# Star Trek®: Starfleet Command™

## Interactive Demo Instruction Manual

The Official Star Trek: Starfleet Command website:
http://www.interplay.com/sfcommand

If you have questions or comments, please use the Starfleet Command forum at:
http://feedback.interplay.com/sfcommand

## *System Requirements*

Starfleet Command requires the following system specifications:
Pentium™ 200mhz or better
32 megs of RAM
Win95/98 with DirectX 6.1 installed
*A 3D-accelerator card with 4megs of RAM+ is highly suggested.  Starfleet Command supports Direct3D.*

## *Basic Instructions*

Start the game by double clicking on the Starfleet Command icon.

Select your race from the menu (only Federation and Klingon empires are available in this demo.)

Select MULTIPLAYER, SKIRMISH or CAMPAIGN (for the tutorials) and follow the on-screen instructions.

In the tactical screen:
Left-click in space to change your desired heading.  Right-click to target a ship or an icon.  Press the Z key to fire all available weapons one-time (some hardpoints can be fired up to four times!)

If you have Quicktips on (default), hold the cursor over a button for quick help.  If you need more help, try the tutorials!

Good luck!

## *Demo Scenarios*

This demo includes only a few of the total missions available for Starfleet Command:

### *Demofest (Multiplayer)*

This demo comes with a Demofest scenario.  This is a shortened version of the Battlefest scenario that comes with the full game.  In Demofest, all players start in frigates for their respective race.  When your frigate is destroyed, you will be respawned in a heavy cruiser.  When your heavy cruiser is destroyed, you will be respawned in a dreadnought.  The last person to lose their dreadnought wins the game.

Access the Demofest scenario by selecting MULTIPLAYER from the main menu.  Select the type of multiplayer game (Direct TCP/IP, IPX, Mplayer Internet, Serial or Modem) and set the desired on-screen settings.  Select START.  The host needs to CREATE a game.  Select the desired map and click ANNOUNCE GAME.  Players can then JOIN the game.  When all players have clicked in, the host clicks the START button.

### *The Duel (Single-player Skirmish)*

The duel is a very basic scenario.  Two enemy cruisers encounter each other in a duel.  The difficulty level determines the ship selection.

## *Repair Rendezvous (Single-player Skirmish)*

This is a more complex single-player scenario. In this scenario, you will control multiple ships and have to use fleet tactics to defeat the enemy.

Access the skirmish missions by clicking on SKIRMISH from the main menu. Select the desired scenario from the list and click PLAY.

The full product comes with many more multiplayer and skirmish scenarios. It also includes a complete single-player campaign game using the Dynaverse™ engine to create dynamic missions!

## *Playing over the Internet using Mplayer™*

You can find online opponents over the Internet using Mplayer. The basic chat and matching services of Mplayer are free. The Starfleet Command demo should come with a copy of the necessary Mplayer software. If you do not have the Mplayer software installed, simply download the Mplayer software from:

http://www.mplayer.com/join

After signing up for Mplayer, double-click on the sfc.mpi file in the installed Starfleet Command demo directory.

## *Demo Tutorials*

This demo comes with two out of the six Federation tutorials. In the full product, the other Federation tutorials continue your instruction on more advanced game mechanics. The Klingons also have all six basic tutorials. The other races include special tutorials for their race-specific weapons and systems.

To start the tutorials, double-click on the Starfleet Command icon or select Starfleet Command from your START menu. As soon as the game introduction is done, click on the Federation symbol to select the Federation as your race.

You are now at the main menu. Click the CAMPAIGN button. Click on the BEGIN NEW CAMPAIGN button.

This is the main campaign menu, or Space Station. Click the ACADEMY button. On the left of the screen are two out of the six basic tutorials. These missions will provide instruction on how to use the tactical screen and play the game. For now, click on TUTORIAL #1. When you are finished with that tutorial, proceed to TUTORIAL #2. Good luck!

## *Default Hotkeys*

End Mission = ESCAPE
Multiplayer Chat = RETURN
Decelerate = A
Accelerate = S
Fire All Selected Weapons = Z
Select Target = T
Select Target (Reverse) = Y
Toggle Interface Bar = D
Drop Mine = M
High Energy Turn Left = NUM7
High Energy Turn Right =NUM9
High Energy Turn Turn = NUM5
High Energy Turn Hard Left = NUM4
High Energy Turn Hard Right = NUM6
High Energy Turn Back Left = NUM1

High Energy Turn 180˚ = NUM2
High Energy Turn Back Right = NUM3
Helm Steady = NUM8
Emergency Decelerate = . on the Number Pad
Orbit = NUM0
Erratic Maneuvers = / on the Number Pad
HelmHold = * on the Number Pad
Pause = PAUSE
Yellow Alert = Y
Red Alert = R
Flee! = F
Adjust Game Speed Down = [
Adjust Game Speed Up = ]
Transporter Bomb = B
Maximum Point Defense = TAB
Maximum Defensive Tractor = C
Launch Wild Weasel = W
Swap Player/Target Schematics = O
Toggle Cloaking Device = X

## *Function Keys*

Top Down View = F1
3/4 View = F2
Over the Shoulder = F3
Target's View = F4
Toggle Target Padlock = F5
Minimal HUD Information = F9
Average HUD Information = F10
Maximum HUD Information = F11
Screenshot = F12

## *Technical Support*

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at:

www.interplay.com/support/

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

 DirectX                          www.interplay.com/support/directx/
 Joysticks                        www.interplay.com/support/joystick/
 Modems and Networks    www.interplay.com/support/modem/
 (For game-specific information and additional troubleshooting, visit our main page at
www.interplay.com)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

www.interplay.com/support/

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter.  Please be sure to include the following information in your e-mail message, fax, or letter:

> Title of Game
> Computer manufacturer
> Operating system (Windows 95, DOS 6.22, etc.)
> CPU type and speed in MHz
> Amount of RAM
> Sound card type and settings (address, IRQ, DMA)
> Video card
> CD-ROM
> Mouse driver and version
> Joystick and game card (if any)
> A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
> A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5: 45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard.   Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard.  For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts.  All titles are listed alphabetically.  After you have selected your title, the most common difficulties will be listed.  If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative.  No hints or codes are available from this line.

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