuver. Each time you engage the warp drive (that is, you enter a Warp Factor of 1.0 or more) requires one Stardate of travel time. Impulse power (Warp Factor less than 1.0) spends Stardates in proportion to the Sectors travelled. Navigation also expends Ship's [Energy](#) in proportion to the Warp Factor you specify.

If your Ship Computer is functional, you may, alternatively, Navigate by use of the [Navigation Calculator](#)

Phasers...



This command, **if your Phasers are operational**, allows you to destroy the Klingon battle cruisers by zapping them with suitably large units of Energy to deplete their shield power. Energy units you use to fire Phasers are taken from (and limited by) the total Ship's Energy less whatever Energy has been assigned to Shields. Remember, Klingons have their own phasers, and they will answer your fire (**if** they survive your attack).

Each Klingon Warship has 200 energy units, which must be dissipated by your Phaser fire to destroy the enemy ship. Phaser energy is dissipated as it travels through space, so that you must fire more energy units at a distant enemy in order to destroy him. A good rule of thumb is to use as many units as he is distant from you. For instance, if he is 3 sectors away, fire 300 units and he's got troubles.

If your Ship Computer is functional, it will display the distance to each of the enemies in the Quadrant, as well as the remaining energy aboard each ship as reported by your ship's sensors. Unfortunately, if your Ship Computer is out of action, this useful display is disabled, and, additionally, Phaser accuracy is severely hampered, which may result in decreased or no damage to the enemy.

Torpedos...

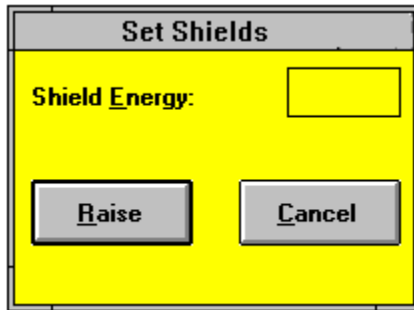


This command, **if your torpedo tubes are operational**, enables you to fire torpedos at the enemy Klingons. Torpedo Course is the same as used in navigation, (as described in [Course Directions](#)). That is, a Torpedo Course of 1 fires directly to the right, 5 to the left, 3 directly upwards, etc. If you hit the Klingon vessel, he is destroyed and cannot fire back at you. If you miss, you are subject to his phaser fire (woe is you!!)

If your Ship Computer is functional, it will display the recommended torpedo course for you.

Torpedoes are deadly accurate. That is, **if you aim them properly**, they will surely kill the enemy; whereas phasers are a bit unreliable.

Shields...



This command, **if your Shield Control is operational**, defines the amount of the ship's Energy assigned to the ship's Shields. Shield Energy is redirected from the total ship's Energy, so the total Energy shown in the Ship Status Report includes the Energy assigned to your Shields. If NCC-1701 takes a hit from a Klingon in an amount greater than the Shield Energy, it will be destroyed, and you, as the Captain, can get back to tending your vegetable garden in ignominious retirement !!

The more Energy assigned to Shields, the less chance that you will suffer damage as a result of a Klingon hit. If, however, your Shield Control is damaged, you may not reallocate Energy to supply power for navigation, which may result in stranding your ship in space without navigating power. In this case, you will have failed in your mission.

Ship Computer

Computer	Help
<u>M</u>ission Status Report	
<u>G</u>alaxy Status Report	
<u>D</u>ocking Directions	
<u>N</u>avigation Calculator	
<u>G</u>alaxy Map	

Your Ship Computer, if operational, provides many services, including each of the reporting and calculation capabilities available from the Computer Menu shown here. In addition to the items available from the Menu:

[Mission Status Report](#)

[Docking Directions](#)

[Galaxy Map](#)

[Galaxy Status Report](#)

[Navigation Calculator](#)

your computer provides the course and direction calculations for your [Phasers](#) and [Torpedos](#) as well as making your Phasers more accurate.

Galaxy Status Report

IF your Ship Computer is functional, you may request this report from the Computer Menu at the top of your Ship Bridge Display. The report shows the computer memory of the results of all previous long range sensor scans, providing both an orientation to your present location as well as enabling you to plan your further exploration of the Galaxy.

Mission Status Report

IF your Ship Computer is functional, you may request this report from the Computer Menu at the top of your Ship Bridge Display. The report shows the number of Klingons, Starbases, and Stardates remaining in Your Mission.

Docking Directions

IF your Ship Computer is functional, you may request this report from the Computer Menu at the top of your Ship Bridge Display. The report shows direction and distance to any Starbase in your Quadrant.

Navigation Calculator...

IF your Ship Computer is functional, you may request this function from the Computer Menu at the top of your Ship Bridge Display, allowing you to compute the Course and Warp Factor between any two Galactic locations you enter. After you compute a Course and Warp Factor with the Calculator, you may choose to Engage your engines and Navigate to the chosen coordinates (unless something's in your way).

Galaxy Map

IF your Ship Computer is functional, you may request this report from the Computer Menu at the top of your Ship Bridge Display. The report shows a map of the Galaxy with the names and locations of the sixteen galactic regions.

Your Mission

You have been assigned to a tour of duty as Captain of the Starship NCC - 1701. Your mission:

Within 30 Stardates, seek and destroy the fleet of Klingon warships which is menacing the United Federation of Planets

To accomplish this, you must navigate throughout the Galaxy, searching for Klingons with your ship's long and short range sensors. When you have located your ship in a Quadrant of the Galaxy where Klingon(s) are present, you may destroy them by firing your ship's Phasers or Torpedos. If they deplete your Shield Energy with their Phaser fire, or the allotted Stardates elapse, or you deplete your ship's Energy before refueling at a Starbase, you will have failed in your mission.

GOOD LUCK, CAPTAIN ---- YOU'LL NEED IT !!

Resign

If you resign your command, the federation will be conquered, since NCC-1701 is the only Federation ship assigned to the mission. This command should only be used in the direst of emergencies, ... when there is no hope left (or when you have been assigned a mission which is really above or below your capabilities).

Mission Rating

Following completion of a successful mission, your performance as a Captain will be rated by Starfleet Command and compared to ratings previously obtained by other Captains who have commanded NCC-1701 on this computer.

Your rating is a function of the total number of Klingons destroyed, and the number of Stardates required to do it. Specifically, the rating is the number of Klingons divided by the Stardates used, times 1000. If you destroy 25 Klingons in 25 Stardates, then, your rating would be 1000.0 Experienced commanders achieve ratings in excess of 1000 quite often.

Equality of the Sexes

On Stardate 2001.0 the Federation adopted the Equality of the Sexes Amendment. This Amendment (known throughout Starfleet as the "Tailhook Rider") requires that all Starfleet officers be addressed as 'Sir', regardless of sex or planet of origin.

Galaxy

The Galaxy consists of 16 Regions, each divided into 4 Subregions denoted by the Roman Numerals I - IV. Your position within the Galaxy is noted in your Ship Status Report (for example, **Sirius IV**), and a Galaxy Map is available from your Ship Computer.

Klingon

A native of the planet Klingon. Klingons are a warrior race which has enslaved many planets within the Galaxy. Klingons yearn to die bravely in battle, so you should feel good about dispatching them to their maker.

Star

Stars are shown on your Short Range Scan. You must Navigate around them, or your engines will be shut down due to "Bad Navigation" and you will lose valuable Stardates. While Stars do not affect your Phasers (or the Klingon phasers) Torpedos cannot go through Stars.

Starbase

You may re-fuel and re-arm at any Starbase by docking there. If any of your ship devices is damaged, Starbase Repair Crews will offer to repair the damage (at the cost of Stardates). Standard weapons complement is 3000 Energy Units and 10 Torpedos.

Quadrant

A Quadrant is one of the 64 Subregions within the Galaxy. You may think of the Galaxy as divided into an 8 x 8 Quadrant grid (numbered from 1,1 at the top left to 8,8 at the bottom right), with each Quadrant further divided into an 8 x 8 Sector grid (similarly numbered). A Galaxy Map and Galaxy Status Report is available from your Ship Computer.

Sector

Each Quadrant is further subdivided into an 8x8 grid of Sectors

Dock

You may Dock at any Starbase by navigating your ship to within 1 Sector (in any direction) of the Starbase. Docking Directions are available from your Ship Computer.

Course

Course is used to direct both Navigation and Torpedos. It is a number from 1 to (but not including) 9 as described in Course Directions.

Warp Factor

Warp Factor denotes the distance to travel when Navigating.

Phaser

Phasers are weapons used to destroy enemy ships. Long ago, the Klingons stole Phaser technology from the Federation, and have adapted the weapons for their own use (Klingon phasers are inferior to the current Starfleet technology).

Torpedo

Torpedos are a new weapon that the Klingon Empire has not stolen yet. Indeed, Klingons cannot detect a torpedo launch, so if you're accurate aiming them, the enemy is a cooked goose.

Shield

Shields protect your ship from enemy fire. If you take enemy fire in an amount greater than the Energy units assigned to your Shields, your ship will be destroyed.

Energy

Energy fuels your Engines for Navigation and powers your Phaser and Torpedo weapons. Ship Energy may be allocated to Shields (and depleted by enemy fire). If you run out of Energy (re-fuel by docking at a Starbase), your ship will be stranded in space and you will fail in your mission.

Stardate

One Stardate corresponds to one solar day on the Starfleet home planet Earth. You have 30 Stardates to complete your mission. Navigation (and repair at a Starbase) take time.

Impulse Power

Navigation with Warp Factors less than 1.0 is known as Impulse Power. You may use Impulse Power (as well as Warp Drive) to enter neighboring Quadrants

Retirement

The Fate of Unsuccessful Captains.

Warp Drive

Warp Factors of 1.0 or Greater engage Ship Warp Drive. Navigation with Warp Drive engaged takes 1 Stardate, no matter how great the Warp Factor.

Starfleet

Starfleet directs the fleet of Federation starships in defense of the Galaxy. Starfleet has assigned you your Mission, and will occasionally send you messages as you command the NCC-1701

Federation

The United Federation of Planets controls Starfleet (and the NCC-1701).

Shareware

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

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Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate moneyback guarantee if you don't use the product, you don't pay for it.

Disclaimer Agreement

Users of NCC1701 must accept this disclaimer of warranty:

"NCC1701 is supplied **as is**. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of NCC1701."

How to Register

NCC1701 is a **supported** "shareware program" and is provided at no charge to the user for your evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The purpose of shareware software is to provide personal computer users with quality software without high prices, and yet provide incentive for programmers to continue to develop new products. If you find that you are using NCC1701 and continue to use it after a reasonable trial period, you must make a registration payment of \$20 to me. You may do so by printing the order form in this help file (with the PRINT Command in the File Menu above), or simply calling me at:

Robert W. Feakins
4817 Browndeer Lane
Palos Verdes, CA 90274
(800) 859-3273 (Orders/Registration Only)
(Visa/MasterCharge very welcome)

When you register, I will send you a copy of the latest version of NCC1701, including enhancements such as levels of difficulty, save game, sound effects, access to our 800 support number, and more.

Your registration fee licenses one copy for use on any one computer at any one time. You must treat this software just like a book. An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Anyone distributing NCC1701 for any kind of remuneration must first contact me at the address above for authorization. This authorization will be automatically granted to distributors recognized by the Association of Shareware Professionals (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering NCC1701 immediately (However I must still be advised so that the distributor can be kept up to date with the latest version of NCC1701).

You are encouraged to pass a copy of NCC1701 along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it

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