

# STAR TREK®:25TH ANNIVERSARY™

## Reference Card for Amiga A1200/A4000 Computer

### System Requirements

Star Trek: 25th Anniversary requires at least an Amiga A1200 or A4000 with 2 megs of chip ram and a hard drive with at least 9 megs of space free. AGA 256 color is required.

### Installation

Insert Disk 1 into floppy drive DF0:

#### From Workbench:

- Double-click on the floppy icon Disk 1.
- Double-click on the hard drive you would like to install StarTrek to (normally WORK : ).
- Drag the Star Trek 25th Installer icon from the Disk 1 window into the hard drive window.
- Double-click the Star Trek 25th Installer icon in the hard drive window.
- Type y <ENTER> to begin installing, or N <ENTER> to quit installation.
- Swap floppy disks as they are prompted for (wait until drive activity light goes out).

To run the program each time, double-click on the Star Trek 25th drawer, then double-click on the Star Trek 25th program icon.

#### From C L I (Shell):

- If you are installing from within the CLI Shell, type:  
COPY DF0:Star Trek 25th Installer <hard drive> <ENTER>  
CD <hard drive> <ENTER>  
EXECUTE Star Trek 25th Installer <ENTER>
- Type y <ENTER> to begin installing, or N <ENTER> to quit installation.
- Swap floppy disks as they are prompted for (wait until drive activity light goes out).

To run the program each time, type:

```
CD <hard drive>StarTrek
StarTrek
```

Note - <hard drive> is the name of your hard drive; normally it is WORK : .

### Basic Interface

Mouse: Simply place the cursor on whatever it is you wish to select and click the left mouse button. Click the right mouse button to escape from the current selection.

### On the Bridge

Each character on the bridge of the U.S.S. ENTERPRISE™ has one or more functions. Place the cursor on the desired character and simply select him or her. You must then select the appropriate icon (see the manual for their exact function and description).

Many of the commands have a keyboard equivalent which directly activates an icon:

**S - Shields:** Toggles shields on and off

**O - Orbit:** Enters or exits orbit around the nearest planet.

**N - Navigation:** Takes you to the main star map. Refer to the star map in your manual for star names. Simply position the cursor around the star you wish to go to and select it.

**D - Damage control:** This brings up the Repair Icons. From here you must select the "Damaged Component" you want Scotty to concentrate on.

**E - Emergency Power:** This activates emergency power if it is available. Emergency power can only be activated once per battle. The engines must be allowed to recover from the strain afterwards.

**H - Hall:** Activates Uhura's Communications Icon.

**T - Talk Spock:** Asks Mr. Spock for advice.

**C - Computer:** Activates Spock's Library computer. Type in the subject you wish and press enter. You may wish to take notes on names, places and things during the game.

**A - Target Analysis:** This will bring up an analysis of the damage you have done to an opponent on the ship's systems monitor. It will only display the last enemy hit. If you are shooting a cloaked enemy this will not update until they have de-cloaked.

**K - Kirk:** This brings up Kirk's Option Icons. Select Transporter, Captains Log, Save Game, Load Game, Music On/Off or Sound Effects On/Off.

**W - Weapons:** Toggles Phasers and Photon Torpedoes on and off.

**F3-F8 - View Direction:** Function Keys 3 through 8 allow you to view different angles from the U.S.S. ENTERPRISE™. Here are the directions:

F3 - Fore	F4 - Aft
F5 - Port	F6 - Starboard
F7 - Above	F8 - Below

Remember that you can only fire forward. If you are viewing in any other direction and try to fire it will fire forward (View F3).

## Space Combat

**Ship Movement:** When using the mouse, press **Tab** to toggle between movement control and icon selection control.

**Mouse:** When in ship movement mode, the cursor will be restricted to the main view screen. simply move the cursor in the direction you wish to go. The further away the cursor is moved from the center of the screen, the faster your rate of turn. You can center the cursor by pressing 5 on the numeric keypad only. The left mouse button fires your phasers, and the right fires photon torpedoes. When using the mouse, your weapons fire towards the cursor rather than straight ahead.

**Speed:** 1 through 0; full stop to full power. The ~ or ` key gives you 1/10th reverse power. Remember, there may not be enough power to go as fast as you command!

## Additional Controls

**V - View:** This toggles between the normal bridge view and a close up of the main screen. In close-up view you do not have access to the bridge crew, but you get a more panoramic

view of the action. All hot key options still function from this view. If you are on a slower computer this may cause some slow down.

**5** - (from the numeric keypad) Centers the flight controls.

**< >** - Reduces or increases the view screen magnification from x1 to x5.

**P** - Pauses the game.

## Ship Position Monitor

This is the blue screen just above Kirk and below the main view screen. It shows the relative position of enemy ships to the Enterprise. A dot on the left of the screen indicates a ship to the left of the Enterprise. If the dot is at the extreme edge of the monitor, it indicates the enemy ship is almost directly behind the Enterprise. If there is more than one enemy ship they are each represented by a different color. If the enemy is cloaked it will not appear on the monitor until it is de-cloaked.

## Phaser Ready Monitor

This is above and to the left of the main view screen. A yellow light indicates the phasers are armed and charging. A blue light means the phasers have charged and are ready to fire.

## Photon Torpedo Ready Monitor

This is above and to the right of the main view screen. A yellow light indicates that the photon torpedo tubes are being loaded. A blue light means the torpedoes have been loaded and are ready to fire.

## Ship Systems Monitors

These are to the left and to the right of the main view screen. Any system that is damaged more than 50% will flash red on the two ship systems monitors. There are six shields: front, rear, left, right, top and bottom. As they become damaged, they will change color, going from yellow (strongest) to orange, brown and then shield color goes from yellow to dark yellow to light brown to brown to dark brown (no shields). See manual for identification of the ship's systems.

## Landing Party Control

The basic interface for mouse applies here. To move about just point and click. To bring up the command icon, press the right mouse button or space and make your selection by placing the cursor over the choice and click the left mouse button or press enter. Additionally, there are direct keyboard commands for the following:

**T - Talk:** This will change the normal cursor to the talk cursor. Click on the character you wish to talk to.

**L - Look:** This will change the normal cursor to the look cursor. Click on what wish to look at.

**G - Get:** This will change the normal cursor to the get cursor. Select as normal.

**U - Use:** This will change the normal cursor to the use cursor. Select as normal.

**I - Inventory:** This can only be chosen after you are in the use or look modes.

**W -Walk:** This will change the cursor back into the movement cursor.

## Credits

Executive Producer

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Producer

**Jacob R. Buchert III**

Amiga Programming

**Metadigm**

Music Conversion

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