

# Win Trek Help Index

## How To...

- [Get Started](#)
- [Use Strategic Display](#)
- [Use Tactical Display](#)
- [Use Ship Status Display](#)

## General Information

- [Background Objects](#)
- [Copyright and Licensing](#)
- [Registration Form](#)
- [Game Levels](#)
- [Game Storyline](#)
- [Natural Disasters](#)
- [Races of Universe](#)
- [Scoring](#)
- [Sector Color Code](#)
- [Ships](#)
- [Tips on Playing](#)

## Reference Information

- [Menu Commands](#)
- [Keyboard](#)
- [Mouse](#)
- [Term Definitions](#)

## How to Get Started

This game is written as a MDI application. The game main window is divided into many child windows. Each of the child windows (Strategic, Tactical, and Ship Status) is moveable and resizable. The Strategic window is used to give the player an overall view of the quadrant. The buttons represent the sectors of a quadrant. The Tactical window is the close-up view of a sector. The Ship Status window displays the current status of the player's ship.

The menu commands are different depending on the currently selected child window. For instance, to use the Strategic Scan command the player must first select the Strategic windows as the active window. Then the Control menu option will change to reflect the commands available for the Strategic window. Each window has different Control commands.

Most of the menu commands have an accelerator keyboard command. For example, the Strategic Scan command can be invoked by the "C" key. The accelerators are listed to the right of the menu command.

## How to Use Strategic Display



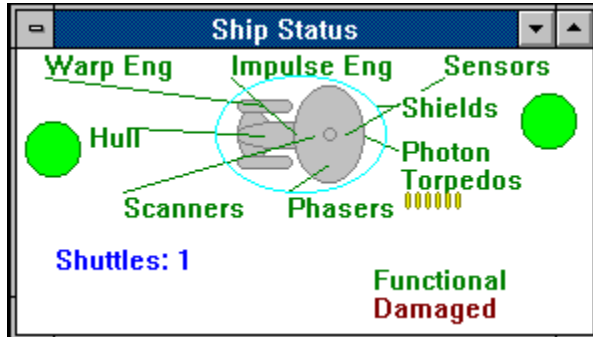
The player starts out a game in sector 0,0 (upper left corner of the Strategic window). The button is depressed indicating the current sector being displayed by the tactical window. The Sector Color Code for the sectors indicates the contents of the sector. The player can use the Strategic Scan command to scan the sectors next to the current sector. To move to another sector, the player presses the button of the sector to warp into. A maximum of two sectors can be warped at a time.

## How to Use Tactical Display



The Tactical window uses the mouse to control the player's ship. The left mouse button is double-clicked at the location the ship is to move to. The right mouse button is used to activate the Tactical Popup menu. The player places the cursor over the object to be acted upon. Then the right mouse button is pressed. The player then selects the command to be performed on the object. For example, clicking the right mouse button on an enemy ship and then selecting "Fire Phasers" will fire the phasers at the ship. The player may also interact with some background objects such as a starbase from the tactical display, for example.

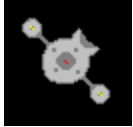
## How to Use Ship Status Display



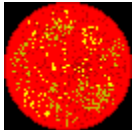
The Ship Status window contains the current status of the systems for the player's ship. The status is constantly updated. The player may change the order of the systems being repaired by using the Ship Status Repair command. For example, if the player wishes to have the warp engines repaired, the player would select the "Repair" command. The "Warp Engine" button is then selected to be repaired next.

## Background Objects

Background objects are seen on the Tactical Window. They are objects contained in the current sector. The player can interact with some of the objects. Following is a list of the objects:



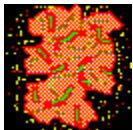
This is a starbase. The player can dock with it.



This is a gaseous planet. The player can orbit it.



This is a Type-M planet. The player can orbit it.



This is a nebula.



This is an asteroid belt.

The number of starbases and planets can be displayed from the Strategic Game Status command.

## Copyright and Licensing



Copyright © BFM Software 1992

Copyright © Brett McDonald 1992

Following are the system requirements:

- 1) 286 or higher processor
- 2) Windows 3.0 or higher
- 3) Windows operating in standard or enhanced mode
- 4) Mouse or other pointing device
- 5) Color monitor - High SVGA resolution recommended.

This game is shareware. This game is NOT free. If you like the game and continue to use it, you MUST register the game. Registration Fee: \$12.95 U.S.

BFM Software  
Brett McDonald  
20278 Old Homestead  
Harper Woods, MI 48225  
Compuserve ID 73770,1254

You may distribute this software as long as the following files are included:

WTREADME.TXT  
WT.EXE  
WT.HLP

All the above files, must be combined into a single file ZIP or other compression format for distribution.

Beyond a fee for the reproduction and media cost, no fee may be charged for distribution of this software.

This software claims no warranty, implied or otherwise. This software is provided "AS IS". The author claims no responsibility for any damages that might be caused by the use or abuse of this software. This software remains the property of the author. This software may not be modified in any way.

## Registration

Note: To print this registration form select FILE then PRINT TOPIC from menu.

Win Trek Registration Form

**Version:** \_\_\_\_\_

**Name to be registered:** \_\_\_\_\_

**Generated key:** \_\_\_\_\_

**Ship to address:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Please send check or money order for \$12.95. To:

BFM Software  
Brett McDonald  
20278 Old Homestead  
Harper Woods, MI 48225



## Game Storyline

Stardate 44421.3 -- the Romights have successfully convinced your ally the Klinions to join them in eliminating the UP from the universe. You, of course, are not going to let that happen. The Fergans have also joined the war against you. Your mission is to defeat them as quickly as possible. As always, be very careful when coming across the Borbans. You must rid this quadrant of enemy forces by yourself. All other forces are busy fighting in other quadrants around the universe. Good luck! The fate of the universe depends on your being able to win this battle.

## Game Levels

This game can be played at different levels. The three levels are Beginner, Normal and Advanced. Below are the descriptions of the levels:

### Beginner

This level is designed for new players. It is very easy and not very challenging.

- \* The ? Command bubbles are automatically displayed at the beginning of the game.
- \* The player gets more photon torpedoes.
- \* The phasers recharge faster.
- \* There are fewer sectors in the quadrant.
- \* There are fewer enemy ships in the quadrant.
- \* Natural disasters happen less frequently.
- \* Enemy ships fire slower with less force.
- \* The player's score is penalized.
- \* One less Wild Weasel Shuttle is supplied.

### Normal

This level is designed for a moderately paced, somewhat challenging game.

### Advanced

This level is designed for players wanting a challenge. It is very fast paced.

- \* The player gets few photon torpedoes.
- \* The phasers recharge slowly.
- \* Many sectors are in the quadrant.
- \* Many enemy ships are in the quadrant.
- \* Natural disasters happen more frequently.
- \* Enemy ships fire faster with more force.
- \* The player's score is enhanced.
- \* One more Wild Weasel Shuttle is supplied.

## Natural Disasters

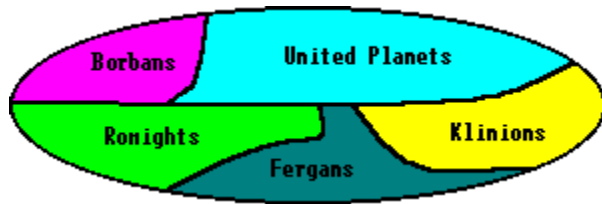
Natural Disasters are just a few of the situations starship captains must deal with. The situations are very random and are not predictable. They are just a "fact of life" while being in space.

Some natural disasters will cause damage to any ship in the sector. Ships that are docked will be protected by the starbase's shields. Ships in a planet's orbit will be protected by the atmosphere. It is also thought that a cloaking device gives protection, although, this is unconfirmed. These types of Natural Disasters can either work for or against a player. If the player's ship is very damaged, it could finish the player off. On the other hand, it will damage all the other ships in the sector the player is trying to defeat. Super Nova Bursts and Ion Storms are examples of these.

Other natural disasters do not cause damage to a player's ship. They just make it more difficult to keep control of the ship. They move the ship to another location in the quadrant or sector. These natural disasters can also work for or against a player, depending if the player wants to be moved away or near an enemy ship. Worm Holes and Subspace Wrinkles are examples of these.

## Races of Universe

The universe is made up of many different races. Following is a map of the universe with the location of the different races' territories:



The United Planets (UP) is the race of the player of Win Trek. The UP are a peaceful and noble race. They had eliminated war for over one hundred standard years. They had even become allies with the Klinions, who later betrayed them. The UP is made up of over 1000 planets. The territory of the UP is as large as the other races combined.

The Romights are a brutal race. They have created their empire by death and destruction. They are set on taking over the UP. The Romights have been at war for over 1000 standard years. During this war, they have become a race of expert soldiers. They are very powerful and will not be satisfied until the entire universe is theirs.

The Klinions are a fearless race of warriors. They were once an ally of the UP. Many years of friendship turned into mistrust. The Romights approached them with their plans to attack the UP. The Klinions turned on the UP.






The Fergans are a race of intergalactic mercenaries. They are very untrustworthy. They are being paid by the Romights to fight the UP. The Fergans are not very intelligent. They entered the war for the money.

The Borgans are the most dangerous of all races. They are not at war with the UP. The Borgans will, however, try to destroy any ship that gets in their way. The Borgan ships are the most powerful in the universe. Beware -- the Borgans don't have a word for mercy in their language!

## Scoring

Win Trek keeps track of the player's score throughout the game. Every time an enemy ship is destroyed, the player's score is incremented. The current score can be displayed from the Strategic Control Status command. The dialog box displayed will contain the current and high score for the player.

Scoring values are as follows for destroying objects:

Object	Score	Description
	50	<u>Armageddon</u> Class Ship
	10	<u>Executioner</u> Class Ship
	7	<u>Marauder</u> Class Ship
	5	<u>Bird of Prey</u> Class Ship
	1	<u>Plasma Torpedo</u>

The score is multiplied by the game level. The levels are beginner - one, normal - two, and advanced - three. For example, if an object's score is 5 and the player's level is normal the total score for destroying the object is 10.

Certain things cause the player's score to be decreased. They are as follows:

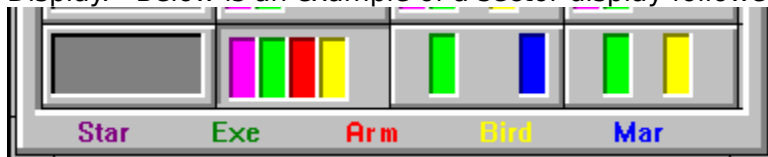
\* Launch Wild Weasel - decrease by 100.

\* Sensor Overload - decrease by 300.

A bonus is given to the player for destroying all enemy ships in the quadrant. The bonus is based on the time taken to complete the game.

## Sector Color Code

The Sector Color Code is the code for the notches in a scanned sector on the Strategic Display. Below is an example of a sector display followed by an explanation:



The gray button on the left is an unscanned sector. The bottom of the window has the color code as follows:

- Star - Starbase
- Exe - Executioner class ship,
- Arm - Armageddon class ship
- Bird - Bird of Prey class ship
- Mar - Marauder class ship.

For example, the second from the left button indicates that at least one Starbase, Executioner, Armageddon, and Bird of Prey is in the sector. More than one of a class could be present in a sector.

## **Ships**

Each race has its own ship class. They are all different in appearance and capabilities. Below is the information on each ship:



Class: Galaxy  
Race: UP  
Weapon: Phasers and Photon Torpedoes  
Speed: Fast  
Shields: Strong  
Hull: Thick

This ship is an all around performer. It is very large and heavily armored. It is fast and very well designed. It will serve the player well.



Class: Executioner  
Race: Romights  
Weapon: Plasma torpedo  
Speed: Average  
Shields: Average  
Hull: Average

This ship is large and difficult to destroy. It has no direct fire weapons. The plasma torpedoes are very dangerous up close. It has strong shields. It has a cloaking device that makes it impossible to fire upon it while cloaked.



Class: Marauder  
Race: Fergan  
Weapon: Tractor Repulsor Beam  
Speed: Slow  
Shields: Average  
Hull: Average

This ship is large and slow moving. The TR Beam has a long range.



Class: Armageddon  
Race: Borgan  
Weapon: Neutron Beam  
Speed: Fast  
Shields: Very Strong  
Hull: Very Thick

This ship is large, fast and has strong shields. The Neutron Beam has a long range and is powerful.



Class: Bird of Prey  
Race: Klinion  
Weapon: Disruptor

Speed: Very Fast

Shields: Weak

Hull: Thin

This ship is very fast. It is faster than the Galaxy class ship. It also has a cloaking device that will make it impossible for the player to fire upon it while cloaked.



## Tips on Playing

This topic will give a few tips on how to play Win Trek. The following are the tips:

### Strategic Display

- \* The player should use Scan Command to view sectors before entering. This will eliminate surprises.
- \* The player should move to every other sector and scan area. This way the player can map the entire quadrant without entering every sector. The player must remember that if the scanners are destroyed, all the sector displays will be reset.

### Tactical Display

- \* To defeat Executioner class ships - the player should obtain a safe distance and keep firing at them. The player must not get too close. If a plasma torpedo is fired at close range, it will cause great damage.
- \* To defeat Plasma torpedoes - the player must run from them. They deplete energy while moving. They can be fired upon to be detonated.
- \* To defeat Marauder class ships - the player should close range on them and fire while moving. They are slow to fire.
- \* To defeat Armageddon class ships - the player must close in and attack right away. The player must do the following:
  1. Reload photon torpedoes at a starbase before attacking.
  2. Fire photon torpedoes as fast as possible.
  3. Try to keep enemy ships between him/herself and the Armageddon. It will fire on the enemy ships giving the player extra time.
- \* To defeat Bird of Prey class ships - the player should ignore them. They are fast moving but, have low fire power. The player should dispose of them last and concentrate on attacking other ships first.
- \* The player can orbit a planet to hide from enemy ships. The enemy ships cannot fire at the player while a ship is in orbit but, the player cannot fire either.
- \* The player can dock with a Starbase. The Starbase will restock the ship with Photon Torpedoes. It will increase the rate of repair on the ship. It will also use its shields to protect the player's ship.
- \* The player should alternate between firing Phasers and Photon Torpedoes. This will allow the Phasers to recharge while the Photon Torpedoes are being fired.
- \* A Sensor Overload is a last ditch option to get out of a bad situation. This will destroy most of the player's ship though!
- \* Releasing a Wild Weasel Shuttle is a good way to get out of a critical situation. The enemy ships will attack it and not the player!
- \* Try to get on the other side of a Nebula or Asteroid Belt. The enemy ships will go through them to get to you.

### Ship Status Display

- \* The player must use the Repair command to indicate which damaged system to repair next. Damage control repairs systems in a certain order. The order is listed on the repair screen. Damaged systems are repaired in a top-down order.

## **Menu Commands**

File Menu

xxx Control Menu

Option Menu

Window Menu

? Command

Help Menu

Tactical Popup Menu

## **File Menu**

The File Menu includes commands that enable the player to control the game.

For more information, the user should select the File Menu Command Name:

New

Close

Register

Uninstall

Exit

## **New**

Selecting the New Command from the File Menu will cause a dialog box to be displayed. The user can then restart a game or cancel the new command. The user can select among three game levels that are beginner, normal, and advanced. The sound may also be set on or off on the dialog box.

## Close

Selecting the Close Command from the File Menu will cause the currently active window to close. The windows of the game are hierarchically connected so closing a window may cause other windows to close. The relationship is as follows:

Strategic Display owns:

Tactical Display

Ship Status Display

Also, windows may be closed by using the close command in the window's system menu.

## **Register**

Selecting the Register Command from the File Menu will cause a dialog box to be displayed. The register command is used to register the game.

The user should enter his/her name in the name field. This is used in messages to the user. The user must enter his/her first and last name.

The register dialog box has directions on the steps needed to register the game. This game must be registered after the 15 day trial period.

## Uninstall

Selecting the Uninstall Command from the File Menu will cause a message box to be displayed. The user can select YES or NO to uninstall Win Trek.

The following files are removed from the user's system in the uninstall processing:

- \* WTREADME.TXT - text file with miscellaneous Win Trek information
- \* WT.HLP - Win Trek help file
- \* WT.INI - Win Trek parameter file
- \* WT.EXE - Win Trek program file

**Note:** If share is installed in the user's system, Win Trek will encounter an error in the uninstall process. Share will not allow a program to access a file that another program is accessing. Windows is executing WT.EXE so the program cannot access it to delete it. The error message can be ignored and the WT.EXE file deleted by hand.

## **Exit**

Selecting the Exit Command from the File Menu will terminate Win Trek.



## xxx Control Menu

The Control Menu includes commands that enable a user to issue commands for the currently active window. This game is an MDI windows application. Therefore, the control's command will have different options based on the currently active window. To make a particular window active, the user must either click in the windows or use the window command to select the window.

For more information, the user should select the Control Menu for the particular window:

### Strategic Display Window

Scan

Game Status

Ship Status

### Tactical Display Window

Launch Wild Weasel

Sensor Overload

Dock

Orbit

Stop

### Ship Status Display Window

Repair

## Strategic Scan Command

The Scan Command will scan the sectors around the current sector. The sectors will lose the black null indication on the button face for the scanned sectors. The sectors will indicate the contents by the color of the notches in the button. The Sector Color Code allows a user to determine the contents of a sector without entering the sector.

## Strategic Game Status Command

The Game Status command will display a dialog box that contains information on the status of the current game. It will display the following information:

Level of game - level of the current game

High Score - highest score yet obtained for the game

Current Score - score of the current game

Starbases - number of starbases in all sectors

Planets - number of planets in all sectors

Enemy Ships - number of enemy ships still remaining

## **Strategic Ship Status Command**

The Ship status command will start the Ship Status window. It will display all systems of the ship and their condition. While the Ship Status window is active, this command is grayed.

## **Tactical Release Wild Weasel Command**

One Wild Weasel shuttle is carried on all Galaxy class ships. This shuttle may be released at any time. The shuttle will travel to the opposite end of the sector, hopefully leading the enemy away. The shuttle will have enough fuel to operate for about one standard minute. Only a few Wild Weasels can be carried on a ship. The number of Wild Weasels remaining is displayed on the Ship Status Display. Shuttles can't be stocked at starbases because of space limitations.

## **Tactical Sensor Overload Command**

The sensor array of a Galaxy Class can be overloaded to produce an energy wave of extreme force. This wave is strong enough to destroy most ships. Energy is built-up to a point that the sensor array explodes. This process will destroy parts of the sensor system that cannot be repaired away from a starbase. The resulting power overload will cause great damage to the ship. The shields will be completely destroyed and most of the ship will be damaged. This is only a LAST ditch option. A good captain would never try this unless it is a matter of life or death.

## Tactical Dock Command

The Dock Command will dock the ship at a starbase. The ship must be close to the starbase to dock. Docking will restock the ship with Photon Torpedoes. The ship will be protected from enemy fire by the starbase's shields. The rate of repair will double in speed. Also, you can only dock with a starbase once per visit to a sector. It will also replace critical parts destroyed in a sensor overload.

## **Tactical Orbit Command**

The Orbit command will cause the ship to orbit a planet. The ship must be close to the planet to orbit. The ship will be protected from enemy fire by the planet's atmosphere.



## **Tactical Stop Command**

The Stop command will cause the ship to stop all movement.

## **Ship Status Repair Command**

The Repair command is used to indicate which system the user would like repaired next. Damage control will repair the systems in a top-down order. A dialog box is displayed with all the systems. The undamaged systems are grayed. The next system to be repaired is selected. The user may select a system to be repaired next by setting the button on the dialog box.

## Options Menu

The Option Menu includes commands that enable the user to control options of the game.

For more information, the user should select the Option Menu Command Name:

Sound

Storyline

Pause

## **Sound Command**

The Sound command will turn game sounds on or off. The state of the sound switch is saved from game to game.

## Storyline Command

The Storyline command will turn the playing of the game storyline on or off. The state of the storyline switch is saved from game to game.

## **Pause Command**

The Pause command will pause the current game. A help button is placed on the dialog box for the user to access help.

## Window Menu

The Window Menu includes commands that enable the user to control the windows of the MDI application.

For more information, the user should select the Option Menu Command Name:

**Cascade** -- cause windows to be stacked on top of each other.

**Tile** -- cause windows to be fit next to each other on the main window.

**Arrange icons** -- arrange iconic windows on the main window.

**Close all** -- close all windows on the main window.

**Windows** -- select a window to become active.

## **? Command**

The ? Command will cause informational bubbles to be displayed on all open windows explaining the window. The bubbles are a short and quick form of help. The bubbles will be erased in a short while. The ? Command can be selected again to clear the bubbles.

A game started in beginner mode will automatically have the ? Command displayed at the beginning of the game.



## Help Menu

The Help Menu includes options that enable the user to get help for the game.

For more information, the user should select the Help Menu Command Name:

Help Index

Using Help

About

## Help Index Command

The Help Index command is used to invoke the Windows Help engine. It will start up with the help index for Win Trek.

## **Using Help Command**

The Using Help command will invoke the Windows Help engine. It will start up with the help for the Help engine.

## **About Command**

The About command will display a short dialog box that displays copyright and registration information. The More key may be pressed to display a picture of the development team for this software.

## Tactical Popup Menu

The Tactical popup menu is used to perform commands on an object in the Tactical window.

For more information, the user should select the Tactical Popup Menu Command Name:

Fire Phasers

Fire Photons

Scan

## Fire Phasers

The Fire Phasers command is selected from the Tactical Popup Menu. The player's ship will fire its phasers at the enemy ship that is nearest to the cursor. The phasers require a short time to recharge. The phasers may be fired as many times as desired. An enemy ship must be within a short distance from the cursor to fire the phasers.

## Fire Photons

The Fire Photon Torpedo command is selected from the Tactical Popup Menu. The player's ship will fire a photon torpedo at the enemy ship that is nearest to the cursor. There is only a limited number of photon torpedoes on the ship. They may be reloaded at a starbase. An enemy ship must be within a short distance from the cursor to fire a photon torpedo.

## Scan

The Scan command is selected from the Tactical Popup Menu. It is used to scan objects in the sector. An object must be within a short distance from the cursor to be scanned. A dialog box will be displayed with information about the object and its status. A plasma torpedo can be scanned to see how much power is left.



## Keyboard

Keyboard commands are shortcuts to the menu options. All menu options that have keyboard shortcuts have the shortcut key listed next to the menu command. The following is an example:

**Scan 'C'** - Scan is the menu command. Pressing the 'C' key will invoke the Scan command.

Following are the keyboard shortcut commands:

<u>Menu Command</u>	<u>Short-cut Key</u>
<u>Strategic Scan</u>	'C'
<u>Strategic Game Status</u>	'G'
<u>Tactical Release Wild Weasel</u>	'W'
<u>Tactical Sensor Overload</u>	'V'
<u>Tactical Dock</u>	'D'
<u>Tactical Orbit</u>	'O'
<u>Tactical Stop</u>	'P'
<u>Tactical Popup Fire Phasers</u>	'A'
<u>Tactical Popup Fire Photons</u>	'T'
<u>Tactical Popup Scan</u>	'S'

## Mouse

The mouse has a few special functions in Win Trek. The functions are different for each window. Following are the mouse functions for each window:

### Strategic Window

- \* The left mouse button is used to select the sector the player wishes to warp into. The sector button is single-clicked to activate the warp engines. Only two sectors can be warped at a time.

### Tactical Window

- \* The left mouse button is used to move the player's ship. The cursor is moved to the location the player wishes to move. Then the left mouse button is double-clicked.
- \* The right mouse button is used to activate the Tactical Popup Menu. The player moves the cursor on top of the object to be processed. The right mouse button is single-clicked. The Tactical Popup Menu is displayed. The player may then select the command to be performed on the object.

## Win Trek Definitions

Following are the defined terms of the game:

Antimatter

Asteroid

Cloaking Device

Disruptor

Impulse Engines

Ion Storm

MDI

Nebula

Neutron Beam

Phasers

Photon Torpedoes

Plasma Torpedo

Quadrant

Scanners

Sensors

Shields

Starbase

Strategic

Subspace Wrinkle

Super Nova Burst

Tactical

Tractor Repulsor Beam

Warp

Wild Weasel Shuttle

Win Trek

Wormhole

## **Antimatter**

Antimatter is simply the opposite of matter. In matter, an atom's electrons orbit the nucleus in a clockwise motion. In antimatter, an atom's electrons orbit the nucleus counterclockwise.

Mixing matter and antimatter will cause a very powerful explosion. A controlled mixture of matter and antimatter is the most powerful energy generating system known.

## Asteroid Belt



An asteroid is a large rock floating in space. These rocks are sometimes as large as small moons. The grouping of asteroids is called an asteroid belt. Asteroids are harmless to starships. Starships can pass through asteroid belts using navigational force fields to push the asteroids aside. Some asteroids will strike the ship causing damage.

## Cloaking Device

A cloaking device is used to camouflage a ship. It absorbs all types of electromagnetic energy. This causes a ship to become almost invisible to other ships. It is possible to track a "cloaked" ship but, next to impossible to get a lock-on to fire at it.

For some reason, cloaked ships are safe from Natural Disasters.

The Klinions and Romights are the only races to perfect this device.

## **Disruptor**

A disruptor emits a neutron beam that breaks down the molecular bonding between molecules. This is a very short range weapon but, can recharge quickly.

## **Impulse Engines**

Impulse Engines are used to navigate within a sector. They function by super heating hydrogen gas until it changes to plasma. Then a magnetic field is applied and a large amount of ions is emitted. These ions are used to propel the ship at speeds up to the speed of light.



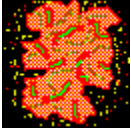
## Ion Storm

An ion storm is caused by certain gases reacting. These gases cause an electromagnetic reaction that will ionize an entire sector. The ionization of the sector will react with the electronics of a ship. The effect is quite powerful. It will damage anything in the sector not protected by an atmosphere or starbase strength shields.

## **MDI**

MDI stands for Multiple Document Interface. MDI windows applications have multiple windows contained within one main window. Program Manager or SysEdit are examples of MDI applications.

## Nebula



A nebula is a cloud of super-hot gases. This cloud of gases will eventually condense to form a star system. Nebulas give off a form of gamma radiation. The gamma radiation will cause a ship's shields to fail.

## **Neutron Beam**

A Neutron Beam is a concentrated beam of super condensed neutrons. The neutrons are condensed by a very powerful force field. The neutrons are released in an extremely powerful beam. This beam has long range and devastating power.

## Phasers

Phasers are a laser-like energy beam. Phasers use a capacitor to store energy. The capacitor requires time to recharge between firing. Beginner level player's capacitors recharge faster than advanced.

## Photon Torpedo

A Photon Torpedo is a triennium casing containing a small amount of antimatter. There is a force field that contains the antimatter. When the torpedo reaches its destination, the force field is dropped and a powerful explosion is created. Galaxy class ships can only hold a few Photon Torpedoes. Beginner level players receive more than advanced.

## Plasma Torpedo



A Plasma Torpedo is a small, sublight torpedo containing a plasma impulse engine. It takes a large amount of energy to charge the plasma torpedo. Therefore, the firing rate is slow. The plasma torpedo depletes its plasma fuel as it chases the target. At short range they are deadly. It is difficult to out run plasma torpedoes. They are faster than ships. A plasma torpedo can be detonated by firing on it.

## Quadrant

A quadrant is the section of the universe that a starship is assigned. This is also the range of the scanners. Quadrants are made up of sectors. The Strategic Display is the display of the quadrant.



## Scanners

Scanners are a ship's long range sensing equipment. They are used to scan the surrounding sectors of a ship's current location. Once a sector is scanned, its contents are recorded in the scanner's database. This database of information is displayed on the Strategic Display. When scanners are destroyed, the record of scanned sectors is lost.

## Sector

A sector is the smallest subdivision of the universe. Sectors are the tactical portion of space. The tactical display is the view of a sector. Quadrants are made up of sectors.

## Sensors

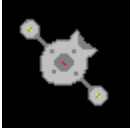
Sensors are a ship's short range sensing equipment. They are used to scan objects within a sector. They can be used to scan ships. The sensors also aid the fire control computers to lock-on to a target. When the sensors are damaged, the effectiveness of weapons is reduced by 50%. A sensor overload can also be created to help a ship in a bad situation.

## **Shields**

Shields are a force field of plasma energy that will absorb energy. The shields of a ship will protect it from enemy fire. The energy absorption level of a ship is finite. After the shields have a certain level of energy, they become damaged.

Shields also have a repulsor beam that is used to protect a ship from solid matter such as meteoroids.

## Starbase



A starbase is an oasis in the far reaches of the universe. These are very large, stationary spaceships. They are equipped with supplies and very strong shields. Starbases will protect a docked ship. They also will allow a ship to repair itself twice as fast as normal. Photon torpedoes are restocked when docking. The base commander will only allow one docking per visit to a sector.

## Strategic

Strategic is a term used to define an overall long range look at a situation or problem. In Win Trek the Strategic Display window shows the sectors of the quadrant. From this display, the player can plan the conquest of the sectors.

## Subspace Wrinkle

A subspace wrinkle is a pocket of antimatter that has naturally formed. The antimatter will cause a small warp field. When an object enters the warp field, it is moved to a new location. The distance is very short. It will not move a ship out of a sector. Antimatter is very unstable. After the ship leaves the warp field, the antimatter will disintegrate.

## **Super Nova Burst**

A super nova is a neutron star. It emits pulses of energy at certain times. The energy is quite powerful. It will damage anything in the sector not protected by an atmosphere or starbase strength shields.



## Tactical

Tactical is a term used to define a close-up or short range look at a situation or problem. In Win Trek, the Tactical Display window shows the current sector where the player's ship is located. This is where the player does most of the "work". The enemy ships are engaged here. The player docks with starbases to restock and to take a rest.

## **Tractor Repulsor Beam**

A Tractor Repulsor Beam is a very advanced form of a Tractor Beam. This weapon can switch from pull to push at a microsecond rate. This will virtually shake the target apart. It has a very long range. It takes a long time to build the energy needed to fire this weapon.

## Warp

Warping is a term for time space travel. Since it is impossible to travel faster than the speed of light, another type of travel is needed. It was determined that a starship could create a warp field that will cause a ship to alter the time-space continuum. This allows the ship to "warp" to a new location without really moving. This process requires a large amount of energy. A matter/antimatter engine provides power for the warping process.

## Wild Weasel Shuttle



A Wild Weasel shuttle is a decoy shuttle. This shuttle is very heavily loaded with electronic counter-measure equipment. This equipment is used to create a simulation of the ship that launched the shuttle. To any ship in the sector, the shuttle will appear to be the ship. The shuttle also has a very large shield generator to protect it while operating. The shuttle uses an impulse engine operating on overload to achieve the level of energy needed. The impulse engine will burn out in about a standard minute. The shuttle cannot be recovered.

# Win Trek

Win Trek is a copyrighted game created by BFM Software.



Copyright © BFM Software 1992

Copyright © Brett McDonald 1992

## **Wormhole**

A wormhole is a time-space inter-dimensional connection. It will instantly transport an object great distances. Wormholes are undetectable until they are encountered, then it is too late! They will move a ship many sectors. Their appearance is random. They do not cause damage to the ship.