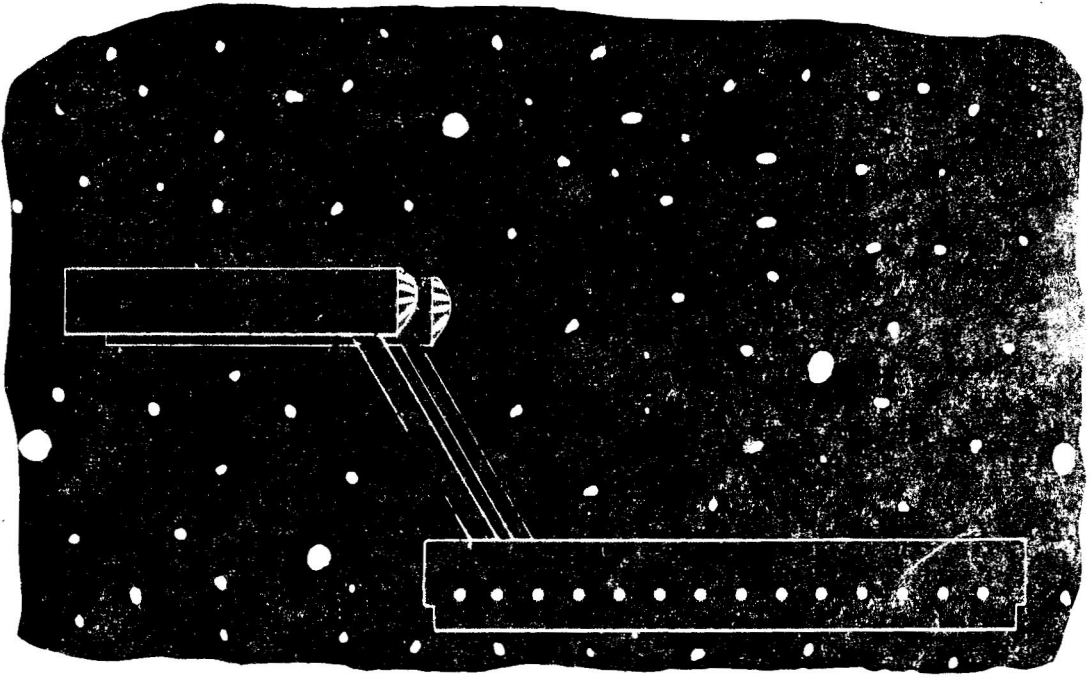


3D STARTREK

O/N MP069



 **commodore**

STARTREK INSTRUCTIONS

This booklet should be read thoroughly before attempting to play the game, and can of course be consulted at any time during the action.

CONTENTS

<u>TITLE</u>	<u>PAGE NO.</u>
General Introduction	2
Long Range Scan	2
Short Range Scan	3
Controls	3
Weapons	4
Battle Stations	4
Conclusion	5

GENERAL

The objective of your flight is to completely destroy the enemy forces, which are arranged on a 2 dimensional surface - your sector. The sector is divided into 81 quadrants, each of which may contain a number of enemy, their distribution being set at the start of the game and only altering as you destroy them.

As captain of your ship you have access to all it's facilities: the screen can be used to display SHORT RANGE SCAN (distribution of enemy, stars, bases etc. in your quadrant); LONG RANGE SCAN (distribution of enemy and bases in the whole sector); DAMAGE REPORT (indicates what items are damaged and to what extent - the more damaged, the longer it will take to be repaired).

In WARP DRIVE and BATTLE STATIONS the screen becomes your front-facing window to space - stars appear to move as you carry out manoeuvres.

LONG RANGE SCAN

LRS is displayed on depression of the 'L' key - the display remaining as long as the key is pressed.

Interpretation of the information displayed is as follows. For each quadrant :-

Number on LEFT indicates total enemy BASES in quadrant.

Number on RIGHT indicates total enemy VESSELS, some of which may be in star bases if there are any. '↑' means more than nine.

A diamond in the centre of a square indicates the presence of one of YOUR bases, of which there are two.

Finally, your present position in the sector is indicated by that square being shown in reverse field.

SHORT RANGE SCAN

SRS is the base mode, and is displayed if no other mode is selected. SRS gives a detailed map of enemy, stars, star bases etc. including yourself, of the quadrant you are currently occupying. Only in SRS can commands be given to the ship's computers (with a few exceptions - see later).

Information in SRS is interpreted as follows :-

[Heart] is the position of yourself.

H	an enemy.
#	an enemy base.
[Diamond]	your starbase.
[Sphere]	a photon torpedo.
*	a star.

Note : since most of the above will be moving, the various characters will be seen to move from square to square in the general direction of the movement.

CONTROLS

Only one key need be pressed (plus a digit if necessary) for any operation.

The 'STOP' key can be used in any mode: it commands the ship to slow down and stop.

The next two keys give steering - they can be used in any mode except BATTLE and WARP.

'HOME' key turns the ship to port.
'DEL' starboard.
The two 'CRSR' keys give trimming.

The following keys can only be used in SRS and need to be followed by a digit :-

'I' - Set command speed to digit for IMPULSE DRIVE (1st Quantum Drive).
'W' - Set command speed to digit for WARP DRIVE (2nd Quantum Drive).
'P' - Launch Photon torpedo of selected speed in direction of ship's orientation.
'S' - Set shield strength to digit.

WEAPONS

Your ship has a highly advanced weapon system, using X-ray lasers for very close combat (BATTLE STATIONS) or high energy photon torpedoes, which can be used to blast enemy within the quadrant.

You may use your lasers ONLY in battle stations, when depression of the space bar will send a stream of rays in the direction of your sights.

Photon torpedoes may be launched ONLY in SRS, and will continue to move until they hit enemy, stars, starbases (or yourself!) or move out of the quadrant. Your battle computer will not launch a torpedo unless it is to travel faster than yourself, and there is nothing else in the IMMEDIATE vicinity. Once launched, the torpedoes can be directed by pressing 'SHIFT' and the direction controls. Note that the enemy can also employ photon torpedoes!

An enemy base can be destroyed only if there are no surviving enemy left in it.

BATTLE STATIONS

Enemy can be destroyed either with Photon torpedoes or X-ray lasers (or collisions!). In many cases torpedoes may be the best choice, but they use a lot of energy and destruction is not guaranteed (the enemy have shields too!). A torpedo of a higher speed carries more energy and so has a better chance of destroying the enemy, but this will of course use more of your energy.

In Battle Stations however X-ray lasers can be employed, and these use much less energy. Enemy in a base can only be destroyed by lasers, as photon torpedoes are detected and intercepted by starbase batteries.

To enter Battle Stations, the enemy or base must be approached at Impulse 1 or 0 across the final square. Once into battle you are committed to destroying ALL enemy involved before moving on (if you can!). Your ship is manoeuvred in battle by pressing the digits around '5' on the numeric keypad. Thus '8' will take you up, '4' to the left, and so on.

CONCLUSION

You can at any time (except in Warp or Battle Stations) move to one of your starbases to effect the repair of any damage done during battle, and also to restore any energy that has been used. Your base must be approached at Impulse 1 or 0 across the final square for you to dock correctly. Be careful not to collide with your base - your mission is perilous enough as it is!

Any damage that you might have incurred can be checked by pressing the 'D' key, when the screen will display a **DAMAGE REPORT**.

This will tell you what has been damaged, and also how bad that damage is - this will give an indication of how long the repairs will take. The more severe the damage, the longer it will take to repair.

When the game is over, one of three messages will appear :-

- 1) A. This means that all the enemy have been destroyed.
- 2) E. This means that you have run out of energy.
- 3) D. This means that your ship has been destroyed!

Having now read this booklet you should be in a position to play and enjoy Commodore's 3D STARTREK to the full. On loading the game itself, you will initially be asked for your ABILITY, for which you enter a number from 1 (EASY) to 9 (HARD), and for the TOPOLOGY (or shape) of sector you require, which must be a digit between 1 and 4.

The game will then commence and you are on your own. Good luck!