

TREK7 Manual

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INTRODUCTION

[TEXT MISSING]

THE SHIPS ARE ALSO EQUIPPED WITH 12 PHOTON TORPEDOES (ON KLINGON SHIPS THEY ARE CALLED DISRUPTOR BOLTS BUT THEY'RE BOTH EQUIVALENT WEAPONS), "ENERGY PODS OF MATTER AND ANTI-MATTER CONTAINED AND HELD TEMPORARILY SEPARATED IN A MAGNO-PHOTON FORCE FIELD"(2). ONE PHOTON TORPEDO IS APPROXIMATELY EQUIVALENT TO A 600-UNIT PHASER BEAM. THE TORPEDO HAS A RANGE OF 10 UNITS AND IT DETONATES IF IT HITS AN OBSTRUCTING OBJECT.

FOR DEFENCE, THE SHIPS HAVE DEFLECTOR SHIELDS. THE SHIELDS ARE MADE OF ENERGY AND THEY DEFLECT THE MAIN PART OF ENEMY FIRE AWAY FROM THE SHIP, EVEN THOUGH A PART OF THE FIRE DOES GET THROUGH. UNDER REPEATED HITS THE SHIELDS BECOME LESS EFFICIENT RESULTING IN GREATER DAMAGE. WHEN THE SHIELDS BECOME ZERO (IE. CEASE TO EXIST), IT WILL TAKE ONLY A SMALL EFFORT ON THE PART OF THE ENEMY TO CAVE IN THE COMPARATIVELY FRAGILE HULLS OF YOUR STARSHIP.

THE GAME OF TREK7 IS PLAYED ON A 60 X 60 GRID OF SPACES, THROUGHOUT WHICH ARE RANDOMLY SCATTERED STARTS AND ION STORMS. TO MANOEUVRE THROUGH ALL THIS, THE SHIPS POSSESS WARP DRIVE ENGINES (CALLED S-2 GRAF UNITS BY KLINGONS) WHICH PROPEL THEM AT GREATER-THAN-LIGHT SPEEDS. THE UNIT OF SPEED USED IS THE 'WARP'. WARP 1 PROPELS THE SHIP AT THE SPEED OF LIGHT AND COVERS 1 SPACE (OR UNIT) ON THE 60 X 60 GRID. WARP 2 COVERS 2 UNITS. THE SHIPS' MAXIMUM SPEEDS ARE WARP 10 (WHICH COVERS 10 UNITS).

THE PLAYER HAS HIS CHOICE OF ENEMIES AND FOR HIS OPPONENT(S) HE CAN SELECT AMONGST KLINGON, ROMULAN, THOLIAN, GORN, ORION, AND KZINTI WARSHIPS, A DOOMSDAY MACHINE, AND MOONBASE ALPHA. THE COMPUTER CONTROLS THESE OPPOSING WARSHIPS. THE PLAYER OF COURSE, HAS THE OPTION OF SELECTING NO ENEMIES AT ALL, OR CAN FIGHT OTHER PLAYER'S SHIPS OR ENEMY STARBASES.

HOW TO PLAY THE GAME

1. MANUALLY-OPERATED SHIPS

YOU'LL BE ASKED TO ENTER A STRING OF CHARACTERS INDICATING WHICH SHIPS YOU OR OTHER PLAYERS WISH TO COMMAND IN THE GAME. FOR EXAMPLE ENTERING 'ECH' WOULD GIVE YOU THE ENTERPRISE, CARNAGE, AND HAVOC.

AFTER THIS, IF YOU ARE PLAYING ANY SHIPS OTHER THAN THE ENTERPRISE, YOU WILL BE GIVEN THE CHANCE TO %C OUT AND ASSIGN THE OTHER PLAYERS' TELETYPES TO YOUR JOB, GIVING THE ENTERPRISE TTY THE LOGICAL NAME 5 , THE POTEMPKIN 6, THE HAVOC 7, AND THE CARNAGE 8. (EG. TO ASSIGN TTY46 TO THE HAVOC, ENTER ASSIGN TTY47 7 WHEN THE PDP-10 PROMPTS WITH A '.'). (NOTE THAT YOU CAN ASSIGN THESE TTY'S BEFORE YOU START THE GAME.) AFTER YOU HAVE FINISHED ASSIGNING, TYPE CONTINUE<CR> WHEN THE COMPUTER PROMPTS WITH A ' '.', AND NOW THAT YOU'RE BACK IN THE PROGRAM, TYPE A <CR> TO GO ON (WHERE <CR> MEANS HITTING THE CARRIAGE RETURN BUTTON).

2. COMPUTER-OPERATED ENEMIES

NEXT, YOU WILL BE ASKED FOR THE OPPONENTS YOU WISH TO FIGHT. TYPE IN A STRING OF CHARACTERS STANDING FOR THE SHIPS YOU WANT TO PLAY. (EG. 'GOD' WILL GIVE YOU THE GORN WARSHIP, ORION PRIVATEER, AND A DOOMSDAY MACHINE.) YOU CANNOT PLAY MORE THAN ONE SHIP OF THE SAME NATIONALITY AT THE SAME TIME, SO TYPING 'KKK' WILL GIVE ONLY ONE KLINGON WARSHIP, NOT THREE. EACH MANUAL-OPERATED SHIP IS EQUIPPED SO THAT IT CAN HANDLE AROUND TWO COMPUTER-OPERATED ENEMY SHIPS AT ONE TIME, UNLESS YOU PLAY THE DOOMSDAY MACHINE, IN WHICH CASE PRAYER IS THE BEST ANSWER. IF YOU HAVE A LUCKY STREAK, YOU MAY BE ABLE TO TAKE ON THREE OPPONENTS. IF YOU PLAY THE KZINTI YOU WILL BE ASKED TO ENTER PARAMETERS REGARDING THEIR STRENGTH AND STRATEGY. NOTE THAT ALL COMPUTER-OPERATED ENEMIES WILL FIGHT ALL MANUALLY-OPERATED SHIPS REGARDLESS OF NATIONALITY. IF YOU'RE A BEGINNER I SUGGEST YOU PLAY JUST THE KLINGONS TO GET A FEEL FOR THE GAME.

HERE IS A RUNDOWN OF THE ENEMIES YOU CAN FIGHT:

2.1 KLINGONS

THE KLINGON WARSHIP IS COMMANDED BY CAPT. JAMES T. KIRK'S ARCH-RIVAL, CAPT. KOLOTH OF THE IMPERIAL KLINGON SPACE FLEET. HIS D6 CLASS BATTLE CRUISER IS EQUIPPED WITH DEFLECTOR SHIELDS, PHASER BANKS (WHICH FIRE BETWEEN 450 AND 1100 UNITS), AND S-2 GRAF UNITS WHICH CAN PROPEL HIS SHIP BETWEEN WARP 7 AND 9. HIS STRATEGY IS TO STICK BY YOUR SIDE AND ATTACK.

2.2 ROMULANS

THE ROMULAN WARSHIP IS MODELLED AFTER THE KLINGON D6 CLASS BATTLE CRUISER AND IS COMMANDED BY COMMANDER TAL. FOR THE SHIP'S DEFENCE, IT HAS DEFLECTOR SHIELDS AND A CLOAKING DEVICE WHICH CAN RENDER THE SHIP INVISIBLE TO YOUR SHIP'S SENSORS UNLESS IT IS WITHIN 5 UNITS OF YOUR SHIP. ALSO, THE LOWER THE ROMULAN'S DEFLECTORS GET (IE. THE MORE DAMAGE THEY RECEIVE), THE GREATER THE CHANCE THAT THEIR CLOAKING DEVICE WILL BREAK DOWN FOR A TIME.

FOR OFFENSIVE WEAPONS THE SHIP IS EQUIPPED WITH A MOLECULAR IMPLOSION BEAM WHICH FATIGUES METALS CAUSING CRYSTALS TO LOSE COHESION AND COLLAPSE. IT IS EQUIVALENT TO A 300 - 1000 UNIT PHASER BEAM. THE ROMULANS ARE INITIALLY NEUTRAL IN THE GAME, NOT FIGHTING UNLESS YOU COME WITHIN 10 UNITS OF THEM OR IF YOU FIRE AT THEM.

WHEN THE ROMULANS ATTACK, THEY DO NOT PROCEED DIRECTLY TO YOUR SHIP LIKE KLINGONS. INSTEAD THEY TAKE A BEARING ON YOU, THEN GO ON A RANDOM COURSE WITHIN 90° DEGREES OF THAT BEARING. THIS EMPLOYS THE FULL POTENTIAL OF THEIR CLOAKING DEVICE. THE ROMULAN RETREAT WHEN YOUR SHIELD EXCEEDS THEIRS BY 20 UNITS OR MORE. THEIR RETREAT IS SIMILAR TO THEIR ATTACK - THEY TAKE A BEARING DIRECTLY AWAY FROM YOU AND TRAVEL ALONG A RANDOM PATH WITHIN 90 DEGREES OF THAT BEARING. THE ROMULAN SHIP HAS A SPEED OF WARP 7 TO 9.

2.3 GORNS

A GORN CAN BE SUMMED UP IN FOUR WORDS - LARGE, REPTILLIAN, GREEN AND MEAN. THEY ARE BELIEVED TO ORIGINATE FROM A SINGLE PLANET OUTSIDE THE TERRITORIES OF THE FEDERATION AND KLINGON EMPIRE. THE GORN SHIP IS EQUIPPED WITH DEFLECTORS, PHASERS (OF POWER RANGING FROM 350 TO 900 UNITS) AND HAS A MAXIMUM SPEED OF WARP 11. THE GORN STRATEGY IS TO RETREAT UNTIL THEY HAVE THE UPPER HAND (UNTIL THEIR SHIELDS ARE AT LEAST 25 UNITS ABOVE YOURS), THEN ATTACK SHOWING NO MERCY.

2.4 THOLIANS

THOLIAN WARSHIPS ARE BLUE-GREEN AND HAVE A CRYSTALLINE TETRAHEDRAL SHAPE. THE SHIP WHICH IS ATTACKING YOU IS COMMANDED BY COMMANDER LOSKENE. THE SHIP IS EQUIPPED WITH ENERGY BEAMS EQUIVALENT TO A PHASER OF 600 TO 900 UNITS. IT IS ALSO EQUIPPED WITH DEFLECTOR SHIELDS AND HAS A SPEED OF WARP 5 TO 10.

THE SHIP IS ALSO EQUIPPED WITH AN IMPROVED VERSION OF THE THOLIAN WEB WHICH, WHEN SPUN, CAN TRAP YOUR SHIP SO THAT IT CANNOT MOVE. THE WEB IS IMPERVIOUS TO PHOTON TORPEDOES AND DISRUPTOR BOLTS WHEN FIRED FROM WITHIN IT. IF ANY SHIP WHICH IS AN ENEMY OF THE THOLIANS COMES WITHIN 8 UNITS OF THE THOLIAN SHIP, THE WEB IS ACTIVATED ON THAT SHIP. WHEN YOU ARE TRAPPED IN A WEB, THE THOLIANS PREFER TO REMAIN AT A DISTANCE OF ABOUT 8 UNITS AWAY FROM YOU AND DESTROY YOU AT THEIR LEISURE. YOUR SHIP HAS A 14.27% CHANCE OF ESCAPING THE WEB ONLY WHEN YOU GO WARP 10.

2.5 ORIONS

THE ORION SYSTEM IS NOT PART OF EITHER THE FEDERATION OR KLINGON EMPIRE AND IS POLITICALLY NEUTRAL TOWARDS BOTH POWERS. THE ORIONS REMAIN NEUTRAL SO THAT THEIR MAIN BUT UNOFFICIAL INDUSTRY - SMUGGLING AND PIRACY - CAN BE CARRIED ON WITHOUT FEAR OF REPRISAL. THE ORIONS BASED MUCH OF THEIR SMUGGLING OPERATIONS ON THE KEY PLANET OF CORIDAN, HOWEVER THE PLANET HAS RECENTLY BEEN ACCEPTED INTO THE FEDERATION AS A RESULT OF THE INTERPLANETARY CONFERENCE HELD ON BABEL.

DUE TO A CRACKDOWN ON THE SMUGGLING ON CORIDAN, THE SMUGGLERS HAVE GROWN AND HAVE TAKEN UP PIRACY. THEY NOW PREY ON FEDERATION AND KLINGON SHIPPING, AND HAVE BUILT A BATTLESHIP TO DESTROY THE STARSHIPS IN YOUR IN YOUR SECTOR, WHICH INCLUDES YOU. THE ORION SHIP IS ON A SUICIDAL MISSION AND IS EQUIPPED WITH PHASERS OF ENERGY BETWEEN 500 AND 1100 UNITS, AS WELL AS DEFLECTOR SHIELDS. IT HAS A HIGH DENSITY HULL WHICH SHIELDS THE SHIP AGAINST YOUR SENSORS AND ALLOWS IT TO ATTAIN WARP 12. THE BATTLE STRATEGY OF THE SHIP IS TO MAKE CLOSE PASSES OF YOUR SHIP AT MAXIMUM WARP AND FIRE UPON YOU WHEN IT IS AT THE CLOSEST POINT.

2.6 DOOMSDAY MACHINE

THE DOOMSDAY MACHINE IS A HUGE UNMANNED CYBERNETIC DEVICE FROM ANOTHER GALAXY WHICH DESTROYS STARS, BREAKING THEM DOWN IN ORDER TO DERIVE ENERGY FROM THEIR REMNANTS. THE MACHINE IS EQUIPPED WITH AN ANTI-PROTON BEAM WHICH IS EQUIVALENT TO A 1000 - 2000 UNIT PHASER BEAM. IT HAS A HULL OF EXTREMELY DENSE NEUTRONEUM WHICH MASKS IT AGAINST YOUR SENSORS, RENDERS YOUR PHASER BEAM VIRTUALLY INEFFECTIVE AGAINST IT AND MAKES IT IMPERVIOUS TO TRANSPORTER BEAMS.

THE DOOMSDAY MACHINE WILL CONTENTEDLY EAT STARS AND WILL NOT FIRE UPON YOU UNLESS YOU FIRE UPON IT FIRST, OR IT COLLIDES WITH A MINE, AND IT WILL STOP FIRING AT IF YOU GET 7 OR MORE UNITS AWAY FROM IT AND IT RECEIVES NO MORE DAMAGE. THE MACHINE CANNOT DISTINGUISH BETWEEN A MINE AND A STAR, BUT IF IT FINDS A MINE, THE PROBABILITY THAT IT WILL EXPLODE AND CAUSE DAMAGE IS APPROXIMATELY 71.42857%. BEWARE - IF YOU GET CLOSER TO THE MACHINE THAN THE NEAREST STAR, IT WILL EAT YOU. ALSO, WHEN THE MACHINE IS DESTROYED, EVERYTHING WITHIN 7 UNITS OF IT BLOWS UP AS WELL.

2.7 KZINTI

THE KZINTI ARE LARGE PANTHER-LIKE CREATURES WITH ORANGE FUR, AND COME FROM THE KZIN SYSTEM. THE KZINTI WARSHIP, THE 'TRAITOR'S CLAW', COMMANDED BY CHUFT-CAPTAIN, CAN BE ARMED WITH INDUCTION BEAMS, X-RAY LASER CANNON, A WEB SIMILAR TO THE THOLIANS', A CLOAKING DEVICE, A WEAPON THAT GENERATES FALSE IMAGES OF THE WARSHIP, AND A STASIS FIELD. IT CAN BE EQUIPPED WITH EITHER WARP OR IONIC DRIVE. THE IONIC DRIVE PROJECTS HIGH-VELOCITY IONS AND INTENSE RADIATION, SIMULATING A MINIATURE ION STORM. THE KZINTI CAN HAVE 3 BATTLE STRATEGIES - REGULAR ATTACK/RETREAT, KAMIKAZE (WHERE THE SHIP TRIES TO RAM YOU), AND CLOSE PASSES (LIKE THE ORIONS). THE KZINTI SHOW UP ON THE MAP AS A 'Z'.

A NOTE ABOUT THE IMAGE GENERATOR WEAPON - EACH TIME THE KZINTI MOVE OR FIRE, A NUMBER OF FALSE IMAGES WILL BE PLACED ON THE MAP ALONG WITH THE ACTUAL IMAGE OF THE KZINTI, BUT WHEN THE KZINTI MOVE, ONLY THEIR ACTUAL IMAGE IS REMOVED FROM THE MAP, MORE IMAGES ARE GENERATED, AND THE ACTUAL IMAGE IS PLACED IN A NEW POSITION.

THE KZINTI ARE PLAYER-PROGRAMMABLE, THAT IS THE PLAYER CHOOSES THEIR STRATEGY AND ARMAMENTS, BUT BEWARE - IF YOU MAKE THEM TOO WEAK, THEY WILL BE GIVEN ALL WEAPONS AT MAXIMUM SETTING.

2.8 MOONBASE ALPHA

NOW, BEFORE YOU STRING ME UP OR START THROWING STONES, LET ME EXPLAIN. IN MY OPINION, ALL SPACE:1999 LACKS THE IS A LAUGHTRACK BECAUSE IT IS ONE OF THE BEST COMEDIES ON TV. THE ONLY REASON I PUT MOONBASE ALPHA IN MY PROGRAM IS BECAUSE IT OFFERED A UNIQUE STRATEGY DIFFERENT FROM ALL OTHER ENEMY SHIPS.

MOONBASE ALPHA SHOWS UP AS AN 'A' ON THE MAP AND IT DOESN'T MOVE. IT HAS VERY PRIMITIVE DEFLECTOR SHIELDS WITH INITIALLY ONLY 70 UNITS OF ENERGY IN THEM. IT ALSO HAS A NUMBER OF GROUND-BASED LASER CANNON WHICH CAN FIRE WITH A TOTAL FORCE OF 500 PHASER UNITS.

IT IS ALSO EQUIPPED WITH 25 EAGLES, WHICH, FOR THOSE OF YOU LUCKY ENOUGH NEVER TO HAVE SEEN THE SHOW, ARE SMALL SHUTTLE-TYPE CRAFT WITH A CREW OF 2 AND PERHAPS A HANDFUL OF PASSENGERS. ALPHA CAN LAUNCH THERE EAGLES 5 AT A TIME. EACH EAGLE CAN FIRE A LASER BEAM WITH AN EQUIVALENT ENERGY OF 200 PHASER UNITS, SO WHEN THE FIRST WAVE HITS YOU, THEY HIT WITH A FORCE OF 1000 UNITS. THE EAGLES HAVE S SPEED OF WARP 2, BUT HAVE NO DEFLECTOR SHIELDS SO THAT THE SMALLEST BLOW FROM YOUR PHASERS WILL WIPE ONE OUT. IF YOU COLLIDE WITH AN EAGLE, IT WILL BE JUST AS TOUGH YOU HIT A MINE. FURTHERMORE, IF YOU COME WITHIN A DISTANCE OF 1 UNIT AWAY FROM ALPHA, YOU WILL BE HIT BY AN EAGLE TAKING OFF.

3. STARBASES

AFTER CHOOSING YOUR ENEMIES, YOU'LL BE ASKED IF YOU WISH A STARBASE, DEPENDING ON WHETHER YOU'RE FIGHTING ENOUGH ENEMIES. A STARBASE SHOWS UP AS A '*' LIKE ALL STARS ON THE MAP, HAS A CREW OF 1000, CARRIES A SUPPLY OF 20 PHOTON TORPEDOES (20 DISRUPTOR BOLTS IF IT'S A KLINGON STARBASE) AND HAS A DEFLECTOR SHIELD STRENGTH OF 300 UNITS. IT CAN BE USED TO HELP YOU FIGHT, AND REPAIR AND RESUPPLY YOUR SHIP. YOU ARE GIVEN THE OPTION OF A STARBASE IF:

- A) YOU ARE ALONE AND ARE FIGHTING 3 OR MORE COMPUTER-OPERATED (C-0) ENEMIES.
- B) YOU AND ANOTHER MANUAL-OPERATED (M-0) SHIP ON YOUR SIDE are FIGHTING 6 OR MORE C-0 ENEMIES.
- C) YOU ARE FIGHTING ANOTHER M-0 SHIP.
- D) YOU ARE ALWAYS GIVEN THE OPTION OF AN ENEMY STARBASE TO FIGHT.

IN CASE C, ANY OTHER M-0 SHIP MAY VETO YOUR CHOICE OF A STARBASE UNLESS THEY ALREADY HAVE A STARBASE.

IN CASE D, THE ENEMY STARBASE WILL BE ALLIED WITH ANY OTHER C-0 ENEMIES IN THE GAME.

4. STARS

NEXT YOU'LL BE ASKED HOW MANY STARS YOU WISH IN YOUR AREA. I USUALLY SUGGEST BETWEEN 75 AND 200. IF YOU PUT IN TOO MANY STARS IT MAY BE DIFFICULT FOR YOU AND THE ENEMY TO MOVE AROUND. IF YOU PLAY THE DOOMSDAY MACHINE, YOU MAY WANT TO PUT IN ENOUGH STARS TO KEEP IT CONTENTED.

ALSO, UP TO 5 STARS ON THE MAP MAY HAVE DILITHIUM CRYSTAL DEPOSITS ON ONE OF THEIR PLANETS, WHICH CAN BE USED TO BOOST YOUR ENERGY. YOU'LL BE NOTIFIED OF SUCH A STAR IF YOU COME WITHIN A DISTANCE OF 5 UNITS FROM IT, AND YOU'LL ACQUIRE THE CRYSTALS IF YOU COME WITHIN A DISTANCE OF 1 UNIT FROM IT.

5. TAKING TURNS

AT THIS POINT INITIALIZATION IS COMPLETE - YOU ARE ON YOUR OWN. COMMANDS ARE ACCEPTED FROM THE ENTERPRISE FIRST (IF IT'S IN THE GAME). WHEN IT HAS FINISHED MOVING AND/OR FIRING, THE POTEPMKIN TAKES ITS TURN NEXT, THEN THE HAVOC, THEN THE CARNAGE, THEN THE STARBASES FIRE, AND THEN THE COMPUTER-OPERATED SHIPS MOVE AND FIRE. FOLLOWING IS A LIST OF COMMANDS YOU CAN ENTER, EACH COMMAND CAN BE ABBREVIATED TO ITS FIRST TWO LETTERS.

6. COMMANDS

NOTE - IN ALL THESE COMMANDS, IF YOU TYPE 'STOP' WHEN ASKED FOR INPUT, THE USUAL RECOURSE IS TO CANCEL THE COMMAND. (THIS PROVIDES A FAST WAY OUT).

6.1 INFORMATION COMMANDS

6.1.1 HELP

THE HELP COMMAND GIVES YOU A BRIEF LISTING OF COMMANDS AND INSTRUCTIONS.

6.1.2 SPOCK

THE SPOCK COMMAND GIVES SOME INTERESTING PROBABILITIES AND STATISTICS.

6.1.3 MAP

THE MAP COMMAND GIVES A MAP OF YOUR SURROUNDINGS. ALTHOUGH THE GAME IS PLAYED ON A 60X60 GRID, EACH SHIP CAN ONLY SEE A MAXIMUM OF 15 UNITS AWAY FROM IT, AND EVEN LESS IF YOU'VE RECEIVED ANY DAMAGE TO YOUR SENSORS. YOU'LL BE ASKED TO ENTER THE RADIUS OF YOUR MAP. AT TIMES YOU MAY WISH A SMALL MAP TO SAVE PRINTOUT TIME AND PAPER BY CHOOSING A SMALL RADIUS. HERE IS A LIST OF SYMBOLS THAT MAY APPEAR ON YOUR MAP:

A-MOONBASE ALPHA	G-GORN WARSHIP	M-MINE	T-THOLIAN WARSHIP
C-CARNAGE	H-HAVOC	O-ORION PRIVATEER	Z-KZINTI WARSHIP
D-DOOMSDAY MACHINE	I-ION STORM	P-POTEMPKIN	*-STAR/STARBASE
E-ENTERPRISE	K-KLINGON WARSHIP	R-ROMULAN WARSHIP	=-EAGLE

IF YOU WISH TO SAVE TIME, YOU CAN ENTER THE MAP RADIUS WHEN YOU ENTER YOUR COMMAND. EG. 'MA,9' WILL GIVE YOU A MAP OF RADIUS 9, BUT YOU MUST USE THE SHORT FORM 'MA' INSTEAD OF 'MAP'.

6.1.4 INFO

THE INFO COMMAND GIVES YOU THE STATUS OF ALL SHIPS EXCEPT EAGLES. THAT IS, YOU'LL BE TOLD THE DEFLECTOR SHIELD STRENGTH AND POSITION OF EACH SHIP (PROVIDING IT IS NOT CLOAKED OR SHIELDED AGAINST SENSORS). ALSO IT WILL GIVE YOU THE NUMBER OF CREW YOU HAVE ON YOUR OWN SHIP.

6.1.5 EAGLE

THE EAGLE COMMAND REPORTS THE POSITION OF ALL EAGLES IN THE GAME.

6.1.6 CREW

THE CREW COMMAND LISTS THE NUMBER OF YOUR CREW ON YOUR SHIP AS WELL AS ON YOUR STARBASE AND ON ANY SHIP YOU MAY HAVE BOARDED.

6.1.7 DAMAGE

THE DAMAGE COMMAND GIVES A DECK BY DECK LISTING OF DAMAGE ON YOUR SHIP. IT MERELY SUMMARIZES ALL PREVIOUS DAMAGE REPORTS.

6.2 MISCELLANEOUS COMMANDS

6.2.1 TRANSFER

THE TRANSFER COMMAND ALLOWS YOU TO TRANSFER ENERGY FROM ONE SYSTEM TO ANOTHER. DURING A BATTLE ON THE TV SHOW, IT OFTEN HAPPENS THAT SCOTTY WILL REPORT 'SUH, I DON'T KNOW HOW MUCH LONGER OUR DEFLECTOR SHIELDS (OR WARP ENGINES, OR PHASER BANKS, ETC.) WILL HOLD UP' AT WHICH POINT KIRK RISES AND SAYS 'DIVERT POWER TO THE DEFLECTORS', OR 'POWER TO THE WARP DRIVE ENGINES', OR 'POWER TO THE PEOPLE!', AND ALL IS WELL. YOU CAN ACCOMPLISH THE SAME GOD-LIKE FEATS USING THE TRANSFER COMMAND.

YOU'LL BE ASKED TO ENTER A 2-LETTER CODE. THE FIRST LETTER IS THE SYSTEM YOU WISH TO TRANSFER ENERGY FROM AND THE SECOND LETTER IS WHERE YOU WISH TO TRANSFER IT TO. THE LETTERS CAN BE 'W' (WARP ENGINES), 'P' (PHASER BANKS), 'T' (PHOTON TORPEDOES OR DISRUPTOR BOLTS). OR 'D' (DEFLECTOR SHIELDS). (EG. 'PW' TRANSFERS ENERGY FROM THE PHASERS TO THE WARP DRIVE ENGINES). THERE ARE RESTRICTIONS PLACED ON THE TRANSFER OF POWER FROM A TORPEDO: YOU CAN ONLY TRANSFER ENERGY INTO THE DEFLECTORS, AND YOU CANNOT CREATE A TORPEDO, SO I DON'T SUGGEST YOU USE THE 'TD' OPTION UNLESS YOU'RE DESPERATE

NEXT YOU'LL BE ASKED TO ENTER THE AMOUNT OF ENERGY YOU WISH TO TRANSFER. BEAR IN MIND THAT:

1 PHOTON TORPEDO = 6 DEFLECTOR SHIELD UNITS.

IF YOU WISH TO SAVE TIME, YOU CAN ENTER THIS NUMBER ALONG WITH THE 2-LETTER CODE. (EG. 'WP,4' WOULD TRANSFER 4 WARPS FROM THE WARP ENGINES TO BECOME 4000 UNITS IN THE PHASER BANKS.)

THERE ARE FOUR SPECIAL 2-LETTER CODES:

'DD' ALLOWS YOU TO TRANSFER ENERGY BETWEEN SHIPS AS LONG AS YOU ARE WITHIN 1 UNIT OF EACH OTHER. WHEN ASKED TO ENTER THE AMOUNT OF ENERGY, TYPE A POSITIVE NUMBER TO GIVE THE OTHER SHIP'S DEFLECTORS THAT AMOUNT OF ENERGY FROM YOUR DEFLECTORS, AND TYPE A NEGATIVE NUMBER TO TAKE THAT AMOUNT FROM THE OTHER SHIP AND PUT IT IN YOUR DEFLECTORS (YOU CAN ONLY TAKE ENERGY FROM A BOARDED C-0 SHIP OR A DERELICT M-0 SHIP). YOU'LL ALSO BE ASKED TO ENTER THE LETTER OF THE SHIP YOU WISH TO TRANSFER ENERGY WITH (EG. 'K' FOR KLINGON WARSHIP).

'##' ALLOWS YOU TO TRANSFER PERSONNEL, DEFLECTOR ENERGY, AND PHOTON TORPEDOES (DISRUPTOR BOLTS) BETWEEN BETWEEN YOUR SHIP AND YOUR STARBASE WHEN YOU ARE DOCKED AT IT (WITHIN 1 UNIT OF DISTANCE).

'STOP' STOPS THE TRANSFER COMMAND.

'??' DISPLAYS CURRENT ENERGY LEVELS.

6.2.2 RADIO

THE RADIO COMMAND ALLOWS COMMUNICATION BETWEEN M-O SHIPS. YOU CAN DO FOUR THINGS WITH YOUR SUBSPACE RADIO:

1) TRANSMIT- YOU'LL BE ASKED WHICH M-O SHIP YOU WISH TO TALK TO, AND LATER YOU'LL BE GIVEN THE INTERFERENCE LEVEL, WHICH DEPENDS ON: DISTANCE BETWEEN SENDER AND RECEIVER, WHETHER THE SENDER OR RECEIVER IS IN AN ION STORM OR NEAR A DOOMSDAY MACHINE AND WHETHER YOU (OR THE ENEMY) ARE JAMMING SUBSPACE. THE INTERFERENCE LEVEL GIVES THE PERCENTAGE PART OF YOUR MESSAGE WHICH WILL BE OBSCURED BY STATIC (RANDOM CHARACTERS JUMBLED INTO THE TRANSMISSION). A MESSAGE WITH AN INTERFERENCE LEVEL OF 0 - 20% IS ACCEPTABLE.

YOU'LL BE TOLD WHAT THE ENERGY EXPENDED WILL REDUCE THE INTERFERENCE LEVEL TO AND YOU'LL BE ASKED WHICH CODE YOU WISH TO TRANSMIT THE MESSAGE IN. (IF YOU WISH TO CANCEL THE WHOLE IDEA AT THIS POINT, ENTER 'STOP'.) CODE 0 IS HAILING FREQUENCIES WITH A UNIVERSAL TRANSLATOR TIED IN SO ALL SHIPS CAN RECEIVE AND UNDERSTAND YOUR MESSAGE. IF YOU WISH ONLY YOUR SIDE TO UNDERSTAND THE MESSAGE, ENTER A CODE NUMBER BETWEEN 1 AND 8 (NOTING THAT THE ENEMY MAY HAVE BROKEN SOME OF THE CODES). THE MORE YOU USE ONE PARTICULAR CODE, THE GREATER THE CHANCE THAT THE ENEMY HAS BROKEN IT. AFTER ALL THIS, YOU'LL FINALLY BE ASKED TO ENTER YOUR MESSAGE (80 CHARACTER MAXIMUM).

2) RECEIVE- THIS IS THE SAME AS TRANSMIT ONLY YOU USE PHASER ENERGY FOR BOOSTING THE SIGNAL SO YOU CAN UNDERSTAND THE OTHER SHIP'S MESSAGE THROUGH THE STATIC.

3) JAM- YOU'LL BE ASKED TO ENTER THE AMOUNT OF PHASER ENERGY YOU WISH TO EXPEND TO RAISE THE SUBSPACE INTERFERENCE LEVELS. IF YOU ARE DISSATISFIED WITH THE AMOUNT YOU HAVE EXPENDED, YOU MAY USE THE COMMAND AGAIN TO ADJUST THE LEVEL BY INCREASING OR DECREASING THE ENERGY. EG. IF I MAKE A MISTAKE AND BLOW 500 PHASER UNITS, I CAN RETYPE THE COMMAND AND ENTER -500 WHEN IT ASKS FOR THE PHASER ENERGY EXPENDITURE, AND ALL WILL BE RESTORED. JAMMING WILL LAST UNTIL YOUR TURN ROLLS AROUND AGAIN AFTER ALL THE OTHER M-O AND C-O SHIPS HAVE MOVED AND FIRED.

4) DISTRESS SIGNAL- THIS ACTIVATES YOUR DISTRESS BEACON AND NOTIFIES ALL SHIPS THAT YOU NEED HELP.

6.2.3 SURRENDER

THE SURRENDER COMMAND ALLOWS YOU TO SURRENDER. IF YOU ARE PLAYING NO M-O (MANUALLY-OPERATED) SHIPS, THIS PROVIDES A FAST WAY OUT OF THE GAME. IF YOU ARE PLAYING OTHER OPPOSING M-O SHIPS, YOUR DESIRE TO SURRENDER WILL BE ANNOUNCED TO ALL OTHER SHIPS IN THE GAME, AND YOU'LL BE ASKED TO PRESENT YOUR SURRENDER TO THE NEAREST M-O ENEMY VESSEL, WHO'LL USUALLY ASK YOU TO DROP YOUR SHIELDS AND PREPARE TO BE BOARDED. USE OF THIS COMMAND GUARANTEES YOU WILL PRESENT NO RESISTANCE TO HIS BOARDING PARTY. THUS, IF A SHIP ANNOUNCES TO YOU HE WISHES SURRENDER, INSIST HE USE THE SURRENDER COMMAND BEFORE YOU BOARD HIM, OR HE COULD BE TRYING TO TRICK YOU INTO SENDING OVER A PARTY WHICH HE CAN DESTROY.

6.2.4 NOSTOP

THE NOSTOP COMMAND, WHEN ACTIVATED, MEANS THAT THE GAME DOES NOT END WHEN YOU DEFEAT ALL THE ENEMIES.

6.2.5 ENEMY

THE ENEMY COMMAND ADDS MORE C-O ENEMIES TO THE GAME. EITHER YOU CAN CHOOSE AN ENEMY OR LET AN ENEMY BE CHOSEN AT RANDOM. THIS COMMAND, COMBINED WITH THE 'NOSTOP' COMMAND, ALLOWS YOU TO TAKE ON ENEMIES ONE AFTER THE OTHER INSTEAD OF ALL AT ONCE.

6.2.6 CEASEFIRE

THE CEASEFIRE COMMAND ALLOWS YOU TO CONTROL YOUR STARBASE OR ANY C-O SHIPS THAT YOU HAVE BOARDED. IT CAUSES THE SHIP OR BASE TO STOP FIRING, AND IF IT'S A SHIP, IT WILL SET COURSE TO THE NEAREST ALLIED M-O VESSEL.

6.2.7 ATTACK

THE ATTACK COMMAND CANCELS THE EFFECT OF THE 'CEASEFIRE' COMMAND ON THE STARBASE YOU SHIP YOU USED IT ON.

6.3 COMMANDS TO SET WEAPONS

6.3.1 COURSE

THE COURSE COMMAND ALLOWS YOU TO SET A NEW COURSE. YOU'LL BE ASKED TO ENTER THE WARP SPEED AT WHICH YOU WISH TO TRAVEL. WARP 1 COVERS 1 UNIT ON THE MAP, WARP 10 COVERS 10 UNITS (NOTE THAT IF YOU WISH TO GO DIAGONALLY AT, SAY, A 45 DEGREE ANGLE, TO MOVE OUT OF THE POSITION YOU ARE IN YOU MUST GO AT LEAST WARP 1.42 (REMEMBER PYTHAGORAS!). IF YOU GO OVER WARP 6, ENGINE TEMPERATURES BEGIN TO CLIMB.

NEXT, YOU'LL BE ASKED TO ENTER TARGET COORDINATES. NOTE: WHENEVER COORDINATES ARE REQUESTED, ENTER THEM IN 2I2 FORMAT (IF YOU KNOW FORTRAN). EG. TO ENTER (50,50) OR (1, 1), TYPE 5050 OR 0101. YOU DO NOT HAVE TO SET A NEW COURSE EVERY TIME YOU MOVE. EG. IF I'M AT (1, 1) AND I WISH TO MOVE TO (1,50), I CAN ENTER 0150 AS MY TARGET COORDINATES, EVEN THOUGH I WON'T REACH THERE UNTIL AT LEAST 5 MOVES FROM NOW. WARP AND TARGET COORDINATES CAN BE ENTERED WHEN THE COMMAND IS TYPED - EG. 'CO, 5,1020' WILL SET A COURSE TO (10,20) AT WARP 5 BUT YOU MUST USE THE SHORT FORM 'CO' OF THE COMMAND. IF YOU MAKE A MISTAKE OR WISH TO ENTER A NEW COURSE, SIMPLY TYPE THE COMMAND OVER AGAIN.

NOTE 1- STEERING CONTROL- WHENEVER YOU MOVE, THE PROBABILITY OF YOU LOSING STEERING CONTROL AND VEERING OFF COURSE IS (DAMAGE FACTOR RECEIVED BY WARP DRIVE ENGINEERING * 5)%. IF WARP DRIVE ENGINEERING HAS RECEIVED NO DAMAGE, THE PROBABILITY IS 5%. WARP DRIVE ENGINEERING IS LOCATED ON DECK 16 ON THE ENTERPRISE (POTEMPKIN), AND DECK E4-AFT ON THE HAVOC (CARNAGE).

NOTE 2- NACELLE SUPPORT PYLONS- IF YOUR NACELLE SUPPORT PYLONS HAVE BEEN HIT, THE NACELLES MAY RIP OFF IF YOU EXCEED A CERTAIN SPEED WHICH WILL BE REPORTED TO YOU. THE PROBABILITY THAT IT WILL RIP OFF =(AMOUNT BY WHICH THE SPEED LIMIT IS EXCEEDED * 10 + 10)%. HOWEVER, IF THE LIMIT AT WHICH THE NACELLES THREATEN TO RIP OFF IS WARP 1 (IE. THE PYLON IS DESTROYED), THEN THE PROBABILITY THAT IT WILL RIP OFF IS 100% IF YOU GO WARP 1 OR OVER. IF THE NACELLE DOES RIP OFF, IT WILL CONTINUE IN THE DIRECTION YOU WERE GOING, AND IF IT HITS ANYTHING, IT WILL BE HEAVILY DAMAGED.

NOTE 3- ION STORMS- IF ANY SHIP ENTERS AN ION STORM, ITS SPEED WILL BE CUT IN HALF AND DAMAGE WILL RESULT.

NOTE 4- COLLISION- IF A SHIP HITS A MINE OR EAGLE. DAMAGE WILL RESULT TO THE SHIP. IF A SHIP HITS ANOTHER SHIP, THEY WILL WIPE EACH OTHER OUT. AUTOMATIC CUTOFFS PREVENT SHIPS FROM COLLIDING WITH STARS.

NOTE 5- WARP ENGINE SHUTDOWN- IF WARP ENERGY GOES BELOW 0.5 THE WARP ENGINES WILL BE SHUT DOWN AND THE ENGINE TEMPERATURE WILL RAPIDLY COOL TO AROUND ABSOLUTE ZERO. TO MOVE THEREAFTER YOU WILL HAVE TO BOOST WARP ENERGY AND WAIT A TURN TO RE-ENERGIZE THE ENGINES.

NOTE 6- ENGINE TEMPERATURE- NORMAL ENGINE TEMPERATURE FOR A M-0 SHIP IS 4000 DEGREES. IF YOU GO OVER WARP 6 THE TEMPERATURE WILL INCREASE. THE DANGER LINE IS 6200 DEGREES - ONCE THE TEMPERATURE PASSES THAT THE PROBABILITY THAT AN ENGINE WILL EXPLODE IS $((\text{TEMPERATURE} - 6200) / 100)\%$. IF TEMPERATURES EXCEED 7500 DEGREES, YOU'RE IN TROUBLE. TO COOL THE ENGINES, SIMPLY GO TO A SPEED LESS THAN WARP 6. THE SLOWER YOU GO, THE FASTER YOU'LL COOL OFF. TO CRASH-COOL THE ENGINES, SEE NOTE 5 ABOVE.

6.3.2 PHASER

THE PHASER COMMAND LOCKS PHASERS ON TARGET. YOU'LL BE ASKED TO ENTER THE AMOUNT OF PHASER ENERGY YOU WISH TO EXPEND. NOTE THAT THERE IS A MAXIMUM AMOUNT OF DAMAGE THAT CAN BE DONE WHEN A PHASER BEAM IS FIRED. THUS YOU ARE ADVISED NOT TO WASTE YOUR ENERGY BY FIRING TOO MUCH ENERGY AT A TIME. I ADVISE ABOUT 500 UNITS PER SHOT (0.0001 UNIT OR LESS IF YOU'RE FIRING AT AN EAGLE). TWO SHOTS OF 500 UNITS DO MORE DAMAGE THAN ONE SHOT OF 1000 UNITS.

NEXT, YOU'LL BE ASKED TO ENTER THE TARGET COORDINATES. IF THE TARGET IS TOO FAR AWAY, YOUR PHASERS MAY MISS. THE PROBABILITY OF A MISS IS $(2.5 * \text{DISTANCE TO TARGET})\%$, SO I WOULDN'T FIRE UNLESS THE TARGET WAS WITHIN ABOUT 20 UNITS.

ALTHOUGH PHASERS PASS THROUGH STARS AND ION STORMS, IF ANYTHING ELSE IS DIRECTLY BETWEEN YOU AND THE TARGET, YOU MAY HIT IT INSTEAD. ALLIED SHIPS HAVE NO SENSE OF HUMOUR AT ALL WHEN YOU HIT THEM ACCIDENTALLY.

PHASER ENERGY AND TARGET CAN BE ENTERED WHEN THE COMMAND IS TYPED- EG. 'PH,500,2001' LOCKS A 500-UNIT PHASER BEAM ONTO (20, 01). BUT YOU MUST USE THE SHORT FORM 'PH' OF THE PHASER COMMAND.

WHEN PHASERS ARE FIRED, THERE IS A 5% CHANCE THEY WILL SHORT-CIRCUIT, AND ANOTHER 5% CHANCE A MAIN COIL WILL BURN OUT. IF THERE IS A COIL BURNOUT, THERE IS A 28.57% CHANCE IT WILL BE REPAIRED EACH TURN (ALTHOUGH THE PROBABILITY INCREASES IF YOU UNDERGO REPAIR MODE A, B OR C). ALSO, THE PROBABILITY THAT A PHASER WILL BOUNCE OFF THE DOOMSDAY MACHINE AND THUS CAUSE NO DAMAGE IS 66.7%.

6.3.3 TORPEDO

THE TORPEDO COMMAND LOCKS PHOTON TORPEDOES (DISRUPTOR BOLTS) ON TARGET. YOU WILL BE ASKED TO ENTER THE ANGLE AT WHICH THE TORPEDO IS TO BE FIRED FROM YOUR SHIP. THE COMPASS IS AS FOLLOWS—

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      90
      I
      I
180-----0
      I
      I
      270

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NOTE THAT THE MAXIMUM RANGE OF A TORPEDO IS 10 UNITS. IF, AFTER TRAVELLING THAT DISTANCE, THE TORPEDO ENCOUNTERS NOTHING, IT WILL BECOME A MINE AND WILL SHOW UP ON YOUR MAP AS AN 'M'. ONLY YOUR SENSORS CAN DETECT YOUR OWN MINE — NO OTHER SHIP CAN DETECT YOUR MINES AND YOU CAN DETECT NO OTHER SHIP'S MINES. THE ANGLE CAN BE ENTERED WITH THE COMMAND, EG. 'TO,90' WILL LOCK A TORPEDO ONTO A 90 DEGREE BEARING.

WHEN TORPEDOES ARE FIRED THERE IS A 7% CHANCE THEY WILL SHORT-CIRCUIT. ALSO, WHEN A TORPEDO IS FIRED WHILE YOU ARE TRAPPED IN A WEB, THERE IS A 25% CHANCE THAT IT WILL PIERCE THE WEB AND A 25% CHANCE IT WILL BOUNCE OFF THE WEB AND STRIKE YOUR SHIP.

6.3.4 RESET

THE RESET COMMAND ALLOWS YOU TO RESET PHASERS AND TORPEDOES (DISRUPTORS) ONTO THE LAST TARGET THEY WERE SET. IF, AFTER FIRING PHASERS AND TORPEDOES, THE TARGET HAS NOT MOVED. YOU CAN USE THIS COMMAND TO LOCK PHASERS AND TORPEDOES ONTO THE TARGETS THEY WERE LOCKED ONTO DURING THE PREVIOUS TURN. THUS, THIS COMMAND SAVES YOU THE BOTHER OF RE-ENTERING THE 'PHASER' AND 'TORPEDO' COMMAND.

6.3.5 MINE

THE MINE COMMAND ALLOWS YOU TO CHANGE THE DISTANCE A TORPEDO (DISRUPTOR BOLT) WILL TRAVEL BEFORE IT BECOMES A MINE. THIS MAKES IT EASIER FOR YOU TO LAY A MINE FIELD. YOU WILL BE ASKED TO ENTER THE DISTANCE, BUT IT IS POSSIBLE TO ENTER IT WHEN YOU ENTER THE COMMAND. (EG. 'MI,6' WILL MAKE THE NEXT TORPEDO BECOME A MINE AFTER IT HAS TRAVELLED 6 UNITS). NOTE THAT THIS COMMAND SHOULD BE USED ONLY AFTER YOU USE THE 'TORPEDO' COMMAND, BECAUSE EACH TIME YOU USE THE TORPEDO COMMAND, THE TORPEDO IS SET TO THE DEFAULT DISTANCE OF 10 UNITS.

6.3.6 DEFLECT

THE DEFLECT COMMAND ALLOWS YOU TO LOCK YOUR DEFLECTOR BEAM ON A TARGET. THE DEFLECTOR BEAM DRAWS OFF YOUR DEFLECTOR SHIELD ENERGY TO PUSH OBJECTS A MAXIMUM OF 10 UNITS AWAY, OR LESS IF YOUR NAVIGATIONAL DEFLECTOR HAS RECEIVED DAMAGE. YOU WILL BE ASKED TO ENTER THE COORDINATES OF THE TARGET. THE DEFLECTOR BEAM WILL DO DIFFERENT THINGS DEPENDING ON THE TYPE OF TARGET:

A) THE TARGET IS A SHIP- YOUR DEFLECTOR BEAM WILL ONLY BE ABLE TO SLOW THE SHIP DOWN IF IT IS HEADING TOWARDS YOU. YOU WILL BE ASKED TO ENTER THE AMOUNT OF DEFLECTOR SHIELD ENERGY YOU WISH TO EXPEND SLOWING THE ENEMY DOWN. THE AMOUNT OF ENERGY (E) ENTERED WILL SLOW THE ENEMY SHIP'S SPEED BY A FACTOR OF $2^{(-E/5)}$. THUS $E = 5$ WILL CUT THE SHIP'S SPEED IN HALF, $E = 10$ WILL SLOW IT TO $1/4$ SPEED, AND $E = 15$ WILL SLOW IT TO $1/8$ SPEED.

B) THE TARGET IS AN EAGLE OR MINE- YOUR DEFLECTOR BEAM WILL ABLE TO PUSH IT AWAY FROM YOU OUT OF THE LIMIT OF YOUR DEFLECTOR BEAM RANGE. YOU WILL BE ASKED TO ENTER THE DISTANCE YOU WISH TO PUSH THE OBJECT AWAY. PUSHING THE OBJECT AWAY 1 UNIT WILL USE 1 UNIT OF DEFLECTOR SHIELD ENERGY.

C) THE TARGET IS EMPTY SPACE OR AN ION STORM- NOTHING WILL HAPPEN, NO MATTER HOW MUCH ENERGY YOU EXPEND.

D) THE TARGET IS A STAR, DOOMSDAY MACHINE OR MOONBASE ALPHA- NOTHING WILL HAPPEN SINCE THE TARGET IS TOO MASSIVE FOR IT TO HANDLE.

You CAN ENTER THE TARGET AND ENERGY OR DISTANCE WITH THE COMMAND ITSELF. (EG. 'DE,5,5050' WILL TRAIN THE DEFLECTOR BEAM ON (50, 50). IF THE TARGET IS AN ATTACKING SHIP, IT WILL BE SLOWED TO $1/2$ SPEED. IF THE TARGET IS AN EAGLE OR MINE, IT WILL BE PUSHED 5 UNITS).

6.3.7 YANK

THE YANK COMMAND ALLOWS YOU TO LOCK YOUR TRACTOR BEAM ON A TARGET. THE TRACTOR BEAM DRAWS OFF YOUR WARP ENGINE ENERGY TO PULL IN OBJECTS A MAXIMUM OF 10 UNITS AWAY, OR LESS IF YOUR TRACTOR BEAM MACHINERY ROOM HAS RECEIVED DAMAGE. YOU WILL BE ASKED TO ENTER THE COORDINATES OF THE TARGET. THE TRACTOR BEAM WILL DO DIFFERENT THINGS DEPENDING ON THE TYPE OF TARGET:

A) TARGET IS A SHIP- YOUR TRACTOR BEAM WILL ONLY BE ABLE TO SLOW THE SHIP DOWN IF IT IS HEADING AWAY FROM YOU. YOU WILL BE ASKED TO ENTER THE AMOUNT OF WARP ENERGY YOU WISH TO EXPEND IN SLOWING THE SHIP DOWN. THE AMOUNT OF ENERGY (E) ENTERED WILL SLOW THE SHIP'S SPEED BY A FACTOR OF $2^{*(-E/0.5)}$. THUS $E = 0.5$ WILL CUT THE SHIP'S SPEED IN HALF, $E = 1.0$ WILL SLOW IT TO 1/4 SPEED, AND $E = 1.5$ WILL SLOW IT TO 1/8 SPEED.

B) THE TARGET IS AN EAGLE OR MINE- YOUR TRACTOR BEAM WILL BE ABLE TO PULL IT TOWARDS YOU. YOU WILL BE ASKED TO ENTER THE DISTANCE YOU WISH TO PULL THE OBJECT. PULLING THE OBJECT 1 UNIT WILL USE 0.1 UNIT OF WARP ENERGY. IF THE EAGLE HITS YOUR SHIP, IT WILL BE AS THOUGH YOU COLLIDED WITH IT. HOWEVER, IF A MINE REACHES YOUR SHIP, YOU WILL GAIN A PHOTON TORPEDO (OR DISRUPTOR BOLT).

C) --SEE (C) IN 6.3.6 ABOVE.

D) --SEE (D) IN 6.3.6 ABOVE.

YOU CAN ENTER THE TARGET AND ENERGY OR DISTANCE WITH THE COMMAND ITSELF. (EG. 'YA,1,5050' WILL TRAIN THE TRACTORS ON (50,50). IF THE TARGET IS A RETREATING SHIP, IT WILL BE SLOWED TO 1/4 SPEED. IF THE TARGET IS AN EAGLE OR MINE, IT WILL BE PULLED 1 UNIT.)

6.3.8 BOARD

THE BOARD COMMAND ALLOWS YOU TO BOARD OTHER SHIPS OR STARBASES IN ORDER TO EITHER REINFORCE YOUR SHIP OR AN ALLIED SHIP, OR TO TAKE AN ENEMY SHIP OVER AND GAIN AN ALLY WHO WILL HELP YOU. FOR A SUCCESSFUL BOARDING PARTY, YOU MUST BE WITHIN TRANSPORTER RANGE OF THE TARGET (5 UNITS, BUT PREFERABLY RIGHT NEXT TO YOUR SHIP), AND HAVE ONLY MINOR DAMAGE TO YOUR TRANSPORTERS (DECK 7 ON THE ENTERPRISE, DECK E8-AFT ON THE HAVOC). ALSO, IF YOU'RE BOARDING AN ENEMY SHIP, THEIR DEFLECTORS SHOULD BE FAIRLY LOW (AT MOST 25 FOR BEST RESULTS) AND YOU SHOULD USE A FAIRLY LARGE BOARDING FORCE (SAY 100 OR MORE UNLESS IT'S AN EAGLE, WHERE 3-5 WILL PROBABLY DO).

YOU'LL BE ASKED TO ENTER THE NUMBER IN THE BOARDING PARTY AND THE TARGET COORDINATES, WHICH CAN ALSO BE ENTERED WHEN THE COMMAND ITSELF IS ENTERED (EG. 'BO,250,5025' WILL PREPARE 250 PEOPLE TO TRANSPORT TO (50,25). IF YOU ENTER A NEGATIVE CREW NUMBER, YOU CAN BEAM BACK CREW FROM A PREVIOUSLY-BOARDED SHIP, ALLIED SHIP, STARBASE OR EAGLE.

WHEN A BOARDED SHIP IS HIT, CASUALTIES WILL BE ASSIGNED AMONGST THE BOARDING PARTY ON THE SHIP. IF THE CREW ON A C-0 BORDED SHIP FALLS BELOW 25, YOU WILL LOSE CONTROL OF THAT SHIP AND CONTROL WILL REVERT BACK TO THE ENEMY. YOU WILL LOSE CONTROL OF A BOARDED EAGLE IF THE CREW ON IT FALLS BELOW 2.

TRANSPORTER BEAMS BOUNCE OFF THE DOOMSDAY MACHINE. IF YOU BOARD MOONBASE ALPHA, ALL REMAINING EAGLES WILL, BE LAUNCHED CONTAINING YOUR MEN. IF YOU BOARD THE KZINTI WARSHIP SUCCESSFULLY, IT WILL BE SET TO ATTACK/RETREAT MODE AND IT WILL ALWAYS ATTACK. BOARDED C-0 SHIPS AND STARBASES CAN BE CONTROLLED USING THE 'CEASEFIRE' AND 'ATTACK' COMMANDS. BOARDED M-0 SHIPS WILL BE CONTROLLED FROM YOUR TERMINAL.

WHENEVER YOU BOARD A C-0 WARSHIP, AND THE BOARDING PARTY GAINS CONTROL OF IT, THERE IS A 16.6% CHANCE THAT THE PARTY WILL MUTINY AND DEFECT TO THE ENEMY, AND A FURTHER 16.6% CHANCE THAT THE ENEMY WILL SELF-DESTRUCT TO AVOID CAPTURE.

IF YOU TRY TO BOARD A MANUALLY-OPERATED SHIP THAT HAS SURRENDERED WITH THE 'SU' COMMAND, THE BOARDING PARTY WILL AUTOMATICALLY TAKE OVER THE SHIP, OTHERWISE THERE IS A 16.6% CHANCE THAT THE PARTY WILL DEFECT TO THE ENEMY. IF NEITHER OF THOSE THINGS HAPPEN, THEN IT IS UP TO THE OTHER SHIP TO DEFEND ITSELF USING INTRUDER CONTROL COMMANDS.

SAY THAT AN ENEMY FORCE HAS JUST LANDED ON YOUR SHIP. THEY WILL TAKE OVER YOUR SHIP IF:

- 1) THEY WIPE OUT YOUR CREW, OR
- 2) THEY TAKE OVER EVERY DECK OF YOUR SHIP.

YOU WILL WIN CONTROL OF YOUR SHIP IF YOU WIPE OUT THE ENEMY FORCES. ENEMY FORCES INITIALLY CAN TAKE OVER 4 DECKS AT A TIME, BUT YOU CAN COMBAT THEM USING YOUR INTRUDER CONTROL COMMANDS:

- 1) SOUND INTRUDER ALERT- THIS DOES NOT AFFECT THE ENEMY BUT IT WARNS YOUR CREW OF THE CONDITION AND SO THE CASUALTIES AMONG YOUR CREW GO DOWN.

- 2) EVACUATE PERSONNEL FROM ENEMY-HELD AREAS- BY DOING THIS, CASUALTIES AMONG YOUR CREW GO DOWN, BUT THE ENEMY IS ABLE TO DOUBLE THE RATE AT WHICH IT TAKES OVER DECKS OF YOUR SHIP.

- 3) CLOSE SECTION ISOLATION DOORS/SEAL OFF ENEMY-HELD AREAS- DOING THIS CUTS THE ENEMY'S RATE OF SPREAD IN HALF.

- 4) FLOOD ENEMY-HELD AREAS WITH NEURAL GAS- DOING THIS CUTS DOWN THE ENEMY FORCES BY 5 TO 15%.

- 5) FLUSH RADIOACTIVE WASTE INTO ENEMY-HELD AREAS- DOING THIS INCREASES CASUALTIES ON BOTH SIDES BY 15 TO 25%.

- 6) DEPRESSURIZE ENEMY-HELD AREAS- DOING THIS INCREASES CASUALTIES ON BOTH SIDES BY ABOUT 30%.

7) DISPATCH SECURITY TEAMS TO ENEMY-HELD AREAS— THE PROBABILITY THAT THE SECURITY TEAMS WILL WIN IS $(50 * (\text{NUMBER IN SECURITY FORCES}) / (\text{NUMBER OF INTRUDERS}))\%$. IF YOUR TEAMS LOSE, THE ENEMY WILL NONE THE LESS SUFFER CASUALTIES.

8) ACTIVATE SELF-DESTRUCT MECHANISM- TO BE USED AS A LAST RESORT. THE MECHANISM IS QUITE FINICKY SO IT WILL ONLY WORK 1/3 OF THE TIME. IT WILL NOT WORK AT ALL IF THE INTRUDERS CAPTURE THE BRIDGE.

9) OFFER NO RESISTANCE/SURRENDER- COWARD!

IF YOU SUCCEED IN WIPING OUT THE INTRUDERS, THERE IS A 20% CHANCE THAT THE LAST ENEMY WILL DETONATE A BOMB IN YOUR SHIP, BUT BY INTERROGATION OF THE ENEMY PRISONERS YOU WILL LEARN:

1) WHERE THEY CAME FROM,

2) THE ENEMY SHIP'S CREW, DEFLECTORS, PHASERS, AND WARP ENERGY, THE NUMBER OF TORPEDOES (DISRUPTORS), ENGINE TEMPERATURE, AND MAYBE EVEN A COUPLE OF SUBSPACE CODES.

6.3.9 CANCEL

THE CANCEL COMMAND ALLOWS YOU TO CANCEL PREVIOUSLY-ENTERED 'PH', 'TO', 'YA', 'DE', OR 'BO' COMMANDS. YOU CAN ENTER A 'P' TO CANCEL THE 'PH' COMMAND, 'T' TO CANCEL THE 'TO' COMMAND, 'Y' TO CANCEL 'YA', 'D' TO CANCEL 'DE' OR 'B' TO CANCEL THE 'BO' COMMAND. THE STRING CAN BE ENTERED WHEN YOU ENTER THE COMMAND (EG. 'CA,PT' WILL CANCEL THE PHASER AND TORPEDO COMMANDS). YOU ARE NOW FREE TO RE-ENTER THE CANCELLED COMMANDS IF YOU WISH.

6.4 COMMANDS TO CAUSE ACTION

OKAY, YOU'VE SET YOUR COURSE AND LOCKED YOUR WEAPONS USING THE COMMANDS FROM THE PREVIOUS SECTION. NOW IT'S TIME TO ACTUALLY MOVE AND FIRE.

6.4.1 GO

THE GO COMMAND ALLOWS YOU TO MOVE AND FIRE IN ANY SEQUENCE. YOU WILL BE ASKED TO ENTER A STRING OF CHARACTERS REPRESENTING THE ORDER IN WHICH YOU WISH TO EXECUTE AN ACTION. ENTER 'M' TO MOVE, 'P' TO FIRE PHASERS, 'T' TO FIRE PHOTON TORPEDOES (OR DISRUPTOR BOLTS), 'B' TO INITIATE A BOARDING PARTY, 'Y' TO ENGAGE A TRACTOR BEAM, AND/OR 'D' TO ENGAGE A DEFLECTOR BEAM. IF THE FIRST CHARACTER IN THE STRING IS A 'C', THE COMMAND IS CANCELLED SO YOU COULD GO BACK AND SET A WEAPON IF YOU HAD FORGOTTEN. THIS STRING CAN BE ENTERED WHEN THE GO COMMAND ITSELF IS ENTERED. EG. 'GO,PTM' WILL FIRE PHASERS THEN FIRE TORPEDOES, THEN MOVE. EG. 'G0,M' WILL JUST MOVE YOUR SHIP. YOU CAN USE ANY CHARACTER IN ANY ORDER BUT YOU CAN'T USE THE SAME CHARACTER MORE THAN ONCE IN THE SAME STRING, SO 'GO,TMYTB' IS ILLEGAL SINCE YOU TRIED TO FIRE TORPEDOES TWICE. IF YOU INTEND TO ENTER A COMMAND LIKE 'GO,MT', MAKE SURE THAT THE TORPEDOES ARE LOCKED ONTO THE BEARING THE TARGET WILL BE AT AFTER YOU MOVE.

IT IS ALSO POSSIBLE TO EXECUTE AN ACTION IF SOME PREVIOUS ACTION WAS SUCCESSFUL OR NOT, BY USING PARENTHESES.

EG. GO,B(M)(PT) - IF THE BORD WAS SUCCESSFUL, WE MOVE, OTHERWISE WE FIRE PHASERS AND TORPEDOES.

EG. GO,B()(P) - IF THE BORD WAS SUCCESSFUL, WE DO NOTHING, OTHERWISE WE FIRE PHASERS.

EG. GO,M(T)P - IF THE MOVE WAS SUCCESSFUL, FIRE TORPEDOES, THEN FIRE PHASERS (REGARDLESS OF WHETHER THE MOVE WAS OR WAS NOT SUCCESSFUL).

IN TURN, THIS PARENTHESESIZED FORMS CAN BE NESTED WITHIN OTHER PARENTHESESIZED FORMS, AND CAN BE COMBINED WITH THE OTHER FORMS TO A LIMIT OF 6 LEVELS OF NESTING AND A TOTAL LENGTH OF 80 CHARACTERS IN THE LINE.

EG. GO,M(T(P(B(D(Y)))))) AND GO,M(T()(B))(PY)D ARE POSSIBLE.

I'LL LEAVE IT TO YOU TO FIGURE OUT WHAT THEY DO.

'M' IS SUCCESSFUL IF WE REACH TARGET COORDINATES.

'P' IS SUCCESSFUL IF THE PHASER BEAM HITS A SHIP.

'T' IS SUCCESSFUL IF THE TORPEDO HITS A SHIP.

7. WHAT HAPPENS DURING AND AFTER YOU GO

WHEN YOU FIRE PHASERS, DAMAGE TO THE ENEMY IS CALCULATED TAKING INTO ACCOUNT THE ENEMY'S DEFLECTOR SHIELD STRENGTH, THE STRENGTH OF THE PHASER BEAM, THE DISTANCE BETWEEN YOU AND THE ENEMY SHIP, WHETHER THE ENEMY IS IN AN ION STORM, AND A RANDOM NUMBER. WITH A PHOTON TORPEDO, DISRUPTOR BOLT OR MINE, DAMAGE IS CALCULATED AS ABOVE ONLY WITHOUT INVOLVING DISTANCE.

WHEN A C-0 SHIP SUFFERS DAMAGE, ITS DEFLECTOR SHIELD STRENGTH DECREASES BY 1.6 TIMES THE DAMAGE FACTOR. WHEN AN M-0 SHIP OR STARBASE SUFFERS DAMAGE, ITS DEFLECTOR STRENGTH DECREASES BY 1.6 TIMES THE MAXIMUM DAMAGE FACTOR, AND CASUALTIES ARE CALCULATED AMONGST THE CREW. WHEN THE DEFLECTOR SHIELD STRENGTH OF A SHIP BECOMES LESS THAN ZERO, THE SHIP IS DESTROYED. IF THE CREW OF A SHIP IS KILLED OFF, IT WILL DRIFT IN SPACE AS A DERELICT UNTIL BOARDED. THE GAME IS OVER WHEN ONLY ONE SIDE (IE. ONLY C-0 ENEMIES, M-0 KLINGON SHIPS OR M-0 FEDERATION SHIPS) REMAINS.

7.1 DAMAGE

WHEN YOUR SHIP IS HIT, DAMAGE WILL BE ASSIGNED TO VARIOUS PARTS OF YOUR SHIP. FOLLOWING IS A LISTING OF WHAT HAPPENS IF VARIOUS PARTS OF YOUR SHIP ARE HIT:

- 1) PHOTON TORPEDO BANKS (ENTERPRISE (POTEMPKIN) DECK 3)- NUMBER OF PHOTON TORPEDOES DECREASES.
- 2) DISRUPTOR BANKS (PART OF HAVOC (CARNAGE) S-2 GRAF UNITS)- NUMBER OF DISRUPTOR BOLTS DECREASES.
- 3) CREWS QUARTERS (ENTERPRISE DECKS 4, 5, 6, 7, 17, 18 19; HAVOC DECKS 7, 8 E3-FWD, E4-FWD, E5-FWD, ES-AFT. E6-MIDSHIPS) NUMBER OF CASUALTIES WILL INCREASE.
- 4) SICK BAY ON ENTERPRISE (DECK 7)- IF IT RECEIVES MAJOR DAMAGE, DR. MCCOY WILL CROAK.
- 5) TRANSPORTER ROOMS (ENTERPRISE DECK 7; HAVOC DECK ES-AFT)- NUMBER OF CASUALTIES DURING BOARDING PARTIES INCREASES.
- 6) SHIP'S COMPUTER (ENTERPRISE DECK 8; HAVOC DECK 4)- AUXILIARY COMPUTERS COME ONLINE.
- 7) PHASER BANKS (ENTERPRISE DECK 11; HAVOC DECK 11)- PHASER ENERGY DECREASES.
- 8) WARP DRIVE ENGINEERING (ENTERPRISE DECK 16; HAVOC DECK E4-AFT)- THE CHANCE THAT YOU WILL LOSE STEERING CONTROL INCREASES.
- 9) DEFLECTOR ENERGY PUMP (ENTERPRISE DECK 19; HAVOC DECK 10)- DEFLECTOR SHIELD ENERGY DECREASES.
- 10) TRACTOR BEAM MACHINERY ROOM (ENTERPRISE DECK 23; HAVOC DECK 4)- TRACTOR BEAM RANGE DECREASES.
- 11) IMPULSE ENGINES - MAXIMUM WARP DECREASES BY AT MOST 1 UNIT.

- 12) WARP DRIVE ENGINE NACELLES/S-2 GRAF UNIT NACELLES - MAXIMUM WARP DECREASES AND WHEN ENGINES ARE USED THE ENGINE TEMPERATURE RISES MORE RAPIDLY.
- 13) MAIN SENSOR (ENTERPRISE EXTERNAL; HAVOC DECK 10)- RANGE OF MAP DECREASES.
- 14) NAVIGATIONAL DEFLECTOR (ENTERPRISE EXTERNAL; HAVOC DECK E6-MIDSHIPS)- RANGE OF DEFLECTOR BEAM DECREASES.
- 15) NACELLE SUPPORT PYLONS - THERE IS A CHANCE THE NACELLES WILL RIP OFF IF YOU GO OVER A CERTAIN SPEED WHICH WILL BE GIVEN TO YOU AS A WARNING.

7.2 REPAIR

YOUR SHIP HAS 3 MODES OF REPAIR:

A) ALL DECKS' DAMAGE FACTORS ARE REDUCED BY 3, PHASER ENERGY IS INCREASED BY 500 UNITS, DEFLECTORS BY AT LEAST 10 UNITS, WARP ENERGY BY 1 UNIT, AND CREW AND TORPEDOES MAY BE INCREASED.

B) UP TO 8 DECKS ARE REPAIRED, LOWERING THEIR DAMAGE FACTORS BY A MAXIMUM OF 5, PHASER ENERGY IS INCREASED BY 500 UNITS DEFLECTOR SHIELD ENERGY BY 10 UNITS, WARP ENERGY BY 1 UNIT.

C) UP TO 4 DECKS ARE REPAIRED, LOWERING THEIR DAMAGE FACTORS BY A MAXIMUM OF 5.

IF, FROM THE TIME YOU ENTER THE GO COMMAND UNTIL YOUR TURN OCCURS AGAIN, YOU SUSTAIN ANY DAMAGE AT ALL, YOU WILL NOT UNDERGO REPAIR. YOUR DAMAGE CONTROL PARTIES WILL BE TOO BUSY CONTROLLING THE DAMAGE TO REPAIR ANYTHING.

IF, DURING THIS TIME, YOU DO SOMETHING (SUCH AS MOVE, FIRE PHASERS, TORPEDOES, BOARDING PARTY, TRACTOR OR DEFLECTOR BEAM), BUT DO NOT SUSTAIN ANY DAMAGE, YOU WILL UNDERGO REPAIR MODE C, SINCE YOUR DAMAGE CONTROL PARTIES WILL BE FREE TO DO A LITTLE REPAIR WORK.

IF, DURING THIS TIME YOU DO NOTHING AT ALL (SUCH AS BY TYPING NOTHING WHEN ASKED TO ENTER THE CONTROL STRING AFTER YOU TYPE 'GO'), YOU WILL UNDERGO REPAIR MODE B, SINCE YOUR DAMAGE CONTROL PARTIES WILL BE FREE TO START REPAIRS.

IF YOU ARE DOCKED AT STARBASE (IE. 1 UNIT AWAY FROM IT), YOU WILL UNDERGO REPAIR MODE A SINCE STARBASES HAVE COMPLETE REPAIR FACILITIES. ALSO, WHILE AT STARBASE, YOU CAN INCREASE DEFLECTORS, CREW AND TORPEDOES (DISRUPTORS) BY DRAWING ON STARBASE RESOURCES (USING THE '' OPTION IN THE 'TRANSFER' COMMAND).**

NOTE- ONCE YOUR WARP DRIVE ENGINE NACELLES ARE DESTROYED, YOUR ENGINES CAN ONLY BE REPAIRED AT STARBASE.

NOTE- ONCE THE NUMBER OF CREW ON YOUR SHIP DIPS BELOW 100, YOU WILL NOT HAVE ENOUGH PEOPLE TO MAKE REPAIR MODES B OR C.

NOTE- IF YOUR PHASERS HAVE A MAIN COIL BURNOUT, THEY WILL REPAIR FASTER IF YOU ARE UNDERGOING REPAIR MODE A, B OR C.

7.3 ENEMY FIRING

WHEN THE GAME BEGINS, THE ENTERPRISE TAKES THE FIRST TURN. AFTER IT HAS GONE (IE. AFTER IT HAS ENTERED A GO COMMAND), THE POTEPMKIN TAKES ITS TURN, THEN THE HAVOC, AND FINALLY THE CARNAGE. IF ANY OF THESE SHIPS ARE NOT IN THE GAME, THEN THE TURN PASSES DIRECTLY TO THE NEXT SHIP LISTED. AFTER THE CARNAGE HAS GONE, THE FUN BEGINS:

1) STARBASES OPEN FIRE (IF THEY'RE IN THE GAME) UNLESS THE STARBASE CREW IS ZERO, STARBASE DEFLECTORS LESS THAN 25, OR THE NEAREST ENEMY VESSEL IS MORE THAN 25 UNITS AWAY. STARBASES CONVERT AND FIRE 5 DEFLECTOR ENERGY UNITS AT THE NEAREST ENEMY (0.1 UNITS IF THE TARGET IS AN EAGLE). IF STARBASE RECEIVES NO DAMAGE SINCE ITS LAST TURN, IT WILL UNDERGO REPAIR, INCREASING ITS DEFLECTOR STRENGTH BY 10 UNITS.

2) COMPUTER-OPERATED SHIPS (KLINGON, ROMULAN, THOLIAN, ETC.) MOVE AND FIRE. THESE SHIPS DO NOT OPEN FIRE UNLESS THE NEAREST ENEMY VESSEL IS LESS THAN 25 UNITS AWAY. THE PROBABILITY THAT THE ENEMY WILL MISS IS $(3 * \text{DISTANCE TO TARGET})\%$.

3) IT'S BACK TO THE ENTERPRISE'S TURN.

8. IF YOU'RE A BEGINNER....

IF YOU'VE MADE IT THIS FAR. AND YOU'RE CONFUSED, TAKE HEART. THINGS COULD BE WORSE - YOU COULD BE THIS MONSTER'S PROGRAMMER. IF YOU'RE A BEGINNER, I SUGGEST YOU IGNORE THE POTEPMKIN, HAVOC, CARNAGE AND STARBASES AND JUST PLAY AS THE ENTERPRISE. AS YOUR FIRST ENEMY, TRY THE KLINGON WARSHIP. I'VE DELIBERATELY MADE THEM EASIER TO BEAT THAN THE OTHERS SO YOU CAN GET A BIT OF PRACTICE IN BEFORE MOVING UP TO HARDER ENEMIES. AS YOUR FIRST COMMAND IN A GAME, TRY A MAP OR INFO COMMAND (NOTE ALL COMMANDS CAN BE ABBREVIATED TO JUST THE FIRST 2 LETTERS). HERE'S A LIST OF THE BASIC COMMANDS YOU SHOULD KNOW: MAP, INFO, TRANSFER, COURSE, PHASER, TORPEDO, CANCEL, GO. FROM THESE BASIC COMMANDS YOU EXPAND YOUR KNOWLEDGE AND BECOME A FANCIER PLAYER AS TIME PROGRESSES.

OFTEN BEGINNERS TO THE GAME WILL ASK ME IF SOMETHING OR OTHER IS POSSIBLE OR LEGAL IN THE GAME. THE ANSWER IS: TRY IT! IF SOMETHING IS ILLEGAL, YOU'LL BE TOLD. THESE INSTRUCTIONS ARE NOT MEANT TO BE COMPREHENSIVE - JUST BECAUSE SOMETHING IS NOT MENTIONED HERE DOES NOT MEAN IT CAN'T BE DONE.

LIVE LONG AND PROSPER.

9. ENTERPRISE DECKS

HERE IS A LISTING OF THE FILE 'KIRK.DAT' WHICH CONTAINS THE DECKS OF THE ENTERPRISE AND POTEMPKIN TO WHICH DAMAGE IS ASSIGNED. THE ENTERPRISE (POTEMPKIN) CONSISTS OF A SAUCER-SHAPED PRIMARY HULL (DECKS 1 TO 11), A CYLINDRICAL SECONDARY HULL (DECKS 8-SECONDARY TO 23) BELOW THE PRIMARY HULL, AND TWO CYLINDRICAL WARP DRIVE NACELLES WHICH ARE CONNECTED TO THE SECONDARY HULL BY SUPPORT PYLONS.

Deck 1-Bridge

Deck 2-Sciences Laboratories

Deck 3-Photon Torpedo Bank/Sciences Labs

Deck 4-Junior Officers Quarters/Fresh Water Tanks/Briefing Room

Deck 5-Officers Quarters/Emerg. Battery Rooms/Air Cond. Mach. Rooms

Deck 6-Main Crew's Quarters/Main Mess room/Engineering

Deck 7-Sick Bay/Emerg. Bridge/Transporter Rooms/Engineering/Quarters

Deck 8-Life Quality Facilities/Ship's Computer/Recreation Facilities

Deck 8-Secondary Hull-Separation Machinery

Deck 9-Recycling and Fabrication Facilities/Raw Materials Storage

Deck 9-Secondary Hull-Aux. Machinery Room

Deck 10-Cargo + Basic Raw Materials Storage/Cargo Transporter

Deck 10-Secondary Hull-Observation Lounges

Deck 11-Phaser Banks/Aux. Fire Control/Power Sensor Platform

Deck 11-Secondary Hull-Observation Lounges

Deck 12-Observation Lounges

Deck 13-Observation Lounges

Deck 14-Observation Lounges/Cargo Hold

Deck 15-Visicom/Air Cons. Mach. Room/Fresh Water Tanks

Deck 16-Medical Section/Warp Drive Engineering/Maintenance Shops

Deck 17-Crew's Quarters/Hanger Observation Gallery,Control Tower

Deck 18-Crew's Quarters/Shuttlecraft Hangar Deck/Deflector Energy Pump

Deck 19-Crew's Quarters/Hydroponics Lab/Botany Section

Deck 20-Recreation Area/Swimming Pool/Shuttlecraft Maintenance

Deck 21-Food + Beverages Preparation Center/Bowling Alley/Laundry

Deck 22-Waste Reconversion and Fabrication Facilities

Deck 23-Stowage/Cargo Holds/Tractor Beam Mach. Room

Primary Hull - Impulse Engine

Port Warp Drive Engine Nacelle

Starboard Warp Drive Engine Nacelle

Port Nacelle Support Pylon/Jeffries Tube

Main Sensor and Navigational Deflector

Starboard Nacelle Support Pylon/Jeffries Tube

10. HAVOC DECKS

HERE IS A LISTING OF THE FILE 'KOLOTH.DAT' WHICH CONTAINS THE DECKS OF THE HAVOC AND CARNAGE TO WHICH DAMAGE IS ASSIGNED. THE HAVOC (CARNAGE) CONSISTS OF A BULBOUS PRIMARY HULL (DECKS 0 TO 11) CONNECTED BY A LONG NARROW ACCESS ROOM TO THE SECONDARY (OR ENGINEERING) HULL (DECKS E1 TO E9), AND TWO S-2 GRAF UNIT NACELLES WHICH ARE CONNECTED TO THE ENGINEERING HULL BY SUPPORT PYLONS.

Deck 0-Search and Navigation Sensors

Deck 1-Bridge

Deck 2-Medical and Sciences Labs

Deck 3-Sick Bay/Ship's Computers/Tractor Beam Mach. Room

Deck 4-Transporter Rooms/Ship's Computers/Life Support

Deck 5-Food Preparation/Small Arms Arsenal

Deck 6-Fwd-Emerg. Bridge/Inspirational Media Room/Weapons Range/H2O Tanks

Deck E6-Midships-Crews Quarters/Navigation Deflectors/Emerg. Computers

Deck E6-Aft-2nd Class Emerg. Bridge/Aft Surveillance Room/Emerg. Batteries

Deck 7-Senior Officers' Quarters

Deck 8-Junior Officers' Quarters

Deck 9-Forward Surveillance Room/Interrogation Room, Mind Scanner, Agony Booth

Deck 10-Main Sensor/Deflector Energy Pump/Aux. Fire Control

Deck 11-Phaser Banks

Deck E1-Hangar Deck

Deck E2-Craft Maintenance/Emerg. Generator

Deck E3-Fwd-Ship's Guards' Quarters/Water Source

Deck E3-Aft-Emerg. Reactor/Engineering Computers/Impulse Engine Room

Deck E4-Fwd-Crew's Quarters

Deck E4-Aft-Engineering/Water +Waste Reconversion/Power Conversion

Deck E5-Fwd-Fresh Water Tanks/Sciences Laboratories/Crews Quarters

Deck E5-Aft-Combat Troops' Quarters/Battle Sick Bay/Air Cond. Mach. Room

Deck E7-Port-Crew's Gymnasium/Laundry/Weapons Proficiency Room

Deck E7-Stbd-Food Fabrication/Visicoms/Interrogation Rooms/Brig

Deck E8-Fwd-Waste Reconversion and Fabrication Facilities

Deck E8-Aft-Main Arsenal/Combat Troops Staging Area/Mass Invasion Transporters

Deck E9-Cargo/Storage Facilities for Prefab Fortifications
Impulse Engines

Port S-2 Graf Unit Nacelle/Disruptor Banks

Starboard S-2 Graf Unit/Disruptor Banks

Port Nacelle Support Pylon/Engine Machinery

Starboard Nacelle Support Pylon/Engine Machinery

Primary-Secondary Hull Access Boom/Access Boom Engine/Cooling Tubes

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