

## RANKS AND MISSION LEVELS

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

## LIST OF SHIP'S SYSTEMS

System	E.R.T.
1. Navigation Computer	0.00
2. Main Engines	2.62
3. Auxiliary Engines	0.00
4. Short Range Sensors	0.00
5. Long Range Sensors	0.00
6. Shields Control	0.00
7. Torpedo Control	0.00
8. Phaser Control	0.96
9. Mine Control	0.00
10. Tractor Beam	0.00
11. Transporters	0.00
12. Primary Life Support	0.00
13. Backup Life Support	0.00

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

## SIGN-ON OPTIONS

View Your Status Toward Promotion  
View Your Service Record  
Start Fleet Roster  
View Another's Service Record  
Start a New Mission  
Restart A Saved Mission  
Quit

## DECORATIONS AWARD LEVELS

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

Awards are not presented for level one or two games.

# STAR FLEET I™

## The War Begins!™

Version 2.1

MACINTOSH™

## Quick Reference Card



INVINCIBLE CLASS HEAVY CRUISER

by

**interstel**™  
corporation

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# STAR FLEET 1

## Quick Reference Card

### COMMAND MENUS

#### GAME MENU

Save Game (SAV)  
Sound (New)  
Speak Alerts (New)  
Display Alerts (New)  
Quit (STO)

#### WEAPONS MENU

Torpedo (TOR)+[T]  
Phaser (PHA)+[F]  
Mine (MIN)+  
Tractor Beam (TRC)+[R]  
Transporter (TRN)+[P]

#### SHIELDS MENU

Lower (SHD) [L]  
Battle (SHD) [B]  
Maximum (SHD) [M]  
Total (SHD)  
Manual (SHD)  
Auto Alert (AAS)

#### BRIDGE MENU

Navigation (NAV)\*[N]  
Long Range Scan (LRS) [S]  
Security Control (SEC)+  
Damage Control (DAM)\*  
Probes (PRO)+  
Wait (NOP)+[W]

#### EMERGENCY MENU

Self-Destruct (SLF)  
Emergency Hyperspace  
Mnvr (HYP)+  
Bypass Shield (SHD)

#### STATUS MENU

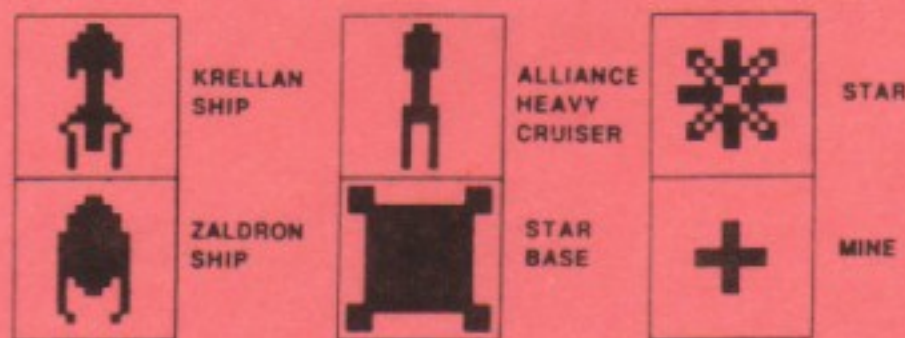
Mission/Ship Status (STA)  
Base (BAS)  
Alien (STA)

[ ] - Keyboard input with command key ~ ☞ ~

+ - Command uses time

\* - Command may or may not use time

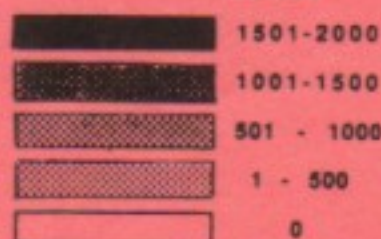
### TACTICAL DISPLAY SYMBOLS



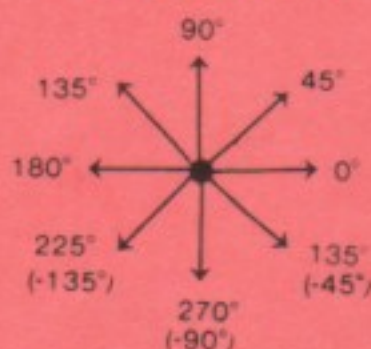
■ EMPTY SECTOR

### DEFENSIVE SHIELDS

#### SHIELD POWER LEVELS



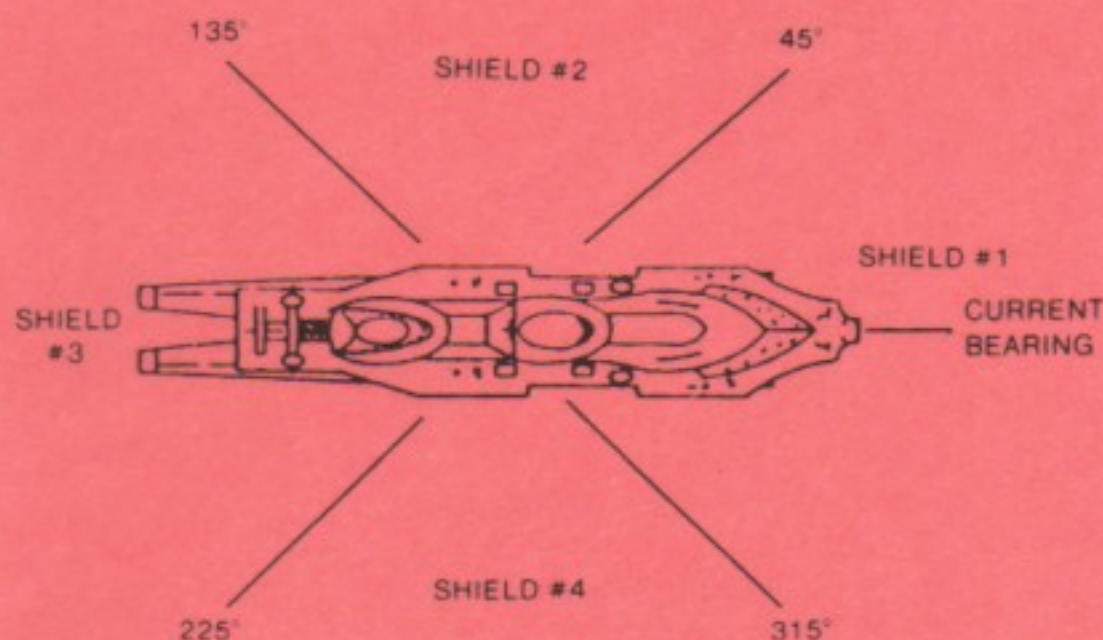
### NAVIGATION HEADINGS



### SHIELD CONTROL OPTIONS

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

### DEFENSIVE SHIELDS LOCATION



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

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

Note:

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