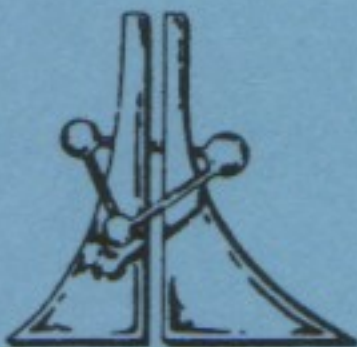


STAR FLEET

OFFICER'S MANUAL SUPPLEMENT

Volume 1



Star Fleet Command
United Galactic Alliance

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

**INSTRUCTIONS
for
THE MACINTOSH VERSION
of**

STAR FLEET I.

The War Begins!..

Version 2.1

NOTE

This is a supplement to the 2nd Edition (1985) of the STAR
FLEET OFFICER'S MANUAL, Vol. 1.

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

	Page
Page 12	1
Page 13	1
Page 14	1
Page 15	1
Pages 16-17	1
Pages 18-19	1
Pages 20-21	2
Pages 22-25	2
Pages 29-31	4
Page 32	5
Page 34	6
Page 36	6
Page 39	6
Pages 42-43	6
Pages 45-46	7
Page 49	7
Pages 50-51	8
Pages 54-55	8
Page 56	8
Page 57	8
Page 58	9
Pages 59-60	9
Page 61	10
Pages 63-76	10
Pages 79-92	10
Page 97	10

STAR FLEET I..

The War Begins!..

Version 2.1

INSTRUCTIONS FOR THE MACINTOSH..

PAGE 12: THE RIGHT COMPUTER HARDWARE

STAR FLEET I by Interstel requires a Macintosh, Macintosh Plus or compatible with at least 512K memory and the 128K ROM's.

PAGE 13: DISKETTE ACCESS

Ignore everything on this page, except the last paragraph.

PAGE 14: Delete this page.

PAGE 15: BACKING UP YOUR PLAYING DISKETTE

Make a duplicate of the entire disk following the directions that came with your computer. We recommend that you do not use the original disk for playing. If you want to install the game on a hard disk, the "Mac-intalk" file needs to be in your system folder and the "sfl.talk", "sf.per", "srv.rcd", and "seq.num" files need to be in the same folder as the game file.

PAGES 16-17: STARTING THE SIMULATION

Boot the computer, using a copy of the STAR FLEET I disk. The game will automatically begin.

NOTE: Holding down the Option key, Command key, or the mouse button, while the game is loading will bypass all the intro "flash" and music, and take you directly to the Security System check.

PAGES 18-19: STAR FLEET SECURITY SYSTEM

The first level of security works just as described in the manual. The second level is somewhat different.

1. If the STAR FLEET I record files cannot be located by the program, you will be given the choice of creating a new set of files or quitting the game so that you can try to find out where they are. If you have been playing for a while, and this dialog is unexpectedly presented to you, something is probably wrong with your disk. Beware that creating new files could irrevokably wipe out your service records!!!

2. If you are a new recruit, click on the button indicating so. A dialog box will appear and ask you to supply your name and a password. If the name you supply is already in use, you will be so advised and asked to select another.
3. If you are a veteran, identify yourself by selecting your name from the roster. When you click on your name, it will be highlighted and a box for you to enter your password will appear. Enter your password in that box (which will appear on the screen in an encrypted form), and click on the button to proceed. The password is not case-sensitive.

PAGES 20-21: STARTING A NEW MISSION

Sign-on options are found in the "Option" menu. When starting a new mission, two dialog boxes will be presented, one after the other.


1. The first allows you to set the level and length of your mission. Additionally, you may set whether or not sound effects and speech will be on at the start of the mission.
2. The second appears only if your rank is above Cadet. It allows you to select a starship for your mission. If a ship is not available, its name will be dimmed, and the number of missions until it is repaired will be displayed.

PAGES 22-25: THE SCREEN FORMAT

MET: 1.23↑
Condition: RED!!

ZALDRON PRESENT
ATTACK ON BASE

Shield Status
706
439 439
0



»»»»»» TACTICAL DATA ««««««

Quadrant: 1,6 Auto Alert: ON
Sector: 4,5 Life Support: Prime
Bearing: 288.4 Torpedoes: 20
Power: 101 Crew Losses: 81/500
Shields: 1584 Aliens Elim.: 2/63

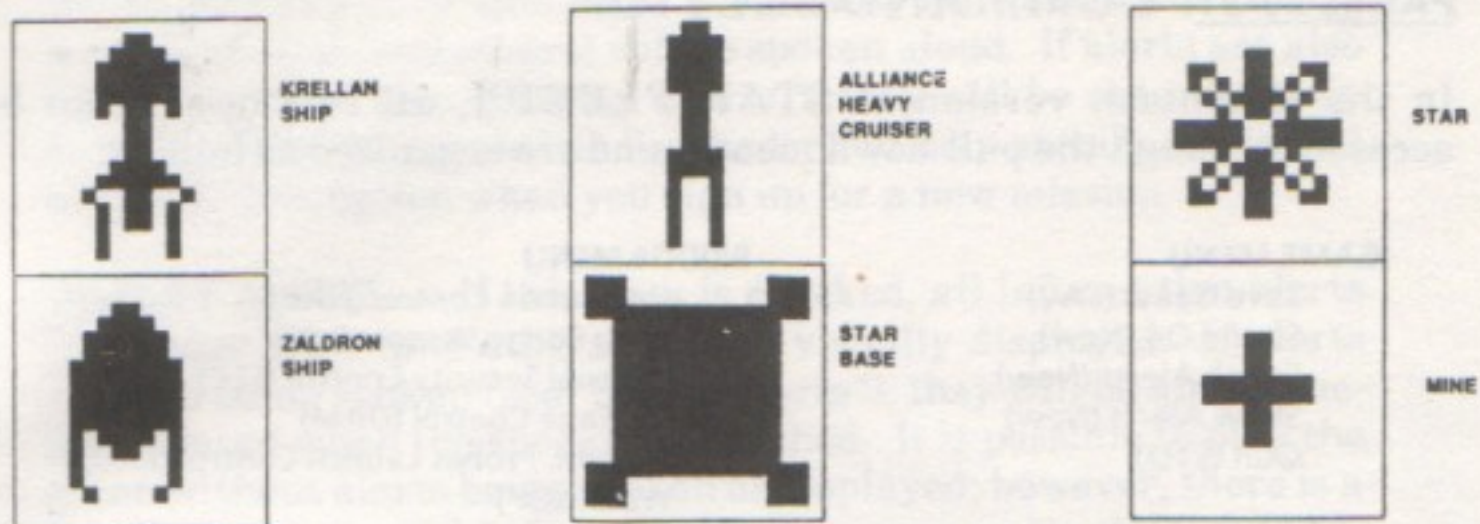
Tactical Display

	1	2	3	4	5	6	7	8	9	10
1	✠	.	.
2	✠	✠
3
4	✠
5
6
7	✠
8
9	✠
10	✠

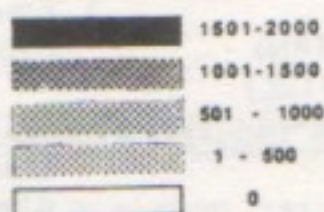
Map of Mengen III Region

	1	2	3	4	5	6	7	8
1	-	-	-	-	1	204	101	-
2	-	-	-	-	2	104	1	-
3	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-	-
7	-	-	410	-	-	-	-	-
8	-	-	-	-	-	-	-	-

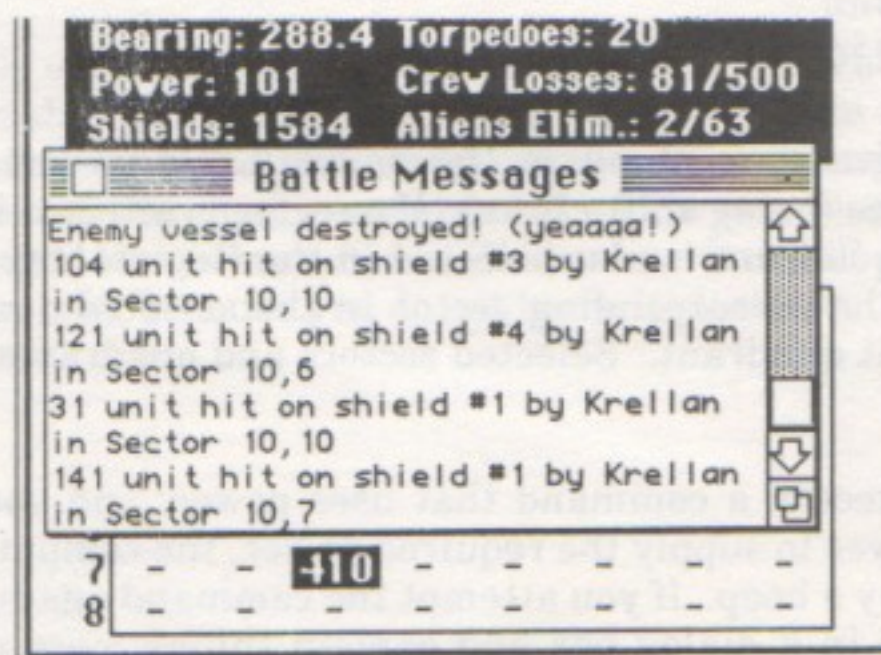
TABLE VI - Tactical Display Symbols



SHIELD POWER LEVELS



The "Battle Messages" Window



The Battle Messages window displays the battle "chatter" during combat. Information on the exchange of fire, non-destructive hits on shields, and the status of marine boardings will be shown. The "Battle Messages" window will appear automatically when you enter a combat situation and disappear when you return to condition "GREEN". Since it covers part of the main display, you may move it (by click-dragging in the title bar) and resize it (by click-dragging in the lower right-hand corner) to suit your taste. If you do not want to see it at all, move it until it is all the way off the screen. Clicking in the "go-away" box in the upper left-hand corner will make it disappear, but it will return as soon as another message comes in. Old messages may be reviewed using the scroll bar on the right-hand side.

PAGES 29-31: COMMAND SECTION

In the Macintosh version of **STAR FLEET I**, all commands can be accessed through the pull-down menus, and are organized as follows:

GAME MENU

- Save Game (SAV)
- Sound On (New)
- Speak Alerts (New)
- Show Alerts (New)
- Quit (STO)

WEAPONS MENU

- Torpedo Control (TOR)
- Phaser Control (PHA)
- Mine Control (MIN)
- Transporters Control (TRN)
- Tractor Beam Control (TRC)

SHIELDS MENU

- Lower (SHD)
- Battle (SHD)
- Maximum (SHD)
- Total (SHD)
- Manual (SHD)
- Auto Alert Switch (AAS)

BRIDGE MENU

- Navigation Control (NAV)
- Long Range Sensors (LRS)
- Internal Security Control (SEC)
- Damage Control (DAM)
- Reconn. Probes Launch Control (PRO)
- Wait (NOP)

EMERGENCY MENU

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

STATUS MENU

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

The target designator is, of course, the mouse. Up to six sectors may be selected at one time (using shift-clicks). If a sector is selected in the Tactical Display and a quadrant is also selected in the Region Map, the target is interpreted to the corresponding sector in the selected quadrant, rather than the current quadrant. Selected sectors and quadrants are shown in reverse video.

If you try to execute a command that uses power, and you do not have sufficient reserves to supply the required power, the computer will inform you of the fact by a beep. If you attempt the command again, a crew member will appear in a dialog box and explain things more plainly. Your shield control staff is automatically alerted when this happens, and a subsequent "Battle" or "Maximum" shield configuration command will allow them to hold back enough power to cover what you want to do (plus the usual 100 units). Of course, you could also accomplish this by manually setting the shields.

Commands New to the Macintosh Version:

These commands appear in the "Game" menu.

SOUND ON — Turns the sound effects on and off. You may specify the initial setting of this option when you sign up for a new mission.

SPEAK ALERTS — If this item is checked, all information alerts from your crew (and others) will be spoken aloud. If alerts are also being displayed (see "Display Alerts"), they will be automatically cleared when the speaker is finished. You may specify the initial setting of this option when you sign up for a new mission.

DISPLAY ALERTS — If this item is checked, all information alerts from your crew (and others) will be visually displayed. If alerts are also being spoken (see "Speak Alerts"), they will be automatically cleared when the speaker is finished. It is possible to play the game without alerts being spoken or displayed; however, there is a possibility that vital information will pass unnoticed. Nevertheless, the game plays faster this way and experienced players may prefer it.

Changes to Commands Listed in the Officer's Manual:

PAGE 32:

AUTO ALERT SWITCH

AAS

This command appears in the "Shield" menu.

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

Game Weapon Shield Bridge Emergency Status

Damage Control	
ME	System E.R.T.
Cor	<input type="radio"/> Navigation Computer 4.5 <input type="radio"/> Main Engines <input type="radio"/> Auxiliary Engines <input type="radio"/> Short Range Sensors <input type="radio"/> Long Range Sensors 3.3 <input type="radio"/> Shield Control 3.8 <input checked="" type="radio"/> Torpedo Control 3.1 <input type="radio"/> Phaser Control <input type="radio"/> Mine Control <input type="radio"/> Tractor Beam <input type="radio"/> Transporters <input type="radio"/> Primary Life Support <input type="radio"/> Backup Life Support
Qu Se Be Po Sh	Energy Allocated: <input type="text" value="315.8"/> <input type="button" value="Repair"/> <input type="button" value="Quit"/>

Shield Status
 0
 100 100
 100

Tactical Display
 1 2 3 4 5 6 7 8 9 10
 1
2
3
4
5
6
7
8
9
10

This command appears in the "Bridge" menu.

Damaged systems will appear solid and can be selected. If the system is operational, it will only appear in "ghost" print. To repair a broken system, select it by clicking on the appropriate button. Power sufficient to complete the repair will be automatically allocated. You can then edit the allocation (if you are short on energy, for instance) and click on the "Repair" button to effect the repair.

This command is not applicable to this version.

Not necessary. Map is automatically updated as necessary.

This command appears in the "Bridge" menu.

If a single sector (in the current or a remote quadrant) has been selected by the target designator when this command is selected from the menu, your ship will head directly to that location. Otherwise, a dialog box will appear allowing you to manually input speed and heading.

Phaser Control				
Phasers!				
tgt	row	col	power	
#1	6	10		<div>FIRE!</div> <div>AUTO</div> <div>CANCEL</div> <div>Total Power Allocated: 0</div>
#2	9	8		
#3	10	10		
#4	5	6		
#5				
#6				

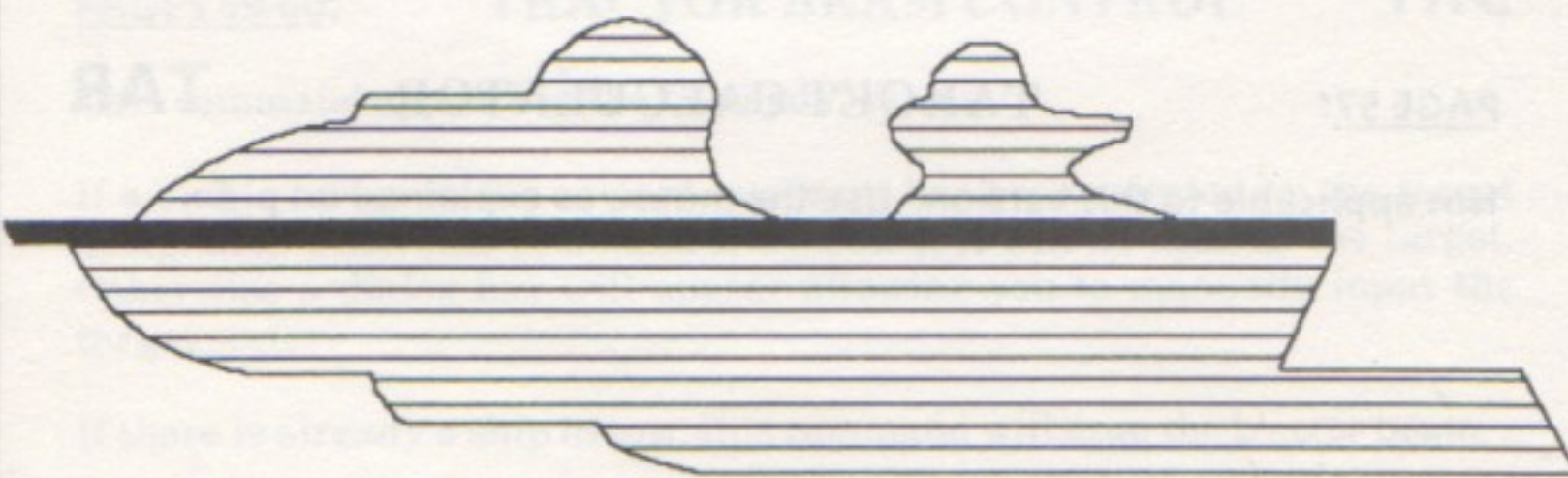
Manual Mode

Phaser Control						
Phasers!			Destroy			
tgt	row	col		Disable	Ignore	
#1	6	10	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<div>FIRE!</div> <div>MANUAL</div> <div>CANCEL</div> <div>Total Power Allocated: 0</div>
#2	9	8	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
#3	10	10	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
#4	5	6	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	

Auto Mode

This command appears in the "Weapon" menu.

If one to six sectors in the local quadrant have been selected, they will show up as the initial targets in the manual targeting display. If there are valid enemy targets in the quadrant and your short range sensors are operating, you may select auto targeting by pushing the "Auto" button. After electing to destroy, disable, or ignore each target, you may switch back to manual mode to examine and/or change the power allocated to each target. Note, however, that if you use the manual mode you will not track the targets if they move before you fire.

Security Control	
Current Search Deck: 10	<div>INITIATE SEARCH</div>
Intruder Last Seen On: -	<div>ABORT CURRENT SEARCH</div>
Vulnerable Systems: Nav. Computer, Mine Control	<div>CANCEL</div>
	

This command appears in the "Bridge" menu.

The Macintosh version of **STAR FLEET I** uses an advanced interface for specifying search decks. When the display appears, you will be told what deck the max security search is on (or "general" if a general search is in effect), what deck the intruder was last seen on, and what ship systems are vulnerable on the deck being searched. Additionally, an outline of your ship will be drawn, showing the 20 decks. The max search deck will be black, the entire ship outline will be filled with gray if a general search is on, or it will be filled with white if no search is in effect.

To specify a search, just click on the desired max search deck. To specify a general search, click just outside the ship outline or click inside it and the drag out of the outline. To specify no search, click on the "Abort Current Search" button. A click on the "Cancel" button will leave searches the way they were before you called up the display, regardless of what you may have done. A click on the "Initiate Search" button will set the search pattern to what you have indicated.

PAGES 50-51: DEFENSIVE SHIELDS CONTROL SHD

Each option is now actually a separate command under the "Shield" menu.

PAGES 54-55: MISSION STATUS REPORT STA

This command has been broken into two parts under the "Status" menu. "Mission/Ship" will display information about your vessel and your mission. "Aliens" will display information about any enemy in the current quadrant.

PAGE 56: STOP OPTION STO

This command is now "Quit" (located in the "Game" menu) and will return you to the sign-on options menu, not the operating system.

PAGE 57: TARGET CALCULATOR TAR

Not applicable to this version. Use the mouse as explained on p. 5.

This command appears in the "Weapon" menu.

If one to five sectors in the current quadrant are selected when this command is executed and you have enough torpedoes, you will not be presented with a dialog box. Instead, one torpedo will be launched at each selected sector, without further input on your part.

TORPEDO CONTROL		TORPEDO CONTROL	
Headings		Number to fire:	
#1	<input type="text" value="243.4"/>	<input type="radio"/> 1	<input type="button" value="FIRE!"/>
#2	<input type="text" value="315.0"/>	<input type="radio"/> 2	<input type="button" value="MANUAL"/>
#3	<input type="text" value="279.5"/>	<input type="radio"/> 3	<input type="button" value="CANCEL"/>
#4	<input type="text" value="293.2"/>	<input checked="" type="radio"/> 4	TORPEDOES AVAILABLE: 20
#5	<input type="text"/>	<input type="radio"/> 5	TARGETS SELECTED: 4
TORPEDOES AVAILABLE: 20 TARGETS SELECTED: 4			

Manual Mode

Auto Mode

Otherwise, a dialog box will appear. You may enter headings manually (one torpedo will be launched for each non-blank entry). If there are valid enemy targets in your quadrant and your short range sensors are operating, you may use "Auto" targeting. After selecting the number of torpedoes to fire, you may return to "manual" mode and examine/change the headings, but note that firing out of the manual mode does not always produce the same results as auto mode.

This command appears in the "Weapon" menu.

If a single sector in the current quadrant has been selected by the target designator when this command is executed, it will be used as the target. Otherwise a dialog box will appear allowing you to manually input the target sector.

If there is already a ship in tow, this command will drop the tractor beam.

This command appears in the "Weapon" menu. If a single sector in the current quadrant has been selected by the target designator when this command is executed, it will be used as the target. Otherwise, a dialog box will appear allowing you to manually input the target sector. Remember, the range of transporters is one sector.

PAGES 63-76: INFORMATION SECTION**The Time Factor:**

When there are only two days left, exclamations points (!!!!) will appear in the MET display. This replaces the "Time Critical" warning.

PAGES 79-92: IV. MAINTENANCE SECTION

Maintenance routines are accessed through the "Maintenance" menu shown next to the "Options" menu after you log in. Unless you have signed on as "Manager," this menu will be disabled. Select the file you want to edit from the menu. In general, the dialog boxes that appear are self-explanatory, with the data fields being as defined in the Officer's Manual. Note that the "revert" button will cause the current record only to revert to its original form, not salvage the entire file.

PAGE 97: V. FINAL WORD**CREDITS FOR MACINTOSH VERSION:**

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