

EGA Trek v2.31 Manual

Revision 2.31

EGA Trek

The Final Frontier



U.S.S. ENTERPRISE
NCC-1701



STARFLEET COMMAND

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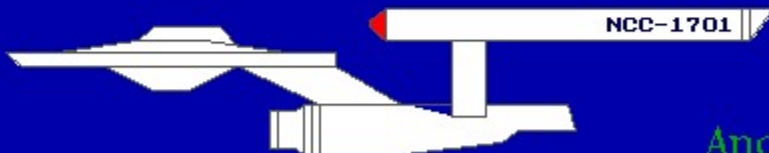
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Welcome to:

EGA Trek

Revision 2.31

Live long and prosper.



Another EGA game by
Nels Anderson

Briefing

Page 1

U.S.S. ENTERPRISE NCC-1701

Welcome aboard Captain!

Good morning, Captain. As you know, you have been given command of the Constitution Class Heavy Cruiser U.S.S. ENTERPRISE, construction contract NCC-1701. The Enterprise is staffed with its full complement of 387 enlisted crewmen and 43 officers and is fully battle ready.

If you will allow me, I have prepared several briefings, including an intelligence report on the current state of affairs, an introduction to Constitution Class starships, and the commands at your disposal as captain.

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INTELLIGENCE REPORT

The Organian Peace Treaty of 3199.5 has collapsed and the Federation is now at war with the Klingon Empire. The Romulan Star Empire has joined the hostilities though their presence is rather limited. As a result, a Klingon invasion fleet is now present in parts of Federation territory.

Your mission as commander of the Enterprise is to secure a 64 quadrant section of the galaxy from the Klingons. You may also be called on to make rescues but remember that your primary objective is to eliminate the Klingons.

Klingons are known to be present in this area but exact locations are unknown at this time. You will be required to scan for Klingons as you move through the galaxy. We have made several StarBases available in this area as well, though we cannot give you their exact location as they are presently still being positioned.

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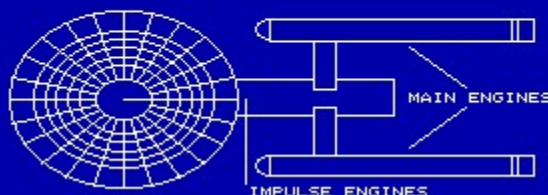
CLASS I HEAVY CRUISER Constitution Class Starships

Specifications:

Deadweight tonnage-metric...190,000
 Std. range.....18 years at L.Y.U.
 Max. safe cruising speed.....w/f 6
 Emergency speed.....w/f 8
 Main Phasers.....3 banks/2 each
 Photon Torpedos.....3 tubes
 Length overall (meters).....288.6
 Breadth overall (meters).....127.1
 Height overall (meters).....72.6
 Primary hull dia. (meters).....127.1
 Sec. hull length (meters).....103.6
 Sec. hull max. dia. (meters)...34.1
 Main engine length (meters)...153.6
 Main engine dia. (meters).....17.3

Std. Ships Personnel:

Officers (command).....43
 Crew (ensign grade)....387



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NAVIGATION SECTION

The Enterprise has a cruising speed of up to warp factor 6, and can manage warp 8 in emergencies. This is for travelling between quadrants of course. Within a quadrant, you have the use of impulse engines. The following commands are available to you:

MOVE: This ship is quite sophisticated so that getting from one place to another requires only that you specify where you want to go. The galaxy is divided into 64 quadrants and each quadrant is divided into 64 sectors. You need only to specify the quadrant and sector you wish to move to; for example 6,2,3,5 moves you to quadrant 6,2 sector 3,5. Vertical coordinates are always entered first. To use impulse power to move within a quadrant specify only the sector you wish to move to (i.e. 3,5).

DOCK: You will need to visit StarBases often to refuel your ship as well as to make repairs. When you are in a sector directly adjacent to a StarBase, issue this command.

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ENGINEERING SECTION

The Enterprise is powered by a Matter/Anti-Matter (M/A-M) converter which supplies the energy needed to move the ship, fire weapons and provide the shields. Engineering is responsible for all energy systems and for all other ships maintenance.

- WARP:** Use this command to inform engineering of the warp speed you require from the engines when moving between quadrants.
- ENERGY:** Energy is used by a number of different systems aboard the ship and you can use this command to move energy between systems as needed.
- REPAIR:** This command is a request to engineering to provide the state of repair of all ship systems. Any systems that are damaged will include an estimated time to repair.
- FIX:** You can concentrate engineering repair efforts on one system with this command. You can also spend time just fixing your ship.

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WEAPONS SECTION

A heavy cruiser has two major weapons available, photon torpedos and phasers. Torpedos are very effective at close range, with a single torpedo being capable of destroying a standard Klingon ship. However, you are limited in the number of torpedos you can carry and they can only be replenished at a StarBase or supply depot. Phasers are your general purpose weapon. Their effectiveness is highly influenced by distance to the target.

- PHASERS:** Use this command to fire the phaser banks. The phaser control officer will request instructions on firing at each Klingon in the quadrant.
- TORPEDO:** You have three torpedo tubes available. The torpedo control officer will request instructions on the number of torpedos to fire and the sectors to fire them at.

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DEFENSE

This ship is very capable of repulsing enemy fire through the use of its shields. Shields unfortunately affect the performance of other ships systems. Moving at warp speed with shields up requires double the energy of an identical move with the shields down. Firing torpedos through the shields tends to throw them somewhat off course. Raising the shields draws a small amount of energy from the main energy banks so you do not want to raise the shields needlessly. There are only two commands related to shield use:

- SHUP:** This command raises the shields. Engineering will acknowledge when the shields are up, and the image of the ship on the short range scanner will change to yellow. You can also use the up arrow key to issue this command.
- SHDN:** This command lowers the shields. Engineering will acknowledge, and the image of the ship on the short range scanner will return to white. You can also use the down arrow key for this command.

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SCANNERS

This ship is provided with two types of scanners. The short range scanners show you everything in your current quadrant. Because of their importance they continue scanning at all times and the display is always available and up to date. Your long range scanners show what is in adjacent quadrants and thus are very useful for planning your movements. The ships computer keeps a record of all past scans and this galaxy chart is displayed at all times unless overridden or the computer is down.

- LONG:** This command does a long range scan. The resulting display shows nine quadrants centered around the one your ship is currently in. The display is numerical; the three digit number for each quadrant represents the number of Klingons, base type, and number of stars (respectively) that the scanners have found. Quadrants containing Klingons are highlighted. (Manual use of command now obsolete.)
- CHART:** This chart contains the computer record of all previous scans. It is identical to the long range scan display, except that the entire galaxy is shown instead of only the adjacent quadrants. Quadrants whose contents are not yet known are displayed as dots.

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SCANNER EXAMPLES

These are examples of short and long range scanner displays. The data shown on the long range scan is presented identically to the method used in the galaxy chart so a separate example for that command is not shown.



From left to right are the Enterprise, a star, a Klingon, a Klingon Base, a Federation Base, a planet, a nova and Romulan. Energy and shields are shown as a percentage; date, warp speed and Klingons left as numbers. PhotoTorps left are shown at the lower right.

Long range scan for quad 2-2

	1	2	3
1	001	104	011
2	102	008	004
3	408	003	999

This is a sample long range scan. The scan shows the nine closest quadrants centered around the one the Enterprise is currently in. For each quadrant there is shown a three digit number. The first digit is the number of Klingons, the next is the type of Star Base and the third is the number of stars. In the lower right is an example of a quad containing a supernova.

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COMMUNICATIONS

You will constantly be receiving communications from both inside and outside your ship. Messages will be displayed as they come in inside boxes on the lower right side of your command console. There will be a maximum of four messages shown at a time, with the bottom one being the main damage control report which will almost always be present. While messages are automatically overwritten as new ones come in, you can manually acknowledge and clear messages at any time.

A#: To acknowledge a message you should enter the letter A immediately followed by the number of the message you wish to acknowledge, i.e. A2. Messages are numbered from 1 to 4 going from top to bottom. To acknowledge all messages enter just A without a number.

QUIT: Use this command to communicate your desire to quit.

SELF: If the situation becomes hopeless, use this command to self-destruct. With any luck, you will at least take a few Klingons along with you.

HAIL: Use this command to hail a StarBase. If none is close by, it will take some time to receive a reply.

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EXPLORATION

The Enterprise was originally used for exploration and is well suited for this purpose. Obviously, with the Federation under attack there is no time for normal exploration at the present. However, there are planets in the galaxy that may contain things that will be useful and it is worth exploring these planets.

ORBIT: Use this command to enter a standard orbit around a planet. This will also cause the planet to be scanned.

LAND: Use this command to send a landing party to a planet to look for dilithium crystals or other things.

USE: Any useful items that you find during your mission can be put to use with this command.

Commands and Objects

COMMANDS AVAILABLE

M)ove	Move to quad/sector
T)orps	fire Torpedos
P)hasers	fire Phasers
W)arp	set Warp speed
↑	shields up (use up arrow)
↓	shields down (use down arrow)
D)ock	Dock with a StarBase
E)nergy	Energy transfer
R)epair	state of Repair report
F)ix	Fix systems
A#	Acknowledge Message #
Q)uit	Quit
S)elf	Self Destruct
O)rbt	standard Orbit around planet
L)AND	send Landing party to planet
U)SE	Use a miscellaneous item
H)AIL	Hail a StarBase
R)AY	fire death Ray
S)AVE	Save game to disk
S)ND	Sound on/off
M)SGS	Display old messages
I)NFO	Display info on enemy ships
M)AX	Divert Maximum power to shields



Command Quick Reference

A#	Acknowledge Message #
C)hart	Chart of known galaxy
D)ock	Dock with a StarBase
E)nergy	Energy transfer
F)ix	control Fixing of systems
L)ong	Long range scan
M)ove	Move to quad/sector
O)rbit	standard Orbit around planet
P)hasers	fire Phasers
Q)uit	Quit
R)epair	state of Repair report
S)elf	Self destruct
T)orps	fire photon Torpedos
W)arp	set Warp speed
HAIL	Hail a StarBase
INFO	Info on enemy in current quadrant
LAND	Land on and explore a planet
MAX	divert Maximum energy to shields
MSGs	review old Messages
RAY	use death Ray weapon
SAVE	Save game to disk
SHUP	Shields Up (use up arrow)
SHDN	Shields Down (use down arrow)
SND	toggle Sound on/off
USE	Use a miscellaneous item
LOAD	Load a raw crystal
Shift-F1	Boss mode
SCAN	Secret detailed sector enemy scan
NELS	Secret about screen

F1	F2
Help	Phasers
F3	F4
Fire Torpedo	Move Ship
F5	F6
Max Energy	Fix Systems
F7	F8
Xfer Energy	Repair Status
F9	F10
Set Speed	Dock

Manual

EGA TREK
Version 2.31 February 18, 1991

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Star Trek was one of the first computer games ever written. The first versions were written for mini and mainframe computers back in the early 1970's. There have probably been more versions of this game written than any other as there is probably at least one version around for every type of computer ever made. This game is definitely a classic.

The version you now have is related to the other versions in its basic game play, but fully takes advantage of the high resolution of the EGA display. I originally discovered the game around 1974 running on a DEC System 10 mini and was soon hooked. I've since written several other versions of the game for computers including the Timex-Sinclair ZX81, Apple][, Prime 50-series minis and MS-DOS machines, all using BASIC of one sort or another.

This game requires a PCompatible with an EGA card/monitor. There seems to be a real shortage of games that take advantage of the full EGA capabilities (640x350, 16 colors). This is my second EGA game; the first one, known as "Mah Jongg" has been out since mid-1987 and has received a gratifying response. (If you don't have "Mah Jongg" and would like a copy, I'll be happy to mail one in exchange for the \$15 registration fee.) If you're still running an older display adapter that doesn't support EGA I'm afraid you're out of luck running this particular game. I'm sure you can find a version that supports your system though.

SHAREWARE

EGATrek is distributed under the "shareware" concept, also known as "user-supported software". Under this concept, you save the high cost of packaging and distribution while still receiving high quality software. You are free, and in fact encouraged, to distribute this software to your friends, to BBS's and to user groups. Companies that provide software duplication services may include EGATrek in their catalog and provide copies for a reasonable duplication fee. All copies must include the files "trek.exe", "trek.doc", "trek.ref", "orderfrm.txt" and "egatrek.txt". You are not allowed to modify the files in any way, and this shareware notice must be kept intact. The author retains all other rights to the program.

Under the shareware concept you are encouraged to register with the author for any program that you continue to use. For a registration fee of \$15 or more I'll send you a copy of the latest version of the game and answer any questions you might have. I will also try to answer questions from non-registered users if they include a self-addressed stamped envelope with which to reply.

I'd be happy to hear of any improvements you'd like to see, as well as any bug reports. Many of the new features since the original version of the game came about as suggestions from users.

When registering, or writing for any reason, please include the following:

- * EGATrek revision (this information is at the top of the title screen)
- * where you obtained your copy from
- * a description of your system
- * your full name and address

If you have any suggestions or discover any problems with the program you can reach me via the)(evious BBS system (300/1200/2400/9600-HST, 8N1) at 508-875-3618 or 617-449-7322. Leave a C)omment to the sysop to reach me.)(evious is the official support BBS for all my software and the latest versions are always available for downloading there.)(evious is also a member of RelayNet so if you use a local BBS that is also on RelayNet you can mail me by sending a routed message to node XEVIIOUS. The Shareware conference is the preferred place to do this.

I'm also available through CompuServe's mail system. Send mail to me at 71020,2613, or join me and other authors in the Shareware forum (GO SHAREWARE). You can also reach me through InterNet at address 71020.2613@compuserve.com.

CHANGES IN V2.31:

- o Several bug fixes related to saved games
- o Updates to documentation

CHANGES IN V2.3:

- o The previous version had a serious problem in loading saved games which has now been fixed

CHANGES IN V2.2:

- o Replays allowed
- o Expanded help screens
- o Added rank names to rank numbers in hall of fame, etc.
- o Long range scanner/galaxy chart now operates automatically
- o New repair status chart on screen at all times
- o Bug fixes

CHANGES IN V2.1:

- o Boss Mode replaced with shell to DOS
- o MAX command added
- o Saved games now have default file name available
- o Several minor bug fixes

CHANGES IN V2.0:

- o Klingons are generally tougher
- o New Klingon ship types
- o Klingons have some other new abilities
- o MINE and LOAD commands replaced by LAND and USE
- o Additional random occurrences
- o FIX command enhanced to allow fixing specific devices
- o Games can be saved by file name

- o Top two scores for each level saved in Hall of Fame
- o Move command and coordinates can be entered together
- o Warp command and warp factor can be entered together
- o Phaser temperature/efficiency graph on screen
- o MSGS command replays most recent messages
- o Viewer shows closest enemy ship instead of closest object
- o Successful rescues increase score
- o Klingon phasers shown on short range scanner
- o Black holes
- o Enemy ships can be scanned using INFO command
- o Death Ray weapon

EGATREK QUICK START

If you're already familiar with this type of game and just need enough information to get started, here it is...

Start up the game from DOS command level by typing "TREK".

When the title screen comes up hit any key to go on.

You will first be asked if you want a briefing or not.
Your choice...

The "command level" you select determines the difficulty of the game. Unless you've never played this type of game before skip level 1 and possibly level 2.

Once the game starts up, use F1 to view the command list as needed.

BRIEFING

The Organian Peace Treaty of 3199.5 has collapsed and the Federation is now at war with the Klingon Empire. As a result, a Klingon invasion fleet is now present in parts of Federation territory. A large number of Klingon cruisers, a few command vessels and a Klingon starbase have been observed. The Romulan Star Empire has joined the hostilities though their presence is rather limited. It is possible that you will run into their ships when near Romulan territory, though their actions in response to your contact are unpredictable.

You will be in command of the Constitution Class Heavy Cruiser U.S.S. ENTERPRISE, naval construction contract number NCC-1701. It is fully battle ready and contains 430 officers and crew members.

Your mission as commander of the Enterprise is to secure a 64 quadrant section of the galaxy as quickly as possible. You will have to destroy any Klingon vessels you find, including normal Klingon battle cruisers, command vessels and possibly other types as well. Depending on the command level (your military rank) that you enter when starting you will be given a more or less difficult section. In general, higher levels must contend with more enemy ships and with more abilities and phenomena in the enemy. Success in your mission may earn you a promotion to a

higher rank.

Ranks are as follows:

Level Number	Name of Rank
-----	-----
1	Lieutenant Commander
2	Commander
3	Captain
4	Commodore
5	Admiral

Any officer in command of a ship may be referred to as captain regardless of his actual rank.

The Enterprise has a cruising speed of up to warp factor 6, and is allowed warp 8 in emergencies. The main engines are for moving between quadrants of the galaxy. Beware of excessive speed as damage to the engines is a possible result. Within a quadrant, you have the use of impulse engines. If your main engines are damaged your maximum warp speed will be lower than normal. Travel at warp speeds with the shields raised requires double the normal amount of energy.

All energy is provided by the Matter/Anti-Matter Converter (M/A-M). The energy conversion system is normally adequate to supply all needed power for many years of operation. However, war with the Klingons is hardly normal operations. Because the ship is moving more often than normal and using a great deal of energy to fire phasers and provide shielding you will most likely be using energy faster than you can regenerate it. The M/A-M will supply 400 units of energy per stardate when working at 100%.

The ship is provided with two types of scanners. The short range scanners show you everything in your current quadrant. Because of their importance they continue scanning at all times and the display is always available and up to date. The most important thing you will see is, of course, Klingon ships of which there are several types. Standard Klingon battleships will display in light blue, command ships in red, scout ships in purple and supply ships in green.

Your long range scanners show what is in adjacent quadrants and thus are very useful for planning your movements. The ships computer keeps a record of all past scans and this galaxy chart is shown at all times unless the computer is damaged. Damage to the scanners will affect their performance of course. A small amount of damage will prevent them from seeing smaller objects (including, unfortunately, Klingons) but they may still be able to see stars. If damage becomes too severe they will fail to work at all.

The long range display is numerical; the three digit number for each quadrant represents the number of Klingons, type of Federation base, and number of stars (respectively) that the scanners have found. Quadrants containing Klingons are highlighted in red. Bases are highlighted in orange and the number indicates base type (1 is a StarBase, 2 a research station and 3 a supply depot). Quadrants with supernovas cause the scanners to overload and display all 9's.

You also receive information through the main viewer. This display alternates between a view from outside the ship and a graphical display of some ship function. When looking outside

the ship the viewer always looks in the direction of whatever enemy ship is closest to your ship. The view includes an identification of the object and its relative distance and direction from the ship. Directions are based on 0 degrees being directly to the right as seen on scanner displays.

The graphical displays appearing on the viewer can be more or less useful depending on what's currently going on. Some of the displays are not of much use to a ships commander however.

You will constantly be receiving communications from both inside and outside your ship. Each message will include the ships department that originated it. It is important that you pay attention to all incoming messages. Up to four messages can be displayed on your command console at a time. Each new message will overwrite the oldest existing message or you can acknowledge one or all messages and so leave space for new ones.

A heavy cruiser has two major weapons available, photon torpedos (PhoTorps) and phasers. Torpedos are very effective at close range, with a single torpedo being capable of destroying a standard Klingon ship. However, you are limited in the number of torpedos you can carry and they can only be replenished at a StarBase or supply station. At longer distances they are less effective and their accuracy is also thrown off when fired with your shields raised.

Phasers are your general purpose weapon. The damage phasers do is highly influenced by distance to the target. There are two gauges that monitor phaser performance. You should watch the phaser temperature gauge when firing to prevent overheating. The phaser effectiveness gauge shows how well the phasers are working. Phaser effectiveness goes down due to excess heat and due to damage from enemy fire.

The ship is capable of repulsing enemy fire through the use of its shields. When the shields are raised and at 100% energy no enemy fire will penetrate them; the only effect will be that energy will drain from the shields. It is thus to your advantage to have shields raised when in direct battle. Once enemy fire starts to penetrate the shields main energy is lost and ships systems may be damaged. Raising the shields draws a small amount of energy from the main energy banks so you do not want to raise the shields needlessly. Lowering shields causes no energy change. Because the shields affect the performance of other ships systems their correct usage is very important to the success of your mission.

The Enterprise was originally used for exploration and is well suited for this purpose. Obviously, with the Federation under attack there is no time for normal exploration at the present. However, there are planets in the galaxy that may contain the dilithium crystals used to power the ship and it is worth exploring these planets for emergency crystal supplies. Note, though, that Federation regulations prohibit the use of raw dilithium except in extreme emergencies; your shields must be under 50% and main energy under 20%.

There are several types of Federation bases in space. A StarBase is the most useful because you can replenish all ships supplies there. Supply stations can provide life support supplies and photon torpedos. Research stations can provide only life support supplies. You are responsible for the protection of all bases in your designated area.

During warfare many of the ships systems may be damaged. The effects of damage on your mission can vary greatly depending on what systems are affected:

M/A-M Converter: The Matter/Anti-Matter converter generates energy for the ship at a rate of 400 units/day times percentage of repair.

Shields: The shields percentage of repair indicates how efficiently the shield generators can convert the energy available in the shield system into actual shielding of the ship.

Warp Engines: The warp engines are virtually impossible to destroy completely, but their level of damage affects the maximum possible warp speed. The maximum warp speed is approximately warp 1 plus 0.09 times percentage of repair.

Impulse Engines: Impulse engines are much simpler than warp engines; they either work or they don't. When they are at less than 50% they simply stop functioning.

Phasers: Phaser percentage of repair is a direct indication of what percentage of energy is converted to destructive force at the point of impact. In other words, for a given level of phaser energy, 100% working phasers will do twice the damage of 50% working phasers.

PhoTorp Tubes: Like impulse engines, photorp tubes either work or they don't. At 100% there are three function tubes, 67-99% only two tubes work and 34-66% only one.

Short Range Scanners: Short range scanners lose resolution when they are damaged. Above 90% they are fully functional, but below 90% they are unable to detect anything smaller than a star. Below 50% they do not function at all.

Long Range Scanners: Long range scanners also lose resolution when damaged. When less than 100% repaired they can no longer detect enemy ships. Below 50% they are not functional.

Computer: A modern starship is highly computerized, so loss of computer function affects a number of things. Portions of the ships charts can be lost if the computer is sufficiently damaged and can only be recovered by re-scanning. Automatic navigation requires the computer to be 100% repaired. Charts cannot be viewed unless the computer is 100%.

Life Support: Life support systems must be 100% to generate food and oxygen needed to sustain life. Without a functioning life support system the ship can last only two days on reserves.

Transporter: The transporter must be at 100% to be used.

Shuttlecraft: The shuttlecraft must be at 100% to be used.

When your mission ends, one way or another, you'll receive a detailed evaluation of your performance from headquarters. If you get one of the top two scores for your command level, your name will be entered in the hall of fame. If you wish to delete the hall of fame simply delete the file trek.scr.

COMMANDS

To start the game, enter "trek" from the DOS prompt. If you do not want sound during the game, enter "trek -n"; note that the space before the dash is required.

The following is a list of commands and their description. Most commands can be abbreviated to just their first letter. Use the "HELP" command at any time to get the list of commands and their abbreviations.

A#:

To acknowledge a message you should enter the letter A immediately followed by the number of the message you wish to acknowledge, i.e. A2. Messages are numbered from 1 to 4 going from top to bottom. To acknowledge all messages enter just A without a number.

DOCK:

You will need to visit StarBases often to refuel your ship as well as to make repairs. When you are in a sector directly adjacent to a StarBase, issue this command. You can also dock at Research Stations and Supply Bases, but they cannot provide everything that a StarBase can. When docked at a StarBase its shields will protect your ship from enemy phasers.

ENERGY:

Energy is used by a number of different systems aboard the ship and you can use this command to move energy between systems as needed. It will also show you the exact energy levels of all systems.

FIX:

Engineering has a certain number of crewmen available to do repairs on damaged systems and they normally divide their time evenly among all damaged systems. Since some systems are more important than others you can use this command to concentrate repairs on one system at the expense of other systems. When the system you selected is repaired, repair work will automatically be divided AMONG all damaged systems once again.

In addition, you will be asked if you want to spend time just making repairs. In space, repairs will take place no faster than normal. If docked at a StarBase you can use their facilities to speed repairs.

Relative repair speeds are as follows:

1x	Normal repairs, work evenly divided AMONG systems
2.5x	Normal repairs while docked at a starbase
3x	Repairing only a selected system
5x	Repairing a selected system while docked at a starbase

HAIL:

Use this command to hail a StarBase. If none is close by, it will take some time to receive a reply.

HELP:

Use this command to get a list of all available commands and their abbreviations.

INFO:

This command allows you to get information about the enemy ships in the present quadrant from the computer. The display will show the ship type, location, distance and heading from you, and the condition of its shields.

LAND:

If you are orbiting a planet which has something of interest on it you can use this command to land on the planet. You have the option of using the transporter or shuttlecraft to reach the planet. Normally the transporter is the better choice since the shuttlecraft takes 0.2 stardays to make the round trip whereas the transporter is

virtually instantaneous.

To use this command, you must first successfully use the ORBIT command.

MAX:

This command diverts the maximum possible amount of power to the ship's main shields. You can do the same thing with the E)nergy command by transferring power to the shields until they are at 2500. This command is a quick way to make sure that your shields are at full strength.

MOVE:

This ship is quite sophisticated, so getting from one place to another requires only that you specify where you want to go. The galaxy is divided into 64 quadrants and each quadrant is divided into 64 sectors. You need only to specify the quadrant and sector you wish to move to; for example 6,2,3,5 moves you to quadrant 6,2 sector 3,5. Vertical coordinates are always entered first. To use impulse power to move within a quadrant specify only the sector you wish to move to (i.e. 3,5).

If the navigation computer is damaged, however, you will have to calculate movements manually. You will be asked first for a DeltaX (vertical) movement which can be negative, positive or zero. The number before the decimal point is the number of quadrants to move, and the number after the decimal point the number of sectors. Both digits must be in the range 0 to 7. The DeltaY (horizontal) movement works the same way. For example, if you want to move one quadrant down and two quadrants plus two sectors left (i.e., from 1,8,1,8 to 2,6,1,6) DeltaX would be 1.0 and DeltaY would be -2.2. If you prefer using this method even when the computer is functional, enter just an "M" when asked for the coordinates and the computer will switch movement entry to manual.

If you prefer, you can enter the move coordinates without anything separating them. For example, 6,2,3,5 is equivalent to 6235 and 3,5 is equivalent to 35. When using the long form, you can use whatever is most convenient for separators between the numbers.

For an even more abbreviated way of entering move coordinates, enter them right on the initial command line along with the "M". For example, use m6235 for quadrant 6,2 sector 3,5 or use m35 to move to sector 3,5 within the current quadrant. When using this method do not use any spaces, commas, etc. to separate the "m" and the coordinate numbers.

MSGs:

Often during a heated battle messages will come for you so fast that it's possible to miss some of them. You can use this command to review the most recent messages that have appeared.

ORBIT:

Use this command to enter a standard orbit around a planet. This will allow the planet to be scanned for the presence of dilithium crystals and other things. Once in orbit, you can use the LAND command to visit the planet surface.

PHASERS:

Use this command to fire the phaser banks. The phaser control officer will request instructions on firing at each enemy vessel in the quadrant.

QUIT:

Use this command to quit the game. You can also save a game before you quit; see the SAVE command.

RAY:

This command fires the experimental death ray. This is a very powerful weapon that will destroy every enemy ship in the whole quadrant...if it works. If it doesn't work, there's no telling what may happen, since the technology is not yet completely understood.

REPAIR:

This command is a request to engineering to provide the state of repair of all ship systems. Any systems that are damaged will include an estimated time to repair.

SAVE:

You can save your game so that you can come back and continue it later. After saving, the game continues until you give the quit command. You can only restore a saved game when first starting up; you will be asked if you want to restore a saved game right after you are asked if you want a briefing. You select the name of the file that is to contain the saved game information. Any valid MS-DOS file name can be used; just hit to use the default name "trek.sav".

SELF:

If the situation becomes hopeless, use this command to self-destruct. With any luck, you will at least take a few Klingons along with you.

SHUP:

This command raises the shields. Engineering will acknowledge when the shields are up, and the image of the ship on the short range scanner will change to yellow. You can also use the up arrow key to issue this command.

SHDN:

This command lowers the shields. Engineering will acknowledge, and the image of the ship on the short range scanner will return to white. You can also use the down arrow key for this command.

SND:

Use this command at any time during the game to toggle sound on and off. A message will flash briefly on the screen acknowledging the command.

TORPEDO:

You have three torpedo tubes available. The torpedo control officer will request instructions on the number of torpedos to fire and the sectors to fire them at.

USE:

Any miscellaneous objects that you find during the game, such as dilithium crystals mined from planets, can be used with this command.

LOAD:

Once you have crystals on board, you can load them into the ships

energy system. Because of the risk of using raw crystals, Star Fleet regulations prohibit this except for dire emergencies.

WARP:

Use this command to inform engineering of the warp speed you require from the engines when moving between quadrants. Invalid warp speeds will be ignored.

If you wish, you can include the warp factor on the command line. For example, enter w5.2 to set the warp factor to 5.2.

BOSS:

Argh! The boss is coming, and he's going to catch you playing games again. Hit Shift-F1 and you shell to MS-DOS. You can now do simple MS-DOS commands, but be careful that you do not run anything that changes the screen mode as when you return to EGATrek you must still be in graphics mode to be able to continue the game. Simple commands like DIR should work fine. When you're ready to return to the game, type 'EXIT'. (If you *are* the boss, you didn't see this command; it's hidden by a Romulan cloaking device.)

FUNCTION KEYS

Some of the more commonly used commands have been bound to the function keys. Use the following chart as a reference:

F1 Help	F2 Phasers
F3 Fire Torpedo	F4 Move Ship
F5 Max Energy	F6 Fix Systems
F7 Xfer Energy	F8 Repair Status
F9 Set Speed	F10 Dock

REGISTRATION

Please remember that EGATrek is not free software. As with all Shareware you are expected to purchase it after you've given it a reasonable trial.

The registration price for EGATrek is \$15, for which you'll receive by return mail a copy of the latest version, and possibly another Shareware game to try out.

Several other games are available from the same author. If you register more than one game at the same time, a discount is available. Register the first game for \$15 and then each additional game is only \$10. For example,

- \$15 to register EGATrek
- \$25 to register EGATrek plus one other game
- \$35 to register EGATrek and two other games
- etc.

Games currently available include Shooting Gallery, Mah Jongg, CIPHER, SuperFly and BassMap.

A deluxe version of EGATrek is also available. This includes a storage case, printed manual, quick reference card, plus the registered version of the game. This version is available for

