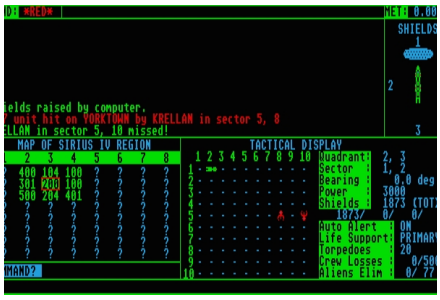
# Star Fleet I - The War Begins!






## General informations

| | | | |
|---|---|---|---|
| **Genre** | Strategy - Wargame | **Year** | 1987 |
| **Language** | 1987 | **Publisher** | Interstel Corporation |
| **Controls** | Mouse | **Distributor** | |
| **Players** | 1 / Demo | **Developer** | - |
| **Resolution** | | **License** | Commercial |
| **Programmer(s)** | Baldwin, Mark Lewis | **Country** | United Kingdom |
| **Graphic Artist(s)** | [unknown] | **Software language** | English |
| **Game Designer(s)** | Sorensen, Trevor | **Documentation language** | |
| **Musician(s)** | - | **License** | Commercial |
| **Sfx** | [unknown] | **Serial** | |
| **Cover Artist(s)** | | **ST Type** | |
| **MIDI** | | **Version** | |
| **Protection** | | **Number of Disks** | |

### 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 |

### LIST OF SHIP'S SYSTEMS

| 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 |

The Estimated Repair Time (E.R.T.) is in days. Approximately 100 units of power for each day repair time will fix the damaged system.

### SIGN-ON OPTIONS

| 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 |
| O | Organization of Star Fleet Command |
| L | Replay Captain's Log |
| X | Exit from STAR FLEET I |

### DECORATIONS AWARD LEVELS

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

Awards are not presented for level one or two games.

# STAR FLEET I™
## *The War Begins!*™
Version 2.1

ATARI® ST VERSION

Quick Reference Card

INVINCIBLE CLASS HEAVY CRUISER

by

interstel™ corporation



## STAR FLEET I
Quick Reference Card

### COMMAND MENUS

| CMD NO | COMMAND/TASK | ABBREVIATION |
|---|---|---|
| P1 | Target Calculator * | TAR |
| P2 | Long Range Sensors | LRS |
| P3 | Mission Status Report | STA |
| P4 | Damage Control * | DAM |
| P5 | Navigation Control * | NAV |
| P6 | Defensive Shields Control + | SHD |
| P7 | Torpedo Control + | TOR |
| P8 | Phaser Control + | PHA |
| P9 | Ship's Computer | Cmp |
| P10 | Select Secondary Command Menu | 2nd |
| S1 | Tractor Beam Control + | TRC |
| S2 | Transporters Control + | TRN |
| S3 | Mine Control + | MIN |
| S4 | Internal Security Control + | SEC |
| S5 | Save Game | SAV |
| S6 | Stop Option | STO |
| S7 | Sound Option | SND |
| C1 | Reconn. Probes Launch Control + | PRO |
| C2 | Auto Alert Switch | AAS |
| C3 | No Operations + | NOP |
| C4 | Starbase Status Report | BAS |
| C5 | Emergency Hyperspace Maneuver + | HYP |
| C6 | Self-Destruct Sequencer | SLF |

P — Primary Menu
S — Secondary Menu
C — Computer Menu
\+ — Command uses time
* — Command may or may not use time

### DEFENSIVE SHIELDS

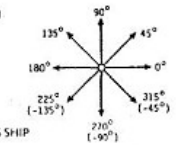
*solid blue: 2000 units*
*blue: 1500-1999 units*
*blue: 1000-1499 units*
*red: 500-999 units*
*red: 1-499 units*

*A "+" symbol appears in the shield display if your Shield Control is knocked out.*

### TACTICAL DISPLAY SYMBOLS

▪ EMPTY SECTOR
KRELLAN
ZALORON
STARBASE
MINE
STAR
PLAYER'S SHIP

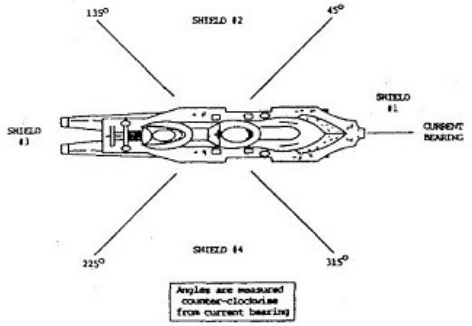
### NAVIGATION HEADINGS




### SHIELD CONTROL OPTIONS

| Option | Description |
|---|---|
| 1 | Lower all shields to zero |
| 2 | Battle Entry Configuration |
| 3 | Maximum Strength Configuration |
| 4 | Total power allocation, 1/4 to each |
| 5 | Allocate power to each shield individually |

### DEFENSIVE SHIELDS LOCATION




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

| DECK | PRIMARY FUNCTIONS | VULNERABLE SYS. |
|---|---|---|
| 1 | Upper Sensor Platform | SRS |
| 2 | Bridge | 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 | Auxiliary Engines |
| 15 | Engineering, Transporters, Marine/Guest Quarters | Transporters, Auxiliary Engines |
| 16 | Engineering/Shield Generators, Storage, Food Preperation | 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 |

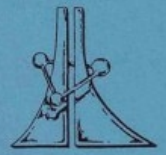
Note:
LRS – Long Range Sensors
PLS – Primary Life Support System
SRS – Short Range Sensors

SFC-7578ST

STAR FLEET

# OFFICER'S MANUAL
## SUPPLEMENT

Volume 1



Star Fleet Command
United Galactic Alliance

# STAR FLEET OFFICER'S MANUAL (Vol. 1)
## SUPPLEMENT

INSTRUCTIONS
for the
ATARI® ST VERSION
of

## STAR FLEET I.
*The War Begins!*.

NOTE

This is a supplement to the 2nd Edition (1985) of the STAR FLEET OFFICER'S MANUAL, Vol. 1. Changes in the text of the Officer's Manual are printed in *italics*.

## WARNING



Comments about this program or documentation should be sent to:

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P.O. Box 57825
Webster, TX 77598

Tel: (713) 333-3909

Printed in the United States of America, Earth, Sol System

Information in this document is subject to change without notice.


First Printing, July 1986
Second Printing, August 1986



## TABLE OF CONTENTS

Changes to pages in the Star Fleet Officer's Manual are reflected on the following supplement pages:

# STAR FLEET I.
*The War Begins!.*

## INSTRUCTIONS FOR ATARI® ST COMPUTERS

**PAGE 12**: Replace with

### THE RIGHT COMPUTER HARDWARE

**STAR FLEET I** by **INTERSTEL CORP.** requires an Atari® ST computer with at least 512K RAM, one single or double-sided disk drive, and either the color or monochrome monitor.

**PAGE 13**: Replace with

### DISK ACCESS

The **STAR FLEET I** program is separated into several files. Each segment is contained in a separate file; thus you should **never remove your STAR FLEET I disk from the disk drive at any time while you are playing. All of the files except the main simulation program (SF1.PRG) are kept in the folder SF1FILES.**

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

**PAGE 14**: Delete this page.

**PAGE 15**: Replace with

### BACKING UP YOUR PLAYING DISK

**STAR FLEET I** writes on the playing disk during each game, which increases the chance of the disk eventually "wearing out."

*Before playing* you should copy the purchased disk onto a blank disk for playing, and save your purchased disk as a backup. The **STAR FLEET I** disk that you purchased is NOT copy-protected and can be copied onto a blank or hard disk using your computer operating system (see the ST User's Guide for instructions).



Any time you wish to save your data files (personnel, service record, etc.), just make a duplicate of the folder SF1FILES from the disk you are currently using. It is recommended that you do this on a regular basis, to avoid rebuilding your data files, should your current playing disk go "belly up."

DO NOT OPEN THE WRITE PROTECT TAB ON YOUR PLAYING DISK!

**PAGES 16-17**: Replace with

### STARTING THE SIMULATION

To begin the **STAR FLEET I** simulation, follow these steps:

1. Put your **STAR FLEET I** disk into disk drive A.
2. Power up your computer system.
3. Double click the SF1.PRG icon (see the Atari ST User's Guide for more detailed instructions on how to run a program).

The simulation starts with some title screens and music. To stop the music, just press a key after it starts.

The simulation startup continues with the STAR FLEET SECURITY SYSTEM.

**PAGE 18**: STAR FLEET SECURITY SYSTEM

The Atari ST version of **STAR FLEET I** will ask for your name and password before the security check referencing the Officers Manual. In addition, recruits will not have to pass this security validation since they will only be flying the training ship *Republic* instead of a ship of the line.

**PAGE 19**: Add

### DEMONSTRATION MODE

The Atari ST has the capability of a demonstration mode. When you are asked for your last name, enter the word "demo." The program will then enter a loop playing the demonstration game found on your disk. If you would like to use your own game for the demonstration, do the following:

1. Play the game with the ships long ON.

2. After finishing the game, use the operating system to rename your LOG file to DEMO.LOG.
3. Replace the DEMO.LOG file on SF1FILES with your new DEMO.LOG file.

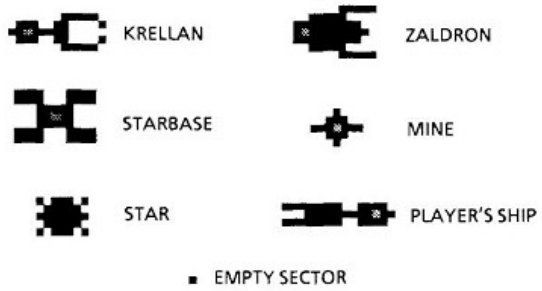
## PAGE 20: STARTING A NEW MISSION

After specifying the mission length, you will be asked if you wish a Captain's Log to be kept. If you answer "yes," the program will make a copy of your mission to disk as you play, which you can later review using the "L" sign-on option.

**PAGE 21: The first three questions in Table IV are not applicable, and the question concerning the Captain's Log should be added.**

**PAGES 23-24: The Tactical Display in Figure 3 should use the following ST version symbols.**

TABLE VI – **Tactical Display Symbols**

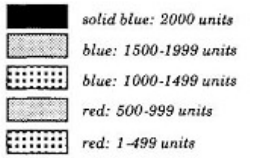



**PAGE 25: Replace with**

Area 8: **Command Menu** – *Shows the available commands (three main menus) or available options to questions. The command/option is selected by moving the mouse cursor to your choice, or pressing the indicated function* (F1 - F10), *or number key* (1 - 0). *To enter your choice, push the left button on the mouse or press* <RETURN>. *If you should wish to abort any command, simply press the* <UNDO> *key or the right mouse button. To return to the Primary Menu from the other menus, press the abort key/button.*

Area 9: **Shield Display** – *Shows graphically the relative strength of your shields. The relative intensities are:*






*A "↓" symbol appears in the shield display if your Shield Control is knocked out.*

**PAGE 29: Add the following to the first paragraph.**

"*. . . function keys* F1 to F10, *number keys* (1 - 0, *where* 0 *is used for 10), or pointing to the command with the mouse cursor and pressing the left button. To return to the Primary Menu from the Secondary or Computer menus, press the* <Esc>, *or* <UNDO> *key or the right mouse button.*"

| CMD NO | COMMAND/TASK | ABBREVIATION |
|---|---|---|
| P1 | Target Calculator * | TAR |
| P2 | Long Range Sensors | LRS |
| P3 | Mission Status Report | STA |
| P4 | Damage Control * | DAM |
| P5 | Navigation Control * | NAV |
| P6 | Defensive Shields Control + | SHD |
| P7 | Torpedo Control + | TOR |
| P8 | Phaser Control + | PHA |
| P9 | Ship's Computer | Cmp |
| P10 | Select Secondary Command Menu | 2nd |
| S1 | Tractor Beam Control + | TRC |
| S2 | Transporters Control + | TRN |
| S3 | Mine Control + | MIN |
| S4 | Internal Security Control + | SEC |
| S5 | Save Game | SAV |
| S6 | Stop Option | STO |
| S7 | Sound Option | SND |
| C1 | Reconn. Probes Launch Control + | PRO |
| C2 | Auto Alert Switch | AAS |
| C3 | No Operations + | NOP |
| C4 | Starbase Status Report | BAS |
| C5 | Emergency Hyperspace Maneuver + | HYP |
| C6 | Self-Destruct Sequencer | SLF |

P — Primary Menu
S — Secondary Menu
C — Computer Menu
\+ — Command uses time
* — Command may or may not use time

## PAGES 30-31: CONTROLS ON THE ST VERSION

**Delete Figures 4 and 5. The description of the command menus is still valid, but the control/data entry descriptions should be replaced with the following.**

Your inputs (command/option selection, data entry) to the simulation may be done using the mouse, function keys or number keys. In this supplement, the term "trigger" refers to the left mouse button, the <RETURN> key, or the <ENTER> key. All references to <ENTER> in the Command Section of the Officer's Manual should be replaced by the word "trigger." You can abort/end any answer/command by pressing the right mouse button, or pressing the <Esc> or <UNDO> key.

There are three types of input:

Option/Answer Selection
All questions will list the available answers or options on the Command Menu line (exceptions are noted in this supplement). Use one of the following to select your choice.

Mouse – Point to the desired choice and press the left button.

Function Keys – Press the function key corresponding to the number of the option (e.g., press <F2> to selection option 2).

Number Keys – Press the number key corresponding to the option number. 0 is used for 10 (e.g., press <2> to select option 2).

Value Entry
Mouse – Point to just above the digit to be changed and press the left button to increase it. Point to just under the digit to decrease it. Point to the acceptance option (e.g., EXECUTE or ENGAGE) on the Command Menu line and press the left button to enter the value.

Function Keys – No implementation.

Number Keys – Type the number, then press <ENTER> or <RETURN>. Pressing <UNDO> will reset the current value being entered. <Esc> will abort the value entry.

Target Designator (Quadrant/Sector Selection)
A quadrant or sector target can be specified either by pointing to it with the mouse, or entering the numbers in from the keyboard.



Mouse – Point to the quadrant (if different than your own) and press the left button. Then point to the desired sector and press the left button. After either selection, the quadrant/sector number will be displayed and a target designator box will appear on the selected target and flash for a couple of seconds. Abort the selection with the right mouse button.

Number Keys – Type the quadrant and/or sector when prompted, first the row, then the column (note that 0 is 10). When prompted for quadrant, pressing <ENTER> alone will select the current quadrant. Abort with <Esc>.

## PAGE 32: AUTO ALERT SWITCH AAS

The Atari ST version uses an improved second generation Auto Alert Switch. When shields are raised automatically, the Auto Alert Computer evaluates your current tactical and power situations, and will only raise the shield(s) facing the enemy vessels, making certain those shield(s) have sufficient power. However, when a Zaldron arrives, all exposed shields are normally raised, because you do not know its location.

## PAGE 34: DAMAGE CONTROL DAM

In the ST version, you can select the system to be repaired either by entering the number (per the Officer's Manual), or pointing to the desired system using the mouse and pressing the left button.

## PAGE 36: DISPLAY RESET DIS

This command has been deleted.

## PAGE 39: REGION MAP MAP

**Modify as follows.**

"The current location of your starship is denoted by *a red box around the* quadrant code numbers . . ."

In the ST version, the whole map is not updated when you enter a quadrant. You must continually use LRS or probes to update the map.

## PAGES 40-41: MINE CONTROL MIN

Options: DEPLOY, RETRIEVE

In the Atari ST version, each time you allocate mines, any previously allocated (but not yet laid) mines will be returned to your torpedo supply—from there they can be reallocated. If you wish to deallocate all mines, just enter zero for the number to deploy.

**In the last paragraph, replace**

" After entering the number of mines . . . Navigation Control."

**with**

*" After allocating mines, you should call up either the Target Calculator or Navigation Control to move your ship and lay the mines."*

**Delete the first three sentences on page 41 and change the next sentence as follows:**

If you select the RETRIEVE option, the computer will ask how many.

## PAGES 42-43: NAVIGATION CONTROL NAV

**Change the "Cancel:" instructions to:**

Cancel: *Press <UNDO> or the right mouse button, or select "ABORT" instead of "ENGAGE"*

## PAGE 45: PHASER CONTROL PHA

**Replace the second paragraph with:**

In *manual* mode, use the mouse to point to each target, press the left button to select it, then enter the power allocated (if different than the calculated value shown) either by using the mouse or number keys. If you wish to finish before six targets have been selected, push the right mouse button or press <Esc>. The larger the distance, the more power is required—usually 50 to 400 units against full strength Krellans (in the ST version, the computer displays the minimum power required to destroy the target). You can even fire phasers at star systems, mines or empty space. The only invalid targets are your own starship and starbases.



## PAGE 49: INTERNAL SECURITY CONTROL SEC

The ST version uses a sophisticated second-generation security control system. When you call up Security Control, a side view of your ship's interior is shown, showing all twenty decks. If there is an intruder alert, the deck of the intruder's last known position is shown in red (high intensity on monochrome). Decks upon which a security search is underway are blue (low intensity), while decks with no searches are shown in black. Note that when an intruder is first detected, a general security search on all decks is automatically started.

To display the major components and vulnerable systems on each deck, select the STATUS option, then move the mouse to the desired deck and press the left button. The SEARCH and MAXIMUM options are described in the Officer's Manual, but remember to use the ST control method (mouse, function keys, etc.).

## PAGES 50-51: DEFENSIVE SHIELDS CONTROL SHD

**Replace the <ENTER> option to allocate shields individually, with the INDIVIDUAL option.** All the options are selected from the Command Menu line.

**Replace the description for the INDIVIDUAL option on p. 51 with**

INDIVIDUAL — Allows you to allocate power to each shield individually; Shield Control will prompt you for the shield to change. Select the shield either by number or by pointing to the appropriate shield in the Shields Display with the mouse and pressing the trigger. Then enter the power setting. Press the right mouse button or <Esc> when you are finished.

## PAGES 54-55: MISSION STATUS REPORT STA

A new piece of information has been added: BATTERIES. This tells you the level of battery power left (0-50). Batteries are only used when you have no power left in your main reserves.

## PAGE 56: STOP OPTION STO

When invoked, this command will recycle to the logon and will not return you to the operating system as stated in the manual.

**PAGE 57:** TARGET CALCULATOR **TAR**

Delete TABLE IX.

Use the mouse cursor to point to your destination, then select it by pressing the left button. You should select the quadrant first (if not your current one), then the sector. There will be a short delay after selecting a quadrant/sector while the target designator box flashes.

**PAGE 58:** TORPEDO CONTROL **TOR**

**Replace the second paragraph with:**

In *manual* mode, the computer will access your targeting computer in order to target your torpedoes. Use your mouse cursor to pick any sector in the quadrant. After selecting your target sector, press the trigger and the computer will calculate the course to the sector and enter it into the torpedo's onboard computer. Note that the target sector does not have to have an enemy vessel in it. After all torpedoes have been targeted, your weapons control will fire them off together.

**PAGE 59:** TRACTOR BEAM CONTROL **TRC**

Your tractor beam uses power. The beam generator itself is located in the rear of the ship and must have the rear screens down in order to operate. 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 by moving the cursor and pressing the trigger. If your rear shield is up, you will be asked if you wish to lower it. After selecting the target, your vessel will maneuver such that the rear is facing the target vessel before energizing the tractors.

**PAGES 69-70:** SIGN-ON OPTIONS

Two new options have been added for the ST version:

Option L: This option allows you to replay a previously saved Captain's Log. You will be asked for the Mission Sequence Number of the game that the log recorded.

Option O: This option displays the organizational chart of Star Fleet Command (game credits).

**PAGES 79-92:** IV. MAINTENANCE SECTION

- There is no Insert option in the Atari ST version.



- The mouse is not used for maintenance operations. Follow the manual concerning keystrokes.

**PAGE 83:** Service Record File (SRV)

**Note the following changes.**

Rank — always positive

**PAGES 84-85:** Sequence Number and Ship's Status File (SEQ)

Instead of a combined ship number and damage level, only the ship numbers of damaged ships are displayed.

**PAGE 86:** MAINTENANCE OPTIONS

**Replace the sample SEQ.NUM listings with**

SEQ
Sequence No: 162
Ship #20 Status: 9
Ship #10 Status: 5

**PAGE 90:** Insert to File Option

**Delete this option.**

**PAGE 93:** DISK ERRORS

Do not close the write protect tab on your playing disk.

**Modify point 2:**

"... saved game *or log* files. *Log files have the extension LOG.*"

**Delete points 4 and 5.**

**PAGE 94:** REBUILDING DATA FILES AND OTHER TIPS

**Replace the sentence and example in the second paragraph concerning DOS:**

"Use the following DOS command . . . or SEQ.NUM"

with

*Use your ST operating system to make a backup of your playing disk. Please note that the* **STAR FLEET I** *disk is NOT copy protected.*

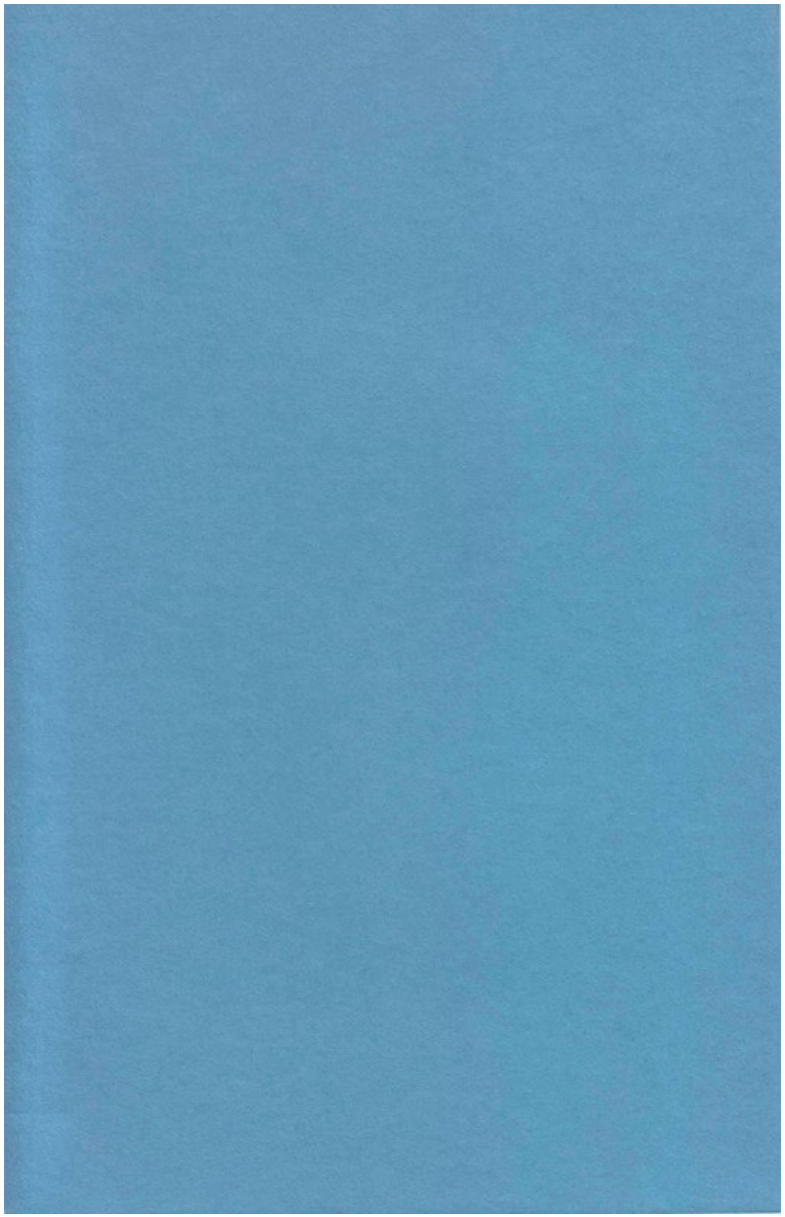
**PAGE 97:**

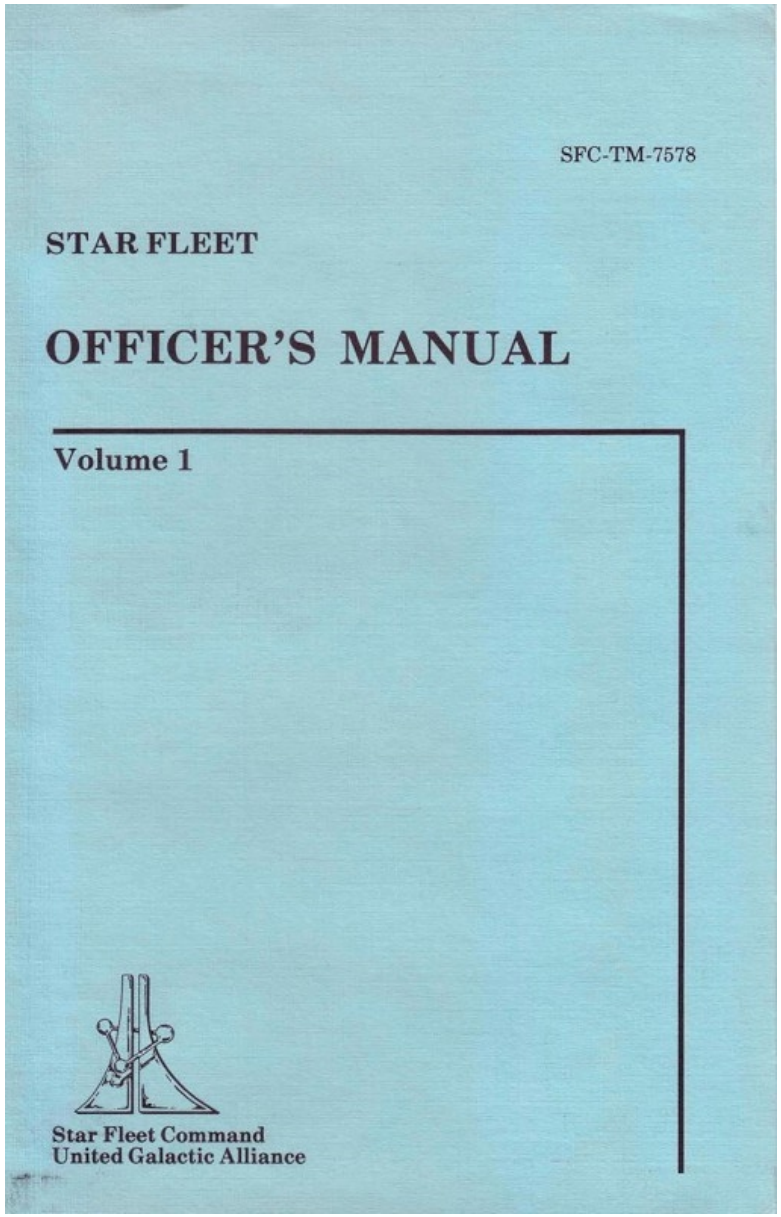
If the Academy Training Manual is already included in your **STAR FLEET I** box, another copy will not be sent to you after registration.

**CREDITS FOR ATARI ST VERSION:**

| | |
|---|---|
| Original Game Author: | Dr. Trevor Sorensen |
| Program Author: | Mark Baldwin |
| Atari ST Version Playtesters: | Ron Carter<br>Arlon Harris<br>Brett Keeton<br>Chad Keeton<br>John Sobernheim |
| Supplement Typesetting/Graphics: | Karen Smith |








# STAR FLEET

# OFFICER'S MANUAL

## VOLUME 1

Instructions For

**STAR FLEET I**™

***The War Begins!***™

by

interstel

Comments about this program or documentation should be sent to:

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Webster, TX 77598

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## TABLES



## FIGURES



*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 emporer — 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 Voyagé 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**.

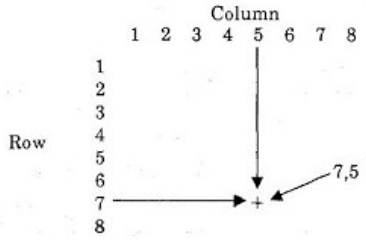



**Figure 1 — Definition of Grid System**

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<br>30 max |
| Maximum Total Power — units | 5000 |
| Life Support Systems | Primary & Backup |
| Defensive Energy Shields | 4 |
| Maximum Shield Strength — units | 2000 ea<br>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

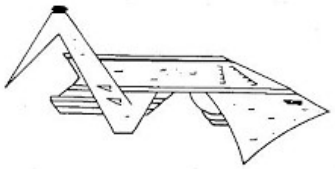
Also, if an entire day goes by without the enemy firing at you (i.e., you have not done any of the above things), they will fire at you anyway, just out of spite. The closer the enemy is to your starship, the stronger the hit will be, with a maximum of 475 units for Krellans or 575 units for Zaldrons 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.

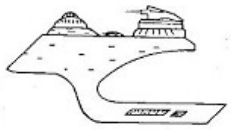
TABLE III — **Characteristics of the Enemy Fleet***

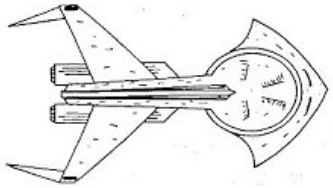
| Krellan Destroyer: | | Zaldron Warship: | |
|---|---|---|---|
| Cruising Speed | C.F.4 | Cruising Speed | C.F.4 |
| Maximum Speed | C.F.6 | Maximum Speed | C.F.7 |
| Phasers | 1 | Plasma Beams | 1 |
| Max. Total Power — units | 500 | Invisibility Screens | 1 |
| Defensive Shields | 1 | Max. Total Power — 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(?) |

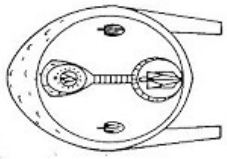
C.F. means C-Factor
* — Courtesy Intelligence Division, Star Fleet Command



*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.

| Computer | 128K RAM | More Than 128K RAM |
|---|---|---|
| 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><Del> 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., ␣(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 preceeding 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.

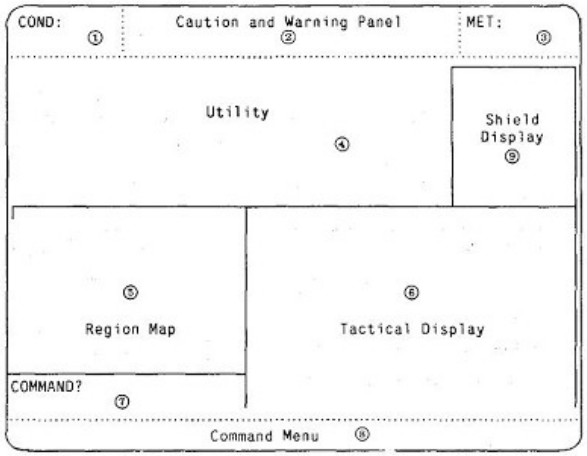



**Figure 2 – STAR FLEET I Screen Format**

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 Zaldron 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
1  .  .  I  k  .  .  .  .  .  k
2  .  .  *  .  .  .  .  .  .  .
3  k  .  .  .  *  .  .  .  .  .
4  .  .  k  .  .  *  .  .  .  .
5  #  .  .  .  .  .  .  .  .  .
6  .  .  .  .  .  *  .  .  .  .
7  .  .  .  +  +  +  +  +  +  +
8  .  .  .  .  .  .  .  .  .  .
9  .  .  k  .  .  .  .  .  .  .
10 .  .  .  .  .  .  .  .  .  .
```

```
Quadrant   :  7,7
Sector     :  1,3
Bearing    :  270.0 deg
Power      :  651
Shields    :  2562 (TOT)
   729/  0/1000/  833
Auto Alert :  OFF
Life Support: PRIMARY
Torpedoes  :  8
Crew Losses:  34/500
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. |

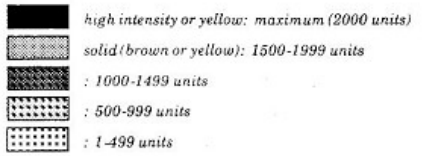
Short range sensors must be operational to use torpedo or phaser autofire, and if damaged, hamper ability for phasers to maintain lock-on as well as limiting available information about enemy vessels. If your short range sensors are damaged you can still update your Tactical Display by obtaining a *visual 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>.

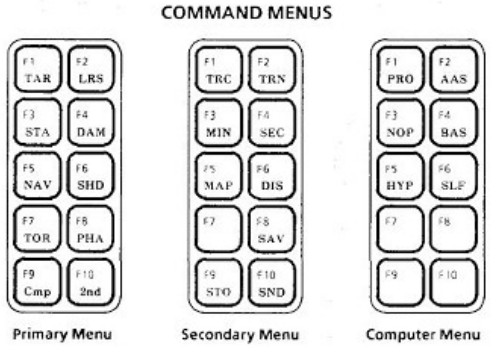



**Figure 4 — Command Menus**

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:

| | |
|---|---|
| *Abbreviation* | The three letter abbreviation of the command as used in the menus |
| *Menu* | Shows on which menu the command is located |
| *Function Key* | The function key you must press within the command's menu to execute the command |
| *Purpose* | Explains what the command does |
| *Options* | Lists any options in the command |
| *Cancel* | 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.

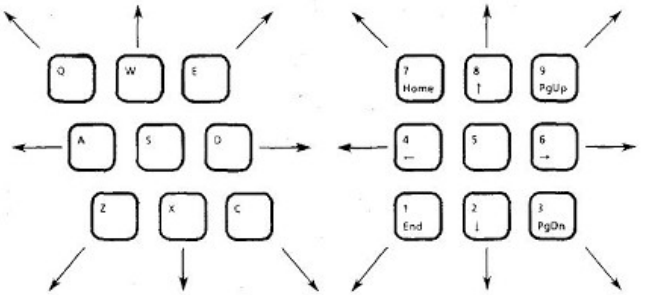



**Figure 5 — Target Designator Control Keys**

# 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.



# BAS

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.

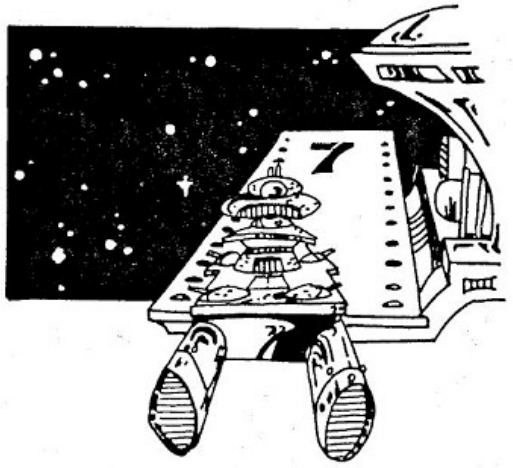
Following are the different statuses and their meanings.

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

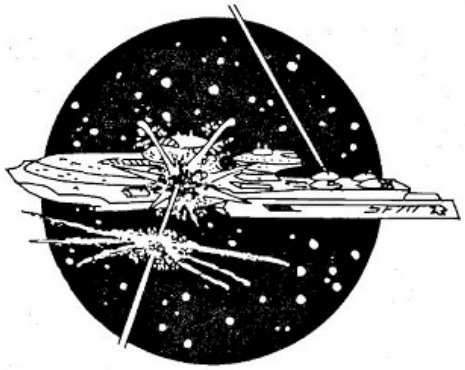
Cancel: Press <N> when asked if you want to repair a system

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.



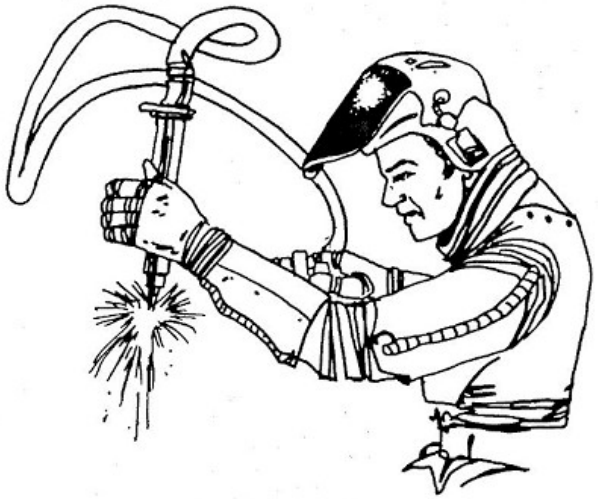


DAM

*** 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.



# HYP

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 Zaldrons!), 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.

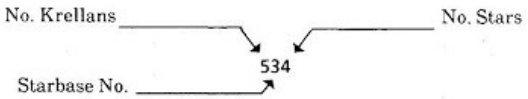



**Figure 7 — Long Range Sensor Scan Notation**

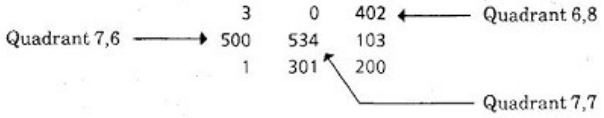



**Figure 8 — Example Long Range Sensor Scan**



# MAP

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

| row no. \ col. no. | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| 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

**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.

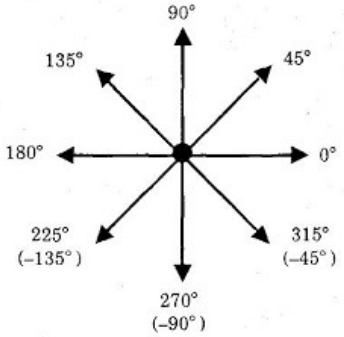



**Figure 10 — Navigation Headings**

* — 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.

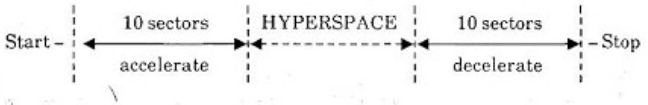



**Figure 11 – Hyperspace Travel**

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.



# PHA

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 Zaldrons. 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.



# PRO

Command C1: **RECONNAISSANCE PROBES LAUNCH CONTROL**

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

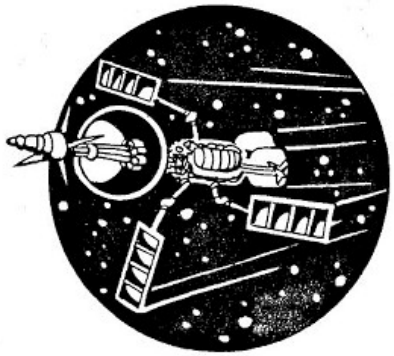
Purpose: Allows you to launch deep space reconnaissance probes for exploring remote quadrants in your region

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 same 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.



# SEC

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: **L**ower; **B**attle Entry; **M**aximum Strength; **T**otal 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.

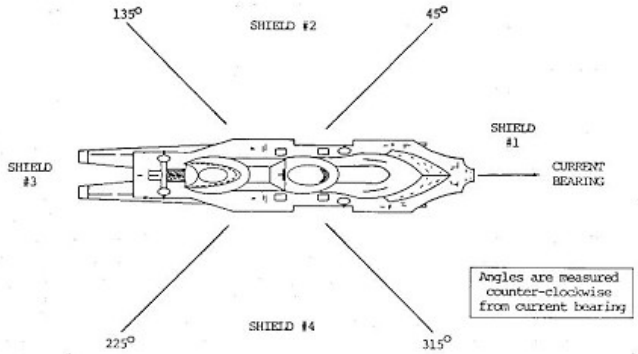



**Figure 12 – Defensive Shields Location**

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.



# SND

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:**

| Alien | Sector | Power | Status |
|---|---|---|---|
| Krellan | 4, 3 | 70.3% | Hostile |
| Krellan | 3, 1 | 44.8% | Hostile |
| Krellan | 1,10 | 9.6% | Disabled |
| Krellan | 9, 3 | 100.0% | Hostile |
| Krellan | 1, 4 | 0% | Captured |
| Zaldron | UNK | UNK | Hostile |

**INVINCIBLE STATUS:**

| | | | |
|---|---|---|---|
| Sys Out | :2 | Shuttles | : 5 |
| Marines | :60 | Prisoners | : 27 |
| Days Left | :37.5 | Aliens Left | : 35 |
| Prj Rtng | :77% | Probes Left | : 1 |

Ship in tow — Sector 1, 4

**Figure 13 — Example Mission Status Report**



STA

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.



# TAR

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>**<br>Sector? **1,1** | Targets you to Sector 1,1 of your current quadrant location |
| Quadrant? **4,5**<br>Sector? **<ENTER>** | Targets you to Sector 5,5 of Quadrant 4,5 |
| Quadrant? **3,2**<br>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>**<br>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.



# TRC

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 Zaldrons. 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.

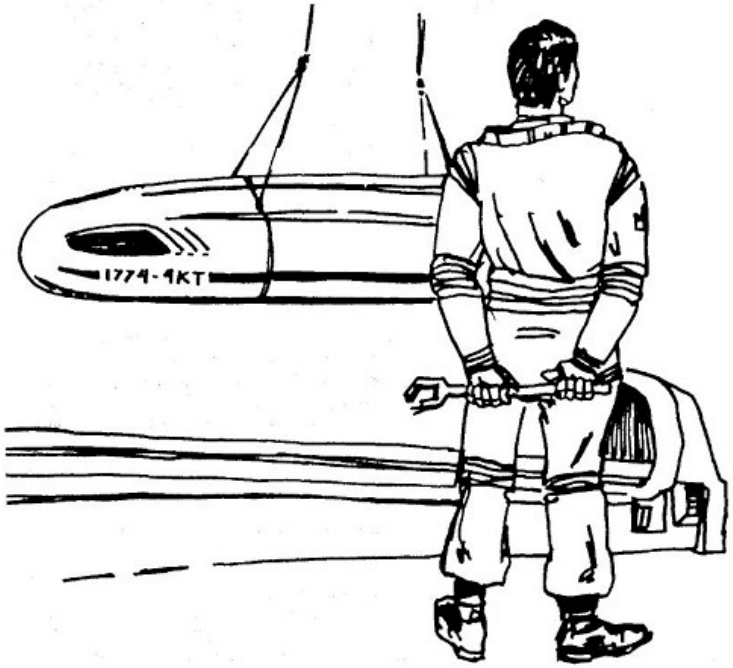
Your tractor beam uses power and cannot operate through a defensive shield, so the shield facing the target must be lowered (which is done automatically upon your confirmation). The other three shields can remain up. When asked by the computer, enter the (target) sector of the enemy vessel you wish to 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.






# TRN

Command S2: TRANSPORTERS CONTROL

Abbreviation: TRN Menu: SECONDARY Function Key: F2

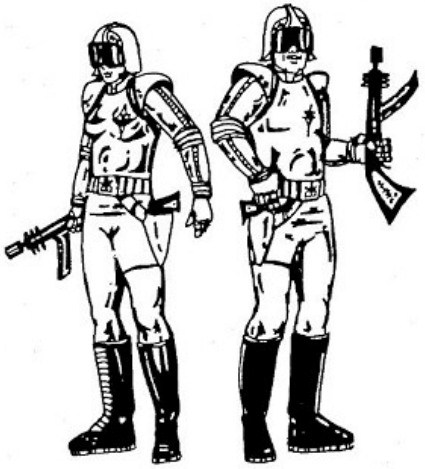
Purpose: Activates your ship's transporters to transport your space marines into a disabled enemy vessel

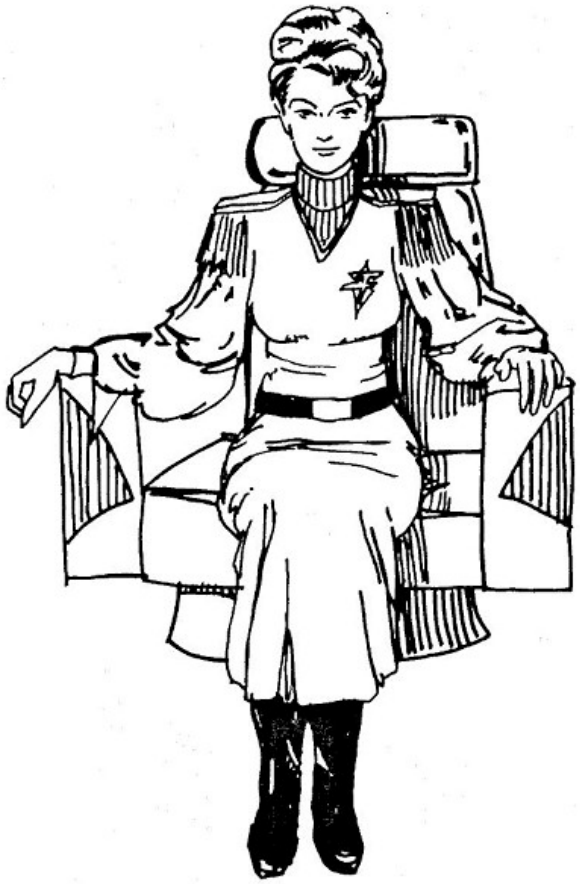
Options: N/A

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

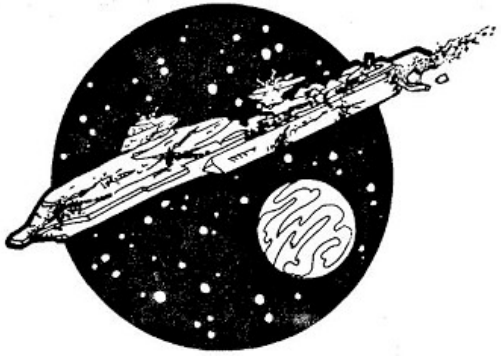
You can also lose the game by having your ship *disabled* as well as *destroyed*. The following will disable your ship:

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

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<br>2. Prentares Ribbon of Commendation<br>3. Combat Action Ribbon | 100 | 95 | 90 | 85 |
| II | 1. Silver Palm<br>(4. with Oak Leaf Cluster)<br>2. Alliance Defense Service Medal<br>3. Distinguished Service Medal | 105 | 100 | 95 | 90 |
| III | 1. Valcun Medal of Valour<br>2. Karagite Order of Heroism<br>3. Cross of Gallantry with Palm | 110 | 105 | 100 | 95 |
| IV | 1. Iron Cross<br>(4. with Shield)<br>2. Medal of Honor<br>3. Cross of Gallantry with Silver Star | 115 | 110 | 105 | 100 |
| V | 1. Knight's Cross of the Iron Cross<br>(4. with Swords)<br>2. Cross of Gallantry with Gold Star<br>3. Pour Le Mérite | 120 | 115 | 110 | 105 |
| VI | 1. Hero of the Alliance Gold Star<br>(2. with Meteors)<br>(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 alloted.

↑ 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 | OPTIONS |
|---|---|
| 1 — Personnel (SF.PER) | L — List File |
| 2 — Service Record (SRV.RCD) | R — Reset File |
| 3 — Sequence No. (SEQ.NUM) | M — Modify File |
| Press ENTER to cancel | A — Append to File |
| | I — Insert Entry |
| | Press ENTER to cancel |
| ENTER FILE #: ___ | 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 your 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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1. **Interstel** Product Replacement allows you to replace any defective purchased diskette(s) during the warranty period only.
2. **Interstel** Product Update Plan allows you to purchase new versions of your product as they are released, at reduced prices.
3. As a registered product owner, you will be informed of new and updated software releases by **Interstel**.



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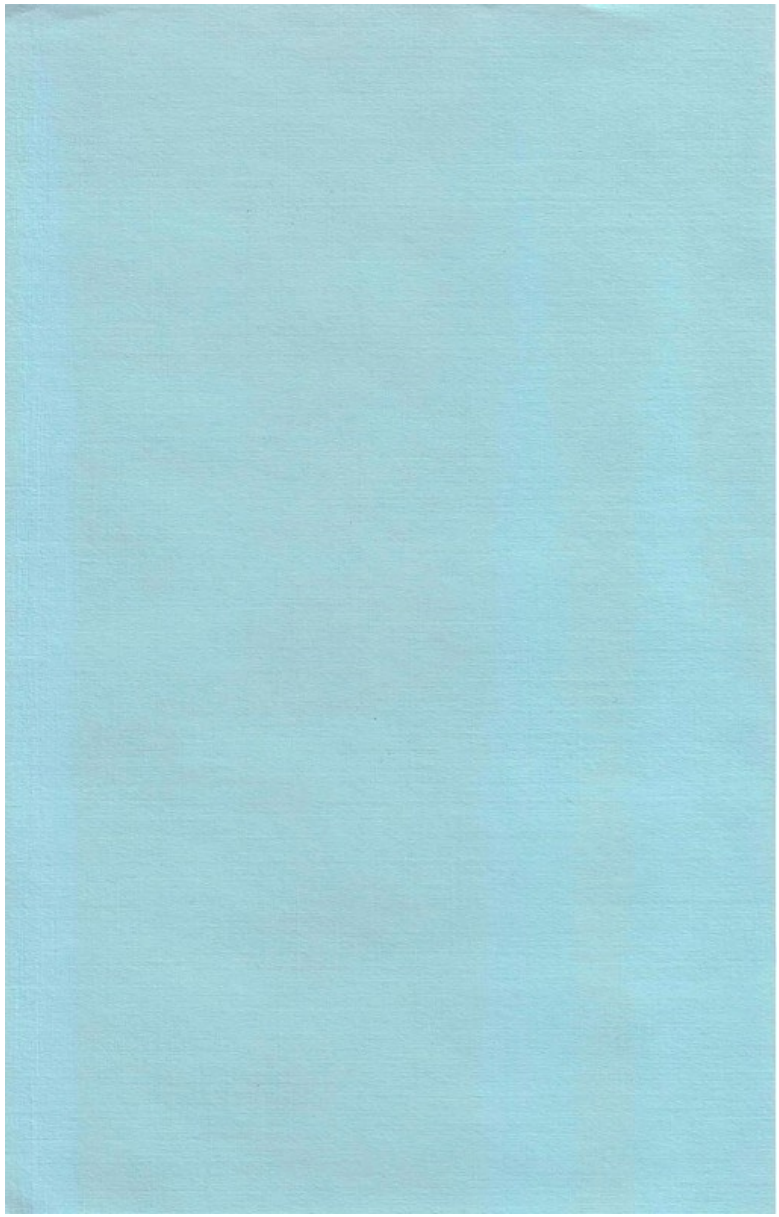
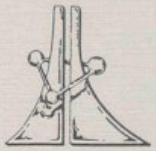


SFC-TM-4165

STAR FLEET
OFFICERS ACADEMY

# TRAINING MANUAL

Volume 1



Star Fleet Command
United Galactic Alliance

*DEDICATION*

This manual is dedicated to the memory of the *Challenger* seven, who gave their lives on January 28, 1986 while helping us reach for the stars.

**Dick Scobee, Commander**

**Mike Smith, Pilot**

**Judy Resnik, Mission Specialist**

**El Onizuka, Mission Specialist**

**Ron McNair, Mission Specialist**

**Greg Jarvis, Payload Specialist**

**Christa McAuliffe, Teacher**

# STAR FLEET OFFICERS ACADEMY

# TRAINING MANUAL

## Volume 1

Additional Instructions For

**STAR FLEET I.**

*The War Begins!.*

Version 2.1

by

interstel
corporation



Comments about this program or documentation should be sent to:

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## CONTENTS

## TABLES





## Message From the Commandant

*Welcome aboard! I wish to congratulate you on being accepted into the Star Fleet Officers Academy. It is here you will learn the basics of commanding the most sophisticated spaceships in the known universe. After completing the required classroom instruction, you will be given an assignment aboard the cadet training ship,* U.G.A.S. REPUBLIC.

*When you have finished your training, you will be a highly trained officer in the finest peace-keeping force in the galaxy. I hope you will be given the assignment and responsibilities of your choice.*

*This manual has been written to provide you with more information which, when combined with the Officer's Manual, provides a strong background to help you get started on your career as an officer in Star Fleet. Section I Parts A and B provide technical information and starship command techniques, plus a brief introduction to combat strategy. Part C is an excerpt from the ship's log of Captain Wallace during one of his missions while in command of the* Prince of Wales. *This mission was selected because it provides an excellent example of how the basic techniques of combat can be combined with the awesome power of a starship. Captain Wallace has since been promoted to Commodore. Section II Part A gives general information about Star Fleet and this Academy. Part B was compiled by the Intelligence Division of Star Fleet Command and gives you a brief description of the Alliance's most threatening adversaries.*

*On behalf of the Academy, I hope you enjoy your stay with us. This manual is intended as an introduction to Star Fleet and the Academy. You will learn much more during your regular studies. As a prerequisite to studying this manual, I suggest that you read the* **Star Fleet Officer's Manual**, *Volume One.*

*Regards,*

Robert L Winkler

*Vice Admiral Robert L. Winkler*
*Commandant,*
*Star Fleet Officers Academy*

STAR FLEET COMMAND
UNITED GALACTIC ALLIANCE

**ORDERS FOR:** Lt. Commander Pendergrass **Date:** 1600.0

I. Effective immediately, you are to assume command of the U.G.A.S. DUKE OF YORK. After relieving Captain Bertsch, you will proceed directly to the ANTARES III Region.

II. You are hereby ordered to seek out and engage the forces of the Krellan and Zaldron Empires which have invaded Alliance territory. In so doing, you are to deplete the enemy fleet sufficiently so that our main battle fleet can be assembled and defeat them before they can reach our colonies.

III. You must eliminate at least 24 enemy warships within 30 days.

IV. There will be four starbases located in your region.

V. Your mission sequence number is 377.

Bon voyagé and good luck, Lt. Commander!



## SECTION I - PART A

## ACADEMY LESSON 1

## TECHNICAL INFORMATION & BASIC TECHNIQUES



## GETTING STARTED & COMMON PROBLEMS

For mission levels one and two, your mission will begin in a quadrant at condition GREEN, i.e., no hostile enemy vessels present. This is an excellent time to familiarize yourself with your surroundings, and test the available commands. Take advantage of the lower ranks and learn how to use the commands, as things will get very hectic from mission level six and up. Some of these items might not be applicable to your computer.

Clarification is provided for the following items that most often give cadets trouble .

- All coordinates are in row, column; counting from the upper left corner of the quadrant and region.
- In response to a query by the program, the following rules apply:
  - If the program is looking for a letter answer, you should **NOT** press <ENTER> after typing the letter. Pressing <ENTER> without any input will either cancel the command or cause you to be asked again for a response. If more than one option is available to the query (such as in Shield Control), then pressing <C> will cancel the command.
  - If a numerical answer is expected, pressing <ENTER> after typing the number(s) is *required* to execute the command. Pressing <ENTER> without any input will either cancel the command or cause zero to be read by the program.
  - In two cases, you can press <A> for "All". This applies only to Phaser and Mine Controls.
- When asked for a course and C-Factor by Navigation Control, you should make both entries on the same line separated by a comma (e.g., 270,3.5). If you enter only one number, your computer will ask you again for a course and C-Factor. To cancel the command, press <ENTER> without any input or type a course followed by a negative C-Factor (e.g., 270,–3.5).

  Remember that in **STAR FLEET I**, the C-Factor is actually a distance. A C-Factor 1.2 will move you 12 sectors, while a C-Factor of 0.3 will move you three sectors.
- The items *course*, *heading*, and *bearing* are all the same. These are simply different terms used to describe the direction of movement or direction from your ship to a given target.
- Each mission time cycle increases your Mission Elapsed Time (MET) by 0.15 ±0.05 days. This means each command that uses time will increase your MET by between 0.10 and 0.20 days. Some activities also use time (e.g., movement, probes) above the normal time cycle.

## DEFENSIVE ENERGY SHIELDS

Your ship's structure can absorb only limited energy before it fails. For this reason, your ship is protected by four independent defensive energy shields. These four shields absorb and dissipate the energy blast from enemy weapons.

Your shield orientation depends on your ship's current bearing. Shield one *always* covers the front of your ship, regardless of your current bearing. The other shields are numbered *counterclockwise* from the front. Thus, to determine which shield will be hit by the enemy, you must take into account your bearing, then count left, rear, and right (or port, aft, and starboard) from there to find your other shield positions. You can also use the target calculator to determine which of your shields is facing the enemy.

Always be aware of your shield strength and orientation in a battle, because if a shield is penetrated by a hit, you will suffer damage and casualties. Do not be afraid to change your shield allocation, since the enemy will not shoot at you when you use Shield Control unless one day has passed since you were last fired upon. Explore the options available and make use of them (more on the shield options is found in Lesson Two). Battle Entry Configuration is a favorite to use when entering into a hostile quadrant, because it reinforces your front shield, which will (probably) face the enemy, at the expense of your rear shield, which is not needed if you stay on the edge of the quadrant facing in. The other options are more optimum for different situations.

Your ship's defensive shields use power at the rate of one unit per 1000 units of total shield power per game cycle.

> **NOTE**
>
> *It is strongly suggested that you do not touch your Auto Alert Switch (AAS) during your first missions.*
>
> *This switch automatically raises/lowers your shields when you go to condition RED/GREEN. This switch will be discussed further in Lesson Two. To turn this switch off without knowing what you are doing can be fatal!*



## COLLISIONS & HYPERSPACE MOVEMENT

If your navigation computer is working and you collide with an object (e.g., star system, starbase, etc.), your ship will be stopped automatically by your navigation computer in time to avoid any damage. However, if your navigation computer is damaged, manual shutdown is used instead (which is slower) and your ship may suffer damage.

If you collide with an enemy vessel, your navigation computer will help prevent any damage resulting from the collision. However, the enemy is most likely to fire at you and, if your shields are not up, you will suffer damage from the resulting hit.

When you travel at C-Factors greater than 2.0, you ship enters a special state called *hyperspace*. While in hyperspace, your ship will not collide with any objects, but it is still subject to ion storms (see pg. 37).

Your ship will not immediately enter hyperspace when you start your movement. Hyperspace travel requires a ten-sector length acceleration distance and a ten-sector length deceleration distance. In this acceleration/deceleration region, your ship is subject to collision as mentioned previously. If there are Krellans in the adjacent quadrant at the beginning of your move, or in the quadrant preceding your target quadrant, you stand the risk of being intercepted and suffering the consequences. The Auto Alert Switch will provide some protection by strengthening your shields, if required. However, this switch must be turned ON for your shields to be automatically raised. While in hyperspace, you do not have to worry about the enemy ships. If your navigation computer is damaged while in hyperspace, you will emerge into normal space and again be subject to collision at any time.

## REPAIRING DAMAGED SYSTEMS

Damaged ship systems will be repaired by your crew and ship's computer. The number of days required to complete the repairs is the Estimated Repair Time (E.R.T.), and is shown in the Damage Control report. The normal repair rate depends on the number of crew you have left and your ship's alert condition. Systems in condition GREEN will be repaired twice as fast as those in condition RED.

You also have the capability to speed up the repairs on damaged systems by allocating power from your reserves via computer link to Damage Control. As a rule of thumb, 100 units of power per day E.R.T. will completely repair the system, irregardless of whether you are in condition RED or GREEN (allocate a little less, say 10-20 units, rather than 100 × E.R.T., since time is used in carrying out this command). Try and repair critical

systems first, such as Primary Life Support or Defensive Shields Control. Depending on your situation, less important systems such as Mine or Transporters Control can generally be left to undergo normal repair.

## DEEP SPACE RECONNAISSANCE PROBES

Your ship has three deep space reconnaissance probes which can be used for determining what is in the quadrants they pass through. For best use of these probes, get near an edge or corner of the region, and fire them off at an angle that will give them the longest track (e.g., 30°, 45°, or 60° from the lower left corner of the region). Being one quadrant diagonally in from the corner to launch your probes is actually more efficient, because your long-range sensors can scan the outer quadrants of the corner, and less power is required to send the probe across the region. Allocating 80 units of power will take a probe across the diagonal length of the region; whereas 60-65 units will take a probe across the width. No probe replacements are available from starbase.

If a probe passes through a hostile quadrant, there is a chance the Krellans will destroy it. The probability of the probes being destroyed is directly related to the number of Krellans in the quadrant.

## PRIMARY LIFE SUPPORT SYSTEM

**WARNING**

*If at all possible, never let a damaged primary life support system go unrepaired.*

Your ship has a backup life support system which takes over when the primary is damaged. However, if your ship suffers further damage which knocks out your backup system, then your entire crew is killed and your ship is disabled! If you leave it unrepaired, you do so at your own risk.

There may be situations when you have no choice but to allow the primary life support system to undergo normal repair. For example, if you find yourself low on power on your way to starbase, you must accept the risk of traveling with the system out. As in many combat situations, you must use judgement as to when to let the system go unrepaired.



# SECTION I - PART B

# ACADEMY LESSON 2

# ADVANCED TECHNIQUES AND TACTICS




## INTRODUCTION

Now that you have experienced flying several missions, we can examine some of the more detailed information, techniques, and tactics that can be used to successfully complete your future missions.

In any war, the victor usually wins by acquiring some advantage over his adversary. This advantage could be weapons, troops, better equipped and trained forces, intelligence, position, etc. In short, there are many ways one can gain an advantage over one's opponent. **STAR FLEET I** is no exception.

In the Officer's Manual you will find descriptions of your weapons, ship's systems, mines, and other means by which you can attack your opponent. Not knowing how to use these "weapons" properly, or efficiently, can make even the most superior weapon useless. You should already know how to fire your torpedoes and phasers, use your marines, mines, etc. Now you will be given some instruction on advanced tactics within the quadrant to help gain an advantage over your opponent. Through this discussion, you will see why it is better to sometimes use phasers instead of torpedoes (and vice-versa), how to make use of the torpedo and phaser auto and manual firing modes, and why there are different options in Defensive Shields Control. The techniques and tactics presented here are the results of the combined experiences of top fleet officers after many battles with the enemy.

Do not be duped into thinking you have such an advantage over the Krellans and Zaldrons that the missions are no challenge (just ask any experienced player). The enemy is extremely mobile, sometimes making you think torpedoes are completely useless. Their ships will make use of available cover (e.g., star systems and starbases). They gang up on you and, as a group, sometimes move closer or farther away, employing a variety of battle formations and tactics. Then there is always that dastardly intruder who always seems to damage the most necessary system at the most critical point in the battle. However, for each enemy weapon, you have a counter-weapon. **How you use your weapons is the key** to a long and rewarding career as a Star Fleet officer.

## ZALDRON HUNTING

Different tactics have been successfully employed against Zaldron vessels when they are invisible. Three basic tactics are presented. Each tactic can be aided by the fact that the sector in the Tactical Display that contains the Zaldron may occasionally flicker slightly due to their disturbance of the space-time continuum.

TACTIC #1 - The first tactic is the most effective at the lower ranks. It consists of allowing your ship to be hit (e.g., by moving) and noting which shield(s) are hit by the Zaldron, thus obtaining the general direction to the target for firing a spread of torpedoes manually. As your mission rank increases, this method becomes less effective because the chance of the Zaldron moving between the time he fires and the time you can fire increases. At the higher ranks it may be nearly as effective to simply fire torpedoes in random directions. It is also suggested that this method not be used if you are getting low on power or torpedoes, and used sparingly if there are Krellans present, since it will be harder to determine which shield was hit by the Zaldron.

TACTIC #2 - The second tactic is basically the same as the first, except that phasers are used instead of torpedoes. Using phaser control manual mode, six separate targets can be entered in an attempt to hit the sector containing the Zaldron. As well as determining the direction to the Zaldron by noting which shield(s) was hit, you can also determine the approximate distance to the Zaldron by noting the hit magnitudes. Each time that a sector is manually targeted, the phaser shoots a five-unit burst to determine if anything is in that sector. The same limitations apply to this method as to the previous one, except that power is the main limiting factor rather than available torpedoes.

TACTIC #3 - The third tactic uses torpedoes as mines to catch the Zaldron unawares as he streaks about the quadrant. This method is the most effective at high ranks because the Zaldrons are much more mobile than at the lower ranks. A string of mines laid across the quadrant is thus very likely to damage or destroy the Zaldron. Do not forget that mines are lost once you leave the quadrant. Unexploded mines can be retrieved to replenish your stock of torpedoes. Time is the major consideration with this method. Remember that the Zaldron will not move unless you execute a command that uses time.



## SHIELD CONTROL OPTIONS

The designers of the *Invincible* class heavy cruiser carefully considered the protection of the Alliance's main instrument of defense. To assist a captain in effectively and quickly adjusting the ship's defensive energy shields, several options were built into Shields Control. These options distribute shield power differently and each was developed with a specific use in mind.

To review, the available options are:

| | |
|---|---|
| CANCEL | Cancels the command. |
| LOWER | Lowers all shields to zero power. |
| BATTLE ENTRY | Places shields in Battle Entry configuration. |
| MAXIMUM STRENGTH | Places shields in Maximum Strength configuration. |
| TOTAL STRENGTH | Allows you to distribute power evenly to all shields. |
| INDIVIDUAL <ENTER> | Allows you to allocate power to each shield individually. |

We will now discuss each option in more detail.

### CANCEL

This option allows you to cancel the command and leaves your current shield configuration unchanged. Thus, you can change your mind after entering Shield Control and exit without having to update your current shield setting.

### LOWER

This option lowers ALL four shields to zero and the power from your shields is placed in your ship's main reserves. This option is ideally suited for lowering your shields in a hurry when your ship's power reserves are exhausted, or lowering your shields when the Auto Alert Switch is off.

### BATTLE ENTRY CONFIGURATION

This option doubles power to your front shield (#1) at the expense of your rear shield (#3). This option is most useful when entering a new, hostile quadrant because it reinforces your forward shield, the one most likely to be hit by enemy weapons. However, since your rear shield is down, you should stay in the outer row or column facing into the quadrant (e.g., located in sector 5,1 with a heading of zero degrees) to avoid suffering

damage from enemy hits that will penetrate your ship's hull in this area. An enemy vessel could also beam aboard an intruder through the lowered shield.

### MAXIMUM STRENGTH CONFIGURATION

This option allocates all but 100 units of power (if available) to the shields, with each shield being of equal strength. This places the maximum amount of power into your shields, and leaves 100 units in your ship's main reserves for weapons, movement, etc. This option is well suited for maneuvering in the central portion of a hostile quadrant with several enemy vessels present. This is the usual shield configuration for Zaldron hunting.

If your total power is less than 200 units, this option will allocate all but 25 units to the shields, with each shield being of equal strength. This will give you the maximum protection, with 25 units in your reserves for running away when things get real bad.

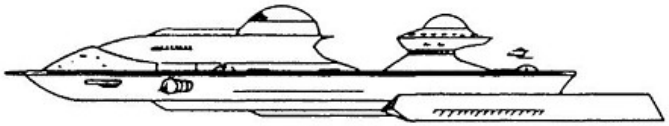
### TOTAL STRENGTH

This option allocates one quarter of the total input power to each of the four shields. This option is identical to the Maximum Strength configuration, except here you choose the total shield power. This option provides your ship with maximum protection from enemy weapons, while leaving as much power in your main reserves as you decide. Thus, you can maneuver in the central portion of your quadrant with plenty of power available for phasers, movement, tractor beam, etc. This is the usual choice when you are running low on power, or need maximum protection with lots of power in your reserves in case the enemy gets the better of you.

### INDIVIDUAL (Manual Setting)

This last option allows you to adjust your shields in any configuration with any power setting (within the shield limitations) you desire. With this option you can raise one, two, three, or all four shields to whatever power setting you input.

Now that all the options have been discussed in detail, some examples are provided on the following pages to illustrate how they can be used.





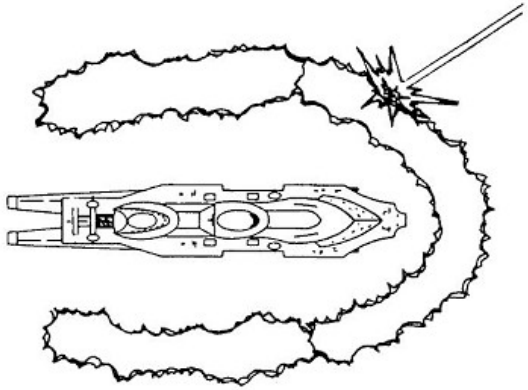
### EXAMPLE #1

Your current location is Sector 6,6 in Quadrant 3,4. A long-range sensor scan reveals five Krellans in Quadrant 4,4. Prior to moving, you should place your shields in **Battle Entry configuration**, then enter a course and C-Factor of -90,.5 into Navigation Control. This places you in Sector 1,6 of Quadrant 4,4 facing into the quadrant. Refer to the tactical displays on the right. Since you are in the top row and facing in, the enemy cannot attack you on shield #3. As long as you stay in the top row facing in, you can safely use Battle Entry configuration to reinforce your shields as you suffer hits.

Quadrant 3,4

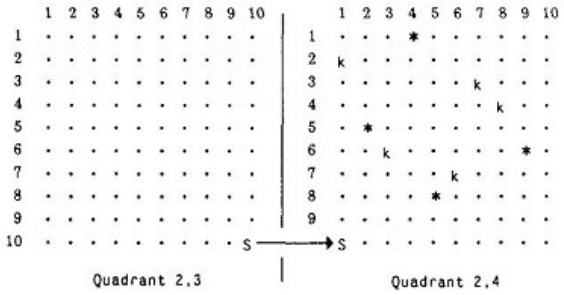
```
   1 2 3 4 5 6 7 8 9 10
1  . . . . . . . . . .
2  . . . . . . . . . .
3  . . . . . . . . . .
4  . . . . . . . . . .
5  . . . . . . . . . .
6  . . . . . A . . . .
7  . . . . . | . . . .
8  . . . . . | . . . .
9  . . . . . | . . . .
10 . . . . . | . . . .
1  . . . . . A . . . .
2  . k . . . . . . . .
3  . . . . . . . . . .
4  . . . * . . . * k .
5  . . . . . . . . . .
6  . . . . . . . . . .
7  . . k . . . . . . .
8  . . . . . k . . . .
9  . . . . . . . . . *
10 . . . . k . . . . .
```

Quadrant 4,4



### EXAMPLE #2

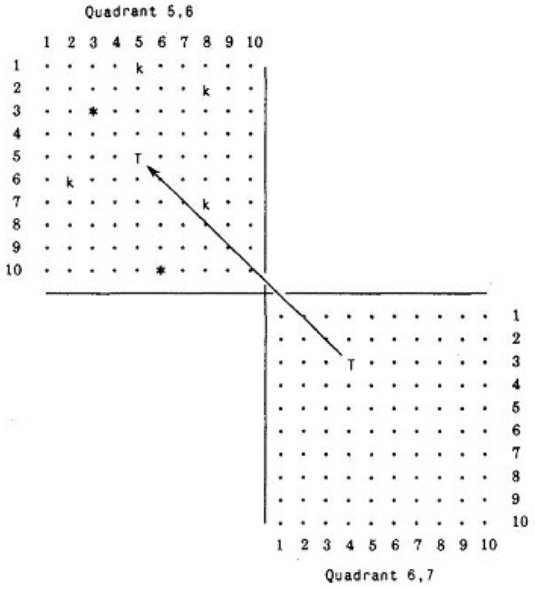
Your current location is Sector 10,10 of Quadrant 2,3. A long-range sensor scan reveals five Krellans in Quadrant 2,4. In this situation, you can make use of a prime tactical location--one of the four corners of the hostile quadrant. Before entering Sector 10,1 of Quadrant 2,4, use the manual option (by pressing <ENTER>) to raise shields #1 and #2 only (refer to the tactical displays below). You will need to turn the Auto Alert Switch OFF to prevent having this shield setting ruined the instant you enter Quadrant 2,4. Since you are in the corner, only two shields are needed to protect your ship. This position allows you to concentrate more power in fewer shields, which means more power can be kept in your reserves for other requirements. You also need fewer units of power to protect your ship since you are raising only two shields, rather than three (Battle Entry) or four (Maximum Strength). This option becomes more important as your available power dwindles.






### EXAMPLE #3

Your current location is Sector 3,4 of Quadrant 6,7. An update of the Region Map shows three Krellans have entered Quadrant 5,6, bringing the total to four. Prior to moving, place your shields in **Maximum Strength configuration** and target to Sector 5,5 of Quadrant 5,6. Your shields were placed in Maximum Strength configuration because it provides the maximum protection for your ship in the center of the quadrant. Refer to the sample tactical displays below. The **Total Strength** option could have been used as well, allocating all available power to your shields except 100 units (this would have resulted in the exact same shield strength as the Maximum Strength option).



### EXAMPLE #4

Assume you are in the same situation as in Example #3. However, this time you want to capture one of the enemy vessels. In this case you should use the **Total Strength** option, allocating all power to the shields except for a few hundred units to be used for phasers. Being able to control the amount of power left in reserves is the greatest advantage of the Total Strength option.




## THE SHIELDS/SYSTEM DAMAGE CONNECTION

Some of your ship's critical systems are located in definite places and are only vulnerable to hits through a particular shield area(s). The following table shows which shield areas are critical to each ship system. This information can be used to orient your ship so that even if you have a particular shield penetrated, it will not hurt a system you are trying to protect. Note that if most of your systems are already damaged, another shield penetration could knock out a system not normally vulnerable in that area.

**Table I**

**Relationship Between Shields and System Vulnerability**

| System | Vulnerable Shield Areas |
|---|---|
| 1. Navigation Computer | All |
| 2. Main Engines | 2, 3, 4 |
| 3. Auxiliary Engines | 2, 3, 4 |
| 4. Short Range Sensors | All |
| 5. Long Range Sensors | All |
| 6. Shields Control | All |
| 7. Torpedo Control | 1 |
| 8. Phaser Control | All |
| 9. Mine Control | 3 |
| 10. Tractor Beam Control | 3 |
| 11. Transporters Control | All |
| 12. Primary Life Support System | All |
| 13. Backup Life Support System | All |

## BYPASSING SHIELD CONTROL

There are two ways to bypass an inoperative Shield Control to lower one or more of your defensive shields and return power to your reserves. One of these methods depends on your Chief Engineer, the other on your ability to use your ship's tractor beam.

With Shield Control out and no power in your reserves, your Chief Engineer will ask if you want him to attempt lowering one of your shields. If you answer yes, he will then ask which shield you want lowered. Then he will rig a bypass circuit in an attempt to lower the shield you selected. There is a chance the attempt will be unsuccessful and additional damage and casualties can occur.

If your Chief Engineer is unsuccessful, you can fire him and use your tractor beam to lower one or more of your shields. In order to use your tractor beam, a valid target (mine or disabled enemy ship) **must** be present in your quadrant. To lower your shield(s), lock onto a valid target and draw it in. Remember: Your backup life support system will only operate for 0.5 days on batteries, so you must act fast.

‡‡‡‡‡‡‡‡‡‡ **CAUTION** ‡‡‡‡‡‡‡‡‡‡

- If there are no valid targets in your quadrant for your tractor beam to lock onto, or
- the object is too far away and requires more power than the shield being lowered has available, or
- the tractor beam uses up all the power obtained from the lowered shield, or
- the shield facing the object is already down, or your tractor beam is damaged, and your Chief Engineer is unsuccessful in his attempts . . .

**prepare to die!**

> **NOTE**
>
> *Your Chief Engineer will make an attempt each 0.1 days, so he will make up to five tries before time runs out. You can also use your tractor beam as many times as there are valid targets. One of these methods may work.*



## THE AUTO ALERT SWITCH

Your ship is equipped with an auto alert device which monitors your present situation and automatically raises or lowers your shields if the situation changes. Two situations where your shields will be raised are when your ship enters a new hostile quadrant, or when a Zaldron ship arrives. In either case you might not have enough time to adjust your shields before receiving a hit, thus the need to do so automatically. The Auto Alert Switch is normally left on as a safeguard and will **always** be reset to the ON position when you dock with a starbase.

However, there are some drawbacks to the Auto Alert Switch. Namely, it tends to be overcautious. The Auto Alert Switch has several checks to see whether your current shield setting is adequate, and these checks are fairly conservative. The primary goal of auto alert is to ensure that you will survive even if all the enemy ships are next to you. It also prevents your receiving damage, if possible. However, it is inadequate in that it does not take into account the current position of the enemy ships or your current shields setting--it will blindly allocate power evenly to all shields, which is often *not* the optimum setting. Frequently, a carefully allocated setting, such as is needed for capturing or delivering an enemy vessel, is ruined by the Auto Alert Switch.

In order to help you understand the workings and limitations of the Auto Alert Switch, the following list of checks (assuming condition RED) is provided. (Note: These particular checks apply to the IBM/TI versions. The checks for other computer versions are generally more lenient; i.e., the AAS will not be triggered as easily. Some computer versions, e.g., Atari ST and Amiga, have a second generation AAS that will look at the current tactical situation and raise only the required shields).

- If you have just selected Battle Entry configuration in Shield Control, the switch checks that you have at least 475 units per shield per enemy vessel present to ensure survival. If it passes this test, then the rest of the switch testing is bypassed. Otherwise, it continues testing.
- If your total shield strength is greater than 800 units times the number of enemy ships present in the quadrant, exit the switch tests.
- If your total ship's power (shields plus reserves) is less than 25 units, or you have less than 26 units in reserve, exit the switch tests.
- If a Zaldron has just arrived and your total shield strength is greater than the total power of enemy hits last received plus 2000 units, exit the switch tests. This allows an extra 500 units per shield to absorb the hit from the Zaldron.

The Auto Alert Switch will then allocate the required power to your shields, ensuring that all shields are of equal strength and that at least 25

units of power are left in your reserves. The switch will effectively put your shields in the Maximum Strength configuration.

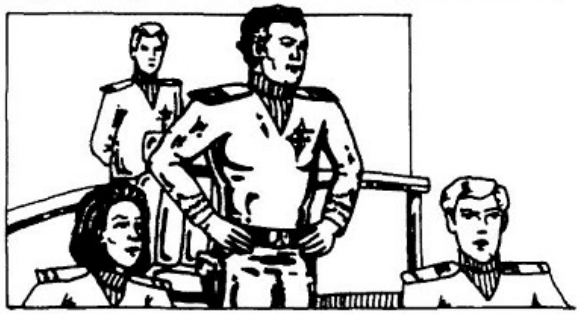
If your switch is ON when your ship goes from condition RED to condition GREEN *without* leaving the quadrant, your shields will automatically be lowered to conserve power. This will not happen if the switch is OFF.

There are several situations in which you might want to turn the Auto Alert Switch off. The most usual ones are:

- You are very low on power and probably would not survive a full attack anyway.
- You want to enter a quadrant with a special shields setting and do not want it spoiled by the Auto Alert Switch.
- You are using transporters or tractor beam and do not want the facing shield raised if a Zaldron arrives.
- You are towing a vessel (which requires one shield to be down) and you do not want to have the lowered shield raised by the Auto Alert Switch, cutting off the tractor beam.

‡‡‡‡‡‡‡‡‡‡ **CAUTION** ‡‡‡‡‡‡‡‡‡‡

- *DO NOT TURN THE AUTO ALERT SWITCH OFF UNLESS REALLY NECESSARY AND REMEMBER THAT IT IS OFF! Accidentally entering a quadrant where several enemy vessels are present with the Auto Alert Switch turned off, or having the switch off when a Zaldron arrives, are two of the most common ways to lose a mission.*
- *WHEN TOWING AN ENEMY VESSEL WITH THE AUTO ALERT SWITCH OFF, YOU SHOULD SET YOUR SHIELDS IN A BATTLE ENTRY CONFIGURATION. This will offer some protection when entering a hostile quadrant or against an intruding Zaldron warship.*





## STARBASES

Starbases are provided for resupply and repair of your ship. Crew casualties will be replaced when you dock, as long as you have not already used up the starbase's 500 replacements. To dock with a starbase you must move to one of the eight adjacent sectors surrounding it. Your computer will then ask you if you want to dock. You can dock even if your auxiliary engines are damaged because non-damagable maneuvering engines are used. You can **never** dock with a starbase using your main engines (C-Factor greater than 1.0), so if you arrive in a quadrant using your main engines and happen to stop next to a starbase, you must reenter Navigation Control and input a new course with a zero C-Factor (e.g., 0,0) to dock. This will simply rotate your ship and the computer will then ask you if you want to dock.

While docked, you can still use all your ship's systems normally (e.g., transporters, fire torpedoes and phasers, etc.), and your ship will be protected by starbase's shields. Beware of docking with a starbase that has low shield power and is under attack. If starbase is destroyed while you are docked, you will be destroyed too!

Starbase will not continually resupply your ship as you remain docked. If you use a lot of power and/or torpedoes and want to be resupplied, you will have to leave starbase and dock again. Your ship will only be resupplied once each time you dock. Note that starbase will slowly regenerate its power. The more stars there are in a quadrant, the faster the power will be generated.

Do not run back to starbase everytime you use a little power or a few torpedoes . . . there is a time penalty for docking of at least one day. The more damage your ship has, the longer you will have to stay at starbase to complete repairs. A ship with several inoperative systems could thus spend several days at starbase. If you have enough power remaining to do so, you should repair as many damaged systems as possible before docking. This will reduce the time spent at starbase.

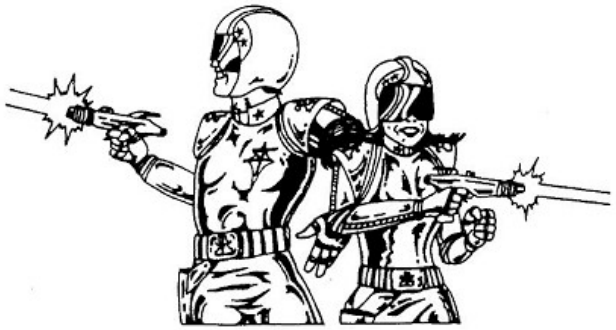
*FIND A STARBASE BEFORE YOU NEED ONE!* To ensure security, your starbase locations are kept secret until they are attacked. Therefore, you will have to find them yourself. At ranks one and two there are five starbases, and since they cannot be in adjacent quadrants they are fairly spread out and easy to find. However, the higher your rank, the fewer starbases there are in your region. Consequently it is harder to find one--especially at ranks nine and ten where there is only one. Likewise, the higher your rank, the more critical it is to find a starbase early in your mission. It is always a good idea to launch your probes and/or move around and use your long-range sensors to locate a starbase. Since you are unable to resupply and repair your ship without a starbase, it is best to

avoid engaging the enemy, or using too much power and torpedoes, until one is found. If you must fight, it is best to do so early while your ship is strong.

## BOARDING/CAPTURING/DELIVERING ENEMY SHIPS

After an enemy ship is disabled, you may use your space marines to board and capture it. Your marines may take prisoners, and these prisoners are brought aboard your ship. Sometimes one of these prisoners escapes and the consequences of this are discussed in the next section. After the enemy vessel is secured in towing position it should be taken to a starbase to be handed over to Alliance authorities. You need not capture an enemy vessel to take it to starbase; however, placing a hostile vessel in tow can be dangerous--they can beam an intruder aboard your ship. It is usually better to use your marines to capture the enemy vessel. The more enemy ships and prisoners you deliver to starbase, the higher your mission efficiency rating. As a bonus, when your marines capture the ship, all remaining power in that ship is transferred to your own power reserves. However, capturing ships takes time, so you must make the tradeoff between more rating points and the additional cost in time.

There can be situations where several enemy ships in a quadrant are disabled and/or captured. Since your ship has only one tractor beam, you can only tow one vessel at a time. If you leave a quadrant with any disabled enemy vessels left, you will find the enemy ships repaired and at full strength when you return. Rather than leave any disabled vessels in a quadrant, you should place one ship in tow and destroy the rest. Disabled enemy ships cannot move or deflect torpedoes.





## INTRUDERS/SECURITY CONTROL

There are three sources of enemy intruders (which can be either Krellan or Zaldron):

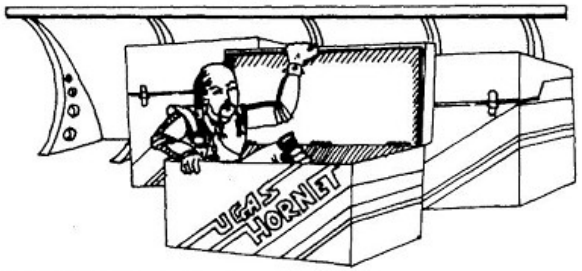
- Agents that have hidden aboard during resupply at a starbase.
- Escaped prisoners.
- Agents transported aboard (only for ranks six and above). If an enemy vessel is within two sectors of your ship and your defensive shield facing the enemy vessel is down, then they may beam an agent aboard any deck to wreak havoc. Invisible Zaldron ships are almost certain to do this.

Internal Security Control gives you the latest information about the intruder and allows you to start or stop security searches to apprehend the villain.

Your normal ship's security will eventually capture the intruder but initiating a full search (using the SEARCH option) increases your chances of catching him before he does too much damage.

MAXIMUM SECURITY DECK is an option that permits you to select one deck to have maximum security at the expense of all other decks. If you outguess the intruder and he goes onto such a deck, then it is very likely he will be caught, or at least will not be able to sabotage a system on that deck. This option is useful to protect a deck with vulnerable important systems (e.g., primary life support) which are close to the intruder's last known position. Remember that the intruder can only move one deck up or down at a time during each game time update.

Although both the Search and Maximum Security Deck can be selected together (except in the Atari version) or separately, it is recommended that you at least initiate the security search first. You can then select a Maximum Security Deck to help apprehend the intruder.

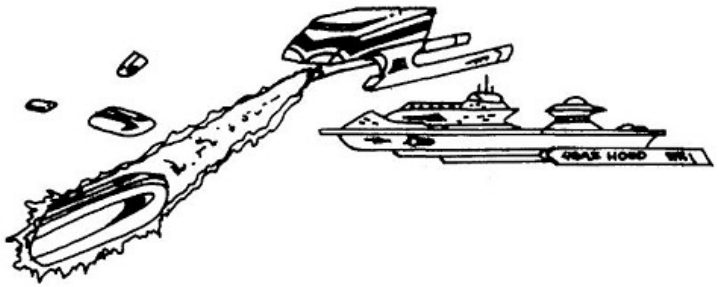


## MINES AND EXTRA TORPEDOES

You may use torpedoes as mines by leaving them behind as you move within a quadrant. Mines are especially effective in the high ranks where the enemy is extremely mobile. If an enemy vessel runs into a mine (i.e., attempts to occupy or travel through a sector where one is located), it will be damaged or destroyed. This makes mines ideal for destroying Zaldrons. Mines can be laid by moving in any direction, but only one mine can occupy a sector. If you leave the quadrant, all mines remaining in that quadrant are lost.

Mines can be retrieved and then used as torpedoes. Retrieving mines can be dangerous while in condition RED, since any enemy vessels present can fire at both you and the shuttlecraft which is used to pick up the mines.

Although your ship's *normal* maximum load is twenty torpedoes, it can carry up to thirty. These additional torpedoes will give you extra firepower for a longer sortie or allow you to lay more mines. Starbase logistics officers are chosen by their ability to "go by the book," and if you happen to dock with more than twenty torpedoes onboard, they will have the extras *removed* so that you end up with the regulation maximum. So, how do you acquire thirty torpedoes when starbase will only give you twenty? Suppose you need to dock with a starbase but still have seven torpedoes remaining in your supply. Prior to docking, but in the same quadrant, enter Mine Control and lay all seven mines on your way to starbase. Then when you dock you will receive twenty new torpedoes. After your ship's resupply is complete, enter Mine Control again and retrieve the seven mines laid earlier. Presto! You now have twenty-seven torpedoes in your ship's supply. An additional bonus to this method is that the mines you laid might happen to snag a Krellan or Zaldron ship while you are docked.





## TACTICAL MOVEMENT AND POSITION

Much has already been written about movement and position, both in the **Officer's Manual** and in this **Training Manual**. The main tactical advantages of movement are avoiding objects in your torpedo line of fire, laying mines, firing phasers, and using your tractor beam. There are also disadvantages to moving within the quadrant. Namely,

- the enemy will shoot at you (although they might miss!)
- moving requires both time and power
- the enemy will also move
- a Zaldron can enter the quadrant

Movement consumes both power and time. Each sector moved requires one unit of power (i.e., C-Factor 4.0 takes 40 units). The amount of time required for movement is computed from the equation:

$$t = \frac{N_{SECTORS}}{(C-Factor) \times 250}$$

where $t$ is time increase in MET and $N_{SECTORS}$ is the number of sectors moved.

Notice that $N_{SECTORS}$ need not equal the C-Factor. The number will be different if you are stopped by a star system or an enemy vessel.

The enemy is often hiding behind star systems when you enter a new quadrant. In this situation, you have three choices: you can use phasers, you can move within the quadrant to get a clear line of fire for torpedoes, or you can leave the quadrant and reenter it. The latter will completely reset the quadrant; that is, all the objects in the quadrant may be in different sector locations when you return.

You can sometimes solve two problems at once. If the situation just described occurs (and it will), instead of leaving and coming back into the quadrant, you could move across the quadrant, laying mines as you go. This way you obtain both a clear torpedo track as well as leaving a string of mines which could damage or destroy an enemy vessel as it moves about.

Phasers can consume an enormous amount of power, especially if you want to destroy an enemy vessel that is many sectors away. To conserve power, you can move closer to your target(s). However, when you move, so does the enemy--they can counter your attempts by moving farther away.

As mentioned in the **Officer's Manual**, your phasers can shoot past objects in the quadrant. If you disable an enemy vessel that is located on the other side of a star system (or any other object), you will have to move to obtain a clear path to the disabled ship for placing it in tow. Your tractor beam will not work on an enemy vessel that is located behind an object.

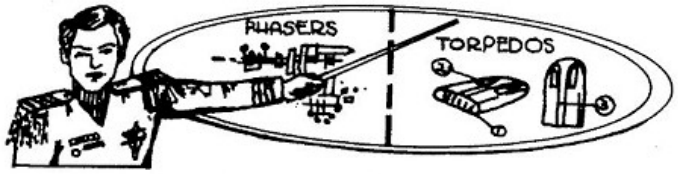
Even if the enemy vessel (or mine) you want to place in the tractor beam is not behind an object, you may want to move closer to it. The farther away the target is, the more power is required by your tractor beam.

Just as the enemy can use position within the quadrant to their advantage (i.e., hiding behind objects, special attack formations, etc.), you can employ similar tactics to your advantage. Much of what you will need to know will be presented in your studies at the Starship Command Training College; however, some items will be presented here. It must be stressed that experience is the best teacher, so we encourage you to try different tactics in the lower ranks and note the results.

As mentioned previously in the **Shield Control Options** subsection, the outer rows or columns and corners are prime tactical positions. Their main advantage is that more power can be concentrated into fewer shields, allowing more power to be held in your reserves for other uses. Although being on the edge of the quadrant often puts the enemy far away or behind objects, you can still observe the enemy positions and formations without receiving large hits. This will help you plan your attack.

The third tactical advantage requires one of your starbases. Because the enemy's primary target is the Alliance starbase, at least one may come under attack during your mission. You can still attack the enemy while docked with starbase. In this situation, starbase's shields will protect your ship, leaving all available power for your weapons, tractor beam, and other requirements. Starbase will also assist you in the battle by firing its phaser at the closest Krellan. There are other advantages to being in a hostile quadrant with a starbase under attack. If you are not docked, the enemy will concentrate their fire onto the starbase, allowing you to conserve shield power, but they will not completely ignore you. The enemy may still fire at your ship and you will suffer the consequences if a shield is penetrated. You can also use phasers to disable all or part of the attacking Krellans, dock with starbase, resupply, then tractor them all in while you are still docked.






## PHASERS vs TORPEDOES

Your ship has two primary weapons systems: phasers and torpedoes. Most of the time you will want to use torpedoes, since they require only five units of power per torpedo fired and up to five can be fired in a salvo. Although phasers can fire at up to six targets, they may use hundreds of units of power if there are several targets, or if the targets are far away. On the other hand, you can also run out of torpedoes.

Torpedoes become less effective at the higher ranks because the enemy is much more mobile. The fewer enemy ships there are in a quadrant, the more likely they are to move after you have fired off your torpedoes. At the higher ranks, it is best to leave single Krellan ships alone (unless you decide to use mines or phasers), and seek a more fruitful quadrant containing several enemy ships. However, if a single enemy ship is in or near a corner, the odds are in your favor that it will not move, and it might be worthwhile attacking it.

Since torpedoes are sometimes deflected, it is often wise to fire two torpedoes at Krellan ships that are not likely to move. You will find that firing an extra torpedo at Krellan ships in line or nearly in line to you (e.g., 3 torpedoes at 2 Krellan ships) is a useful tactic to ensure against deflections. If the first ship is destroyed immediately, then the extra torpedo will then be available against the second ship.

Although torpedoes are your main weapon, there are several advantages to using phasers. One of the most important is that torpedoes cannot travel beyond objects, while phaser fire can. Phasers also allow control over the magnitude of the hit, torpedoes do not. If you only want to disable an enemy ship, then you should use phasers. Phasers are effective against close-range targets because less power is required, while torpedoes deliver the same size hit at all ranges. However, the farther the torpedo must travel, the greater the chance of missing or being deflected. Phasers may also maintain lock-on and track a moving enemy ship, while torpedoes cannot.

Phaser and Torpedo Control are two separate and distinct systems. Each operates completely independent of the other. So if you are in a combat situation where you wish to fire torpedoes at two targets and phasers at the rest, you will first have to fire your torpedoes and then your phasers (or vice-versa). At present there is no integrated fire control combining both systems.

## WEAPONS' AUTO vs MANUAL FIRING MODES

Phaser and Torpedo Control both employ two different firing modes: auto-fire and manual (except in the Atari version, which uses a hybrid "smart" manual mode). Detailed descriptions of how each mode works are provided in the **Officer's Manual**, and will not be restated here. However, we will discuss advantages and disadvantages of each mode, and present some insight as to when one may be preferred over the other.

Auto-fire automatically targets all enemy vessels which can be hit, and prioritizes the firing according to the enemy vessels which will do the most harm to your own ship. Torpedo auto-fire is great for simply blasting away at the enemy when there is no concern for capturing an enemy vessel, or you do not want to single out a particular enemy ship. However, torpedo auto-fire will fire torpedoes at all potential targets, regardless of whether they are at full strength or disabled. Torpedo auto-fire will not shoot at captured enemy vessels (lest you destroy your own crew members). Thus, torpedo auto-fire is not suited for firing at only one Krellan ship when more are present in the quadrant (unless the rest are captured, or hiding behind a star system or starbase). For this you must use manual mode. In certain combat situations, it may be better to not fire torpedoes at particular targets (such as the one closest to a starbase). In manual mode, you select the enemy vessel(s) you want to fire at.

Torpedo auto-fire will occasionally have an equipment malfunction and fire the allocated torpedo(es) in a random direction, even though auto-fire target lock-on was indicated. If this occurs, simply try torpedo auto mode again or use manual mode. Unfortunately there is no way to recover the lost torpedoes. Sometimes a torpedo will lock onto a target, then will malfunction and proceed to impact into a star system or other object. This occurs only very rarely.

Phaser auto-fire permits control over the magnitude of the hit on the enemy. You can select some vessels to be disabled and the rest to be destroyed. The greatest disadvantage is you must target all the enemy vessels present in the quadrant. In manual mode, you can selectively target only the enemy vessels at which you wish to fire. However, phaser manual mode gives you no hint of the power required to complete your firing needs (except in the Atari version). However, if you have a calculator or superior mental prowess, you can determine the power required for phasers by the following magic equation:

$$P_{req} = \frac{H \times d}{10}$$



where $P_{req}$ = power required for phasers

$H$ = the resulting size of hit

$d$ = distance from your ship to target (in sectors), determined either by using the Target Calculator or by:

$$d = \sqrt{(R_t - R_S)^2 + (C_t - C_S)^2}$$

where $R_t, C_t$ are the sector row and column location of the target

$R_S, C_S$ are the sector row and column location of your ship

To help you more fully understand the previous paragraphs, here is an example.

Suppose there are three Krellan ships present in your current quadrant (refer to the sample tactical display on the right). Krellan vessel #1 (Sector 6,10) is three sectors distant from your ship, Krellan vessel #2 (Sector 2,1) is eleven sectors distant, and Krellan vessel #3 (Sector 9,4) is five sectors distant but behind a star system. You intend to capture Krellan #1 and destroy the other two. To simplify this example, we will assume the Krellans are at full strength and will not move. This is somewhat unrealistic except for rank 1, but describing Krellan movement is not the purpose of this example.

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | · | · | · | · | · | · | · | · | · | · |
| 2 | k | · | · | · | · | · | · | · | · | · |
| 3 | · | · | · | · | · | · | * | · | · | · |
| 4 | · | · | · | · | · | · | · | · | · | · |
| 5 | · | * | · | · | · | · | · | · | · | · |
| 6 | · | · | · | · | · | · | · | · | · | k |
| 7 | · | · | · | · | · | · | · | · | · | · |
| 8 | · | · | · | · | * | · | · | · | · | · |
| 9 | · | · | · | k | * | · | · | · | P | · |
| 10 | · | · | · | · | · | · | · | · | · | · |

Phaser auto-fire will complete the firing request, but because Krellan #2 is so far away, your phasers will require considerable power to destroy him. Instead, you could complete the firing in several steps.

First target Krellans #1 and #3 using phaser manual mode and fire your phasers to weaken them. This will lessen the hits you will receive from them later. Then target Krellan #2 in torpedo manual mode (make sure you get the correct firing angle!) and fire one or more torpedoes at it. If its shields do not deflect all the torpedoes, you should be able to destroy the vessel. Unfortunately, all the Krellans will shoot at you again. That is why you should weaken the closest two, since the Krellan farthest away will hit your ship with the smallest blast.

After destroying Krellan #2, phaser auto-fire can be used to destroy Krellan #3 and disable Krellan #1. After disabling Krellan #1, you could then use your tractor beam and marines to attempt capture. Much less power was needed. However, instead of suffering only three hits from the enemy, your ship took eight. Only command experience will tell if it was worth suffering eight hits. Since only the first three hits were from full strength Krellans, the other five should be no major problem (unless you were low on power when you started).

Notice that torpedo auto-fire was not used. Torpedo auto-fire would have targeted both Krellans #1 and #2, and Krellan #1 is the one you want to capture. Krellan #3 would not have been targeted in auto mode because it was behind a star system.

But wait! There is another solution to this problem. Rather than capture Krellan #1 (Sector 6,10), you could capture Krellan #3 (Sector 9,4) instead. You could then use torpedo auto-fire to destroy Krellans #1 and #2, followed by phaser auto-fire to disable Krellan #3. This involves fewer steps, with fewer enemy hits on your ship. However, since there is a star system between you and the disabled Krellan, you will have to move to obtain a clear path for your tractor beam.



## THE TARGET CALCULATOR

The Target Calculator is a special function processor of your ship's computer which can be a tremendous asset. The Target Calculator was developed to help you get to where you want to go, find out how far away a target is or, when used in your current quadrant, it will tell you which of your defensive shields is facing the target.

Perhaps the most confusing aspect of the Target Calculator is the target location. Enter the quadrant and sector location of the enemy vessel, starbase, star system, mine, or empty space for which you are targeting, either by entering the sector coordinates, or by using the target designator. (Note: This choice only applies to the IBM/TI versions. Other computer versions just use the target designator.)

Listed below are three examples of the usefulness of the Target Calculator.

1. **Movement**

   You are engaging the enemy in Quadrant 2,8 when you receive an emergency message from Star Fleet Command informing you that Starbase #2 in Quadrant 6,6 is under attack. Speed is of the essence when rescuing a starbase. To help you reach Quadrant 6,6 in a single move, use the Target Calculator to find the bearing and distance from your current quadrant and sector location to the sector you choose in Quadrant 6,6. Then use the special computer link to Navigation Control and move to the target location you selected to rescue Starbase #2. You could have moved without the Target Calculator by first moving at a bearing of 270°, then moving again at a bearing of 180° (or vice versa), or by guessing the direct route. This is perhaps the most important use of the Target Calculator. You need not restrict your use of the Target Calculator to movement between quadrants -- it can be used when you need to move to a particular sector within your current quadrant.

   ‡‡‡‡‡‡‡‡‡‡ **WARNING** ‡‡‡‡‡‡‡‡‡‡

   *You are still subject to all the risks of movement (collisions, running out of power in your reserves, etc.). In addition, there is sometimes an apparent inaccuracy in the Target Calculator of up to three sectors when used to move across several quadrants.*

   The Target Calculator **is** accurate. The error is due to navigation dispersions that occur during hyperspace travel over large distances. With this in mind, it may not be wise to always target to a corner, as you may stop in a neighboring quadrant, or in the middle of a group of

hostile Krellans with your rear shield lowered if in Battle Entry Configuration.

**2. Laying Mines**

In the high ranks where the enemy ships are extremely mobile, mines are one of your best weapons (enemy sensors cannot detect Alliance mine fields). If you want to lay a string of mines across the quadrant from one particular sector to another, you can use the Target Calculator. Unlike moving between quadrants, the Target Calculator will *always* get you to *exactly* the sector you want when moving within your current quadrant. Suppose you want to lay mines between Sectors 1,2 and 7,10. Assume you current location is Sector 10,4 and you choose to start laying mines at Sector 7,10. First, use the Target Calculator and the computer link to Navigation Control to move to Sector 7,10. Now enter Mine Control and allocate the number of mines you want to lay, after which the computer will automatically call up the Target Calculator so that you can target to Sector 1,2. If you so specify, this data will then be transferred directly to Navigation Control. (Note: The Atari version does not have a direct link between Mine Control and the Target Calculator. After allocating mines, you must choose TAR yourself.)

**3. Shields**

The situation is desperate. Defensive Shields Control is damaged and you are quickly running out of power in your reserves. Not enough power is available to repair the system. Here you can use the Target Calculator and target to any enemy vessel or mine to see which shield is facing the target. In this case, you definitely do not want to enter Navigation Control. This way you can see which shield will be lowered if you use the target to return power to your reserves via a bypass circuit or Tractor Beam Control (refer to the **Bypassing Shield Control** subsection for more information). It is usually best to do this as soon as possible before you destroy the only target that can be used to return power to your reserves.



## PROJECTED EFFICIENCY RATING

For those of you who are somewhat mathematically inclined and curious about exactly how the projected efficiency rating (Prj Rtng) in the Mission Status Report is calculated, here is a detailed explanation.

Refer to the figure on the next page. The required "kill rate" ($r_o$) is the slope of the line labeled "0" starting at the origin and is calculated by

$$r_o = \frac{N_o}{T_o} \qquad (1)$$

where $N_o$ is the number of enemy you are required to destroy, and $T_o$ is the number of days allowed for your mission. These two values define your mission completion boundaries.

Suppose at time $T$, your kill rate is exactly on this line. In this case, if the line is extrapolated to the mission completion boundaries, you will have destroyed $N_o$ enemy in $T_o$ days, and these numbers are used in the efficiency rating equation (Eq. 2), along with any of your current modifying factors (rescuing bases, destroying Zaldrons, etc.), to calculate your efficiency rating. Naturally, this assumes that you will not accomplish any more of the events that modify the rating. (Note: The Atari version does not include the modifying factors in its projected rating.)

$$Efficiency\ Rating = f\ (N, T, modifying\ factors) \qquad (2)$$

Suppose your kill rate is higher than required at time $T$. This is the point marked $A$ in the figure. If this line is extrapolated to the mission completion boundaries, it will hit the required enemy destroyed constraint ($N_o$) first, at time $T_F$. The slope of the $A$ line is

$$r_A = \frac{N_A}{T} \qquad (3)$$

At the end of the mission, $N_{F(INAL)}$ is known (e.g., $N_o$), but $T_{F(INAL)}$ must be calculated as follows:

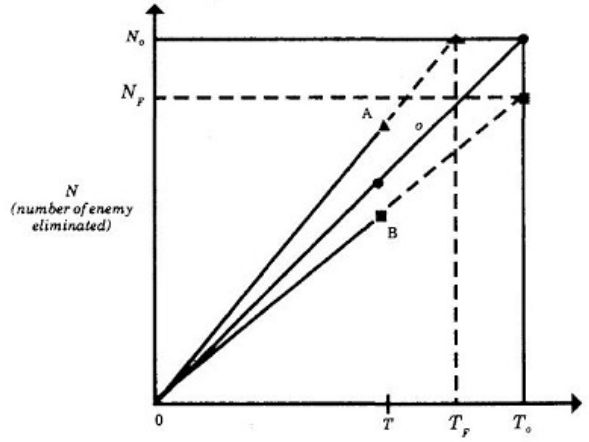
$$T_F = \frac{N_o}{r_A} \qquad (4)$$

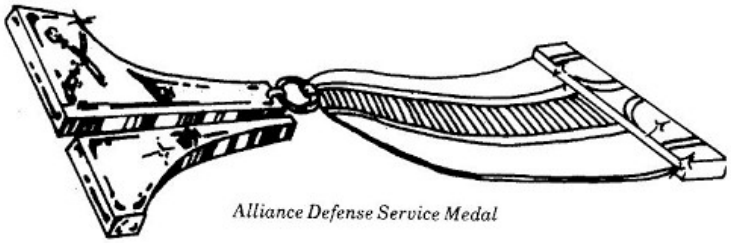
The values $N_o$ and $T_F$ are then used in Equation 2 to calculate the projected efficiency rating.

Now suppose that at time $T$, your kill rate is low (point B). If the line through point B is extrapolated to the end of the mission, it hits the mission completion boundary at the time constraint ($T_o$). The slope of line B ($r_B$) is calculated by equation 3, using $N_B$ instead of $N_A$. In this case, the final number of enemy destroyed ($N_F$) must be calculated as follows:

$$N_F = r_B \times T_o \quad (4)$$

The values $N_F$ and $T_o$ are then used to calculate the projected efficiency rating.



*Alliance Defense Service Medal*



## HAZARDS OF SPACE TRAVEL

### Space Diseases

Peaceful exploration of the universe and the defense of democracy are not without hazards. Starship commanders have discovered many different life forms, some of which have proven dangerous to humans. Several ship commanders have also exhibited strange, inexplicable behavior during a mission. Two of the most common diseases are described below.

The Nobles Maneuver

This disease is named after Vice Admiral Charles Nobles, Star Fleet Serial Number SF-1436-027-JSC. The most common symptom is the inability of the commander to control the movement of his ship. A typical example is commanding a C-Factor of 6 instead of .6 to Navigation Control. Vice Admiral Nobles and his crew were last heard from while unexpectedly on their way to the Antares VI region.

The Tomodachi Syndrome

This disease is named after Commodore "Bonzai" Tomodachi, Star Fleet Serial Number SF-1677-041-ARC. The most common symptom is the inability of the officer to be promoted from some ranks without great difficulty, but having no problem at others. As an example, Lieutenant Tomodachi was promoted to Lieutenant Commander after 14 missions, promoted to Commander after only five missions, promoted to Captain after 32 missions, and finally promoted to Commodore after eight missions. Commodore Tomodachi has yet to reach Rear Admiral, even after completing 57 missions while a Commodore. Although the organism which causes this disease is yet to be isolated, Star Fleet Command is working on it because the health of its officers is of prime importance. The "Brick Wall" syndrome is related to the Tomodachi Syndrome, but instead of being cyclic, it is like hitting an impenetrable barrier (the command capabilities barrier -- no more promotions).

### Ion Storms

Traveling across the vast distances of space has its own dangers. There are still many unknown and unexplained phenomena within the universe. One of these is the ion storm. Although many of the causes of such storms are known (nova explosions, nebulus clouds, gravitational disturbances, black holes, etc.), their location can be quite random and unpredictable. Such storms have been tracked by Alliance starships across light years before they begin to dissipate. Ion storms can appear suddenly, and be

extremely violent, causing anything from minor structural damage to complete systems failures and casualties. They can affect both normal and hyperspace travel. The use of defensive energy shields provides some protection, but violent storms will still cause damage. Note: Ion storms do not appear in the Atari version.




## STRATEGY AND TACTICS FOR HIGH RANKS

**NOTE:** *This is an excerpt from UGA Technical Memorandum SFC-F0-M001 written by Admiral Emeritus R. H. Waibel, Chief of Fleet Operations*

The following suggestions are intended to help Star Fleet personnel advance beyond Vice Admiral (rank 9) and even achieve commendations for missions completed at these ranks. Not all of these techniques must be implemented on every mission, but ignoring all of them will reduce your chance for a successful mission to well below 50%. Implementing all of them will improve your probability of success to more than 95%. The suggestions are listed in decreasing order of importance. The first and second are nearly mandatory; the remainder may be implemented as personnel see fit on a particular mission. The list is not inclusive; there are other techniques that are not deemed critical to a successful mission.

1. Select long missions. Even though the ratio of aliens-to-stardates (A/SD) is nearly the same for all mission lengths, success in long missions is easier. After the "overhead time cost" for finding the Starbase (see below) is "paid," this ratio is best for long missions. Medium length missions may be attempted but short ones should not be selected. Also, the increased number of aliens for long missions means a higher likelihood of them attacking starbase, thus reducing this cost.
2. Find starbase early and avoid combat until you do. If you have to rescue starbase, you must have about one-third your original power remaining. Use probes and movement to explore the region. Do not make long warp movements or go into unscanned quadrants. Be systematic in your exploration.
3. Monitor starbase's quadrant throughout the mission. Keep track of the number of Krellans with starbase at all times. Do not let your power get too low to destroy them. Remember that starbase probably cannot survive more than three attacks per mission.
4. Return to starbase for repair/replenishment before you absolutely need to. There is always the possibility of an alien entering the quadrant with starbase at the same time you do. How closely you budget your power during each sortie from starbase should be determined by how well you are doing during the mission and what efficiency rating you are aiming at.
5. Keep Primary Life Support repaired. Intruders and ion storms can damage backup life support without combat, and you never know when a Zaldron will enter the quadrant adjacent to a lowered or weakened shield.

6. Ignore Zaldrons except when absolutely necessary. Zaldron hunting is not cost effective. It takes more power and time than destroying Krellans. You may wish to practice your techniques, if time allows, since you do need to destroy Zaldrons that are attacking starbase.
7. Attack quadrants with multiple alien vessels early. Aliens are more confident (they move less) when there are several of them in the same quadrant. They move between quadrants and it may be impossible to find more than three together late in a mission. Consider firing two torpedoes at aliens on the edges of the quadrant. They tend to move less but can deflect torpedoes.
8. Do not try to eliminate every last alien in a quadrant. Single aliens move around a lot and a Zaldron will eventually enter the quadrant. Avoid singles except to capture them late in a mission. "There's always one more Zaldron" if you want to practice your search and capture techniques.
9. Use torpedoes as much as possible to destroy aliens. Energy is needed primarily for shields, movement, life support, and repair. Torpedoes are a "cheap" means of destroying aliens. Phasers should be used to disable them for later capture.

*Hero of the First Galactic War*
*Admiral Emeritus Vladimir von Clausewitz*



## SECTION I - PART C

## ACADEMY LESSON 3
## A SAMPLE MISSION



## LOG OF CAPTAIN WALLACE

The following is the ship's log of Captain Wallace during one of his missions while in command of the U.G.A.S. *Prince of Wales*. This mission was selected because it illustrates the challenges facing a starship commander and shows how experience can be combined with the awesome power and capabilities of an *Invincible* Class heavy cruiser.

Author's Note: *This log contains expressions which reflect the feeling and thoughts of the captain, in addition to those parts which illustrate the capabilities of* **STAR FLEET I.**

## ***** UNITED GALACTIC ALLIANCE *****
## CAPTAIN'S NOTES - SHIP'S LOG

**STARSHIP:** Prince of Wales
**CLASS:** Invincible Class Heavy Cruiser
**REG. NO.:** NSF-512
**IN COMMAND:** Captain Wallace
**MISSION RANK:** 6
**STARDATE:** 8100.0
**MISSION:** Assigned to PROCYON II Region. 37 enemy vessels of the invading fleet of Krellans and Zaldrons are to be destroyed or captured in 45 days. Three starbases for resupply and support are located in this region.

| DATE | REMARKS |
|---|---|
| 8100.0 | DEPARTED STAR FLEET HEADQUARTERS AND EMERGED FROM HYPER-SPACE IN QUADRANT 4,3 WITHOUT INCIDENT. CONDITION: RED. THREE KRELLAN VESSELS PRESENT IN QUADRANT. RED ALERT. DEFENSIVE ENERGY SHIELDS AUTOMATICALLY RAISED BY SHIP'S COMPUTER. THIS IS A COMPUTER ENTRY. |
| 8100.8 | *Arrived in Quadrant 4,3 without incident. We encountered three Krellan warships and destroyed them all. A Zaldron appeared, hit us, then left the quadrant. Guess their commander did not have the stomach for a fight. We will begin our search for a starbase.* |
| 8102.8 | *We have located Starbase 1. It is in Quadrant 1,1. The quadrant also contains one Krellan destroyer. No problem. However, the quadrants surrounding starbase contain four enemy warships each. It will be a battle on the way there. Signal* RED ALERT. *We're going in . . .* |
| 8104.1 | *We have been unable to destroy all four Krellan warships in Quadrant 1,2. In getting three of them, we have nearly expended all our torpedoes. Two Zaldrons have appeared, hit us, then left before we could get a shot off. I am breaking off this attack while we have enough power to attack the Krellan in Quadrant 1,1 prior to docking with Starbase 1.* |
| 8108.0 | *Have successfully captured the Krellan destroyer in Quadrant 1,1. My marines suffered 16 casualties and took 24 prisoners. I have just received a congratulatory message from Star Fleet concerning our successful delivery of the Krellan ship to Starbase 1. Resupply is complete and we are leaving to resume our normal mission.* |
| 8109.1 | *Got him!!! While engaging the Krellans in Quadrant 2,1, we destroyed one Zaldron vessel. I bet we surprised their commander.* |
| 8109.4 | *We finally destroyed the fourth Krellan vessel in Quadrant 2,1. We will now go after the one Krellan destroyer in Quadrant 1,2. We had to leave this one earlier. Two Zaldrons hit us in that quadrant, and we got one of them. This is just the beginning.* |
| 8112.7 | *We have captured the Krellan destroyer in Quadrant 1,2 and have moved to Quadrant 1,1. While attempting capture, a Krellan agent beamed aboard and damaged our primary life support system and torpedo control. Engineering is doing repairs. The Krellan agent was killed while resisting capture on deck 3. A Zaldron ship is present and taking shots at us and starbase. We have been unable to capture the Krellan ship in tow. Because of the ship in tow, I cannot lay mines to damage or destroy the Zaldron.* |



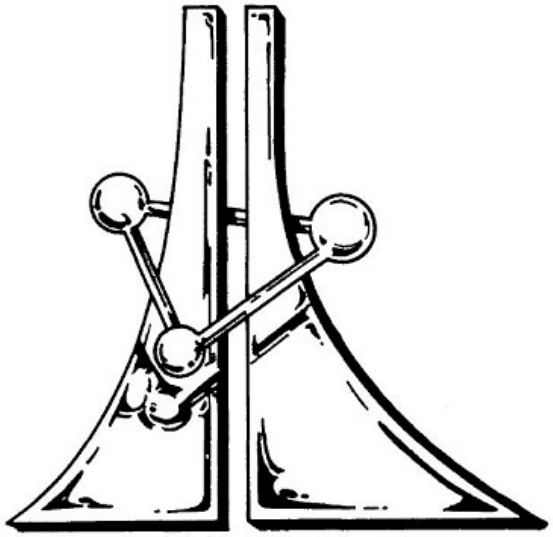
| DATE | REMARKS |
|---|---|
| 8113.0 | *We have finally captured the Krellan destroyer. We will now dock with starbase for resupply and repair our damaged systems.* |
| 8113.7 | *Another Zaldron has appeared and the starbase commander will not lower their shields and let us dock. We will try again. They better let us in or I am going to be very upset.* |
| 8114.4 | *Resupply is complete and all systems repaired. I will leave the Zaldron alone and resume our normal mission.* |
| 8116.0 | *We have fired five torpedoes at the five Krellans in Quadrant 1,3. Three torpedoes were deflected and two missed. Nuts!* |
| 8116.2 | *A Zaldron has joined us. We have just destroyed three Krellans warships. It cost us ten torpedoes. Two Krellan destroyers remain. The battle is getting more difficult.* |
| 8117.1 | *We have destroyed the Zaldron vessel. Using manual mode, I fired a spread of torpedoes hoping one would hit them, and one did. One Krellan destroyer remains.* |
| 8117.4 | *We finally got the last Krellan destroyer. It has taken us fifteen torpedoes to destroy five Krellans and one Zaldron vessel. I am going to engage three Krellan destroyers in Quadrant 1,4 prior to returning to starbase for resupply. The Krellans' battle tactics are improving.* |
| 8117.9 | *Have expended all torpedoes in Quadrant 1,4. We will now use phasers to destroy the remaining Krellan ship.* |
| 8118.6 | *We have destroyed the last Krellan ship. I am getting the hell out of here and going back to Starbase 1 for resupply.* |
| 8120.1 | *During our trek amongst the stars we encountered another Zaldron. In fact, we rammed her in Quadrant 1,2. We took a very hard hit on shield one and it buckled. Fortunately, only minor structural damage was incurred, but 16 crew members died. The Zaldron moved before we had a chance to fire upon them. We are continuing to head for Starbase 1.* |
| 8121.4 | *We have docked with Starbase 1 and resupply is complete. A much deserved rest was ordered and we are ready to leave.* |
| 8121.6 | *I have just received word from engineering that the ship's sewage system has backed up and overflowed into my stateroom. I am ordering my Chief Engineer to report to his new quarters -- my stateroom. That should get him to clean up the mess. In the meantime, I will use his quarters.* |
| 8123.2 | *After resupply at Starbase 1 we proceeded to Quadrant 1,4 to attack five enemy warships. We have destroyed four of them plus one Zaldron. That makes three Zaldrons this mission. Prior to destroying the Zaldron, he hit us at point blank range. Fortunately, no damage was sustained, but our shields took a beating.* |
| 8123.7 | *I was forced to use phaser fire to destroy the last Krellan ship. We will head to Quadrant 3,2 to capture the Krellan destroyer there.* |
| 8124.9 | *Have arrived in Quadrant 3,2. A Zaldron arrived and hit us at point blank range. I do not know if we have enough power to take this Krellan destroyer. Torpedoes are not very effective against a single enemy vessel. They tend to be much more evasive when they're alone.* |

| DATE | REMARKS |
|---|---|
| 8125.7 | *We destroyed the Krellan ship when a spread of torpedoes was fired in the hopes of hitting the Zaldron. I will fire a couple more torpedoes before leaving the quadrant.* |
| 8127.0 | *In attempting to destroy the Zaldron, we used all our remaining torpedoes. On top of that, he left the quadrant when we had him zeroed in. We will now head for Starbase 1 for resupply.* |
| 8129.4 | *Have completed resupply at starbase 1. My engineer has reported that he has finished cleaning up my stateroom, so I am sending him back to his quarters. It sure feels good to be back in my own quarters. Now, to go after more Krellans.* |
| 8130.1 | *Have arrived in Quadrant 4,1 to attack five Krellan destroyers. Upon arrival, one Krellan hit us at point blank range and two more hit us very hard. Fortunately, our shields were at maximum.* |
| 8130.6 | *We have just destroyed the last Krellan ship in this quadrant. My ship's sensors show no enemy vessels in the neighboring quadrants. We are forced to seek out the enemy.* |
| 8131.3 | *While searching for more aliens we encountered a severe ion storm in Quadrant 5,3. Our long-range sensors were damaged and will be out for 3.0 days. I also lost 34 crewmembers. This ends our search for Krellans and finding a starbase for a while. Prior to the storm, sensors showed two Krellan ships in Quadrant 6,1. We will attack.* |
| 8132.7 | *Have destroyed one of the Krellan ships in Quadrant 6,1. We will attempt to capture the other one. I have ordered my marines to stand by for boarding. No Zaldrons have showed up yet.* |
| 8132.9 | *A Zaldron has arrived. We will lay mines in an attempt to damage their ship. Capturing the Krellan destroyer must wait a while.* |
| 8133.4 | *My science officer has informed me the Zaldron has left the quadrant. I shall leave the mines where they are in case another Zaldron arrives. We will now capture the Krellan destroyer.* |
| 3133.8 | *While attempting to capture the lone Krellan destroyer, shield 4 was penetrated. Shield control was damaged and will be out for 2.2 days.* |
| 3134.3 | *I have just received word from damage control that the long-range sensors have been repaired. My Chief Engineer was successful in rigging a bypass circuit, and shield 1 was lowered. We will take the disabled Krellan ship in tow and get out of here before a Zaldron arrives.* |
| 8135.5 | *After capturing the Krellan ship, one of the prisoners escaped and has wreaked havoc on decks 9 and 10. He has knocked out our navigation computer and torpedo control for 0.58 and 2.7 days, respectively. We are low on power and I have lost too many crewmembers. I am placing deck 9 under maximum security alert. It will be a long, hard journey to Starbase 1 and safety.* |
| 8135.9 | *I have just received an emergency message from Starbase 1 that they are under attack by Krellan forces. A most undesirable situation because that means there are at least three Krellan destroyers in the quadrant. Hopefully, the Krellans will concentrate their fire on starbase, but I know they will not completely ignore us. Since we do not know the location of another starbase, nor have enough power to search for another, we must continue to Quadrant 1,1. I am most concerned.* |



| DATE | REMARKS |
|---|---|
| 8136.2 | *Good news! Damage control personnel have completed repairs to our torpedo control systems, and the intruder was killed while resisting capture on deck 12. Good work, crew!* |
| 8137.2 | *Have arrived in Quadrant 1,1. We have less than 200 units total power and there are four Krellan destroyers present. I hope starbase lowers their shield and lets us dock.* |
| 8139.6 | *Starbase let us dock! Resupply is complete and now we can rescue starbase.* |
| 8140.1 | *We have destroyed two of the Krellan ships and starbase destroyed the third. Eliminating the last Krellan ship will complete our mission.* |
| 8140.6 | *Starbase is rescued!* |

```
*** MESSAGE RECEIVED FROM STAR FLEET COMMAND:
CONGRATULATIONS, Captain Wallace
FOR COMPLETING YOUR MISSION SUCCESSFULLY.

YOU HAVE ELIMINATED 37 ENEMY VESSELS IN 40.63 DAYS

The following statistics have been noted by Star Fleet Command:

NUMBER OF ZALDRONS ELIMINATED                    :3
NUMBER OF STARBASES RESCUED                      :1
NUMBER OF FAILURES TO RESCUE STARBASES           :0
NUMBER OF ENEMY VESSELS DELIVERED TO STARBASES   :4
NUMBER OF ENEMY PRISONERS DELIVERED              :65

Your mission rating was 88.41% at rank 6

                *** CAPTAIN'S LOG CLOSED ***
```





SECTION II - PART A

# THE ALLIANCE AND STAR FLEET COMMAND

**AUTHOR'S NOTE**

Section II is provided as background material only and is not directly related to **STAR FLEET** I. However, some of this material will be useful in **STAR FLEET II** and subsequent games in the **STAR FLEET** series.



## WARSHIPS OF THE ALLIANCE

Star Fleet consists of ships of many different types to perform the myriad and diverse tasks that are assigned to it. TABLE II lists the major ship types and their primary functions.

**TABLE II**

**Star Fleet Ship Types**

| Ship Type | Power Capacity (Units) | Crew Size (Incl. Marines) | Primary Function | Remarks |
|---|---|---|---|---|
| Battleship | 10,000 | 800 | Defense | Under construction |
| Heavy Cruiser | 5,000 | 500 | Exploration, defense | |
| Light Cruiser | 3,000 | 400-430 | Exploration, defense | Being phased out |
| Destroyer | 2,000 | 250 | Patrol | |
| Frigate | 1,000 | 200 | Escort | |
| Scout | 500 | 150 | Exploration, intelligence | Lightly armed, fast |
| Freighter | 500-1000 | 70-180 | Cargo, troop transport | Many varieties |

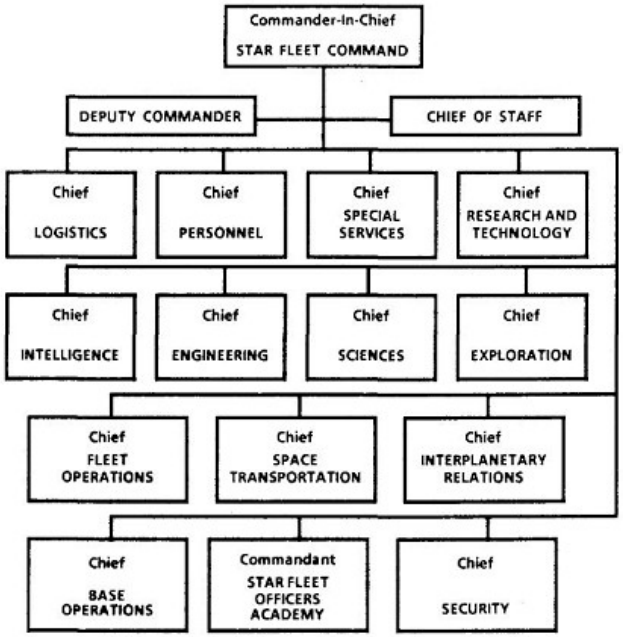
The ships designated as light cruisers were originally just called cruisers. When the new, advanced and larger *Invincible* class cruisers became operational, they were designated as heavy cruisers, while the original cruisers of the *Patton* class were redesignated as light cruisers. The very successful *Invincible* class cruisers were intended to gradually replace the older *Patton* class cruisers as the new ships became operational.

However, the onset of Galactic War II has kept many of these obsolescent ships in service. The war has also resulted in a crash program to develop a new and extremely powerful warship designed specifically for space combat and battle superiority. This ship has been designated by Star Fleet Command as the *Warlord* class battleship. Several of these ships are currently under construction, and will probably lead the Alliance counter-attack into the Krellan Empire. In the meantime, the *Invincible* class heavy cruiser is providing the backbone of the Alliance defense, to blunt the enemy invasion and buy time to allow completion of the battleships.

## ORGANIZATION OF STAR FLEET COMMAND

The central headquarters of Star Fleet Command are located on the planet Cygni Epsilon Three. This is one of four habitable planets surrounding the star Gienah, located on the left arm of the imaginary cross formed by the constellation Cygnus. Gienah is an K0 type star of magnitude 0.7, and is approximately 74 light years from Earth. Because of the shape of the Cygnus star group, it was named the "Northern Cross" by early Earth astronomers. Gienah is the fourth brightest star in this constellation.

A simplified command structure organization chart of Star Fleet Command is presented for your information. Star Fleet Command is a flexible organization, and new sections may be created to satisfy special needs.






The overall duties and responsibilities of each section are briefly described in the following paragraphs.

**Commander-In-Chief**

The Commander-In-Chief is the highest ranking officer in Star Fleet. He is responsible for the overall organization and operation of Star Fleet Command and reports directly to the Alliance Senate.

**Deputy Commander**

The Deputy Commander assists the Commander-In-Chief in all aspects of the operation of Star Fleet Command. In addition, the Deputy Commander is director of the Alien Exchange Program. In this position, he oversees the assignment of aliens (all non-humans) in Star Fleet and recommends Star Fleet officers who request or would be suited for temporary or permanent assignments in non-Earth forces.

**Chief of Staff**

The Chief of Staff directs all administrative tasks within Star Fleet. He ensures proper procedural adherence, sees that orders are distributed to the appropriate person(s), keeps Star Fleet records, etc. Traditionally, the Chief of Staff has acted as curator of the Star Fleet Museum, but no formal assignment has ever been made.

**Chief of Logistics**

The Star Fleet Logistics Officer is responsible for the procurement, distribution, maintenance, and placement of material throughout the forces of Star Fleet. In this capacity he ensures all Alliance starships and bases are properly supplied and maintained, a task which grows more crucial as the Alliance spreads throughout the galaxy.

**Chief of Personnel**

The Chief of Personnel maintains the records of all officers, enlisted personnel, space marines, and civilians in Star Fleet. This section also keeps records of those who attended the Academy but did not graduate or chose not to accept an assignment within Star Fleet.

**Chief of Special Services**

This is a special assignment to take care of miscellaneous matters of concern to Star Fleet. This section makes preparations for visiting dignitaries, arranges transportation for Alliance and Star Fleet Command officials, publishes and distributes all Star Fleet documents, maintains communications, electronic bulletin boards, etc.

**Chief of Research and Technology**

This section oversees all Star Fleet research, development, testing, and integration of all scientific projects. The chief of this section is responsible for scheduling, funding, and prioritizing individual projects. All equipment and software is thoroughly tested before being passed to the Chief of Engineering for inclusion into the design of Star Fleet's many spaceships and facilities.

**Chief of Intelligence**

The Chief of Intelligence assigns specially equipped fleet scout ships to their patrol regions, directs all outposts along neutral borders, correlates all intelligence data, and distributes classified information about the Alliance's adversaries to the appropriate officials.

**Chief of Engineering**

The Chief of Engineering is responsible for the maintenance, construction, and upgrading of all Alliance starships and bases. All projects that originate in the Research and Development section must pass through this office prior to incorporation into Alliance starship designs. The assignments of all engineering and technical personnel requesting starship duty originate from this section and are passed to the Chief of Fleet Operations for approval.

**Chief of Sciences**

This section assigns science personnel to space exploration, including the *Invincible* Class heavy cruisers. The assignments of all science personnel to space duty, including civilians, originate from this section and are passed to the Chief of Fleet Operations for approval.

**Chief of Exploration**

The Chief of Exploration oversees the exploration of the unknown regions of the galaxy. All star systems, planets, and astronomic phenomena within the known regions of the galaxy are charted. This section is also responsible for placement and maintenance of all navigational aids for Alliance starships.

**Chief of Fleet Operations**

The Chief of Fleet Operations directs the military side of Star Fleet. All military assignments, orders, and promotions are approved in this section. In wartime, this section is responsible for the combat strategy and placement of all forces, including space marines. In addition, the assignments of civilian personnel to military and non-military vessels are coordinated through this section.

**Chief of Space Transportation**

The Chief of Space Transportation is responsible for the transport forces of Star Fleet. All freighters, troop transports, and luxury entertainment spaceliners are directed and supervised by this office.

**Chief of Interplanetary Relations**

This office directs all diplomatic missions of the Alliance. When potential conflicts arise between neighboring star systems, planets, or alien races within the Alliance, the Chief of Interplanetary Relations assigns an Alliance diplomat and staff to act as a neutral third party to help settle the dispute. In certain situations, the Alliance has offered its services to help settle disputes outside the Alliance. This has resulted in three new races joining the United Galactic Alliance.

**Chief of Base Operations**

The Chief of Base Operations directs all starbase and space station operations throughout Alliance space. The assignments of all starbase personnel originate from this section, and are passed to the Chief of Fleet Operations for approval.

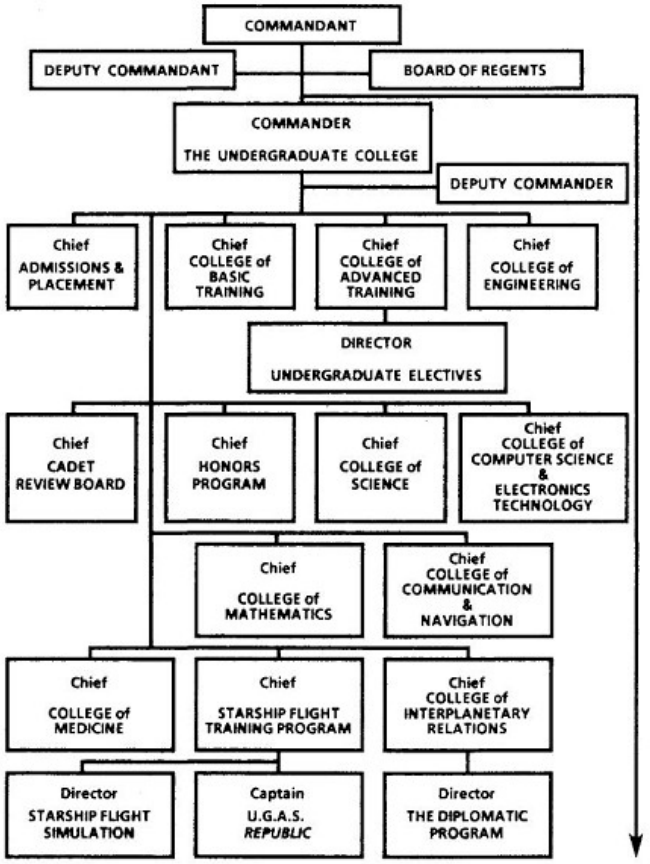
**Chief of Security**

The Chief of Security is responsible for maintaining security for all of Star Fleet. This includes internal security for all Star Fleet ships, facilities and bases, as well as counter-intelligence and anti-guerrilla functions. The space marines are trained by this office and a strategic reserve is maintained. However, operational control of the marines is conducted by the Chief of Fleet Operations.



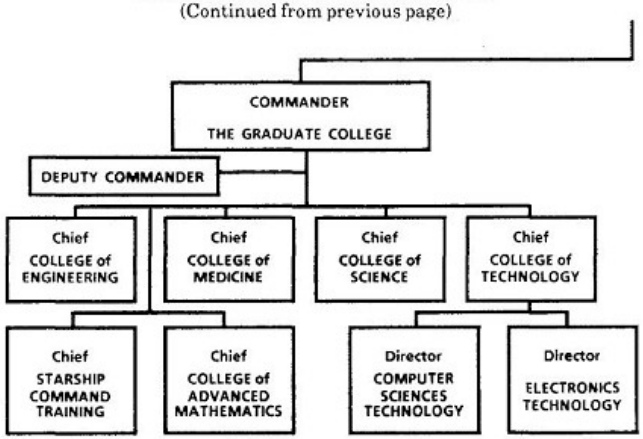
## ORGANIZATION OF THE ACADEMY

A simplified organization chart of the Star Fleet Officers Academy is presented below for your information.



## ORGANIZATION OF THE ACADEMY

(Continued from previous page)




The Star Fleet Officers Academy is located within special facilities adjacent to Star Fleet Headquarters. The Academy campus includes dormatories, laboratories, classrooms, research facilities, simulators, physical training, and recreational facilities.

Those persons wishing to join the space marines complete their training at one of four military academies located within the Alliance. The space marines' primary training facilities are located in Camp Pendleton, California, United States of America, Earth.

### The Academy Curriculum

After being accepted into the Star Fleet Officers Academy, all cadets enter the Basic Training program. This program consists of two years of general study, providing the foundation for future studies. Some of the subjects required during this time are:

| | | |
|---|---|---|
| Astronomy | History | Starship Recognition |
| Physics | Basic Planetology | General Starship Engineering |
| Chemistry | Alien Life Forms | General Starship Operations |
| Propulsion | Marksmanship | Navigation |
| Mathematics | Cosmology | Computer Science/Robotics |
| Weaponry | Electronics | Survival Training |



In addition, cadets are encouraged to complete studies in their field of interest and other general electives (Botany, Geology, Law, History, Security, etc.). Medical students complete their first two years within the College of Medicine, and many of the subjects listed previously are not required.

Near the end of the second year, all cadets go before the Cadet Review Board to determine if they will be permitted to continue or must return to reinforce those subjects in which they did not do well. Some cadets leave the Academy at this time.

After passing the Cadet Review Board, cadets move to advanced study in their particular field of interest. Some of these areas include the Sciences (Chemistry, Botany, Geology, Physics, etc.), Weaponry, Navigation, Communications, Engineering, Security, Computer Sciences, Electronics, Medicine, Alien Cultures, and Interplanetary Relations. Many of these have their own colleges within the Academy, while the remaining fall under the College of Advanced Training. All cadets requesting starship duty must complete the Starship Flight Training Program. Because not all cadets want a flight assignment, the second part of their stay in the Academy usually varies between one and three years. The Starship Flight Training Program is discussed in more detail in the next section.

Several of the advanced areas of study are shown below with a listing of some of the courses required for each.

**Science**

| | |
|---|---|
| Astronomy | Biology |
| Astrophysics | Botany |
| Physics | Zoology |
| Computer Science | Chemistry |
| Computer Systems Technology | Planetology |
| Starship Sensors | Plus other sciences |

**Engineering**

| | |
|---|---|
| General Starship Engineering | Defensive Shields Technology |
| Computer Science | Propulsion |
| Computer Systems Operations | Weaponry |
| Life Support Systems Technology | Sensors |
| Electronics | Plus other topics |

**Communications**

| | |
|---|---|
| Cryptography | Alien Languages |
| Communications Systems Technology | Communications Procedures |
| Computer Systems Operation | Plus other topics |

**Navigation**

| | |
|---|---|
| Astronomy | Astrophysics |
| Celestial Mechanics | Navigation Sensors |
| Propulsion | Computer Systems Operations |
| Starship Guidance, Navigation, and Control | Plus other topics |

**Medicine**

| | |
|---|---|
| Gross Anatomy | Medical History |
| Neurology | Pathology |
| Biological Chemistry | Surgery |
| Medical Physiology | Ethics and Medical Law |
| Internal Medicine | Diseases |
| Infection and Immunity | Plus other topics |

Those cadets interested only in ground assignments must study Planetary, Starbase, and Alliance Operations in much more detail than other cadets. These courses give the cadet the basic skills necessary to work in any of the Alliance's facilities.

Near the end of a cadet's advanced studies, he/she must once again go before the Cadet Review Board. At this time, the prospective graduate is asked what assignment he/she prefers (usually ground or flight), specialty, and location. A general interview is also conducted to further determine the cadet's character, suitability for assignment, eligibility for command, and overall knowledge of their specialty. The board then makes recommendations to the Chief of Fleet Operations and approves the cadet for graduation. However, if the board feels the cadet is not ready, graduation will be disapproved and notice sent to the Academy Commandant with the board's reasons.

### The Starship Flight Training Program

Prior to accepting a flight assignment, all cadets must successfully complete this program. The only exceptions are those with specialties in Medicine, Alien Cultures, Interplanetary Relations, and other areas where general knowledge of starship flight operations is not essential. Although not everyone with a flight assignment is required to complete this program, cadets may elect to do so.

The following subjects are required study in this program:

Officers' Duties and Responsibilities
Communications
Helm Operations
Weapons
Sensors
Shuttlecraft Operations
Propulsion Technology
Food Processing Technology
Waste Disposal and Recycling
Computer Systems Operations



Defensive Shields Technology
Life Support Systems Technology
Engineering and Transport Systems
Transporters Systems Operations
Electronics and Circuitry
Power Generation and Requirements
Cargo Manifesting and Requirements
Science Laboratory Procedures and Equipment
Medical Laboratory Procedures and Equipment

Depending upon the cadet's specialty, some of the subjects listed above will require much more detailed study.

### The Starship Command Training College

Officers who are of command grade, or in positions where they could be placed in command of a starship, are required to attend the Starship Command Training College. This college is attended only by commissioned officers of Star Fleet, not by cadets. The officers most likely to attend are:

Captain
First Officer
Chief Science Officer
Chief Navigation Officer
Chief Communications Officer
Chief Engineering Officer
Chief Weapons Officer

During the officer's one-year stay, the following subjects are required:

Leadership
Administration
Starship Security
Space Combat Strategy
Starship Combat Tactics

In addition to potential starship commanders, potential space marine commanders are also required to successfully complete a similar program, but with Ground Operations and Strategy replacing Space Combat Strategy.

*Krellan Emperor Henri Zae IV*



## SECTION II - PART B

## THE ENEMY EMPIRES

*Krellan Priest uttering the War Prayer at the Four Moons*



## THE EMPIRE OF HENRI ZAE IV

In the years since his inauguration, Henri Zae IV has expanded both the power and territory of the Krellan Empire. With a strong and well-disciplined military, Zae has led his followers into another galactic war; a war that has restored both the dignity and pride of the Krellan people. War, to the Krellans, is conquest--a prime ingredient in Krellan life. To better understand the Krellan people and their ruthless dictator, Star Fleet Command ordered its Intelligence Division to study the military, political, and social structures of Krellan society. Alliance leaders hoped that this study would reveal weaknesses within the barbaric dictatorship. The following are excerpts from the final report, entitled "The Empire of Henri Zae IV."

The Krellan Empire extends its control to 1356 planets in 318 star systems. Of these systems, a total of 24 habitable planets in 18 star systems are occupied. Each star system is ruled by a governor, appointed by Zae himself. Each stellar governor is assigned his own military detachment, whose purpose is to maintain control over the local population, stifle resistance efforts, and maintain terror. The Krellans control five alien races within the Empire - the Tisans, Groceans, Endorans, Vamorians, and NASA contractor engineers. These races provide slave labor in their own star systems.

TABLE III lists the star systems under Krellan rule, and gives a brief description of what is known about the occupied planets

On the planets Grenns, Vamore, and Rasor there is an active underground resistance. These planets have only become part of the Empire in the past two years. The prison planet Amin is the most inhospitable place in the Empire. The planet is locked forever in an ice age and its inhabitants (prisoners and guards) live in domed structures protecting them from the bitter cold. It is rumored that Zae wanted to poison the planet's atmosphere, but his aides convinced him that the cold would be adequate protection from attempted escapes. Prisoners are routinely tortured for information about resistance efforts against the Empire, and political prisoners are often executed to help maintain control on occupied planets. Sometimes these executions are public, and entire families are known to have been wiped out.

The nucleus of the Empire is the planet combination of Krella, Kree, Kaum, and Kamic. Only the most loyal Krellans live on these worlds.

**TABLE III**

**OCCUPIED PLANETS OF THE KRELLAN EMPIRE**

| System Number | Total Number of Planets | Occupied Planet | Responsibilities |
|---|---|---|---|
| I | 7 | KRELLA | Mother planet, political center, military bases, and Military Academy |
| | | KAMIC | Agriculture and water supply, Political Science Academy |
| | | KREE | Sensor station, military base, industrial center |
| | | KAUM | Military base, scientific research and Science Academy, education facilities |
| II | 3 | ZAT | Mining planet for triindium and iron ore, storage facilities |
| III | 14 | ATTI | Industrial center, Agriculture and Industry Academy, military base |
| IV | 6 | DORAN | Agriculture |
| V | 3 | CORIFF | Military base, medical research |
| VI | 4 | TORACK | Agriculture, water supply, and petroleum processing |
| VII | 7 | BASHAR | Minerals mining, industrial center |
| VIII | 5 | AMIN | Prison planet |
| IX | 11 | BOCT | Minerals mining, industrial center |
| X | 9 | LASIM | Military base, water supply, minerals mining |
| | | LASUM | Military weapons test center, scientific research base |
| XI | 8 | SPIRIN | Sensor station, military outpost, mineral mining |
| XII | 5 | BADE | Recreation planet, high food production |
| XIII | 7 | TISE | Minerals mining, storage facilities, industrial complex |
| XIV | 6 | MATCI | Military headquarters |
| XV | 10 | GRENNS | Military outpost, industrial center |
| | | HELLAN | Food production, water supply research center |
| XVI | 11 | MAGNA | Triindium mining and military base, storage facilities |
| XVII | 10 | NOVIM | Agriculture and mining, petroleum processing, military base |
| XVIII | 9 | RASOR | Industrial center, military base |
| | | VAMORE | Iron ore and precious metals mining, military base |



All children, even those of the Zae's family, must be sent to Kaum at the age of six (Earth years) for career placement. The school on Kaum will test and place the children in one of the following programs:

1) The Military Academy

   Entry into the military ranks is the most elite social status a Krellan can acquire. Only Krellans of superior physical and mental abilities are enlisted in the Krellan space forces.

2) The Political Science Academy

   Those children with above-average mental abilities but less than excellent physical strength become the political advisors of the Empire. Each governor is assigned a political staff to assist him in non-military matters. It appears their advice is very rarely taken, as Krellans consider a hand blaster the best diplomatic tool.

3) The Science Academy

   Children who demonstrate exceptional aptitude to science and engineering are assigned here. This Academy trains all the Empire's scientists, engineers, and technicians.

4) The Industrial and Agricultural Academies

   All remaining children are sent here. After training, these children grow up in the working class, laboring all their lives for the Empire.

Once placed in a school, the children are completely separated from their parents (except Zae's), and rarely see their family again for the rest of their lives.

## Krellan Breeding

Marriage exists only in the working class, and even then the breeding is organized. Potential parents are told when they can have children and how many. Military and political leaders may mate as they wish, but marriage is frowned upon; concubines and mistresses are approved. A special science division was created by Zae to study breeding results and this division recommends which subjects should be allowed to mate. Only the Emperor himself and his immediate family and staff are omitted from the division's scrutiny.

## Krellan Religion

The Krellans' inhospitable disposition is directly related to their religion. They worship ZAGAR--their God of War. Dying in battle is the ultimate glory for a Krellan, and all non-military Krellans are doomed to eternal sleep after death. Warriors who die in battle will rise as servants of war to Zagar, and relive victory after victory. Retired warriors are also assured of a place at Zagar's side when they die, if they were worthy and valiant warriors in life and were fearless of death.




## THE ZALDRON EMPIRE

Very little is known about the Zaldron Empire. Their empire includes 27 star systems with a total of 96 planets, eight of which are inhabited. The Zaldrons are reptiloid, and the origin and age of their species is completely unknown. Despite their appearance, Zaldron mental abilities are advanced. Many Alliance scientists believe the Zaldrons achieved space-flight about 120 years ago, but they have never ventured very far from their home world, that is, until their alliance with the Krellan Empire.

TABLE IV lists the solar systems and names of the occupied planets in each. The specific uses and responsibilities of each planet are not known. Zald, the home planet, is surrounded by four moons. Intelligence reports state the moons are barren but do contain military defense installations. The other seven planets in the Zaldron Empire apparently supply food, water, minerals, and other necessities to the home planet.

**TABLE IV**

**OCCUPIED PLANETS OF THE ZALDRON EMPIRE**

| System Number | Total Number of Planets | Occupied Planets |
|---|---|---|
| I | 6 | ZALD, ZIN |
| II | 8 | OGAT |
| III | 4 | SALEM, SAMOIR |
| IV | 8 | KROTA, TAILESE |
| V | 7 | MAZZE |

The Zaldron social structure is one of total female domination. Females produce about 150 eggs a year, and 50 percent of the females hatched are killed in order to maintain the elite female status. Males are automatically involved in the military. Only a selected few are spared and used as slaves by the Queen and her court.

Zaldron cities are located beneath the surface of the planets, since this provides the maximum protection from sudden changes in heat and light levels. Being cold-blooded, Zaldrons are sensitive to large climatic changes and their eyes are better suited to low light levels.

## INDEX





## STAR FLEET OFFICERS ACADEMY TRAINING MANUAL CREDITS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*Typesetting/Graphics*: Karen Smith
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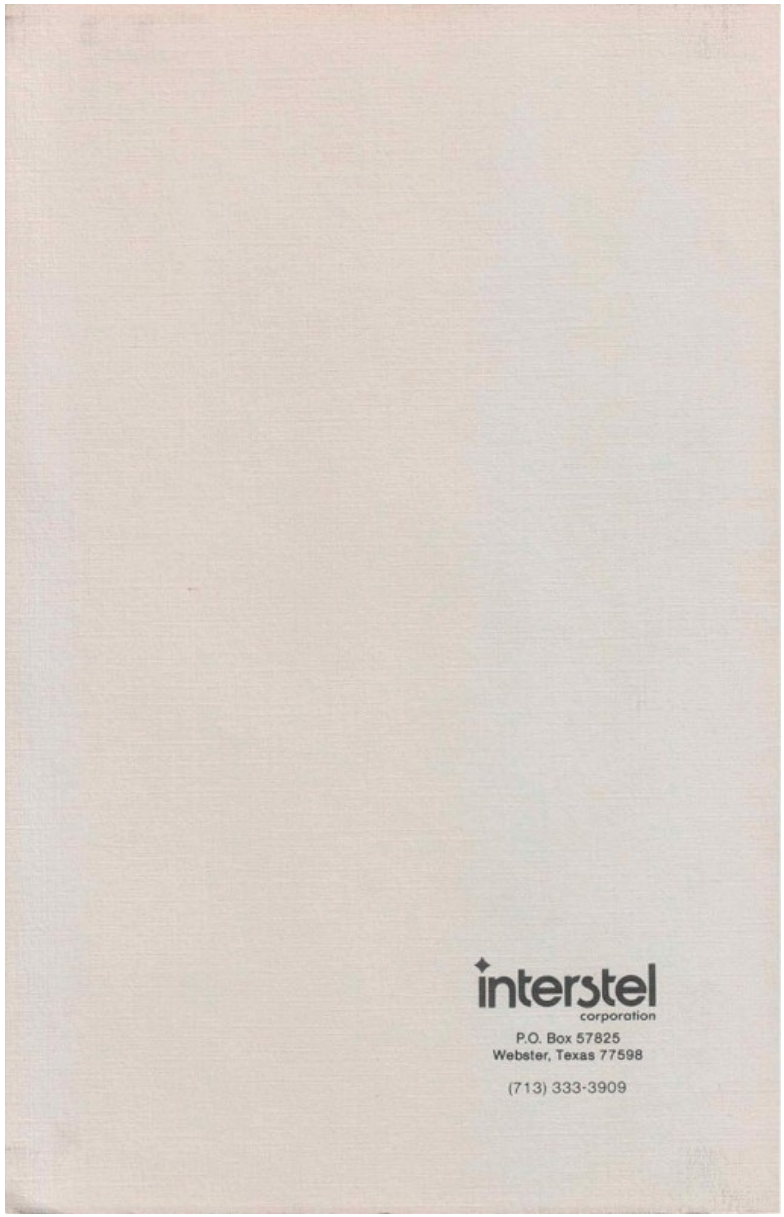
Information about the aliens was submitted by Richard Launius.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corporation
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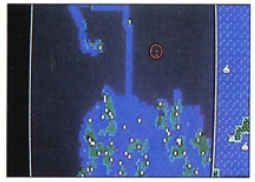
## Empire

"The Wargame of the Century."
You are the galaxy commander with the task of protecting all the planets in the Empire from a hostile alien invasion. Strategic planning and cunning use of your force of Armies, Fighters, Submarines and Destroyers is your only chance of survival.

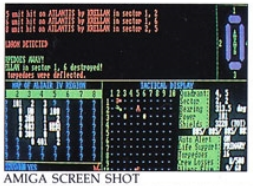


AMIGA SCREEN SHOT

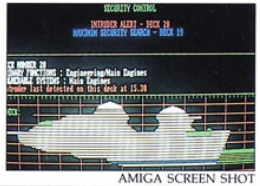
AMIGA SCREEN SHOT

## Starfleet 1.

The War begins . . .
**Your Ship:** One of the most powerful fighting cruisers in the universe.
**Your mission:** To protect the alliance from invading Krellan and Zaldron warships.
**Your challenge:** Outfox the sophisticated enemy's artificial intelligence.
This is one of the most complex and challenging star fantasies ever created.



AMIGA SCREEN SHOT



AMIGA SCREEN SHOT

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## STAR FLEET I

*'The War Begins!'*

*The widely acclaimed* **STAR FLEET I** *is the first in a series of FLEET space strategy games. As the commander of one of 36 galactic heavy cruisers, you control 13 ship systems and are responsible for the lives of 500 crew members while you agressively eliminate the enemy.*

*Rescuing starbases, capturing and towing enemy vessels, laying mine fields, searching for intruders and repairing damaged systems are all part of a successful battle plan. You have at your fingertips the use of nearly two dozen starship commands including: phasers, torpedoes, shields, transporters, mines, tractor beams, navigation, long-range probes, internal security, damage control, computers and more.*

**FEATURES OF STAR FLEET I**

- Full color* battle action
- Enemy tactical and strategic movement
- Thirteen starship systems simulated
- More than 20 commands available
- Sophisticated weapons fire control systems - auto/manual
- Damage control for repairing starship systems
- Tractor beam, transporters and space marines for capturing and towing enemy vessels
- Internal starship security to protect vital systems and deal with enemy intruders
- Choice of 36 starships for command assignments
- Four independent defensive energy shields
- Save/resume feature for saving games in progress
- Special awards and Star Fleet promotions
- Comprehensive 100-page Officer's Manual
- 68-page Training Manual (available separately for the C-64 version)
- Plus lots more....!!!!

*Except for Macintosh

*"I call STAR FLEET I the world's most elaborate star battles game . . . It's not just a game, it's darned near a career"*
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*"Indisputably the most complex and challenging (star battles) strategy game ever made. . . STAR FLEET is a deluxe job all the way."*
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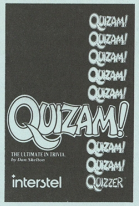
## QUIZAM!

**QUIZAM!** *is a real strategy game - there is no randomness in the selection of questions or in your board position. It features full color graphics and music.* **QUIZAM!** *supports one to eight players with eight different game boards, eight levels of difficulty, and approximately 2000 multiple choice questions on two diskettes. And if that is not enough...Only* **QUIZAM!** *has* **QUIZZER!**, *a program that allows you to create your own question diskettes! Teachers can even use* **QUIZZER!** *to create educational games.*




*"Quizam! is an excellent program for those Commodore owners who enjoy trivia games . . . Particularly impressive are Quizam!'s many options."*
**--RUN**

*"A great party game for 1-8 players that's educational as well as fun."*
**--Family Computing**

**THE GAME SUBJECTS INCLUDE:**

**FUN FACTS:** 15-minute Celebrities, Sports and Games, Popular Culture, Television, Potpourri, Publications, Music, Movies.

**SCHOOL DAYS:** Vocabulary, History, Art, Physical Science, Geography, Literature, Music, Life Science.

**FEATURES OF QUIZAM!**

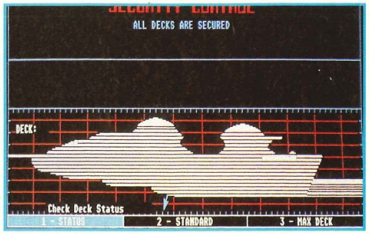
- One to eight players
- Eight completely different game boards
- Eight levels of difficulty
- Approximately 2,000 questions included on 2 diskettes
- A real strategy game - no randomness
- Multiple choice questions
- Joystick, keyboard controls (some computers can use mouse, etc.)
- Full color graphics
- Full music and sound effects
- Capability to write your own question diskettes
- Complete solar system included at no extra charge

FOR THE: APPLE II + , IIE, IIC, COMMODORE 64/128 ($29.95); AMIGA, and ATARI ST ($35.00),
VISIT YOUR DEALER OR CALL 800-245-4525 (in CA call 800-562-1112) for VISA & MC Or, send check or MO to ELECTRONIC ARTS, P.O. Box 7530, San Mateo, CA 94403 ADD $5 FOR S/H.

# STARFLEET

## ELECTRONIC ARTS (£24.95)

*"You have completed your training at the Academy. Now is the time to take command of one of the most powerful craft in the Universe and set out to hunt the warships of the invading Krellan Empire. The War Begins!"*




In this space strategy game, you are placed in command of a star cruiser fitted with multiple computer systems. These systems include Navigation, Damage Control, Weapon Systems and Shield Control. The screen display gives a permanent view from the Long Range Scanner and this shows the stars, starbases and enemy craft in the surrounding star quadrants. This galaxy map is shown as a grid upon which three-figure numbers represent the totals of the aforementioned objects. You may move across this map using hyperdrive engines or in short hops via the auxiliary engines.

The top-right display gives an indication of the state of the ship's defensive shields. The bottom-right screen shows the Tactical Display which is mainly taken up with the Short Range Scanner Display showing the ships and stars in your immediate vicinity. In this case, tiny icons are used to represent the ships and bases. Also displayed is the status of various systems, such as, power levels, current space coordinates and weapon stocks.

Weapons include Phasors, Torpedos, Tractor Beams and Mines. These weapons may be fired at enemy ships using either computer-aided targeting or manual control. The graphics used during the battle sequences are quite simplistic although the torpedos are shown moving over the grid as they home in on the enemy craft. Additionally, you may transport space marines into the very heart of the enemy ships to overpower the Krellan crews and bring the ship under your control.

If at this point you have a slight suspicion that it all sounds vaguely familiar, you are correct. The whole concept of this game undoubtebly revolves around the classic Star Trek computer game. The game comes complete with three very bulky training manuals which explain the workings of the game in minute detail. Even the formulae used in the calculation of the phasor power required to blow up enemy ships at varying distances are discussed. Strategy is exhaustively explained and in this area the manuals cannot be faulted.

*You have slept through the old TV series; you've seen the movie; you've groaned with disappointment at the new TV series; and no doubt you've eaten the T shirt! Now you can again boldly play the game that started the whole computer-game industry going. No matter what the box says - what we have here is our old 'friend' Star Trek! The sound is a passable imitation of a Spectrum burping and the graphics are almost non-existent. Five years ago when it was written (according to the copyright date on the box), this was no doubt the state-of-the-art computer-game. It is undoubtedly the ultimate Trek game containing every bell and whistle you could wish for, but I would be surprised if anyone other than a certified 'Trekie' would think that it was worth considering at this price.*

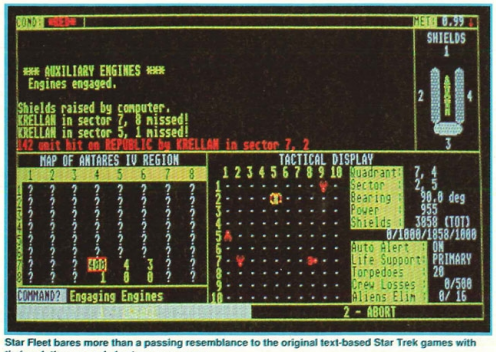
**AM**

Your aim in this game is to gradually increase your skill level by playing against a larger and increasingly more manoeuvrable opponent. In the early games the enemy ships are stationary, but in later encounters things get mobile. At the end of each successful mission you will be awarded various medals and promotions until you rise from lowly Space Cadet to the illustrious rank of Admiral - no doubt collecting along the way such medals as 'The Hero of the Alliance Gold Star with Meteors and Diamond Clusters'!

All actions inevitably drain your power source and for this reason you must keep a weather eye on the location of your nearest starbase where repairs (and no doubt Dilithium Crystals) wait patiently for your return. Some of the refinements which have been added to the basic game, include Long Range Probes and the option to watch a hands-off, action replay of your last mission. The long-range probes may be blasted across the unknown wastes where they will beam back the location of any ships and starbases they encounter to automatically update your galaxy map. Minefields may be laid which, in addition to blasting passing ships, will serve to render visible any nasty Krellans which happen to be sneaking around under the protection of cloaking devices.

This game is billed as the first of a series of Star Fleet games. It remains to be seen what the rest of the series has to offer over this version of the old favourite.

STA



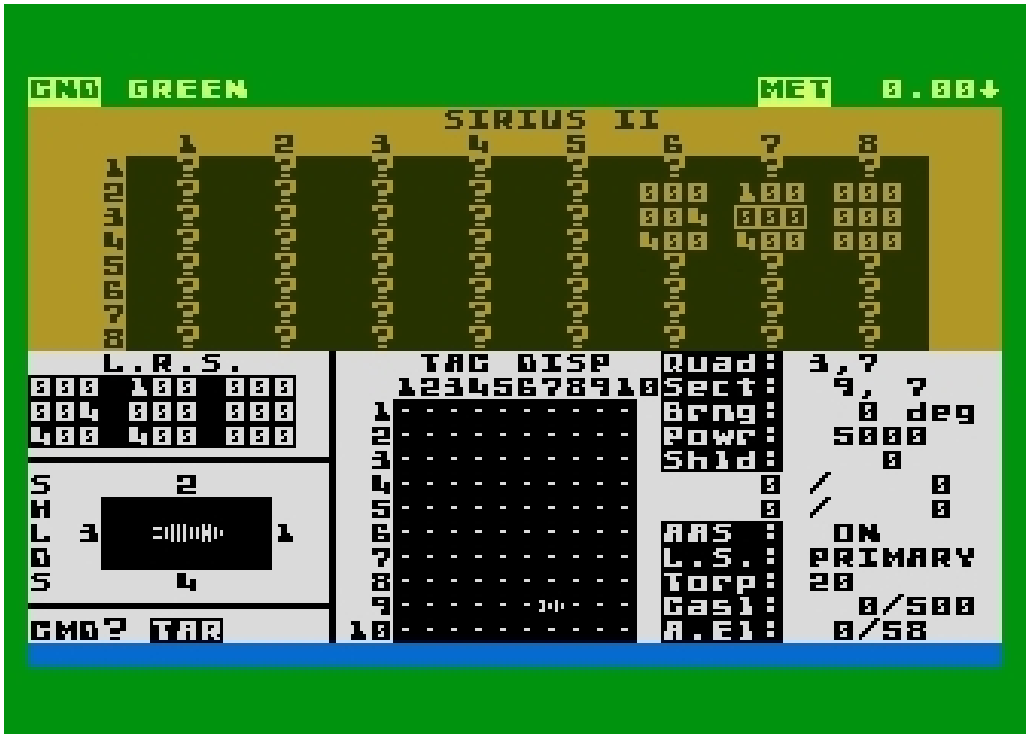

Star Fleet bares more than a passing resemblance to the original text-based Star Trek games with their galatic map and short-range scanner

**STA Rating**

**50%**

GRAPHIC/ TEXTS: 40%
GAMEPLAY: 55%

ORIGINALITY: 40%
ADDICTIVENESS: 55%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SIRIUS II
L.R.S.
TAG DISP
Quad: 3,7
Sect: 9, 7
Brng: 0 deg
Powr: 5000
Shld: 0
AAS : ON
L.S.: PRIMARY
Torp: 20
Casl: 0/500
A.El: 0/58
CMD? TAR