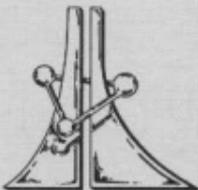


SFC-TM-7578

STAR FLEET

OFFICER'S MANUAL

Volume 1



**Star Fleet Command
United Galactic Alliance**

STAR FLEET

OFFICER'S MANUAL

VOLUME 1

Instructions For

STAR FLEET I™

The War Begins!™

by
interstel

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Captain Wallace exits the elevator to the bridge and nods to the security guard by the door. He walks quickly to the Captain's chair. His eyes scan the bridge, hardly noticed by a crew of eight, who are deeply involved in their duties. Operating the helm are two new officers fresh from the Academy. Captain Wallace shakes his head slightly and tries to remember the names of the fifty new crewmen assigned to the United Galactic Alliance Ship Saratoga over the past month. It is a grim sign of the war's toll on the Alliance military forces.

As the Captain sits down he turns to his right and comments to his First Officer who is monitoring the ship's sensors, "Sure is quiet." "Yes Sir," returns the First Officer, his eyes still on the scanners. Lately bridge duty has been like this, especially on patrol near the Neutral Zone. Fear and apprehension lay heavy upon the crew.

Brushing back his slightly gray hair, Captain Wallace thinks back to when he was a junior officer. He tries to make himself comfortable in his command chair as he recalls the days of adventure through peaceful exploration, prior to the Galactic War II that now rages. He thinks back to his first assignment on the U.G.A.S. Hornet and the two-year exploration of the Achernar Region, long before the resurgence of the Krellan Empire.

After the first galactic war, the Krellan Empire was all but extinct. The Krellans had been limited by treaty in both military strength and territory, which did not stand well with their barbaric nature. Then the Krellans inaugurated a new emperor — HENRI ZAE IV.

Henri Zae IV quickly proved to be the political genius of the 25th century. Under his rule the Krellan Empire began to prosper. More importantly, the brutal people regained military strength and pride under their new emperor. Two years after he came to power, the Krellan Empire expanded into non-Alliance "neutral" space — without firing a shot. Complacent Alliance Senators paid little attention to Zae and the Krellans as they expanded. The Krellan people soon began to worship Zae as their Messiah, and the Empire continued to grow. Propaganda and prejudice spread throughout the galaxy. During an interstellar speech, Zae declared Krellan superiority — the Barbaric Master Race was created to rule. Historians quickly compared Zae to Mecca's Zaldrez, Earth's Hitler, and Vega's Estar. All these self-proclaimed Messiahs brought war and destruction. Despite the obvious implications, the Alliance leaders paid little attention.

Soon after Zae's speech the initial intelligence reports began coming in. Rumors reached the Alliance that Zae had signed a treaty with an imperialistic alien race — the Zaldrons. "Impossible," proclaimed the Senatorial Leaders. "The Zaldrons would never compromise the security of their home worlds to a fanatical leader like Zae." "Utterly unbelievable," they maintained.

Finally on the morning of Galactic Date 3095.7 (August 29, 2414 A.D. Sol calendar), the galaxy paid attention. The Zaldrons attacked a small military planet on the outskirts of Deneb IV. This planet was Beta II, an Alliance Regional Fleet Headquarters. The Zaldron attack force had passed into Alliance territory completely undetected with the use of their invisibility screens (fortunately Zae has not yet acquired this weapon from the Zaldrons). After the Zaldrons knocked out the defenses of Beta II, the Krellan fleet moved in. The treaty signed by the two power-seeking, barbaric races resulted in the massacre of Beta II. The surprise attack killed over 94,000 Alliance personnel, the planet was no longer fit to sustain life, and much of the Alliance's fleet was destroyed. Thus began the bloody conflict, Galactic War II.

The Krellan onslaught did not stop there. Other Alliance bases quickly fell to Zae, and the unprepared and outnumbered ships of the Alliance fleet were swept away before the Krellan attackers. Soon only a handful of Alliance warships were left, and many of the outer regions found themselves virtually undefended, and helpless.

Crews familiar to the wonders of space exploration suddenly found themselves in the heat of battle. The Alliance had no choice but to recall those ships from exploration and reassign them to protect the outer regions. These lone ships had to bear a double burden — buy time for the Alliance to rebuild the fleet, and be the sole protectors of the isolated, sometimes heavily populated, regions.

Suddenly the Captain's thoughts are interrupted by a familiar sound. The alert klaxon is ringing throughout his ship. Several large spaceships are approaching: ..fast ... hostile ... KRELLAN! "RED ALERT — GENERAL QUARTERS!"

GENERAL SECTION

NOTE

The instructions given in this manual concerning function keys, which keys to press, etc., are written specifically for the IBM® PC (and compatibles) and the TI® Pro versions of **STAR FLEET I**.

If you have a different computer, see the enclosed supplement for instructions and changes to this manual required for your version of **STAR FLEET I**.

I. GENERAL SECTION

This section will provide you with information you will need before you begin play.

INTRODUCTION

STAR FLEET I is a strategic war game between two opposing forces. Invading fleets of hostile aliens from the Krellan and Zaldron Empires are threatening the very existence of democracy, and it is up to you to stop them. You will encounter hostile alien warships that move, intruders who sneak through your ship sabotaging systems, and much more. In addition, *Interstel* has incorporated into **STAR FLEET I** a feature which sets it apart from other space war games, and gives **STAR FLEET I** its name. You will become a member of *Star Fleet*, and compete (if you choose) with your friends or family members to progress through the ranks, from a rookie cadet in the Star Fleet Officers Academy to the rank of Admiral. Minimum standards have been set which players are required to pass in order to be promoted. Each player's promotion history and current standing towards promotion are kept. These are accessible to view by all members of the fleet. To complete the highest rank and reach the honorary rank of Admiral Emeritus is the long term goal, and being able to view the progress of the other players provides a competitive spirit.

In order to provide you with an added incentive to excel in individual missions, awards and decorations can be earned. These are awarded automatically by the program based on the results of individual missions and are entered into your permanent service record to be viewed by all.

When you start as a cadet in the Academy you will command the cadet training ship *Republic*. Upon graduation you will have a choice of thirty-six starships to command. Many of them have been named after famous warships of Earth's history. With each new adventure you can command a different ship.

So grab your command chair and get ready for an exciting trip through the interstellar void (actually, you will find it quite crowded). Bon Voyage and Good Luck!

A WORD OF CAUTION — We strongly advise you to review this manual before beginning play. There are many things a starship commander must know, and the program contains no instructions or hints. Do not be intimidated by the size of this manual. To make the game more enjoyable, a comprehensive manual was written so you could understand the basic strategy of **STAR FLEET I**, and more thoroughly use its many capabilities and features. Additional material and instructions are contained in the Star Fleet Officers Academy Training Manual (see p. 97). Despite the completeness of these manuals, we have purposely left a few things out for you to discover on your own.

However, it is advised you keep this manual and the *Quick Reference Card* nearby while playing, as you will find them most helpful.

If you are eager to start playing and do not want to first read the entire manual, we recommend you at least look over the following sections:

I. GENERAL SECTION

All parts except Your Service Record

II. COMMAND SECTION

Overview

Command	P1:	Target Calculator (TAR)
Command	P2:	Long Range Sensors (LRS)
Command	P5:	Navigation Control (NAV)
Command	P6:	Defensive Shields Control (SHD)
Command	P7:	Torpedo Control (TOR)
Command	P8:	Phaser Control (PHA)

III. INFORMATION SECTION

Starbases and Docking

Being familiar with these sections should provide you with enough information to set up and start a playing diskette, and play as a cadet. However, we strongly recommend you read the other sections of this manual as soon as possible.

The setup and playing instructions in this manual are written specifically for the IBM® PC and compatibles (including the TI® Pro) versions of **STAR FLEET I**. If the version you have is for a different computer, then a supplement (instruction booklet) describing the differences has been included. You may wish to go through this manual and mark the differences for your version to avoid confusion at a later date.

YOUR FIRST REAL COMMAND

You will be the commander of an Alliance heavy cruiser, which is assigned to defend the galactic quadrants of a region of the United Galactic Alliance. Your mission is to patrol these quadrants and eliminate the number of enemy vessels assigned to you by Star Fleet Command in the given number of days.

Your starship is equipped with phasers and torpedoes and is protected by defensive energy shields. Available power is 5000 units. This power is available for such things as movement, firing phasers and torpedoes, defensive shields, repairing damaged systems, operating your tractor beam and transporters, or launching deep space reconnaissance probes. More details of the Alliance Invincible Class heavy cruiser are presented in TABLE I. A list of the thirty-six starships available for your command is provided in the **INFORMATION SECTION**.

Your patrol area consists of 64 quadrants in an 8×8 grid. Each quadrant is defined by its location in the grid (see Figure 1); e.g., Quadrant "7,5" means row 7, column 5, counting from the upper left corner of the grid. Each quadrant in turn consists of 100 sectors in ten rows and ten columns. Each object (Krellan, star system, starship, etc.) occupies one sector, with the same position designation as used for the quadrants. Do not worry if you are confused — this is explained in detail with figures in the **COMMAND SECTION**.

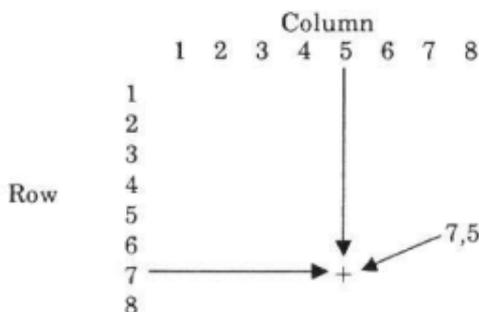


Figure 1 — Definition of Grid System

Your training will be as a cadet (Mission Level 1) at the Star Fleet Officers Academy, where you will perform only simulated computer training missions aboard the cadet training ship *Republic*. The Krellans will not move, there will be no Zaldrons, and life in general will not be as hectic as in the higher ranks.

After you have successfully completed the second mission at this level you will graduate from the Academy and be promoted to Lieutenant Junior Grade and given your first real command (Mission Level 2). From then on

you may choose any mission level up to that for which you are qualified, but only those missions at your maximum level will be considered towards your promotion.

The higher your rank, the harder it will be to get promoted. Likewise, the higher the mission level, the more difficult the game. TABLE II shows the ranks with their corresponding mission levels.

TABLE I — Details of the Invincible Class Heavy Cruiser

Maximum Safe Cruising Speed	C-Factor 6
Emergency Speed	C-Factor 8
Phasers	6
Torpedoes (or Mines).....	20 std 30 max
Maximum Total Power — units	5000
Life Support Systems	Primary & Backup
Defensive Energy Shields	4
Maximum Shield Strength — units.....	2000 ea 4000 tot
Critical Systems	13
Shuttlecraft	5
Deep Space Recon. Probes	3
Tractor Beams	1

Standard Ship's Complement:

Officers	32
Crew	398
Space Marines	70

TABLE II — Ranks and Mission Levels

Rank	Mission Level
Cadet (Ensign)	1
Lieutenant JG	2
Lieutenant	3
Lt. Commander	4
Commander	5
Captain	6
Commodore	7
Rear Admiral	8
Vice Admiral	9
Admiral	10

THE ENEMY

There are two races of hostile aliens — the *Krellans* and the *Zaldrons*. Characteristics of their respective space vessels are presented in TABLE III. The destroyer is the only type of Krellan ship identified so far by Star Fleet Intelligence. Even less is known about the warships used by the Zaldrons. Star Fleet has not been able to determine the Zaldron ship's class or type, although it is similar in size to a destroyer. More information about the Krellan and Zaldron empires is contained in the Officers Academy Training Manual.

Krellans

The Krellans are classified as warm-blooded humanoids. The Krellan people as a race are extremely hostile and aggressive. Their physical strength is greater than most inhabitants of the galaxy, including humans. Their aggressive behavior and raw courage are the product of centuries of selective breeding. Their society is based on conquest. Krellan children are selected at an early age for their future career. All parents hope their children will be selected to be part of the Imperial Krellan assault forces. If not, they will grow up in the working class, laboring all their lives to support the Empire with little gain for themselves. All political, medical, and upper class occupations are held by military officials. A Krellan's life is made up of war and conquest; this is their honor. For a Krellan to die in battle is the greatest honor of all. Thus an old Krellan saying,

"To Live is to Conquer and to Conquer is to Live!"

All else, even death, is secondary to a Krellan.



Krellan

Zaldrons

The Zaldrons are subterranean dwellers. They are cold-blooded reptiloids. However, they are extremely intelligent. The Zaldrons are an imperialistic race, but unlike the Krellans, they are not overly aggressive. Their battles are strategically planned and executed. Meticulous precision is a characteristic trait of the Zaldron. The Zaldrons serve a Queen, and in their society the females serve in all political and upper class occupations. This frees their males for war. Those males not suited for war become drones to the female officials. The Zaldrons were thought at one time to be a possible ally to the Alliance, but the queen's imperialistic ambitions led to an unholy alliance with the Krellan Empire in the hope of gaining territory from their conquest of the Alliance.



Zaldron

Enemy Tactics

Krellan movement depends on your mission level. For level one games they will not move at all. For level two games they will move only within your current quadrant. For levels three and above the Krellans will move within your current quadrant and also from quadrant to quadrant within the region. Their movement can be detected within the explored quadrants of your region by using long range sensors and watching the region map. The fewer there are and the higher your rank, the more likely they are to move. It is important to know the current location of the enemy. Using the region map you can see if a starbase is about to come under attack, or see if you need to change your strategy and head to a different part of the region to attack a higher concentration of enemy forces. The only known strategy of the Krellan attackers is that they tend to gather in and near quadrants where your starbases are located.

There will be up to five Krellans in each quadrant. The Zaldron warships operate individually and can enter or leave a quadrant at will, but there will only be one hostile Zaldron in a quadrant at a time. The Zaldron ships are normally invisible because of their invisibility screens. Their presence in your quadrant can be detected by your sensors due to their disturbance of the space-time continuum, but their exact position is usually only determined by accidentally colliding with or shooting them. However, the warping of the space-time continuum by their invisibility screen uses tremendous energy and it is difficult to maintain in a stable condition. Consequently, your short range sensors may occasionally detect a slight disturbance, which will appear as a momentary flicker on the Tactical Display of the sector containing the Zaldron. Since the Zaldrons use so much energy to stay invisible, if they remain in your quadrant long enough, they will get so weak that they will become visible and be unable to move.

Each enemy vessel will shoot at your starship each time one of the following happens (for items 1 and 2 there is a chance they might miss):

1. Your starship enters a new quadrant
2. Your starship moves
3. Your starship fires phasers or torpedoes
4. You operate the tractor beam or transporters

Also, if an entire day goes by without the enemy firing at you (i.e., you have not done any of the above things), they will fire at you anyway, just out of spite. The closer the enemy is to your starship, the stronger the hit will be, with a maximum of 475 units for Krellans or 575 units for Zaldrons when in a sector next to yours. When you damage an enemy vessel, its strength is weakened and cannot be regained unless your starship leaves the quadrant. However, once you leave their quadrant they will rapidly recharge their energy to full strength.

You need not eliminate all the enemy vessels (either by destroying or capturing them) in your region. There will always be more enemy ships in the region than are necessary to complete your mission.

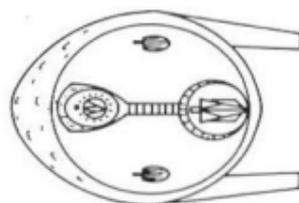
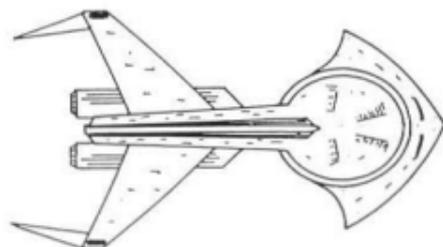
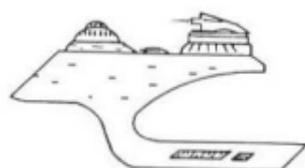
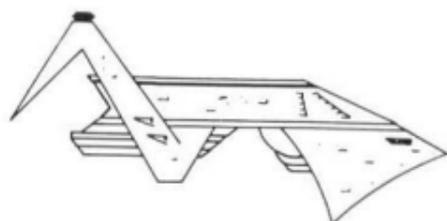


TABLE III — Characteristics of the Enemy Fleet*

Krellan Destroyer:	Zaldron Warship:
Cruising Speed C.F.4	Cruising Speed C.F.4
Maximum Speed C.F.6	Maximum Speed C.F.7
Phasers 1	Plasma Beams 1
Max. Total Power — units . . . 500	Invisibility Screens 1
Defensive Shields 1	Max. Total Power — units . . . 600
Critical Systems unknown	Defensive Shields 1
	Critical Systems unknown
Std. Ship's Complement:	Std. Ship's Complement:
Crew 110(?)	Crew 180(?)
Security 44(?)	Security 60(?)
Shock Troops 25(?)	Warriors 30(?)

C.F. means C-Factor

* — Courtesy Intelligence Division, Star Fleet Command



Krellan Destroyer

Zaldron Warship

YOUR SERVICE RECORD

Your promotion history and any awards or decorations you have received are contained in the *service record*. Your service record is updated automatically by the program at the end of each game. With the service record, you can watch yourself (and your friends) proceed up through the ranks.

After you have successfully completed your second mission as a cadet, you will be promoted to Lieutenant Junior Grade (Lt. JG). To be promoted from Lt. JG, you must complete at least three missions (at Level 2) with an overall efficiency rating of 75 percent. From then on, to be promoted you must successfully complete five missions at your current rank with an overall efficiency rating of 75 percent. If you have not been promoted after five missions, each new mission will count as 20 percent of your overall rating while all previous missions count as the remaining 80 percent. Thus, each mission will have the same effect on your rating as if it was one of the original five. There are no promotions from level ten games, although once you reach the point at which you would normally be promoted, you will receive the honorary rank of Admiral Emeritus.

You will not be promoted after a failed mission, even if your overall efficiency rating is above 75 percent. You must successfully complete your last mission in order to be promoted.



THE RIGHT COMPUTER HARDWARE

IBM® PC/PCjr, XT, AT and Compatibles

STAR FLEET I by Interstel requires an IBM Personal Computer or compatible with at least 128K bytes of random access memory (RAM), an 80-character mode video monitor (either color or black and white), DOS 2 or later, and one disk drive. The program will operate with either the color/graphics or monochrome adapter.

TI® Professional Computer

STAR FLEET I requires at least 256K RAM and will operate with either 1- or 3-planar graphics boards. DOS 2 or later is required.

IMPORTANT NOTE

In this manual we refer to the **<ENTER>** key. On the IBM Personal Computer the **<ENTER>** key looks like this:



and does not actually have the word "ENTER" written on it. This key is also known as the **<RETURN>** key on some other keyboards.

Other Computers

Please see the supplement for system requirements for other computers.

DISKETTE ACCESS

The **STAR FLEET I** program is separated into three segments: the beginning, mid, and end segment. Each segment is contained in a separate file or files; thus you should **never remove your STAR FLEET I diskette from the disk drive at any time while you are playing, unless instructed to do so by the program.**

The *beginning segment* creates the universe and processes the sign-on options. The major part of **STAR FLEET I** is the *mid-segment*. This is the largest segment and contains all the files necessary for play. A few commands are not initially loaded, but will automatically be read from your diskette into memory when selected by the player. The usual loading time is about five seconds.

After you have finished a game the *end-game segment* is read into memory. This segment processes the results of your mission, updates your service record, presents any awards or decorations you may receive, and grants promotions (if earned).

STAR FLEET I uses temporary data files on the diskette to transfer information from one program segment to another. If the simulation has been terminated early, then the data file(s) may not have been created and will cause the following messages to appear on your screen:

MISSION ABORTED

This message appears when the mid-segment is loaded into memory and the data file from the beginning segment is bad or missing.

IF EXIT TO SYSTEM IS UNINTENTIONAL,
YOU HAVE HAVE A MISSING/BAD FILE

This message appears when the end segment is loaded into memory. If the termination of the mission was NOT intentional, check to make certain your diskette is not full or bad. Refer to your Disk Operating System (DOS) Manual for how to do this. After **STAR FLEET I** ends you are given the option of returning to the beginning segment, where you can look at your service record or start a new game.

Your service record (plus those of any other players) is kept on your **STAR FLEET I** playing diskette. Taking care of these files is described in the **MAINTENANCE SECTION.**

SETTING UP YOUR PLAYING DISKETTE

IBM® PC/PCjr or Compatibles Version:

To set up your **STAR FLEET I** diskette for playing, please follow these steps (if you are not using PC-DOS 3.0) with your computer up and running. The diskette does not need to be set up for DOS 3+ (e.g., IBM AT).

1. Insert your **STAR FLEET I** diskette in drive A, and your DOS system diskette in drive B. (If you only have one disk drive, wait until prompted to insert the DOS diskette.)
2. Type **SETUP <ENTER>**
3. Follow the instructions on the screen. Your DOS system files will be transferred and the **STAR FLEET I** diskette will be made "bootable".
4. The **STAR FLEET I** diskette is now ready to run, but we strongly suggest you make a backup copy first (see next page).

ATTENTION IBM® VERSION USERS!

You can obtain extra space on your playing diskette by deleting the files not used by the memory version you are using. After you have determined which version (large or small) you will use from the chart on p. 16 and you have run it to make certain it works (to the completion of a mission), you can delete the unnecessary files. If you use the **LARGE** version, then delete the files **MSS.EXE** and **OVS.EXE**. If you use the **SMALL** version, then delete the file **MSN.EXE**. See your DOS manual for **ERASE** instructions. As a safeguard, do not delete these files off your non-playing backup diskette.

TI® Pro Version:

To set up your **STAR FLEET I** diskette for playing, please follow these steps with your computer up and running.

1. Insert your **STAR FLEET I** diskette in drive B, and your DOS system diskette in drive A. (If you only have one disk drive, wait until prompted to insert the **STAR FLEET I** diskette.)
2. Type **COPY COMMAND.COM B: <ENTER>**
3. The **STAR FLEET I** diskette is now ready to run, but we strongly suggest you make a backup copy first.

Installation on Hard or RAM Disks:

The **STAR FLEET I** diskette supplied by **Interstel** is NOT copy-protected; therefore it can easily be copied to a hard or RAM disk. With the **STAR FLEET I** diskette in drive A, and your computer set to the directory (you want **STAR FLEET I** in), just type **COPY A:*.*** and the transfer will be completed. The hard or RAM disk then becomes your playing disk. If you are using a RAM disk, be sure to copy your data files back to the playing diskette when you are finished.

BACKING UP YOUR PLAYING DISKETTE

STAR FLEET I writes on the playing diskette during each game, which increases the chances of the diskette eventually "wearing out." It is recommended that you copy the purchased diskette onto a blank diskette for playing, and save your purchased diskette as a backup. Before making a backup diskette, place a write protect tab on your original **STAR FLEET I** playing diskette(s).

To make a backup copy, you first need a blank double-sided diskette (or two single-sided diskettes) and follow these steps.

Double-Sided Diskette

1. With a blank diskette in drive B (or when prompted) and your DOS diskette in drive A, type `FORMAT B:/S <ENTER>`.
2. Replace the DOS diskette in drive A with your **STAR FLEET I** diskette, type `BACKUP <ENTER>` and follow the instructions on the screen.

Single-Sided Diskette

1. With a blank single-sided diskette in drive B (or when prompted) and your DOS system diskette in drive A, type `FORMAT B:/S <ENTER>`.
2. Replace the DOS diskette in drive A with your **STAR FLEET I** diskette A, type `BACKUPSS <ENTER>`, and follow the instructions on the screen.
3. Repeat step 1 with another blank diskette but this time, type `FORMAT B: <ENTER>`.
4. Repeat step 2, but use your **STAR FLEET I** diskette B.

When the backup is complete, store your **STAR FLEET I** diskette in a safe place and use your new backup copy as your playing diskette.

DO NOT PLACE A WRITE PROTECT TAB ON YOUR PLAYING DISKETTE.

STARTING THE SIMULATION

You may want to keep your original **STAR FLEET I** diskette(s) as backup(s) and use the backup copy to play with. If you have the IBM® version, then on your **STAR FLEET I** diskette are two versions of the program, a large memory version and a small memory version. These versions are identical except that the small memory version has to read the diskette more often. Choose the version to run from the following chart.

<u>Computer</u>	<u>128K RAM</u>	<u>More Than 128K RAM</u>
IBM PC, XT	Large	Large
AT	--	Large
IBM PCjr	Small	Large
PC Compatibles	Try large first, if no good, then use small	Large

If your computer requires the small version (e.g., PCjr), and you try running the large version, then generally the beginning segment of the program will run fine, but the main segment will fail to load in after the orders page.

You should start **STAR FLEET I** depending on your computer configuration. Most IBM® PC and XT's can use either method of starting.

For All IBM® Compatible Computers and DOS Systems (Except 3.0)

This method is **REQUIRED** for the PCjr with 128K RAM.

1. If you have set up your diskette as instructed, insert your **STAR FLEET I** diskette in disk drive A and either turn the computer on, or do a system reset by pressing <Cntl> <Alt> simultaneously.
2. When prompted, choose which version you want to play according to the above chart.

For Computers With More Than 128K RAM and the TI® Pro

From your normal system prompt and with your **STAR FLEET I** diskette in the default drive, type **BEGIN** (for the large version) or **BEGINS** (for the small version).

When starting or resuming a simulation, you will be asked some questions. Each question is described below. The program will accept both upper and lower case answers. Do not press <ENTER> if a single letter response to the question is expected.

Do you have 3-planar graphics?

This question only appears on the TI® Pro version. Press <Y> or <N>. There is no default answer.

Will you be using a color monitor?

Press <Y> if you will be using a color monitor for playing or <N> if you will be using a monochrome, black and white, green or amber screen

monitor. Any other response will cause the question to be repeated. There is no default answer to this question; you must press <Y> or <N>.

Would you like to turn sound off?

Press <Y> to turn the game sounds off, press <N> if you wish the game sounds left on. Pressing any other key will cause the question to be repeated. There is no default answer; you must press <Y> or <N>.

The simulation startup continues with the **STAR FLEET SECURITY SYSTEM**.

STAR FLEET SECURITY SYSTEM

To protect your **STAR FLEET I** simulation against unauthorized use by enemy agents and other undesirable sentient beings, two levels of security have been installed. The first appears after the title and credit screens have been shown, and requires you to enter a certain word obtained from the Officer's Manual per the instructions given on your screen. The following rules apply when looking up the security words.

1. Page # is as printed at the bottom of the page.
2. A line is any distinct row with alphanumeric data on it. Underscores and lines associated with figures do not count, but lines in tables do count; e.g.,

Purpose: Allows you to list the status of your ship's systems and repair those that are damaged.

This counts as two lines.

3. A word is defined as an unbroken string of alphanumeric characters with a blank at either end; i.e., $\text{\textcircled{non-blank characters}}$. However, punctuation marks do not count as part of a word. Hyphenated words count as one word.
4. The security words are taken only from this Officer's Manual. The changes contained in any supplement or addendum sheets are not counted.
5. Be sure to count all headings, including the large 3-letter abbreviations at the top of the Command Section pages, as lines.

Examples:

- a) Find word 6 on line 9 on page 18 – the correct word is "distinct".
- b) Find word 5 on line 11 on page 45 – the correct word is "lock-on".

The second level of security prevents other authorized Fleet members from signing on under your name, and possibly causing havoc with your service record. After passing the first level of security the following questions will appear.

Enter your last name:

Type your last name, or any other name you wish to use, and press **<ENTER>**. Your name may be up to sixteen characters in length. This name will be used for your service record and any awards and decorations you may receive. **CAUTION: No two player names can be the same.** This is done to ensure your being able to distinguish between players listed in the Star Fleet Personnel List.

Are you a new recruit?

This question will only be asked the first time you sign on under the name you specified in the previous step. This question is a check to ensure you

did not mistype your name. Press <Y> if you are a new player. Pressing <N> will cause the program to request your name again. There is no default answer to this question; you must press <Y> or <N>.

ENTER PASSWORD:

A password is necessary to prevent other players from playing under your name. If you are signing on for the first time, input any eight alphanumeric characters and press <ENTER>. DO NOT FORGET YOUR NAME OR PASSWORD. If you forget your password you will have to return to the Star Fleet Officers Academy and begin your training all over again (Mission Level 1), or you may ask the manager to look up your password for you using the Maintenance sign-on option (more on this later). If you are not a new recruit and you enter the wrong password, the program will abort and you will have to restart the simulation.

The simulation startup continues with **STARTING A NEW MISSION.**



STARTING A NEW MISSION

After passing the security system, the following questions will be asked. The default answer, if any, is shown in [].

Sign-on option?

If you are a new recruit this question will be skipped. If not, press the appropriate key to execute any sign-on option. The options will be listed on your screen, and are described fully in the **INFORMATION SECTION**. With these options you can review your service record, resume a previously saved mission, etc. Press <C> to continue on to a new mission. There is no default option to this question.

Enter Mission Level (1 = easy to 10 = hard) [MAX]?

If you are a cadet this question will also be skipped. Enter any integer between one and ten up to the level of your maximum rank (see TABLE II). Pressing <ENTER> without any input will default you to your maximum rank.

Do you want a Long, Medium, or Short mission [RANDOM]?

Press <L> to select a long mission, <M> for a medium length mission, or <S> for a short one. A short mission requires you to eliminate 10 to 30 enemy vessels, a medium mission requires 31 to 60 enemy vessels, and a long one requires at least 61 enemy vessels. The program will randomly select the number of enemy ships you must eliminate according to the mission length you select. If you press <ENTER> without any input, the program will randomly select between a long, medium, or short mission for you. It should be noted that for mission levels higher than two, longer missions increase your chances of earning high ratings and decorations. At high ranks (8+), it is almost essential that you select medium or long missions to be successful enough for promotion.

Enter your starship number [RANDOM]:

This question will be asked only for mission levels two and above. Star Fleet Officers Academy members are required to use the training ship *Republic*. The list of ships in Star Fleet will be displayed on your screen. Enter the number of the starship you wish to use and press <ENTER>. If you press <ENTER> without selecting a ship, the program will randomly select one for you. Refer to the **INFORMATION SECTION** for a list of the ships available and a description of the ship's status.

A message will now be displayed informing you the game setup is underway. After this process is complete, you will receive your orders informing you how many enemy vessels must be eliminated to successfully complete your mission in the time allocated. You will also be informed of the number of starbases located in your region and your mission sequence number. The mission sequence number allows you to keep track of the total number of games played by all players and is used in your service record for promotions and awards.

PRESS ANY KEY TO START

Your orders will be displayed until you press a key on your keyboard. Only press the key once and have patience, as there may be a delay before the screen clears. After pressing a key, the simulation's mid-segment is loaded and you are on your way! Please note that loading the mid-segment takes from a few seconds to a few minutes, depending on the type of computer.

Each question discussed on the preceding pages is listed in TABLE IV with its default answer. Some questions may be skipped depending upon your rank.

TABLE IV — Beginning Segment Questions

Question	Default Answer
Do you have 3-planar graphics (TI* Pro only)	none
Will you be using a color monitor?	none
Would you like to turn sound off?	none
(Enter a security validation word)	none
Enter your last name:	none
Are you a new recruit?	none
ENTER PASSWORD:	none
Sign-on option?	none
Enter Mission Level: (1 = easy to 10 = hard)	MAX RANK
Do you want a Long, Medium, or Short Mission?	RANDOM
Enter your starship number:	RANDOM

THE SCREEN FORMAT

To make the game more enjoyable, **STAR FLEET I** has a screen format which is easy to read and understand. This format is shown in Figure 2. The dotted lines in the figure do not appear on your screen; they are there only to show a division between different areas. Each area is described below and on the following pages.

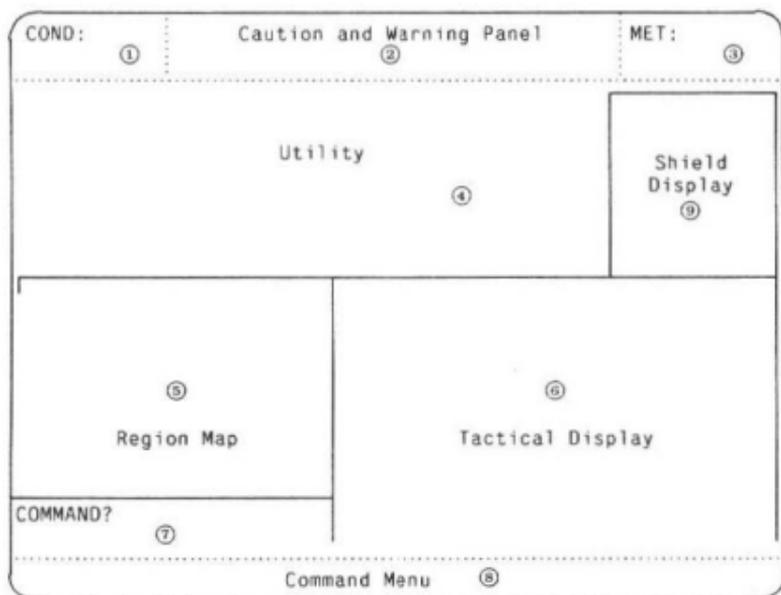


Figure 2 - STAR FLEET I Screen Format

- Area 1: **Ship's Condition** - Whenever hostile vessels are present in your quadrant (and not in tow), COND: ***RED*** is displayed, otherwise your condition is GREEN. However, when docked with starbase, your condition is DOCKED, regardless of the presence of any enemy in the quadrant.
- Area 2: **Caution and Warning Panel** - All primary warning and alert messages will appear in this area. A description of each alert message is in TABLE V.
- Area 3: **MET** - Shows the current Mission Elapsed Time (i.e., how many star days you have spent so far). The symbol next to the MET is explained on page 76.
- Area 4: **Utility** - Additional command inputs, command results, all messages, plus some displays appear here.

TABLE V – Caution and Warning Panel Messages

Message	Description
ZALDRON PRESENT	Indicates a hostile Zaldrion is present in the quadrant
INTRUDER ALERT	Indicates an enemy intruder is aboard
ATTACK ON BASE	Indicates one of your starbases is currently under attack
BASE CRITICAL	Indicates the starbase under attack has less than 25 percent shield strength remaining

Area 5: **Region Map** – The map of your assigned galactic region appears here.

Area 6: **Tactical Display** – Causes a diagram of your quadrant to be displayed with information about the quadrant, your ship's location within the quadrant, and critical navigation, ship status and mission status data. It is updated automatically each time a significant event occurs.

An example Tactical Display obtained from the short range sensors for the Alliance Starship *Invincible* is presented in Figure 3. In this figure, the *Invincible* is located in Sector 1,3 (row 1, column 3) of Quadrant 7,7 (row 7, column 7 of the region). TABLE VI defines the symbols used in the display, and TABLE VII explains the additional information also provided in the display.

TACTICAL DISPLAY

	1	2	3	4	5	6	7	8	9	10	Quadrant	: 7,7
1	.	.	I	k	k	Sector	: 1,3
2	.	.	*	Bearing	: 270.0 deg
3	k	.	.	.	*	Power	: 651
4	.	.	k	.	.	*	Shields	: 2562 (TOT)
5	#	729/	0/1000/ 833
6	*	Auto Alert	: OFF
7	.	.	.	+	+	+	+	+	+	+	Life Support:	PRIMARY
8	Torpedoes	: 8
9	.	.	k	Crew Losses	: 34/500
10	Aliens Elim	: 10/45

Figure 3 — Example Tactical Display

TABLE VI – Tactical Display Symbols

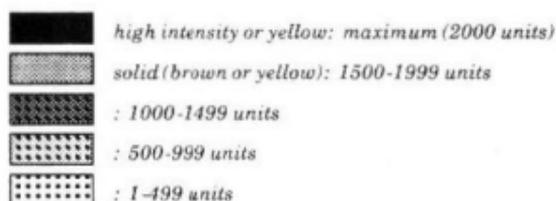
Symbol	Description
•	Empty sector
A-Y	The first letter of your starship's name
*	Star system
k	Krellan destroyer
Z	Zaldron warship (when visible)
#	Starbase
+	Mine

TABLE VII – Tactical Display Information

Item	Description
Quadrant	Your current quadrant location (row, column)
Sector	Your current sector location (row, column)
Bearing	Your starship's current heading – see NAV command
Power	This is all your power not currently allocated to defensive shields and is available for all other power requirements
Shields	Shows total shield power (TOT) and your current shield configuration (shield 1/2/3/4) – see SHD command
Auto Alert	Indicates whether the Auto Alert Switch is ON or OFF – see AAS computer task
Life Support	Indicates whether your PRIMARY or BACKUP life support system is on – refer to Ship Disabled in the INFORMATION SECTION
Torpedoes	The number of torpedoes remaining in your supply
Crew Losses	The first number indicates the total number of casualties incurred. The second number indicates the original number of crew and space marines onboard.
Aliens Elim	The first number indicates the total number of enemy vessels eliminated so far. The second number indicates the total number of enemy vessels that must be eliminated to complete your mission.

Short range sensors must be operational to use torpedo or phaser autofire, and if damaged, hamper ability for phasers to maintain lock-on as well as limiting available information about enemy vessels. If your short range sensors are damaged you can still update your Tactical Display by obtaining a *visual scan* of the quadrant, but the range is limited to two sectors distance. Large objects such as star systems or starbases are visible at any range.

- Area 7: **COMMAND?** – All command inputs are initially made here.
- Area 8: **Command Menu** – The current configuration of the function keys appears on the bottom line of your monitor. The numbers 1 through 10 will each be followed by the three letter abbreviation of the command that currently corresponds to that function key (refer to the **COMMAND SECTION**). This display will only appear on the screen when your computer is waiting for a command input.
- Area 9: **Shield Display** – Shows graphically the relative strength of your shields. The relative intensities are:



A "↓" symbol (high intensity or red) appears in the shield display if your Shield Control is knocked out.

The only exception to the screen format in Figure 2 is the Damage Control Display. It will fill the right side of the screen. This display will be automatically cleared and replaced by the Tactical Display when you exit the command.



COMMAND SECTION

II. COMMAND SECTION

OVERVIEW

There are many commands and computer tasks available to you. All commands are entered by pressing the appropriate keyboard function keys F1 to F10.

The commands are:

CMD NO	FNC KEY	COMMAND/TASK	ABBREVIATION
P1	F1	Target Calculator *	TAR
P2	F2	Long Range Sensors	LRS
P3	F3	Mission Status Report	STA
P4	F4	Damage Control *	DAM
P5	F5	Navigation Control +	NAV
P6	F6	Defensive Shields Control +	SHD
P7	F7	Torpedo Control +	TOR
P8	F8	Phaser Control +	PHA
P9	F9	Ship's Computer (six tasks) *	Cmp
P10	F10	Select Secondary Command Menu	2nd
S1	F1	Tractor Beam Control +	TRC
S2	F2	Transporters Control +	TRN
S3	F3	Mine Control +	MIN
S4	F4	Internal Security Control +	SEC
S5	F5	Region Map	MAP
S6	F6	Display Reset	DIS
S8	F8	Save Game	SAV
S9	F9	Stop Option	STO
S10	F10	Sound Option	SND
C1	F1	Reconn. Probes Launch Control +	PRO
C2	F2	Auto Alert Switch	AAS
C3	F3	No Operations +	NOP
C4	F4	Starbase Status Report	BAS
C5	F5	Emergency Hyperspace Maneuver +	HYP
C6	F6	Self-Destruct Sequencer	SLF

P - Primary Menu

S - Secondary Menu

C - Computer Menu

+ - Command uses time

* - Command may or may not use time

The above list shows several commands use time. **STAR FLEET I** does NOT execute in real time; that is, the Mission Elapsed Time indicator (refer to **The Screen Format** in the **GENERAL SECTION**) is updated only after executing a command which uses time. So long as you do nothing, the program will do nothing. This allows you to leave your computer and return later to continue your mission.

Since all commands are input via the function keys, similar commands have been grouped together into three command menus. These menus are shown in Figure 4. The program will automatically execute the command after you press the appropriate function key, i.e., you need not press **<ENTER>**.

COMMAND MENUS

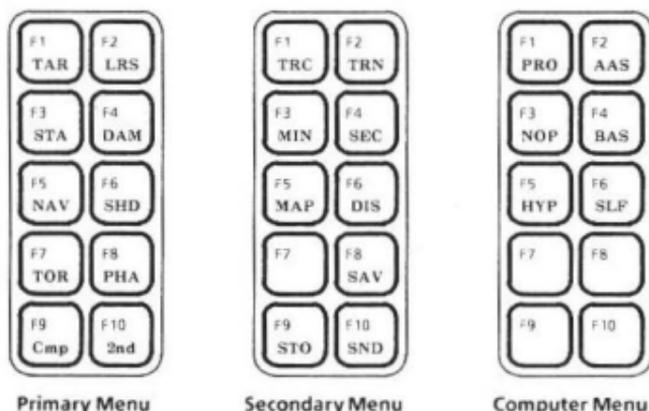


Figure 4 — Command Menus

A description of each command menu follows:

- Primary Menu** – Commands you will use most often. The Computer and Secondary menus are accessed through function keys F9 (Cmp) and F10 (2nd), respectively.
- Secondary Menu** – Commands you will find useful in certain situations. Function key F7 is not used. To exit the Secondary Menu and return to the Primary Menu, press **<ENTER>** or function key F7 when prompted for a command.
- Computer Menu** – Allows access to your ship's computer. Function keys F7, F8, F9, and F10 are not used. To return to the Primary Menu without executing a computer task, press **<ENTER>** or an unused function key when prompted for a task.

Whenever you are required to make additional inputs for the command and a single letter answer is sufficient, you should not press **<ENTER>** after typing the letter. For example, press **<Y>** for YES, or **<N>** for NO. The program will accept both upper and lower case inputs. If more than one number is expected, such as a quadrant or sector location, you must separate both numbers with a comma.

Descriptions of the commands are listed alphabetically and formatted as follows:

<i>Abbreviation</i>	The three letter abbreviation of the command as used in the menus
<i>Menu</i>	Shows on which menu the command is located
<i>Function Key</i>	The function key you must press within the command's menu to execute the command
<i>Purpose</i>	Explains what the command does
<i>Options</i>	Lists any options in the command
<i>Cancel</i>	Tells you how to cancel the command

In the lists of options and cancelling instructions, N/A stands for *None Available* or *Not Applicable*.

After the above synopsis, a detailed description of the command is provided explaining fully the command's options, how the command is used, and what the command does. Example inputs, figures, and tables are provided for clarification of some commands.

The target designator appears on the Tactical Display as a reverse video block (or a green background block on color monitors), that is located initially on your own ship sector. The target designator can be moved anywhere in your Tactical Display by using the numeric keypad or alternate keys as shown in the following diagram.

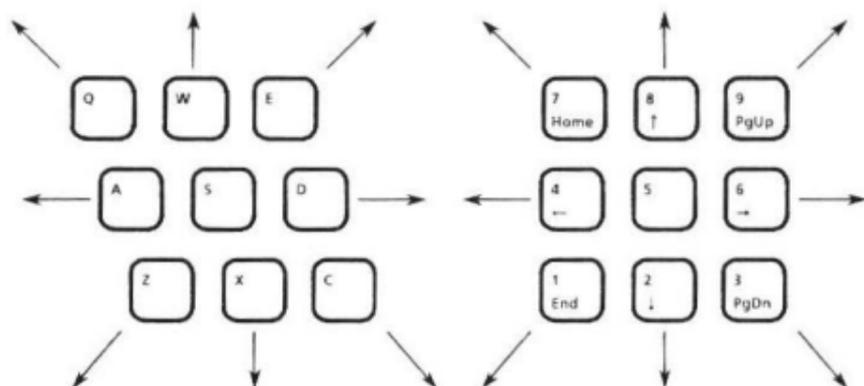


Figure 5 — Target Designator Control Keys

AAS

Task C2:

AUTO ALERT SWITCH

Abbreviation: **AAS** Menu: COMPUTER Function Key: F2

Purpose: Automatically raises and lowers your shields

Options: ON or OFF

Cancel: Press <N> when asked if you want to turn the switch on or off

When the Auto Alert Switch is ON, shield power will be raised, lowered, or adjusted automatically by your ship's computer, if needed. It will raise your shields evenly into Maximum Strength configuration (see p. 51). If there is insufficient power available, all power is put into your shields except for 25 units reserved for life support and maneuvering. When a Zaldron enters the quadrant, your shields are automatically raised to a level 2000 units higher than the total of the previous hits registered on your starship, if needed. This switch is normally left on, but in some cases such as when towing an enemy vessel or having set up a special shield configuration while low on power, it may not be wanted. The Auto Alert Switch is reset to the ON position whenever you dock with a starbase.

When the Auto Alert Switch automatically raises (lowers) your shields, **** SHIELDS RAISED (LOWERED) BY COMPUTER **** is displayed in the Utility Section of your screen.

The current setting of this switch appears in the Tactical Display.

Task C4: STARBASE STATUS REPORT

Abbreviation: **BAS** Menu: COMPUTER Function Key: F4

Purpose: Gives you the current status of your starbases

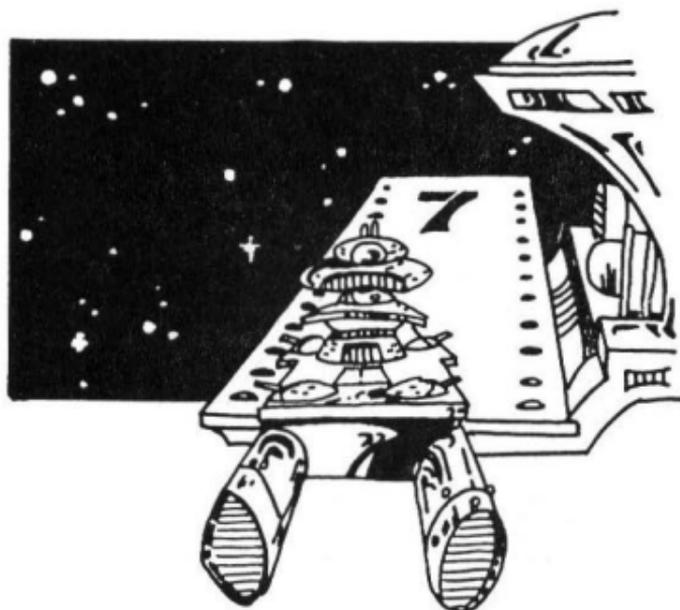
Options: N/A

Cancel: N/A

The Starbase Status Report gives you the quadrant location, strength, remaining crew replacements, and status for each starbase in your region, if known.

Following are the different statuses and their meanings.

- NORMAL - The starbase is not under attack
- ATTACK - The starbase is currently under attack by the enemy and needs to be rescued
- CRITICAL - The starbase is under attack and its shield strength is less than 25 percent, which means the base can no longer defend itself with its phaser
- DESTROYED - The starbase has been destroyed



DAM

Task P4:

DAMAGE CONTROL

Abbreviation: **DAM** Menu: PRIMARY Function Key: F4

Purpose: Allows you to list the status of your ship's systems and repair those that are damaged

Options: Repair

Cancel: Press <N> when asked if you want to repair a system

This command displays a list of your ship's systems, their operational status, and estimated time until repairs are completed. The actual repair time depends on the size of your crew and the ship's alert condition — condition GREEN will permit faster repairs than condition *RED*. The estimated repair time (E.R.T.) is in days. A sample Damage Control report appears in Figure 6.

If any of your ship's systems are damaged, you will be asked if you would like to repair one of them by diverting power from your reserves to the system via computer link. If you answer <Y>, you will then be asked for the system number. The system number corresponds to the number on the left in the Damage Control report. You will then be asked for the amount of power you want to use to repair the damaged system. About 100 units of power for each day of repair time are needed to completely repair the system. For instance, looking at Figure 6, it would require $2.62 \times 100 = 262$ units of power to completely repair your main engines (System 2). You need not allocate all the power necessary; allocating less power will reduce the repair time.

If any systems remain damaged, you will be given the opportunity to repair another system before exiting.

The number of damaged systems appears in the Mission Status Report.



*** REPORT FROM DAMAGE CONTROL:

	SYSTEM	STATUS	E.R.T.
1.	NAVIGATION COMPUTER	OPER	0.00
2.	MAIN ENGINES	*INOP	2.62
3.	AUXILIARY ENGINES	OPER	0.00
4.	SHORT RANGE SENSORS	OPER	0.00
5.	LONG RANGE SENSORS	OPER	0.00
6.	SHIELDS CONTROL	OPER	0.00
7.	TORPEDO CONTROL	OPER	0.00
8.	PHASER CONTROL	*INOP	0.96
9.	MINE CONTROL	OPER	0.00
10.	TRACTOR BEAM	OPER	0.00
11.	TRANSPORTERS	OPER	0.00
12.	PRIMARY LIFE SUPPORT	OPER	0.00
13.	BACKUP LIFE SUPPORT	OPER	0.00

Figure 6 — Example Damage Control Report



DIS

Task S6:

DISPLAY RESET

Abbreviation: **DIS** Menu: SECONDARY Function Key: F6

Purpose: Redraws the screen

Options: N/A

Cancel: N/A

This command clears the screen, redraws the Tactical Display and Region Map, and places the ship's condition, date, and any appropriate caution and warning messages at the top of your screen. You will then be prompted for a command.

Task C5: **EMERGENCY HYPERSPACE MANEUVER**

Abbreviation: **HYP** Menu: COMPUTER Function Key: F5

Purpose: Activates your Emergency Hyperspace Control to relocate your ship at random in the region

Options: N/A

Cancel: Press <N> when asked if the command is confirmed

This task permits your starship to enter a special state of hyperspace, usually to escape hopeless situations. The hyperspace maneuver requires 50 units of power and is uncontrollable. It will relocate your starship at random in the region and is very dangerous to use. There is a ten percent chance the maneuver will be unsuccessful and your starship destroyed. To cancel the command, press <N> when the computer asks you if the command is confirmed. Pressing <Y> to this question will execute the command. This question ensures you do not accidentally enter hyperspace.

LRS

Task P2:

LONG RANGE SENSORS

Abbreviation: **LRS** Menu: PRIMARY Function Key: F2

Purpose: Causes the code numbers for the quadrants surrounding your starship to be displayed on the Region Map

Options: N/A

Cancel: N/A

The code numbers for the quadrants surrounding your starship are displayed, e.g., 534 (for Quadrant 7,7). The digit in the 100's place gives the number of Krellans (but not Zaldrans!), the 10's digit gives the ID number of the starbase (if present), and the 1's digit gives the number of star systems. Thus, in Quadrant 7,7, there are five Krellans, a starbase (ID #3), and four star systems. Refer to Figure 7. There can be up to five Krellans, five stars, and one starbase in each quadrant. The quadrant that contains your starship is always the center quadrant of the scan. The long range sensor scan appears in the Region Map (see MAP command). An example long range sensor scan is presented in Figure 8. Captured enemy vessels, vessels in tow, and Zaldron warships never appear in the scan.

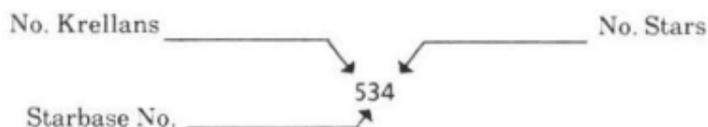


Figure 7 — Long Range Sensor Scan Notation

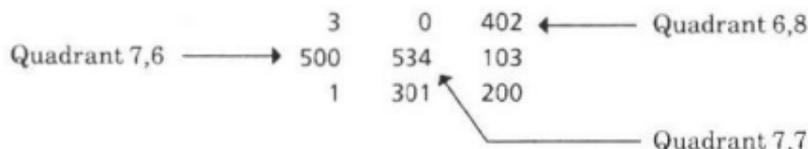


Figure 8 — Example Long Range Sensor Scan

Task S5:

REGION MAP

Abbreviation: **MAP** Menu: SECONDARY Function Key: F5

Purpose: Updates the Region Map

Options: N/A

Cancel: N/A

This command displays a map of your assigned galactic quadrants using the same code numbers as described in **Long Range Sensors** (see LRS). The map is continually updated as new quadrants are revealed, either by long range sensor scans or reconnaissance probes. The current location of your starship is denoted by blinking quadrant code numbers. A quadrant where a starbase is currently under attack is shown in high intensity (or red on color monitors). Any unexplored quadrants are denoted by "?". The region map is automatically updated each time you use your long range sensors, enter a new quadrant, launch a probe, or whenever a starbase comes under attack. Only when you enter a new quadrant is the entire map updated, the other items only update those quadrants that are affected. A sample region map is shown in Figure 9. Captured enemy vessels, vessels in tow, and Zaldron warships never appear in the map.

MAP OF PROCYON III REGION

	1	2	3	4	5	6	7	8	col. no.
1	?	?	?	4	10	4	1	?	
2	?	?	2	105	1	0	103	?	
3	3	?	305	2	3	100	403	?	
4	?	0	3	302	402	105	?	?	
5	?	?	?	4	?	205	?	?	
6	?	?	?	0	103	3	0	402	
7	?	?	?	3	4	500	534	103	
8	4	1	300	200	500	1	301	200	

Starbase under attack → **534**

Figure 9 — Example Region Map

MIN

Command S3:

MINE CONTROL

Abbreviation: **MIN** Menu: SECONDARY Function Key: F3

Purpose: Allows you to lay torpedoes as mines and retrieve them

Options: Lay or Retrieve

Cancel: Allocate zero mines to be laid; press <C> when asked if you want to retrieve mines; or input zero mines to be retrieved

Mines are most useful to damage or destroy single enemy vessels, especially Zaldrons.

As your starship moves it leaves a mine ("+") in each sector you pass through, until the allocated number have been laid. Upon leaving a quadrant, all mines in that quadrant that have not been retrieved are lost. When your starship passes through a sector with a mine, the mine is neutralized. Mines will mutually destroy torpedoes that hit them.

Upon entering this command, you will be informed how many mines are already allocated to be laid and the number of torpedoes remaining in your supply. Then you will be asked how many mines you wish to lay (allocate). You can allocate up to the number of torpedoes remaining in your supply. Entering "0" (zero) will cancel the command. Mines allocated are immediately removed from your torpedo supply. If you still have mines remaining to be laid and you specify more mines are to be laid, these will be *added* to the number already allocated. To prevent mines previously allocated from being laid, enter a *negative* number of mines you wish to deallocate. These deallocated mines will be returned to your torpedo supply.

After entering the number of mines to be laid, you will automatically be transferred to Target Calculator so you can designate your destination for movement. From Target Calculator, you can be directly transferred to Navigation Control. There are no restrictions as to course or C-Factor, but you can lay mines only in your current quadrant, and the Target Calculator will not allow movement outside the quadrant directly from Mine Control. Subsequently, if you leave the quadrant all mines laid will be lost, while all those remaining to be laid will return to your torpedo supply. Mine Control will continue to lay mines in your quadrant until the allocated number have been laid, regardless of the number of times you move.

MIN

If you enter Mine Control with mines already laid in the quadrant, you will first be asked if you want to retrieve the mines. Answer <N> if you want to lay more; answer <Y> if you want to retrieve any. A <C> will cancel the command. The computer will then ask how many mines are to be retrieved, and will automatically launch and control one of your shuttles to retrieve the mines. If you specify zero mines are to be retrieved, the command will be cancelled. The enemy can shoot during this command, both at you and your shuttle, so take care when using this option while in condition *RED*. Mines retrieved return to your torpedo supply.

Mines cannot be laid if you have a ship in tow and are useless at Mission Level (rank) one, since the enemy does not move.



NAV

Command P5:

NAVIGATION CONTROL

Abbreviation: **NAV** Menu: PRIMARY Function Key: F5

Purpose: This command allows you to move, either within your current quadrant or between quadrants in your assigned region

Options: N/A

Cancel: Press **<ENTER>** when asked for course and C-Factor*, or input a negative C-Factor after typing a course

The computer will ask for a *course* and *C-Factor*. Input the course angle in degrees ($-360 \leq \text{angle} \leq 360$). See Figure 10 for angle definitions. Next input the C-Factor on the same line separated by a comma. A C-Factor of 1.0 will move you one quadrant width (ten sectors), a C-Factor of 2.0 will move you two quadrants, etc. The maximum limit is C-Factor 8. A C-Factor of 0.2 will move you two sectors. To abort the navigation order, press **<ENTER>** without any input. If your *navigation computer* is damaged, your ship will be unable to compensate accurately for stellar gravitational fields, etc., resulting in an erratic course, and your ship's actual bearing may deviate from the input bearing by up to 30 degrees. Also, you may suffer damage if you run into a star or other object because manual engine shutdown is slower than that obtained by the navigation computer.

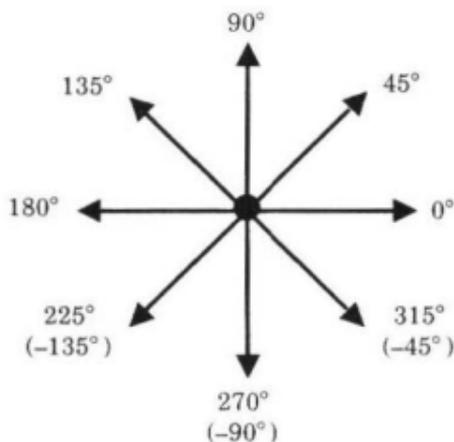


Figure 10 — Navigation Headings

* — The term "C-Factor" is derived from the physics symbol "c" for the speed of light.

For speeds greater than C-Factor 2.0, your ship will enter *hyperspace*. While in hyperspace, you will not collide with any stars, starbases, or enemy vessels in your path. However, your ship requires ten sectors to accelerate (speed up) to hyperspace, and ten sectors to decelerate (slow down) from hyperspace to a stop. During these twenty sectors, your ship will be stopped by any object in its path. Refer to Figure 11 below. For C-Factors less than 2.0, or when your navigation computer is damaged, your ship will NOT enter hyperspace and you will be stopped by any object in your way. Your *main engines* are required for C-Factors of 1.0 or more. For speeds less than C-Factor 1.0 your ship will move using *auxiliary engines*, and you will be stopped by any object in your path.

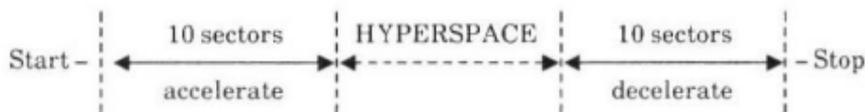


Figure 11 – Hyperspace Travel

To dock with a starbase you must move to one of the eight sectors surrounding it. The computer will then ask if you wish to dock. Answer "Y[es]" or "N[o]". You need not dock with starbase to deliver an enemy vessel in tow. If you answer "No" to the question about wishing to dock, the computer will ask if you want to deliver the enemy vessel in tow to starbase. An answer of "Y[es]" will transfer the ship to starbase without docking. Docking with starbase with an enemy vessel in tow will deliver the enemy vessel and resupply your own ship. You must dock to transfer prisoners from your ship to starbase.

If you travel across several quadrants (high C-Factor), you may stop up to three or four sectors from the sector for which you targeted. The error is due to navigation dispersions that occur during hyperspace travel over large distances.

Your ship's current bearing appears in the Tactical Display.

NOP

Command C3:

NO OPERATIONS

Abbreviation: **NOP** Menu: COMPUTER Function Key: F3

Purpose: Allows a mission time cycle to elapse without doing any operations

Options: N/A

Cancel: N/A

There are times when you may wish for the Mission Elapsed Time to update, but do not want to perform any specific time-using command. The NOP command is provided for this purpose. It can be considered as a "wait" command, allowing you to do nothing except wait for a certain amount of time to pass. An example of when this might be desirable is if you do not have enough power to repair a critically-needed system which is close to being repaired, so you can call NOP as many times as necessary to allow the system to be repaired.

**** WARNING ****

Although YOU do nothing during each time cycle caused by NOP, the rest of the universe goes on, including enemy firing, intruders, attacks on base, power usage for shields and life support, etc.

A time cycle (0.1 to 0.2 days) occurs automatically after you select NOP. There are no options or inputs.

Command P8:	PHASER CONTROL		
Abbreviation:	PHA	Menu: PRIMARY	Function Key: F8
Purpose:	Allows you to fire your ship's phasers		
Options:	Auto and Manual modes		
Cancel:	Press <C> or <ENTER> when asked for the firing mode; allocate zero power to phasers		

This command enables you to fire phasers at as many as six separate targets (even past stars!) simultaneously. Phasers are more effective than torpedoes at close range, and allow more control over the size of the hit on the target. If target lock-on is lost due to enemy movement, the allocated phaser will not fire in order to prevent wasting power. Phasers may be used to completely destroy the enemy or just disable them for capture. The firing modes available are *auto* and *manual*. When prompted by your computer for the firing mode, press <A> for auto or <M> for manual.

In *manual* mode, after entering the number of targets, input the sector and power allocated it for each target. The larger the distance, the more power is required – usually 50 to 400 units against full strength Krellans. You can even fire phasers at star systems, mines, or empty space. The only invalid targets are your own starship and starbases. You can input the target sectors by typing in the sector location at the prompt or you can use the target designator (see p. 31).

You select the designated target by pressing <ENTER>. The target designator block will stay on the sector selected (on color monitors it will change to magenta), and a new one will appear on your ship symbol, ready to be moved to the next target. After all targets have been selected, the designators will disappear.

In *auto* mode the computer will inform you of how many valid targets (i.e., hostile enemy vessels not in tow) have been identified, and will ask if any of them are to be disabled (in order to enable capture). If you answer "Y", auto-fire will go through each target individually and inquire if you want it disabled. If you press <A> (for ALL), auto-fire will assume all targets are to be disabled. Targets that are already disabled, which you have specified to be disabled, will be cancelled. Having completed this, or if you pressed <N>, auto-fire arranges the firing priority of the specified targets according to their potential harm to your ship and calculates the approximate power needed to complete the firing specifications. For enemy ships to be disabled, auto-fire calculates the power needed to reduce the target's strength to ten percent for Krellans and eight percent for Zaldrans. This allows a margin to still disable the enemy, even if they move closer or farther away. Having displayed the suggested power needed, the computer will ask you to input the total amount of phaser power you wish to fire. Auto-fire will then attempt to fire your phasers according to the firing priority. If insufficient power was allocated to eliminate all targets,

PHA

auto-fire will attempt to destroy each target in turn rather than divide the power evenly and destroy or disable none. Excess power, however, is fired evenly amongst all targets.

It should be pointed out that it is possible to have a larger hit on the enemy vessel than the number of units of power fired with your phasers. The hit on the enemy is NOT the number of units of phaser fire that reached him (phaser power decreases with range), but is the number of units of power required by the enemy vessel to defend against the blast. Thus at point-blank range, allocating 100 units of power to phasers will produce a 1000-unit hit on the enemy, which is more powerful than he can absorb, so he will be obliterated.

From time to time an enemy vessel will perform what is known as the "*evasive-loop-maneuver*." This maneuver is especially effective against phasers. The enemy will perform an evasive maneuver, and end up in the same sector from which they left (hence the name "loop"). Phaser target lock-on may be lost, and you will have to try again. Star Fleet Command is currently working on a defense for this tactical maneuver.



Command C1: **RECONNAISSANCE PROBES
LAUNCH CONTROL**

Abbreviation: **PRO** Menu: COMPUTER Function Key: F1

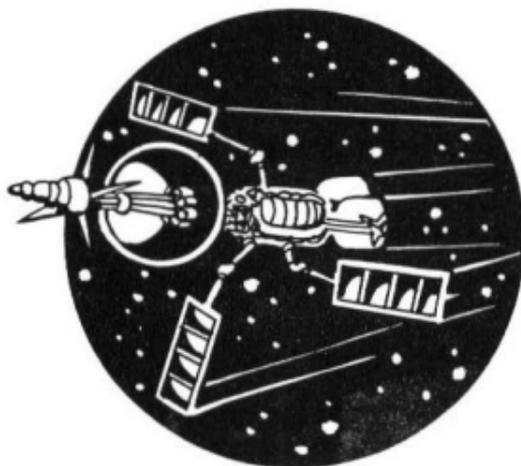
Purpose: Allows you to launch deep space reconnaissance probes for exploring remote quadrants in your region

Options: N/A

Cancel: Press **<ENTER>** when asked for launch angle and power; allocate zero launch power to the probe

This task allows you to launch three deep space probes per mission. The course and probe launch power inputs must be separated by a comma. The course uses the same angle definitions as in Navigation Control (see Figure 10). Approximately 80 units of power is enough to send a probe across the diagonal length of your assigned region. As the probe passes through space, it will display the code numbers of the quadrant it passes through in the Region Map (see LRS command). Probes are NOT supplied by starbases. This command will be automatically canceled if you have zero power in your reserves. If you allocate more power to the probe than is available in your reserves, the computer will again ask you for a course and power setting.

The number of probes remaining is shown in the Mission Status Report.



SAV

Command S8:

SAVE GAME

Abbreviation: **SAV** Menu: SECONDARY Function Key: F8

Purpose: Permits you to save your current game

Options: N/A

Cancel: Press <N> when asked if you want to save the game

You can save a game in progress to be resumed later by using this command. When asked, enter the file name you wish to save it under. You may use any valid 1-8 character file name allowed by your computer's operating system, e.g., GAME1, MARK, WARREN, etc. The computer will automatically add ".DAT" to your selected file name. When you *resume* the mission (using the "R" sign-on option), enter the name used to save it. Do NOT add an extension; ".DAT" is assumed. A game that has been resumed cannot be resumed again at the same point, although you can use the same file name to resave another or the same mission later. If you input an illegal file name, the computer will ask you for another name.

Command S4: INTERNAL SECURITY CONTROL

Abbreviation: **SEC** Menu: SECONDARY Function Key: F4

Purpose: Allows you to use your ship's internal security force to apprehend intruders

Options: Search, and Maximum Security Deck

Cancel: Press <C> when asked for an option; press <N> when asked if you want to specify a maximum security deck

This command gives you the latest information about any intruders aboard. The two options available are SEARCH and MAX. The status of your security search and maximum security deck is shown in the Mission Status Report. The options are described below.

SEARCH — allows you to start or stop standard security searches using your ship's normal security personnel. Press <S> to select this option.

MAX — allows you to specify a maximum security deck to concentrate your security forces in an attempt to capture the intruder. Maximum security can also be used to protect a nearby deck against sabotage as well as try to stop the intruder's advancement through your ship. You need not start a security search to specify a maximum security deck; it is recommended however, in case the saboteur slips through your defenses. To select this option after initiating a security search, press <Y> when asked by the computer if you want to specify a deck for maximum security. After answering yes, you will be asked for the deck number. Refer to the **INFORMATION SECTION** for the list of your ship's decks, primary functions, and vulnerable systems. Pressing <N> will cancel the command. You can also access maximum security by pressing <M> when prompted for an option. You can change the maximum security deck at any time using this command by pressing <Y> when asked if you want to specify another deck for maximum security. You can only have one deck under maximum security at a time. To cancel maximum security on any deck, answer "Y" to the previous question, and when prompted for a deck, enter "0" (zero). The one disadvantage to this option is you have less chance of capturing the intruder on other decks.

SHD

Command P6: **DEFENSIVE SHIELDS CONTROL**

Abbreviation: **SHD** Menu: PRIMARY Function Key: F6

Purpose: Allows you to adjust your four defensive shields

Options: Lower; Battle Entry; Maximum Strength; Total Strength; Press **<ENTER>** for individual shield allocation

Cancel: Press **<C>** when prompted for an option

Your ship has four defensive energy shields for protection against hits from enemy weapons. The location of the four shields is shown in Figure 12.

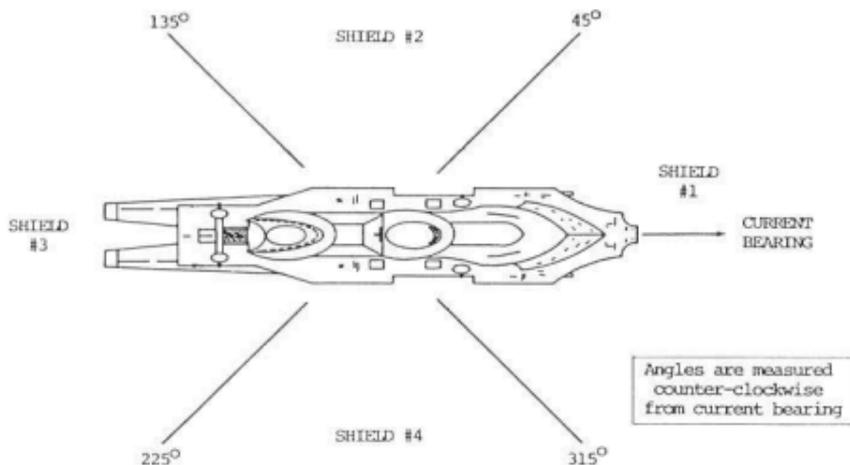


Figure 12 – Defensive Shields Location

The shield facing your heading (bearing) is always shield #1, while the left, rear, and right shields are numbers 2, 3, and 4, respectively, i.e., counter-clockwise from the front.

Each time you are hit, the number of units of the hit are subtracted from the shield or shields facing the enemy vessel. When a particular shield strength is exceeded by a hit, damage occurs to one of your ship's systems with casualties, and the excess power of the hit is absorbed by the adjacent shields. However, if the hit exceeds the penetrated shield or shields by more than 100 units or exceeds your total shield strength by more than 50 units, you will suffer severe damage with heavy casualties. If the hit exceeds your *total* shield strength by more than 100 units, your ship is *destroyed*. If there is not enough power in your shields to withstand another attack equal to the last one (taking into account any enemy vessels subsequently destroyed, or Zaldron arrival), a SHIELDS LOW warning will be given. Be careful, this warning does not take into account enemy movement.

The Shield Command permits power to be allocated to your four defensive shields. Power does not have to be allocated evenly. There are several options available to assist you in distributing shield power. Press only the first letter for the word options.

The available options are:

C (ancel)	Cancel the command
L (ower)	Lower all shields to zero – power is returned to your main reserves
B (attle Entry)	Battle Entry Configuration; doubles power to front shield, with none in rear (i.e., 2#/#/0/#), and leaves at least 100 units in reserves
M (aximum Strength)	Maximum Strength Configuration; allocates available power evenly to all shields (i.e., #/#/#/#), and leaves at least 100 units in reserves, if possible
T (otal Strength)	Total power allocated to shields, 1/4 to each
(Individual) <ENTER>	Allows you to allocate power to each shield individually; Shield Control will prompt you for each power setting. Pressing <ENTER> without any input for an individual shield prompt causes zero power to be placed in that shield.

If you enter Defensive Shields Control with any enemy vessel in tow, you will be given a warning that raising a certain shield will cut off the tractor beam. You will then be asked to confirm the command. Answering "Y[es]" will allow you to adjust your shields, while a "N[o]" response will exit you from the command.

If Shield Control is damaged, you will be unable to adjust your shields. When this happens and your power reserves are exhausted, your Chief Engineer will ask if you want him to attempt to rig a bypass circuit (you have no power to repair the system). If you answer "Y" he will attempt to bypass Shield Control to lower ONE of your shields and return power to your reserves. There is danger involved with this procedure; additional critical circuits could be destroyed resulting in more damage and casualties. If this procedure fails, you can still bypass Shield Control under certain conditions using your ship's tractor beam. Refer to the TRC command for more information.

The maximum capacity of your shields is 4000 units total power, and no individual shield can accept over 2000 units of power. Whenever your shields are up, they use power from your reserves at the rate of one unit power for each 1000 units of shield power per time update.

The current strength of your shields appears in the Tactical Display.

SLF

Command C6: **SELF-DESTRUCT SEQUENCER**

Abbreviation: **SLF** Menu: COMPUTER Function Key: F6

Purpose: Destroys your starship

Options: N/A

Cancel: Press <N> when asked if the command is confirmed

This is to be used only as a last resort, in cases where your ship is about to be destroyed or disabled anyway. Your self-destruction will also destroy all vessels in your present quadrant. The destruction of any enemy present will increase your final (but losing) efficiency rating. When asked if the command is confirmed press <Y> to execute the command, press <N> to exit.



Command S10: **SOUND OPTION**

Abbreviation: **SND** Menu: SECONDARY Function Key: F10

Purpose: Turns the game sounds on or off

Options: N/A

Cancel: N/A

This command acts like a toggle switch and allows you to turn the game sounds on or off. This option is ON at the start of the game unless turned off during the setup. To turn the switch off, press the function keys "2nd" followed by "SND." To turn the sounds back on, simply push the two keys again.

STA

Command P3: **MISSION STATUS REPORT**

Abbreviation: **STA** Menu: PRIMARY Function Key: F3

Purpose: Gives information on the current status of your mission and any alien vessels in your quadrant

Options: N/A

Cancel: N/A

The Mission Status Report gives you the position and strength of each Krellan and Zaldron (if visible) in your quadrant, plus other information. If your short range sensors are damaged, information on the enemy vessels will be limited, e.g., unknown strength and unknown exact position if out of visual range. An example report is shown in Figure 13. TABLE VIII gives a description of the eight items found on the right of the status report.

The Mission Status Report will also inform you of the sector location of any enemy vessel in tow; whether or not a security search is in progress; and give you the deck number if you have specified one for maximum security. These messages appear below the items on the right of the display and are only shown if appropriate.

ENEMY STATUS:				INVINCIBLE STATUS:			
Alien	Sector	Power	Status	Sys Out	:2	Shuttles	:5
Krellan	4, 3	70.3%	Hostile	Marines	:60	Prisoners	:27
Krellan	3, 1	44.8%	Hostile	Days Left	:37.5	Aliens Left	:35
Krellan	1,10	9.6%	Disabled	Prj Rtnng	:77%	Probes Left	:1
Krellan	9, 3	100.0%	Hostile	Ship in tow	—	Sector 1, 4	
Krellan	1, 4	0%	Captured				
Zaldron	UNK	UNK	Hostile				

Figure 13 — Example Mission Status Report

TABLE VIII – Mission Status Report Items

Item	Description
Sys Out	The total number of critical systems currently inoperative
Marines	The current number of space marines aboard
Days Left	The number of star days left to complete your mission
Prj RtnG	Your projected efficiency rating
Shuttles	The number of shuttlecraft remaining
Prisoners	The number of enemy prisoners aboard
Aliens Left	The number of enemy vessels that remain to be eliminated to complete your mission
Probes Left	The number of deep space reconnaissance probes

The projected efficiency rating (Prj RtnG) takes your current "kill rate" (see p. 76), projects it to the end of the mission, and then uses this information to calculate your final efficiency rating. This assumes that you will not do any of the events listed on page 75 that modify your rating. The closer you are to the end of the mission, the more accurate the projected rating will become. Early in your mission, it may fluctuate a lot and should not be considered accurate. There is a more detailed description in the **Officers Academy Training Manual** on how the projected efficiency rating is calculated.

STO

Command S9:

STOP OPTION

Abbreviation: **STO** Menu: SECONDARY Function Key: F9

Purpose: Allows you to stop your mission.

Options: N/A

Cancel: Press <N> when asked if you want to stop the mission.

This command allows you to stop your present mission without saving it and returns you to the computer's operating system. Missions that are stopped do not become part of your service record, so they will not be considered towards promotion.

Command P1: **TARGET CALCULATOR**

Abbreviation: **TAR** Menu: PRIMARY Function Key: F1

Purpose: Computes the bearing and distance from your starship to any point in the region

Options: Automatic access to Navigation Control

Cancel: Enter an invalid quadrant or sector location

The Target Calculator computes the bearing and distance from your starship to any given target. Enter the target quadrant and sector location when asked by your computer. You can use either manual input or the target designator (see p. 31). The designator will initially appear on the default quadrant and then sector. If you have selected a quadrant other than your current one, the Tactical Display will temporarily be cleared of objects until you have selected the target sector in the new quadrant. When entering the quadrant location, pressing **<ENTER>** without any input will target you to your present quadrant location. To cancel the command input an illegal quadrant number, e.g., 0,0; - 1,5; 11,11. **You must input two numbers.** When entering the target sector location, pressing **<ENTER>** without any input will target you to Sector 5,5 of the target quadrant. Refer to TABLE IX for example inputs. In TABLE IX, inputs made by the player are shown in bold type, and **<ENTER>** indicates pressing **<ENTER>** without any input.

You have the option of entering the calculated bearing and distance directly into Navigation Control. If you answer "Y" to the prompt, the calculated bearing and distance to the target will be transferred directly to Navigation Control, and your ship moved. When the target is in your current quadrant, the target calculator will also inform you which of your ship's shields is facing it.

TABLE IX - Example Target Calculator Inputs

Input	Description
Quadrant? <ENTER> Sector? 1,1	Targets you to Sector 1,1 of your current quadrant location
Quadrant? 4,5 Sector? <ENTER>	Targets you to Sector 5,5 of Quadrant 4,5
Quadrant? 3,2 Sector? 6,7	Targets you to Sector 6,7 of Quadrant 3,2
Quadrant? 0,1	Cancels the command - 0 is an invalid quadrant location
Quadrant? <ENTER> Sector? <ENTER>	Targets you to Sector 5,5 of your current quadrant location

TOR

Command P7: TORPEDO CONTROL

Abbreviation: TOR Menu: PRIMARY Function Key: F7

Purpose: Allows you to fire torpedoes

Options: Auto and Manual modes

Cancel: Press <C> or <ENTER> when asked for the firing mode; allocate zero torpedoes to fire

This command enables you to fire up to *five* torpedoes at once against separate targets. Two firing modes are available: *auto* and *manual*. When prompted by your computer for the firing mode, press <A> to select auto or <M> for manual. Note that auto mode requires operational short range sensors.

In *manual* mode, the computer will give you the angles to each hostile Krellan or Zaldron (if visible), but does not take into account intervening stars, starbases, or mines, all of which will stop torpedoes. The angles are given in degrees using the same orientation as for navigation (see Figure 10). After being given the firing angles, you will be asked how many torpedoes you wish to fire. The computer will then prompt you for each firing angle.

In *auto* mode, the computer automatically determines how many targets can be hit by your torpedoes, displays the number of targets selected (able to be hit), and asks you how many torpedoes are to be fired. Torpedo Control will then fire the torpedoes in a calculated order of priority determined by the hit potential of each visible enemy vessel, where the vessel that can hit your ship the hardest has the highest priority. However, if an enemy vessel will hit you with over 400 units, auto-fire will allocate an extra torpedo to it before finishing the remaining allocation amongst the other enemy ships. If all enemy ships have a hit potential over 300 units, this priority modification is ignored. If there are two or more enemy vessels in a line from your starship, and if enough torpedoes remain to be allocated, auto-fire will allocate an extra torpedo to be fired at them. **WARNING: Auto-fire does not check to see if a starbase is directly behind a selected enemy vessel.** Thus, if an extra torpedo was allocated, or if the enemy moves, there is a danger you might hit one of your starbases. Starbase commanders do not like it when you hit them with torpedoes.

Five units of power per torpedo fired are used. If a torpedo is not a direct hit the enemy vessel's shields may deflect it, but they will still suffer damage and some loss of strength. Some computed firing angles may be one degree off which can cause a miss (or target selection failure in auto mode). If this is verified by the torpedo track you may have to adjust the angle accordingly in manual mode.

The number of torpedoes remaining in your supply appears in the Tactical Display.

Command S1: **TRACTOR BEAM CONTROL**Abbreviation: **TRC** Menu: SECONDARY Function Key: F1

Purpose: Activates your ship's tractor beam for placing vessels in tow, or for retrieving mines

Options: N/A

Cancel: Press **<ENTER>** when asked for the target sector

To place an enemy vessel in tow, it must be *disabled*, i.e., strength less than twenty percent for Krellans or less than sixteen percent for Zaldrans. When a vessel is secured in towing position, whether captured by boarding parties or not, you can tow the vessel anywhere you go. If you can deliver the vessel in tow to a starbase it will increase your mission efficiency rating. Once an enemy vessel is secured in towing position, they can no longer fire at you; however, you can still fire at them with your phasers or torpedoes using manual mode.

When your tractor beam is used on mines, you can reposition them next to your ship to be automatically brought aboard. Mines that are brought aboard return to your torpedo supply.

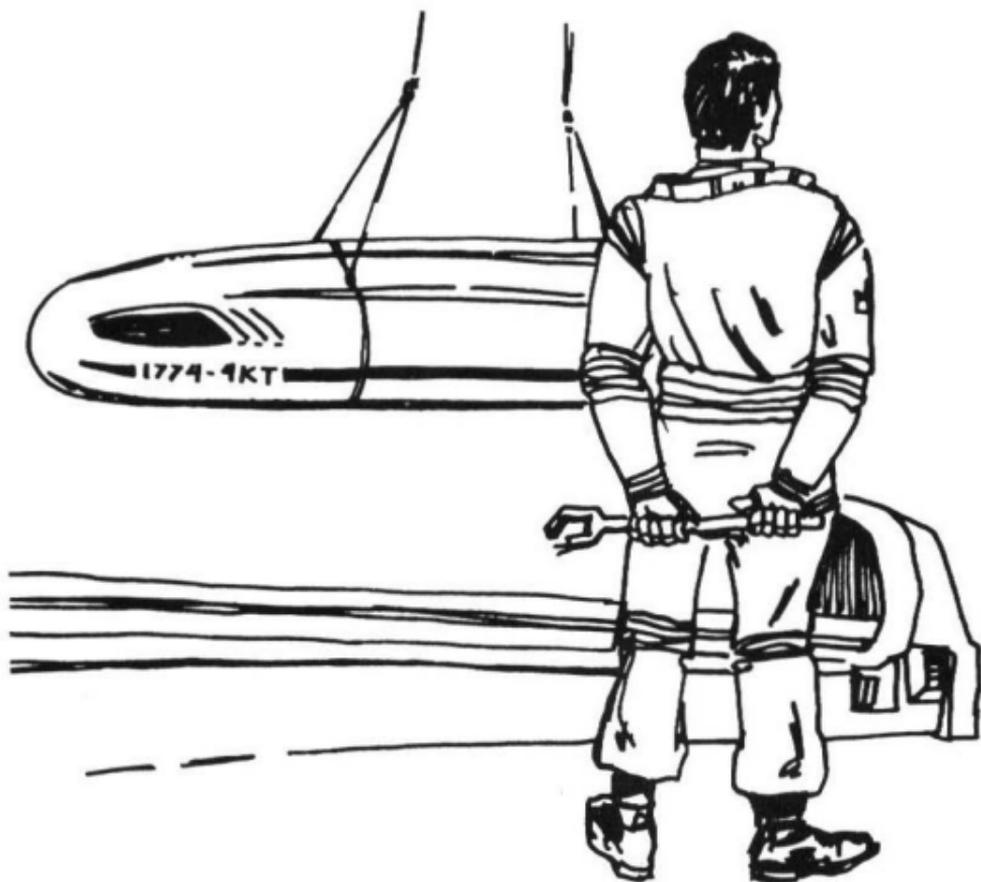
Your tractor beam uses power and cannot operate through a defensive shield, so the shield facing the target must be lowered (which is done automatically upon your confirmation). The other three shields can remain up. When asked by the computer, enter the (target) sector of the enemy vessel you wish to bring in with your tractor beam. You can do this by either typing in the sector coordinates, or using the target designator that will appear on your ship symbol in the Tactical Display (see p. 31). When you have a vessel in tow, your shields will automatically adjust when you turn your ship so the shield facing the vessel will always be down. If you have a ship in tow when you execute this command, you will be asked if the tractor beam is to be switched off. If you press **<N>**, the computer will exit Tractor Beam Control because you can only tow one vessel at a time.

If a shield facing the vessel is raised for any reason, your tractor beam will be cut off and you will no longer have the ship in tow.

When you have an enemy vessel in tow and you enter a new quadrant such that you stop in an outer row or column, the vessel in tow will not appear on your Tactical Display because it is in your previous quadrant. In the Mission Status Report (see STA), the sector location given for the vessel in tow will be the sector in your previous quadrant. You cannot target this vessel for boarding unless you move and it enters your current quadrant. If your tractor beam is cut off while the towed vessel is in another quadrant, it will be lost. If the vessel was hostile when lost, you will NOT be credited with a kill.

TRC

If Defensive Shields Control is damaged, you can use your tractor beam to lower one or more of your shields; however, a valid target (disabled enemy vessel or mine) **MUST** be present in your quadrant. Execute this command and select any target facing the shield you wish to lower. Tractor Beam Control will automatically lower the shield facing the target, regardless of whether Shield Control is operational or not. Power from the lowered shield returns to your reserves. Remember, this technique only works if a valid target is present in your quadrant.



Command S2: **TRANSPORTERS CONTROL**

Abbreviation: **TRN** Menu: **SECONDARY** Function Key: **F2**

Purpose: Activates your ship's transporters to transport your space marines into a disabled enemy vessel

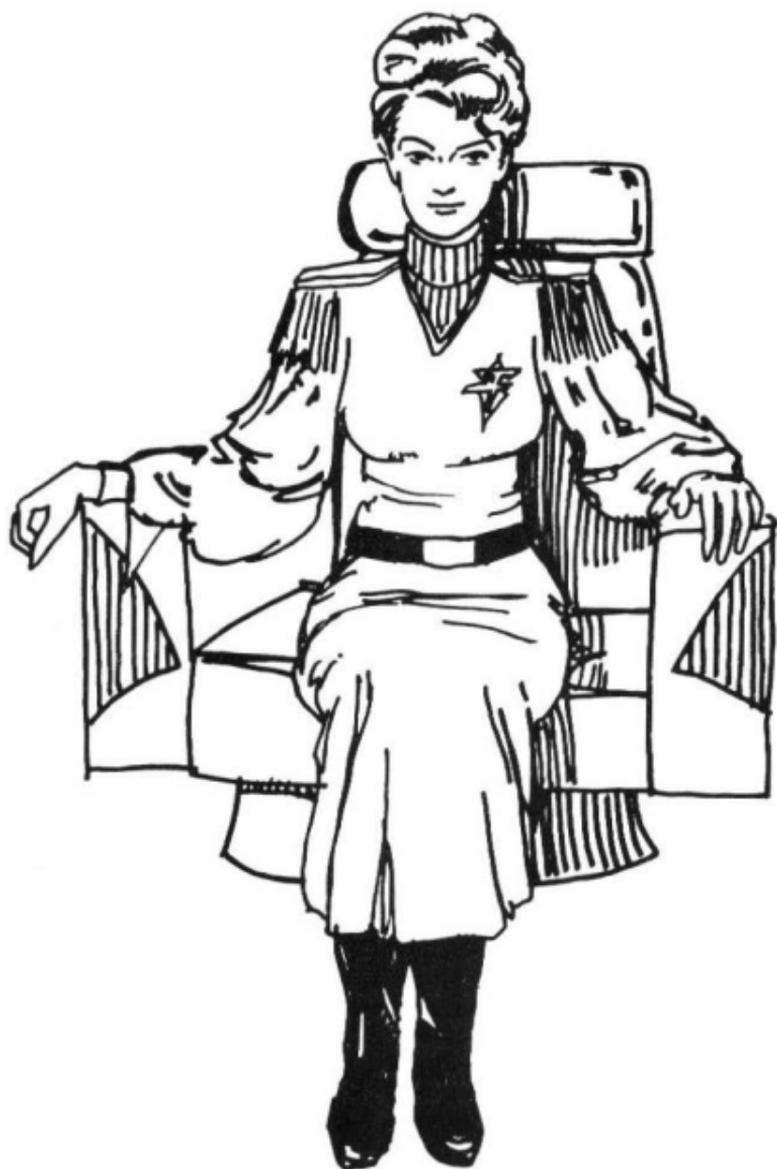
Options: N/A

Cancel: Press **<ENTER>** when asked for the target sector

Transporters allow you to attempt to capture a disabled enemy vessel by transporting aboard Alliance space marines. The weaker the enemy vessel, the more likely the vessel will be captured and the fewer casualties will be suffered by the boarding party. If you have less than five space marines, you will not be able to attempt another capture until you dock with starbase and obtain more marines. When asked by your computer, enter the (target) sector of the enemy vessel you wish to board. You can do this by either typing in the sector coordinates, or using the target designator that will appear on your ship symbol in the Tactical Display (see p. 31).

The transporters use power and their maximum range is one adjacent sector. Like your tractor beam, transporters cannot operate through a defensive shield, and the shield facing the target is automatically lowered upon your confirmation. You can use your transporters while your tractor beam is on, i.e., you can transport marines aboard a disabled vessel in tow. After your marines have captured a ship, all the power remaining in that ship will be transferred to your own power reserves.





INFORMATION SECTION

III. INFORMATION SECTION

This section provides additional information you will find useful.

ENEMY INTRUDERS

Enemy intruders are dastardly aliens who come aboard and run amok in your ship sabotaging systems. There are three sources of intruders: a Krellan or Zaldron agent who is transported aboard through a lowered defensive shield, a Krellan agent who slips aboard while you are docked with starbase, or an escaped prisoner. There will only be one intruder aboard at a time.

Intruders are first located when they sabotage a system, which can occur on any deck (1 to 20). The intruder may then work his way up or down through the decks, but can only move one deck at a time. You can use the Maximum Security Deck option of Security Control to try and intercept the intruder as he works his way towards vulnerable systems.

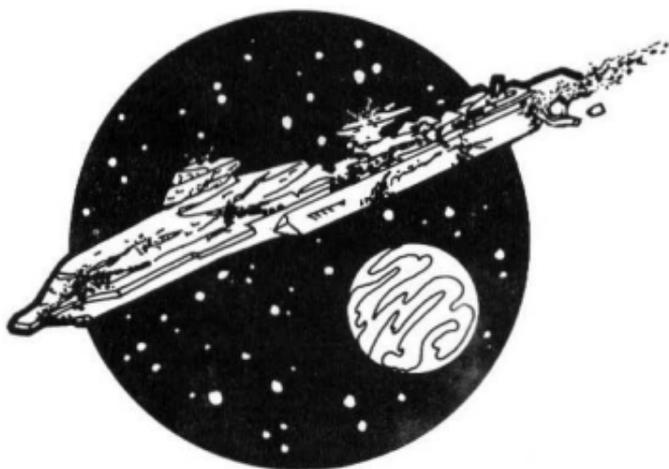
Intruders do not appear in level one or two games.



SHIP DISABLED

You can also lose the game by having your ship *disabled* as well as *destroyed*. The following will disable your ship:

- 1) **All Power Expended** — using up all your power, both reserves and shields.
- 2) **Both Life Support Systems Destroyed** — Your starship has two life support systems. When damaged you can lose your *primary system*, which will automatically switch to the *backup system*. If the backup system is also damaged, all life aboard your ship is terminated. It is, therefore, important to repair your primary life support system as soon as possible after it is damaged. The life support system your ship is currently operating on appears in the Tactical Display.
- 3) **Backup Life Support System Batteries Exhausted** — Your primary life support system requires power from your ship's main reserves for operation. If for any reason you lose all power in your main reserves, the backup life support system, which can operate on *batteries*, takes over. However, the batteries will last only 0.5 days, and if power has not been restored to your main reserves by then, all life aboard is terminated.
- 4) **Entire Ship's Crew Killed** — Your crew suffers casualties from enemy hits that penetrate the shields, attempted captures of enemy vessels by boarding parties, and sabotage from enemy intruders. Upon docking with starbase, all casualties are replaced until that starbase runs out of replacements. Each starbase has 500 replacements at the start of your mission. When crew losses reach 500, "du bist kaputt," (you are dead!).



STARBASES AND DOCKING

Resupply and repairs are provided by means of the Alliance Guardian Class starbase. These starbases are dispersed throughout Alliance space. Their purpose is to resupply Alliance starships and provide a front line defense against any hostile invasion.

For security reasons, all starbase locations are kept secret until attacked; thus, you will have to find them yourself. The higher your rank, the fewer starbases there are in your region. For level one and two games there will be five starbases, while at levels nine and ten there will only be one.

To dock with a starbase, you must move to an adjacent sector. However, you cannot dock using main engines (i.e., C-Factor must be less than 1.0), and you cannot dock immediately after entering the quadrant. If your move into the quadrant puts you next to starbase, just use your maneuvering engines to dock (i.e., enter a C-Factor of zero).

Upon docking, all damaged systems are repaired, all power replenished, crew replacements obtained (if needed), and torpedoes are replaced. However, deep space reconnaissance probes and shuttlecraft are NOT replaced. Starbase also provides a security force to assist yours if there is an intruder aboard your ship at docking. If there are any hostile enemy ships present in the quadrant, it might not initially be possible to dock, but subsequent attempts may be successful. While docked, starbase's shields will protect your ship, but if starbase is destroyed while you are docked, you too will be destroyed. Your ship is actually in the same sector as starbase while docked, so only the starbase and not your ship, will appear in the Tactical Display. You can fire torpedoes and phasers, use your tractor beam, transporters, etc., while docked.



Each of your starbases has an initial shield strength for protection against enemy attack. If there are three or more Krellan destroyers in the quadrant with starbase, there is a chance the Krellans might start attacking it. If you are not present in the quadrant when this happens, you will receive an emergency communication from Star Fleet Command ordering you to rescue starbase, and **ATTACK ON BASE** will appear in the caution and warning section of your screen. When the base's shield strength drops below 25 percent, another warning will be given and **BASE CRITICAL** will be displayed on your screen. You will also be informed when starbase has been destroyed, even if you are in a different quadrant. The successful rescue of a starbase will increase your efficiency rating, while a failure will decrease it. You will not be credited for a rescue until ALL hostile ships in the quadrant have been eliminated, including Zaldrans. Starbases have one phaser for protection, and as long as their shield strength is above 25 percent, they will assist you in the battle or attempt to fight off the attack alone if you are in another quadrant. Starbase concentrates its fire only on the Krellan closest to it, and will not fire at Zaldrans or disabled Krellan ships. Any Krellan destroyed by starbase will not be added to your tally, but will reduce the number of enemy ships you have to eliminate by one.

You can deliver an enemy vessel in tow without docking by maneuvering next to starbase. When asked if you wish to dock, press <N> and you will then be asked if you want to deliver the enemy in tow.

Starbases can regenerate their power, but only very slowly. Solar energy helps regeneration, so the more stars there are in the quadrant, the faster starbase will regenerate its power.

SIGN-ON OPTIONS

Except for the initial time you sign on and enter the Star Fleet Officers Academy, you will be required to input your name and password to verify your identity. After verification you will be prompted for a sign-on option. Do NOT press <ENTER> after selecting an option. The available options are listed below. This list will be referred to as the Sign-on Options Menu.

OPTION	PURPOSE
C	Continue on to a new mission (exit options)
S	View your Service Record
P	Obtain your current standing towards promotion
F	List status of Star Fleet personnel
A	View another officer's Service Record
T	Play theme of universe creation
R	Resume a previously saved mission
M	Maintenance of data files
X	Exit from STAR FLEET I

Option C: Exits you from the sign-on options and allows you to continue on to a *new* mission. Press <C> to select this option.

Option S: This option lists your service record. Your promotion history will be first, followed by your awards and decorations. Your promotion history shows all your promotions, the sequence number of the mission you completed to earn your promotion, how many missions it took you, and the average efficiency rating. The sequence number is the *total* number of missions played including *all* players, not just your missions. Your awards are listed by levels and if you have more than one of any award, the number you have will be shown in parentheses. Press <S> to select this option.

Option P: Shows how you currently stand towards promotion from your present rank to the next highest rank. The number of missions you have, the number required for promotion, and their difference is shown. Your current overall efficiency rating based on the number of missions you have completed is also given. After completion of the fourth and subsequent missions at your current rank, you will be told what rating would be required on your next mission in order to be promoted. Press <P> to select this option.

Option F: This option lists all **STAR FLEET I** players on your playing diskette. Their identification number, name, current rank, current mission level, number of missions they have played and their overall efficiency rating at their current rank are shown. Press <F> to select this option.

- Option A: Allows you to list the service record of another player. You are required to input the identification number (SF ___) and name of the player (refer to Option F) whose service record you wish to see. Press <A> to select this option.
- Option T: Plays the universe creation theme used during your first mission setup. This music is played automatically only for your first game as a new recruit. With this option you can demonstrate the theme music for potential players. Press <T> to select this option.
- Option R: Allows you to resume a previously saved game. When prompted by your computer, type the filename used to save the game and press <ENTER>. Do NOT add an extension to the filename; ".DAT" is assumed. You cannot resume a game saved by another player. Attempting to do so will cause the program to abort and you will have to start the program all over again. Press <R> to select this option.
- Option M: Executes the software specifically developed to maintain the data files on your playing diskette which contain the mission sequence number, service records, etc. Refer to the **MAINTENANCE SECTION** for a detailed description of how to operate this important option. This option can only be selected by the program manager. Press <M> to execute this option.
- Option X: Exits you from the simulation.

STARSHIP CRUISERS IN STAR FLEET I

You have a choice of starship cruisers. Listed below are the thirty-six ships available.

INVINCIBLE CLASS HEAVY CRUISERS

- | | |
|--------------------------|-------------------------|
| 1. <i>APOLLO</i> | 19. <i>INVINCIBLE</i> |
| 2. <i>ARK ROYAL</i> | 20. <i>JEANNE D'ARC</i> |
| 3. <i>ATLANTIS</i> | 21. <i>LEXINGTON</i> |
| 4. <i>BISMARCK</i> | 22. <i>MIDWAY</i> |
| 5. <i>BRITANNIA</i> | 23. <i>NEPTUNE</i> |
| 6. <i>CHALLENGER</i> | 24. <i>NIMITZ</i> |
| 7. <i>CONSTITUTION</i> | 25. <i>POTEMKIN</i> |
| 8. <i>CORAL SEA</i> | 26. <i>PROCYON</i> |
| 9. <i>DEFIANT</i> | 27. <i>QUASAR</i> |
| 10. <i>DUKE OF YORK</i> | 28. <i>RIGEL</i> |
| 11. <i>EL DORADO</i> | 29. <i>SARATOGA</i> |
| 12. <i>ENDEAVOUR</i> | 30. <i>THOR</i> |
| 13. <i>EXCALIBUR</i> | 31. <i>TORI</i> |
| 14. <i>FRANKLIN</i> | 32. <i>ULYSSES</i> |
| 15. <i>GALACTICA</i> | 33. <i>VICTORY</i> |
| 16. <i>GRAF ZEPPELIN</i> | 34. <i>WASP</i> |
| 17. <i>HOOD</i> | 35. <i>YAMATO</i> |
| 18. <i>HORNET</i> | 36. <i>YORKTOWN</i> |

As each ship is destroyed or disabled, it is removed from service until rebuilt or repaired. The program will keep track of each ship's status and will inform you which are available and which are not. The damage level (DM LVL in the program display) indicates the number of missions that must be completed to put the ship back in service.

All starships are the same. For example, there is no difference between the *Ark Royal* and *Yorktown*.

The *Republic* is reserved for cadet training at the Star Fleet Officers Academy.

LIST OF YOUR SHIP'S DECKS, PRIMARY FUNCTIONS, AND VULNERABLE SYSTEMS

For your information and to aid you in capturing enemy intruders, the following list is provided.

DECK	PRIMARY FUNCTIONS	VULNERABLE SYSTEMS
1	Upper Sensor Platform	SRS
2	SRS	None
3	Main Sensor Platform, Senior Officers Quarters	LRS, SRS, PLS
4	Weapons Control, Sensors	Phasers, LRS
5	Weapons Control	Torpedo Control
6	Junior Officers Quarters, Galley	None
7	Crews Quarters, Life Support, Messrooms	PLS
8	Crews Quarters, Messrooms, Science Labs	None
9	Crews Quarters, Shuttle Bay, Torpedo Control	Torpedo Control
10	Navigation Computer, Mine Control, Shuttle Hangers	Nav. Computer, Mine Control
11	Shield Control, Repair Facilities, Main Computers	Shield Control
12	Tractor Beam, Life Support, Recreation Area	Tractor Beam, PLS
13	Life Support, Storage, Waste Recovery	PLS
14	Engineering, Batteries, Auxiliary Engines	Aux. Engines
15	Engineering, Transporters, Marine/Guest Quarters	Transporters, Aux. Engines
16	Engineering/Shield Generators, Storage, Food Preparation	Shield Control
17	Torpedo Room, Cargo Holds	Torpedo Control
18	Lower Sensor Platform, Engineering	SRS, PLS
19	Engineering/Main Engines	Main Engines
20	Engineering/Main Engines	Main Engines

Note:

- LRS — Long Range Sensors
- PLS — Primary Life Support System
- SRS — Short Range Sensors

DECORATIONS & AWARDS

Officers are awarded a decoration for individual outstanding missions. All awards are presented at the end of the mission and become a part of your permanent service record.

The decorations are awarded based on individual mission ratings and the mission rank. Awards are presented only for missions at the maximum level of your current rank, i.e., a Captain (Level Six) will not receive an award for a Level Four mission. The award levels are shown below.

TABLE X — Decoration Levels and Criteria

Level	Decoration	Mission Rating (%)			
		Rank 3-4	Rank 5-6	Rank 7-8	Rank 9-10
I	1. Star Fleet Citation for Gallantry	100	95	90	85
	2. Preatares Ribbon of Commendation				
	3. Combat Action Ribbon				
II	1. Silver Palm (4. with Oak Leaf Cluster)	105	100	95	90
	2. Alliance Defense Service Medal				
	3. Distinguished Service Medal				
III	1. Valcun Medal of Valour	110	105	100	95
	2. Karagite Order of Heroism				
	3. Cross of Gallantry with Palm				
IV	1. Iron Cross (4. with Shield)	115	110	105	100
	2. Medal of Honor				
	3. Cross of Gallantry with Silver Star				
V	1. Knight's Cross of the Iron Cross (4. with Swords)	120	115	110	105
	2. Cross of Gallantry with Gold Star				
	3. Pour Le Mérite				
VI	1. Hero of the Alliance Gold Star (2. with Meteors) (3. with Meteors and Diamonds)	125+	120+	115+	110+

All awards are presented in succession within each level. For example, your first Level IV award will be the Iron Cross, the second will be the Medal of Honor, etc. Likewise, your third Level VI award will be the Hero of the Alliance Gold Star with Meteors and Diamonds. If you receive all the awards for a particular level, the sequence starts over, i.e., your fourth Level I award will be the Star Fleet Citation for Gallantry (you will now have two). There is no limit to the number of awards you can receive. Awards are not presented for rank one or two games.

There are three very special awards which are not included in the preceding table. They are:

The **Honorary Rank of Admiral Emeritus** is awarded to officers who complete at least five missions at rank ten with an overall efficiency rating of 75 percent. It is at this point that you would normally be promoted if there was a rank beyond Admiral. Once given, your Admiral Emeritus rank will never be taken away, even if your overall efficiency rating falls below 75 percent.

The **Alliance Defense Cross with Gold Star** is awarded to officers who sacrifice their ship in hopeless situations (in other words, you self-destruct to avoid capture). You will not necessarily receive one each time you self-destruct; your situation *must be hopeless*. The computer will check for damaged systems (plus other things) and determine if your self-destruction was warranted. As with all awards, there is no limit to the number of times this award can be given — you just have to keep blowing up Alliance starships to get them.

The **Exceptional Service Medal** is awarded to officers for every 50 missions completed past rank two. This award is given regardless of your current rating, and acknowledges exceptional dedication and tenacity in the service of Star Fleet. This award is also cumulative; e.g., if you just completed your 150th mission past rank two, you will receive your third medal.



*Hero of the Alliance Gold Star
with Meteors and Diamonds*

EFFICIENCY RATING

At the end of each mission an *efficiency rating* will be displayed for you to help judge your performance and qualification for promotion. It is based on the number of enemy vessels you eliminate and how long it took. It is only comparable to other ratings at the same rank. A minimum of about 15 percent will be given if your ship was not destroyed, even if you have run out of time without eliminating any enemy vessels. This occurs because you have at least survived the mission. It is possible to receive a rating of more than 100 percent by having eliminated more than the assigned number of enemy ships in a relatively short time, or by capturing a lot of enemy ships or prisoners. If your starship was destroyed or disabled, then your efficiency rating depends on how long you survived, with the longer you survived the higher the rating. The calculated rating is then halved as a penalty for losing. Also, your efficiency rating is multiplied by the factors indicated below each time one of the following events occur:

EVENT	RATING	FACTOR
Zaldron vessel eliminated	1.02	(+ 2%)
Starbase rescued	1.08	(+ 8%)
Failed to rescue starbase	0.85	(- 15%)
Enemy vessel delivered to starbase (each)	1.03	(+ 3%)
Prisoners delivered to starbase (each)	1.0008	(+ .08%)

THE TIME FACTOR

Next to the MET number of days in the upper right of your screen is a symbol indicating how well you are doing for time, based on your "kill rate" (number of enemy eliminated per day of elapsed time). This is referenced to the required kill rate to complete your mission in exactly the time allotted.

- ↑ means you are ahead in time (kill rate is high)
- ↕ means you are close in time (kill rate is close to required)
- ↓ means you are behind in time (kill rate is low)

When you only have 5 days left to complete your mission, you will receive a **TIME WARNING** message, and your MET value will turn high intensity (red on color monitors). When you only have 2 days left, you will receive a **TIME CRITICAL** message.



MAINTENANCE SECTION

IV. MAINTENANCE SECTION

OVERVIEW

In order to keep track of the members of Star Fleet (i.e., the players), and record both their progress through the ranks and any awards they earn along the way, as well as other information, **STAR FLEET I** uses three data files stored on your playing diskette. On the **STAR FLEET I** diskette you purchased, these three files are empty, except for initialization data (more about this later). After completion of each mission the data files are updated automatically by the program and should be of no concern to the players. However, since these files must be in good operating order for **STAR FLEET I** to run, **Interstel** has provided the means to maintain these files in case something happens to them, e.g., bad sectors on your playing diskette may cause some information to be lost, or if the files are accidentally deleted. This is done by using the Maintenance sign-on option (refer to the **INFORMATION SECTION** for a list and description of the sign-on options). This option will allow you to reset or rebuild the files from scratch, make modifications to the data, or add new data onto the files. Since the Maintenance option is a very powerful tool which can be used (or abused) to alter any player's rank or service record, it should only be used **when necessary**, and only by the person responsible for the playing diskette (usually the owner). This authorized person(s) will be referred to as the *manager*. This section of the manual describes the contents of each of the three data files, and how the manager uses the Maintenance option to modify them.

STARTING THE MAINTENANCE OPTION

In order to use the Maintenance sign-on option, you must start up **STAR FLEET I** with the following information:

Enter your last name: **MANAGER**
ENTER PASSWORD: **FLEET**

Once you have signed on (as **MANAGER**), you can change the password "**FLEET**" to anything you like to prevent someone who reads this manual from also signing on as the manager. The way to do this is described later in **Star Fleet Personnel File**. If for some reason you cannot sign on to **STAR FLEET I** because of a missing or bad personnel file, you can sign on using the above name and password (in this case you **MUST USE UPPERCASE**). The program will then send you directly to the Maintenance Menu so you can rebuild the personnel file.

During the game setup, you will be asked to select a sign-on option. Press **<M>** for the Maintenance option. Your screen will clear, followed by the display:

DATA FILES MAINTENANCE

DATA FILES

- 1 — Personnel (SF.PER)
 - 2 — Service Record (SRV.RCD)
 - 3 — Sequence No. (SEQ.NUM)
- Press ENTER to cancel

ENTER FILE #: ____

You should then choose the data file you need to work on by pressing the appropriate number (1, 2, or 3). **Do not press <ENTER> after the number.** If you wish to exit the Maintenance section, press **<ENTER>** for the file number. This will return you to the Sign-on Options Menu. The computer will reject any invalid input, keeping the cursor at the prompt position after erasing the entry.

We will assume you have decided to go on, and that you have chosen to work on the Personnel File (file #1). After pressing **<1>**, your display will look like this:

DATA FILES MAINTENANCE

DATA FILES

- 1 — Personnel (SF.PER)
 - 2 — Service Record (SRV.RCD)
 - 3 — Sequence No. (SEQ.NUM)
- Press ENTER to cancel

ENTER FILE #: ____

OPTIONS

- L — List File
 - R — Reset File
 - M — Modify File
 - A — Append to File
 - I — Insert Entry
- Press ENTER to cancel

ENTER OPTION: ____

You must now choose what you want to do with the specified data file. Press the letter corresponding to the option you want (both upper and lower case accepted). Pressing **<ENTER>** without selecting an option will exit you from the Maintenance option and return you to the Sign-on Options Menu. Once again, the computer will only accept a valid input (L, R, M, A, I, or **<ENTER>**); any other input will be deleted and the cursor will stay at the prompt position. These two displays will be referred to as the Maintenance Menu.

The three data files will be described first, followed by instructions on how to use the options.

THE DATA FILES

A description of the format and purpose of each data file follows.

Star Fleet Personnel File (SF.PER)

This data file contains the name, password, identification number, rank, and other information necessary to determine the promotion status for each member of the fleet. The information on each player (excluding MANAGER) is updated automatically by the program at the completion of each mission if it was at the player's current rank. When a new recruit first signs on, a new player entry is appended (added) to the file. The Personnel File initially contains only one entry, which is for MANAGER. When listed (by choosing the "L" option), the file will look like this:

SF.PER

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%

Each item is described below.

- ID#** This is the player's unique number. When a new recruit signs on, the new player's identification number is one greater than the last number in the file.
- NAME** The name the program uses to recognize each player. The name can be upper/lower case and up to sixteen characters in length.
- PASSWORD** This is the player's unique password used to verify his/her identity. Once entered as a new recruit, it cannot be changed except by the manager. The password can be up to eight characters in length.
- RANK** The player's current rank (1 to 10). However, when a player becomes an Admiral Emeritus, his/her rank in this data file is changed to 11 (even though the player is still an Admiral at rank ten). This is how the program knows the player has made Admiral Emeritus. The manager is set at rank ten so he/she can play any level mission for testing or demonstration purposes.
- NM** The number of missions completed at the player's current rank. This number is used to determine promotion to the next higher rank (see **Your Service Record** in the **GENERAL SECTION** for the promotion criteria). This number is set to zero for the manager.
- AVG** Total mission rating average at the player's current rank. This is used to determine promotion to the next rank. This number is set to zero for the manager.

Service Record File (SRV.RCD)

This data file contains a record of each player's promotions and awards. Each time one of those events occurs, **STAR FLEET I** automatically appends the information to the end of the file. Each entry consists of the following:

ID#	The player's unique identification number.
SEQ#	The sequence number of the mission after which the promotion was granted; or when the award was given.
RANK	The rank the player was promoted to. If this number is negative, then it signifies the rank of the player when the award was earned.
NM/DEC#	This variable can have two meanings, depending on whether the entry is a promotion or an award. If the number is greater than zero, then it is the number of missions completed at the previous rank before the player was promoted. If the number is negative, then the absolute value (i.e., drop the minus sign) is the number corresponding to the decoration (award) earned. Refer to TABLE XI for the decoration numbers.
RATING	The overall efficiency rating at the player's previous rank when he/she was promoted; or the rating of the mission for which the decoration was earned.

STAR FLEET I distinguishes between entries that correspond to promotions and those that correspond to awards by checking the sign of variables **RANK** and **NM/DEC#**. If these numbers are negative, then the entry is an award, otherwise it is a promotion. This file is initially set with only one entry of all zeros.

An example listing of this file is provided later in this section.

TABLE XI — Decoration Numbers Used in SRV.RCD

DEC#	Level	Decoration
1	I	Star Fleet Citation for Gallantry
2		Prentares Ribbon of Commendation
3		Combat Action Ribbon
4	II	Silver Palm
5		Alliance Defense Service Medal
6		Distinguished Service Medal
7		Oak Leaf Cluster added to the Silver Palm
8	III	Valcun Medal of Valour
9		Karagite Order of Heroism
10		Cross of Gallantry with Palm
11	IV	Iron Cross
12		Medal of Honor
13		Cross of Gallantry with Silver Star
14		Shield added to the Iron Cross
15	V	Knight's Cross of the Iron Cross
16		Cross of Gallantry with Gold Star
17		Pour Le Mérite
18		Swords added to the Knight's Cross of the Iron Cross
19	VI	Hero of the Alliance Gold Star
20		Meteors added to the Hero of the Alliance Gold Star
21		Diamonds added to the Hero of the Alliance Gold Star with Meteors
22	Special	Alliance Defense Cross with Gold Star
23	Special	Exceptional Service Medal

Sequence Number and Ship's Status File (SEQ.NUM)

This data file serves two purposes — it contains the sequence number of the last mission started by any player, and keeps track of which ships of the fleet are currently out of operation and their status of repair. The first entry in SEQ.NUM is always the *Mission Sequence Number*. This number is increased by one each time a new mission is started. Subsequent entries are the *Ship Status Numbers*. When a ship is destroyed or disabled, a damage level is assigned to it and an entry is appended to SEQ.NUM. The damage level is a number between one and nine, and signifies the number of game *completions* by any players that must occur before the ship is returned to service. After each game completion, this damage level is decreased by one until it reaches zero, and then the ship is made available. The program appends the ship status onto SEQ.NUM in the following form:

DSS

Where D is the damage level and SS is the ship's number (refer to the **INFORMATION SECTION** for a list of starships and their numbers).

For example, 312 means ship number 12 (the *Endeavor*) has a damage level of 3 and will be out for three more missions. More examples follow.

803 — Ship #3 (the *Atlantis*) has a damage level of eight.

36 — The *Yorktown* has a damage level of zero. This means it will be available the next game.

Once a ship becomes operational again, the status entry for that ship is deleted from SEQ.NUM.

This file is initially set with a single entry of zero, which is the initial Mission Sequence Number. The first mission of **STAR FLEET I** started will thus become mission number one.

MAINTENANCE OPTIONS

The following options are available for each of the three data files.

List File Option (press <L>)

This option displays all the entries currently contained in the selected data file. For the files SF.PER and SRV.RCD, the entries are listed in table form. An example listing of each data file is presented in Figure 14.

The meanings of the various entries are explained in **The Data Files** in this section. The program will display only one screenful (page) of information at a time, and requires you to press a key before continuing on to the next page (if any). When the listing of the file is completed and you have pressed a key, **STAR FLEET I** will return to the Maintenance Menu.

SF.PER ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
3	Winkler	Apollo	2	3	79.282%
4	Hedges	Shuttle	1	1	77.448%
5	Zak	Video	4	0	0.000%
6	Hieb	Guidance	2	1	82.781%

SRV.RCD ID#	SEQ#	RANK	NM/DEC#	RATING
0	0	0	0	0.00
1	1	-5	-4	103.52
1	7	-5	-1	99.89
1	7	6	5	101.53
3	8	-6	-2	98.79
1	9	-6	-6	103.17
2	12	-6	-19	122.00
1	26	-6	-8	106.65
2	27	-6	-3	96.16
1	29	7	5	97.31

SEQ.NUM

Sequence No. : 162

Ship's Status : 209 510 522 721 420 726 713

Figure 14 — Example Data Files Listing

Reset File Option (press <R>)

This option is used to reset the selected data file to its initialization state, i.e., it will delete ALL current entries in the file and replace them with the single initialization entry. These entries are defined in **The Data Files** in this section. Since this option has such a drastic effect, the following warning is given and confirmation of the order is required:

WARNING: Doing a file reset will wipe out all data in the file except for the initialization data

Do you want to reset the data file <filename> ?

The name of the file you have selected to be reset appears instead of <filename> in the above example. Either <Y> for YES or <N> for NO is required for confirmation. Any other answer will be rejected and you will be reprompted for an answer. If you press <N>, you will be returned to the Maintenance Menu. If you answer yes, the data file will be reset and the following message will appear on your screen:

FILE RESET COMPLETE

You will then be returned to the Maintenance Menu.

Modify File Option (press <M>)

This option allows you to change or delete entries currently in the data files. The most likely reason to use this option would be to change the name or password of one of the players. The Modify option works differently for each of the three data files, so they will be explained separately.

1) SF.PER

In this file the entries are identified by each player's identification number (ID#). You should use the List option to obtain the ID# of the player whose data you wish to change. After pressing <M>, the following question will appear on your screen:

Enter ID# of entry to be changed: ____

Your input must be a number greater than or equal to zero, or if you press <ENTER> alone, **STAR FLEET I** will cancel this option and return to the Maintenance Menu. Any other input will be rejected and the program will wait for a correct response. Once a number is received, the program will display the same column headings that appear when you select the List option (see Figure 13), and will search SF.PER for the specified ID#. If the number is not found, the program will return to the Maintenance Menu, otherwise the entry for that ID will be displayed. You will then be asked:

Delete entry [NO]? ___

Press <Y> or <N> only. The [NO] is the default answer which will be assumed if you press <ENTER>. Any other input (besides "Y" or "N") will be rejected. If you press <Y>, the displayed entry will be deleted without any further messages.

If you press <N>, the program will tell you to enter new data and prompt you for the new value of each variable in turn. If you do not need to change the current value of the variable, press <ENTER> without any input. Figure 14 presents an example where the password for player number two is changed, but everything else remains the same. In Figure 15, <ENTER> signifies pressing the <ENTER> key.

After you have finished modifying the entry (either by deleting it or by changing it), **STAR FLEET I** will continue to search the data file for any more entries with the same identification number (there should be none). If one is found, the process for modifying it will be repeated. When the program reaches the end of the data file you will be returned to the Maintenance Menu.

SF.PER

ID#	NAME	PASSWORD	RANK	NM	AVG
2	Anyname	SILLY	7	2	22.666%

Enter new data [NO CHANGE]:

```
ID#       :      <ENTER>
Name      :      <ENTER>
Password  :  CRAZY <ENTER>
Rank      :      <ENTER>
NM        :      <ENTER>
AVG       :      <ENTER>
```

Figure 15 — Example Password Change

2) SRV.RCD

In this file the entries are identified by the Mission Sequence Number (SEQ#). If you do not know the SEQ#, then you should use the List option to find it before selecting the Modify option.

Modifying SRV.RCD is very similar to modifying SF.PER, so refer to the description of modifying SF.PER given earlier, replacing all references to ID# with SEQ# and SF.PER with SRV.RCD. One difference between the two is that SRV.RCD is more likely to have more than one entry with the same SEQ# than SF.PER is to have more than one entry with the same ID#. This happens because a player can receive both an award and a promotion after the same mission. You must be careful that the entry shown is the correct one (refer to the description of SRV.RCD for the meanings of each entry). If the entry on your screen is not the one you

want, press **<ENTER>** for each of the variable prompts, after which the program will search the file for another entry with the same sequence number.

3) SEQ.NUM

This file is divided into two parts: the Mission Sequence Number and the Ship Status Numbers. When you choose the Modify option, the program will first allow you to modify the sequence number. Here is an example:

```
Sequence No.      :    162
Enter new sequence no. [NO CHANGE]:  __
```

You can enter any integer greater than or equal to zero. If you do not need to change the sequence number, press **<ENTER>** without specifying a new number. Any other input (besides an integer) will be ignored.

After finishing with the sequence number, **STAR FLEET I** moves onto modifying the status numbers. The program will ask you for the identification number (1 to 36) of the ship of which you want to change the status. You must know this number before choosing to modify this file. The program will search the file SEQ.NUM for the status number of the ship you specified and will display it when found. If the status number is not found, or you press **<ENTER>** without specifying a ship number, you will be returned to the Maintenance Menu without any messages. Below is an example where the status of ship number nine is to be changed:

```
Enter # of ship to be changed [NO CHANGE]:  9
Ship Status:  209
```

The program will then ask:

```
Delete entry [NO]?  __
```

If you press **<Y>**, the entry displayed will be deleted from the file (the ship is now available), after which the program will return you to the Maintenance Menu. If you press **<N>** or **<ENTER>**, the above question will be replaced on your screen with:

```
Enter new status # [NO CHANGE]:  __
```

To change the status number, enter any valid integer from 1 to 936. If you do not need to change the ship status, press **<ENTER>** without any input. After this the program will continue to search SEQ.NUM for any more status numbers for the specified ship and repeat the modification process if one is found. When the end of the file is reached, you will be returned to the Maintenance Menu.

Append to File Option (press <A>)

This option allows you to add new entries onto the end of the selected data file. The main purpose for this would be to rebuild files that have been deleted or lost. There is more about rebuilding files at the end of this section.

After you have chosen the Append option, the program will tell you to enter the data to be appended to the selected file. For the SF.PER and SRV.RCD files, this will be followed by an input prompt for each of the variables that make up an entry, as done when using the Modify option. If you press <ENTER> without any input for any of the variables, a zero value (if the variable is a number) or blank (if the variable is a word) is assumed by the program. For SEQ.NUM, you will be prompted for a ship status number with the statement:

Enter data to be appended to the file SEQ.NUM: ____

For all three files, after all the data for the new entry has been input, you will be asked:

Append another entry? ____

If you need to add another entry, press <Y>, otherwise press <N>. Pressing <ENTER> has no effect for this question; you must answer "Y" or "N". If you are rebuilding the data file, this feature saves time because you do not have to repeatedly select the data file and call up the Append option. Pressing <N> will return you to the Maintenance Menu.

Insert Entry Option (press <I>)

This option allows you to insert new entries between existing entries in the data files SF.PER and SRV.RCD. Using the Insert option for SEQ.NUM is useless, since the order of the entries after the sequence number is irrelevant. Use the Append option to insert a new entry into SEQ.NUM. If you do select the Insert option for SEQ.NUM, you will be given a message to this effect and returned to the Maintenance Menu.

Before choosing the Insert option, you must know the value of the appropriate entry identification variable of the new entry you want to insert. The entry identification variables are: ID# for SF.PER, and SEQ# for SRV.RCD. These variables are discussed in **The Data Files** in this section.

After selecting this option, you will be asked to enter the entry identification variable (either ID# or SEQ#). You must enter the appropriate number. Any negative number or non-number character will be rejected.

STAR FLEET I will not allow you to insert an entry with the same player ID# as one already existing in SF.PER. This does not hold true for

SEQ# in SRV.RCD since it is possible to have more than one entry for each SEQ#.

The program will then search the data file until it finds an entry with an identification variable no more than one less than the value you input. You will then be prompted for each of the entry variables to be input (as described for the Modify option). As in the Modify option, pressing **<ENTER>** without any input for any of the variables will cause the value of the previous entry to be assumed. For example, if you want to insert an entry with ID# 15 after ID# 14 in the file SF.PER, and you pressed only **<ENTER>** when prompted for the password, the password of ID# 14 would be assumed for your new entry (ID# 15).

After you have finished entering the data for the new entry, the program will insert the entry into the file after the entry at which it stopped. After inserting the new entry you will be returned to the Maintenance Menu.

This may sound a little confusing, so here is an example. Assume the file SF.PER has the following entries:

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
4	Hedges	Shuttle	1	1	77.448%

Obviously the player with ID# 3 has joined the French Foreign Legion or something equally as drastic, and is no longer part of the fleet. The manager, being always conscious of diskette space, has deleted the entry but now wants to insert a new player into that slot (no need to waste a good number!). The manager selects the Insert option for SF.PER and sees:

Enter ID# of entry to be inserted:

to which he presses **<3>** and then **<ENTER>**. The program will then search through SF.PER from the beginning until it comes across the entry with ID# 2 (Biggles), which is one less than the ID# entered. The program then stops and prompts for the data of the new entry, which are input as follows:

Enter new data:

Name : SMITH **<ENTER>**
Password : STS-1 **<ENTER>**
Rank : 1 **<ENTER>**
NM : 0 **<ENTER>**
AVG : 0 **<ENTER>**

Notice that unlike the Modify and Append options, there is no prompt for ID# since it has already been specified (ID# 3). It is also important to put in a value for each of the variable prompts to avoid having the value of the

previous entry (in this case ID# 2) assumed. Pressing <ENTER> is required after each entry.

After entering the last value, the program will insert the new entry into SF.PER and return to the Maintenance Menu. The finished product will look like this:

ID#	NAME	PASSWORD	RANK	NM	AVG
0	MANAGER	FLEET	10	0	0.000%
1	Waibel	Descent	11	5	79.891%
2	Biggles	Silly	7	2	22.666%
3	Smith	STS-1	1	0	0.000%
4	Hedges	Shuttle	1	1	77.448%

Since Cadet Smith is now listed in the Personnel File, she must answer <N> to the question "Are you a new recruit?" when she signs on at the beginning of her first mission. Otherwise, the program will abort because the name is already on record.

DISKETTE FULL ERRORS

If you receive a "Diskette Full" error message, or if the program "crashes" prior to entering the mission proper (mid-segment) and a subsequent checking of the diskette directory (using the DOS "dir" command) reveals zero bytes free, then you should do one or more of the following:

1. If you are using a single-sided diskette on a double-sided disk drive, then you can copy your playing diskette onto a blank double-sided diskette using the procedure outlined in **Backing Up Your Playing Diskette** in the **GENERAL SECTION**.
2. Delete any old or extra files on your diskette, such as saved game data files.
3. Using the Modify option, go into the data files SF.PER and SRV.RCD and delete some old or unneeded entries, such as players that are no longer actively playing.
4. If your playing diskette contains either of the files SETUP.BAT or BACKUP.BAT, then delete it. If you have not already made a backup diskette, then do so before deleting these files.
5. If you are running the large memory version of **STAR FLEET I** ("BEGIN" starts the large memory version), you can delete the small memory version files MSS.EXE and OVS.EXE. If you are running the small memory version ("BEGINS" starts the small memory version), as is the case with the 128K RAM IBM® PCjr, then you can delete the large memory version file MSN.EXE.

Whenever you get a diskette error message, the error may have happened while the program was writing to the data file. As a result, that file might have incomplete or erroneous data. If so, you will have to correct or rebuild the file according to the methods outlined in this section.

REBUILDING DATA FILES & OTHER TIPS

Although you should have no problems with your data files during normal operation of **STAR FLEET I**, accidents do happen, such as a diskette going bad or someone deleting the files. You can reinitialize any of the three data files by signing on as **MANAGER**, selecting the data file concerned, and then use the Reset option. This will create that file again, but it will be empty except for the initialization data (described in **The Data Files** in this section). You can then use the Modify option to restore the mission sequence number in **SEQ.NUM** and/or use the Append option to add one entry at a time to either **SF.PER** or **SRV.RCD**.

It is a good idea to write down the contents of the data files on a regular basis (especially if you have a printer), so that if it is necessary to rebuild a file, you will have the required information. If you have a spare diskette, you may want to periodically backup your data files for the same reason. Use the following DOS command with your playing diskette in Drive A and your backup diskette in Drive B:

```
A> COPY <filename> B:
```

where **<filename>** is either **SF.PER**, **SRV.RCD**, or **SEQ.NUM**.

As a final note, you (the manager) should keep track of how full the playing diskette is getting, and delete older entries to gain more space if necessary. It is also a good idea to delete entries from the files for persons that will no longer be playing on your **STAR FLEET I** diskette.

FINAL WORD

V. FINAL WORD

STAR FLEET I — *The War Begins!* is the first in a series of strategic simulations by **Interstel**. New ideas abound, and the best will be incorporated into future products.

Interstel has gone to great strides to ensure the software product you purchased is as error-free as possible. However, due to the extreme diversity of the simulation, it is not possible to test every conceivable situation. If a bona-fide error is found, **Interstel** is not under obligation to notify any persons or organization; nor is **Interstel** required to release an updated version of **STAR FLEET I**, but may choose to do so. If you think you have found a program error, we ask you to write and tell us about it. Give as much information as possible, i.e., what happened, the command you were executing, the number of enemy vessels in the quadrant, what you were trying to do, etc. Send us a printout of the screen if possible. **DO NOT SEND US YOUR DISKETTE(S)**. Please enclose a self-addressed stamped envelope. After receiving your letter, we will look at the problem and send a reply. Please note that some information about the simulation was purposely left out of this manual for you to discover on your own.

For those interested in learning more about **STAR FLEET I**, or if you simply cannot get the hang of it, **Interstel** has written the **STAR FLEET OFFICERS ACADEMY TRAINING MANUAL**. This document provides more information on starbases, Zaldron hunting, and advanced combat tactics and techniques. This manual is included in your **STAR FLEET I** box for some computer versions. If the manual was not included in your box, it may be purchased separately. See your dealer or contact **Interstel**.

To obtain information of new product releases by **Interstel** you must send us the registration card included in the box. We would also appreciate receiving any comments about **STAR FLEET I**.

Interstel has implemented a Star Fleet Headquarters Bulletin Board Service (SFHQBBS). Contact **Interstel** about how to join up.

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