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ｺ EGA TREK ｺ

ｺ Version 2.31 February 18, 1991 ｺ

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ｺ Framingham, MA 01701-6540 ｺ

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Star Trek was one of the first computer games ever written. The

first versions were written for mini and mainframe computers back

in the early 1970's. There have probably been more versions of

this game written than any other as there is probably at least

one version around for every type of computer ever made. This

game is definitely a classic.

The version you now have is related to the other versions in its

basic game play, but fully takes advantage of the high resolution

of the EGA display. I originally discovered the game around 1974

running on a DEC System 10 mini and was soon hooked. I've since

written several other versions of the game for computers

including the Timex-Sinclair ZX81, Apple ][, Prime 50-series

minis and MS-DOS machines, all using BASIC of one sort or

another.

This game requires a PCompatible with an EGA card/monitor. There

seems to be a real shortage of games that take advantage of the

full EGA capabilities (640x350, 16 colors). This is my second

EGA game; the first one, known as "Mah Jongg" has been out since

mid-1987 and has received a gratifying response. (If you don't

have "Mah Jongg" and would like a copy, I'll be happy to mail one

in exchange for the $15 registration fee.) If you're still

running an older display adapter that doesn't support EGA I'm

afraid you're out of luck running this particular game. I'm sure

you can find a version that supports your system though.

SHAREWARE

EGATrek is distributed under the "shareware" concept, also known

as "user-supported software". Under this concept, you save the

high cost of packaging and distribution while still receiving

high quality software. You are free, and in fact encouraged, to

distribute this software to your friends, to BBS's and to user

groups. Companies that provide software duplication services may

include EGATrek in their catalog and provide copies for a

reasonable duplication fee. All copies must include the files

"trek.exe", "trek.doc", "trek.ref", "orderfrm.txt" and "egatrek.txt".

You are not allowed to modify the files in any way, and this

shareware notice must be kept intact. The author retains all

other rights to the program.

Under the shareware concept you are encouraged to register with

the author for any program that you continue to use. For a

registration fee of $15 or more I'll send you a copy of the latest

version of the game and answer any questions you might have. I

will also try to answer questions from non-registered users if

they include a self-addressed stamped envelope with which to

reply.

I'd be happy to hear of any improvements you'd like to see, as

well as any bug reports. Many of the new features since the

original version of the game came about as suggestions from users.

When registering, or writing for any reason, please include the

following:

\* EGATrek revision (this information is at the top of

the title screen)

\* where you obtained your copy from

\* a description of your system

\* your full name and address

If you have any suggestions or discover any problems with the

program you can reach me via the )(evious BBS system (300/1200/

2400/9600-HST, 8N1) at 508-875-3618 or 617-449-7322. Leave a

C)omment to the sysop to reach me. )(evious is the official

support BBS for all my software and the latest versions are

always available for downloading there. )(evious is also a

member of RelayNet so if you use a local BBS that is also on

RelayNet you can mail me by sending a routed message to node

XEVIOUS. The Shareware conference is the preferred place to

do this.

I'm also available through CompuServe's mail system. Send mail

to me at 71020,2613, or join me and other authors in the

Shareware forum (GO SHAREWARE). You can also reach me through

InterNet at address 71020.2613@compuserve.com.

CHANGES IN V2.31:

o Several bug fixes related to saved games

o Updates to documentation

CHANGES IN V2.3:

o The previous version had a serious problem in loading

saved games which has now been fixed

CHANGES IN V2.2:

o Replays allowed

o Expanded help screens

o Added rank names to rank numbers in hall of fame, etc.

o Long range scanner/galaxy chart now operates automatically

o New repair status chart on screen at all times

o Bug fixes

CHANGES IN V2.1:

o Boss Mode replaced with shell to DOS

o MAX command added

o Saved games now have default file name available

o Several minor bug fixes

CHANGES IN V2.0:

o Klingons are generally tougher

o New Klingon ship types

o Klingons have some other new abilities

o MINE and LOAD commands replaced by LAND and USE

o Additional random occurances

o FIX command enhanced to allow fixing specific devices

o Games can be saved by file name

o Top two scores for each level saved in Hall of Fame

o Move command and coordinates can be entered together

o Warp command and warp factor can be entered together

o Phaser temperature/efficiency graph on screen

o MSGS command replays most recent messages

o Viewer shows closest enemy ship instead of closest object

o Successful rescues increase score

o Klingon phasers shown on short range scanner

o Black holes

o Enemy ships can be scanned using INFO command

o Death Ray weapon

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ｺ EGATREK QUICK START ｺ

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If you're already familiar with this type of game and just need

enough information to get started, here it is...

Start up the game from DOS command level by typing "TREK".

When the title screen comes up hit any key to go on.

You will first be asked if you want a briefing or not.

Your choice...

The "command level" you select determines the difficulty of the

game. Unless you've never played this type of game before skip

level 1 and possibly level 2.

Once the game starts up, use F1 to view the command list as

needed.

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ｺ BRIEFING ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

The Organian Peace Treaty of 3199.5 has collapsed and the

Federation is now at war with the Klingon Empire. As a result, a

Klingon invasion fleet is now present in parts of Federation

territory. A large number of Klingon cruisers, a few command

vessels and a Klingon starbase have been observed. The Romulan

Star Empire has joined the hostilities though their presence is

rather limited. It is possible that you will run into their

ships when near Romulan territory, though their actions in

response to your contact are unpredictable.

You will be in command of the Constitution Class Heavy Cruiser

U.S.S. ENTERPRISE, naval construction contract number NCC-1701.

It is fully battle ready and contains 430 officers and crew

members.

Your mission as commander of the Enterprise is to secure a 64

quadrant section of the galaxy as quickly as possible. You will

have to destroy any Klingon vessels you find, including normal

Klingon battle cruisers, command vessels and possibly other types

as well. Depending on the command level (your military rank)

that you enter when starting you will be given a more or less

difficult section. In general, higher levels must contend with

more enemy ships and with more abilities and phenomena in the

enemy. Success in your mission may earn you a promotion to a

higher rank.

Ranks are as follows:

Level Number Name of Rank

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1 Lieutenant Commander

2 Commander

3 Captain

4 Commodore

5 Admiral

Any officer in command of a ship may be referred to as captain

regardless of his actual rank.

The Enterprise has a cruising speed of up to warp factor 6, and

is allowed warp 8 in emergencies. The main engines are for

moving between quadrants of the galaxy. Beware of excessive

speed as damage to the engines is a possible result. Within a

quadrant, you have the use of impulse engines. If your main

engines are damaged your maximum warp speed will be lower than

normal. Travel at warp speeds with the shields raised requires

double the normal amount of energy.

All energy is provided by the Matter/Anti-Matter Converter

(M/A-M). The energy conversion system is normally adequate to

supply all needed power for many years of operation. However,

war with the Klingons is hardly normal operations. Because the

ship is moving more often than normal and using a great deal of

energy to fire phasers and provide shielding you will most likely

be using energy faster than you can regenerate it. The M/A-M

will supply 400 units of energy per stardate when working at

100%.

The ship is provided with two types of scanners. The short range

scanners show you everything in your current quadrant. Because

of their importance they continue scanning at all times and the

display is always available and up to date. The most important

thing you will see is, of course, Klingon ships of which there

are several types. Standard Klingon battleships will display in

light blue, command ships in red, scout ships in purple and

supply ships in green.

Your long range scanners show what is in adjacent quadrants and

thus are very useful for planning your movements. The ships

computer keeps a record of all past scans and this galaxy chart

is shown at all times unless the computer is damaged. Damage

to the scanners will affect their performance of course. A

small amount of damage will prevent them from seeing smaller

objects (including, unfortunately, Klingons) but they may still

be able to see stars. If damage becomes too severe they will

fail to work at all.

The long range display is numerical; the three digit number for

each quadrant represents the number of Klingons, type of

Federation base, and number of stars (respectively) that the

scanners have found. Quadrants containing Klingons are

highlighted in red. Bases are highlighted in orange and the

number indicates base type (1 is a StarBase, 2 a research

station and 3 a supply depot). Quadrants with supernovas cause

the scanners to overload and display all 9's.

You also receive information through the main viewer. This

display alternates between a view from outside the ship and a

graphical display of some ship function. When looking outside

the ship the viewer always looks in the direction of whatever

enemy ship is closest to your ship. The view includes an

identification of the object and its relative distance and

direction from the ship. Directions are based on 0 degrees being

directly to the right as seen on scanner displays.

The graphical displays appearing on the viewer can be more or

less useful depending on what's currently going on. Some of the

displays are not of much use to a ships commander however.

You will constantly be receiving communications from both inside

and outside your ship. Each message will include the ships

department that originated it. It is important that you pay

attention to all incoming messages. Up to four messages can be

displayed on your command console at a time. Each new message

will overwrite the oldest existing message or you can acknowledge

one or all messages and so leave space for new ones.

A heavy cruiser has two major weapons available, photon torpedos

(PhoTorps) and phasers. Torpedos are very effective at close

range, with a single torpedo being capable of destroying a

standard Klingon ship. However, you are limited in the number of

torpedos you can carry and they can only be replenished at a

StarBase or supply station. At longer distances they are less

effective and their accuracy is also thrown off when fired with

your shields raised.

Phasers are your general purpose weapon. The damage phasers do

is highly influenced by distance to the target. There are two

gauges that monitor phaser performance. You should watch the

phaser temperature gauge when firing to prevent overheating. The

phaser effectiveness gauge shows how well the phasers are

working. Phaser effectiveness goes down due to excess heat and

due to damage from enemy fire.

The ship is capable of repulsing enemy fire through the use of

its shields. When the shields are raised and at 100% energy no

enemy fire will penetrate them; the only effect will be that

energy will drain from the shields. It is thus to your advantage

to have shields raised when in direct battle. Once enemy fire

starts to penetrate the shields main energy is lost and ships

systems may be damaged. Raising the shields draws a small amount

of energy from the main energy banks so you do not want to raise

the shields needlessly. Lowering shields causes no energy

change. Because the shields affect the performance of other

ships systems their correct usage is very important to the

success of your mission.

The Enterprise was originally used for exploration and is well

suited for this purpose. Obviously, with the Federation under

attack there is no time for normal exploration at the present.

However, there are planets in the galaxy that may contain the

dilithium crystals used to power the ship and it is worth

exploring these planets for emergency crystal supplies. Note,

though, that Federation regulations prohibit the use of raw

dilithium except in extreme emergencies; your shields must be

under 50% and main energy under 20%.

There are several types of Federation bases in space. A StarBase

is the most useful because you can replenish all ships supplies

there. Supply stations can provide life support supplies and

photon torpedos. Research stations can provide only life support

supplies. You are responsible for the protection of all bases in

your designated area.

During warfare many of the ships systems may be damaged. The

effects of damage on your mission can vary greatly depending on

what systems are affected:

M/A-M Converter: The Matter/Anti-Matter converter generates

energy for the ship at a rate of 400 units/day times percentage

of repair.

Shields: The shields percentage of repair indicates how

efficiently the shield generators can convert the energy

available in the shield system into actual shielding of the ship.

Warp Engines: The warp engines are virtually impossible to

destroy completely, but their level of damage affects the maximum

possible warp speed. The maximum warp speed is approximately

warp 1 plus 0.09 times percentage of repair.

Impulse Engines: Impulse engines are much simpler than warp

engines; they either work or they don't. When they are at less

than 50% they simply stop functioning.

Phasers: Phaser percentage of repair is a direct indication of

what percentage of energy is converted to destructive force at

the point of impact. In other words, for a given level of phaser

energy, 100% working phasers will do twice the damage of 50%

working phasers.

PhoTorp Tubes: Like impulse engines, photorp tubes either work or

they don't. At 100% there are three function tubes, 67-99% only

two tubes work and 34-66% only one.

Short Range Scanners: Short range scanners lose resolution when

they are damaged. Above 90% they are fully functional, but below

90% they are unable to detect anything smaller than a star.

Below 50% they do not function at all.

Long Range Scanners: Long range scanners also lose resolution

when damaged. When less than 100% repaired they can no longer

detect enemy ships. Below 50% they are not functional.

Computer: A modern starship is highly computerized, so loss of

computer function affects a number of things. Portions of the

ships charts can be lost if the computer is sufficiently damaged

and can only be recovered by re-scanning. Automatic navigation

requires the computer to be 100% repaired. Charts cannot be

viewed unless the computer is 100%.

Life Support: Life support systems must be 100% to generate food

and oxygen needed to sustain life. Without a functioning life

support system the ship can last only two days on reserves.

Transporter: The transporter must be at 100% to be used.

Shuttlecraft: The shuttlecraft must be at 100% to be used.

When your mission ends, one way or another, you'll receive a

detailed evaluation of your performance from headquarters. If

you get one of the top two scores for your command level, your

name will be entered in the hall of fame. If you wish to delete

the hall of fame simply delete the file trek.scr.

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ｺ COMMANDS ｺ

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To start the game, enter "trek" from the DOS prompt. If you do

not want sound during the game, enter "trek -n"; note that the

space before the dash is required.

The following is a list of commands and their description. Most

commands can be abbreviated to just their first letter. Use the

"HELP" command at any time to get the list of commands and their

abbreviations.

A#:

To acknowledge a message you should enter the letter A

immediately followed by the number of the message you wish

to acknowledge, i.e. A2. Messages are numbered from 1 to 4

going from top to bottom. To acknowledge all messages enter

just A without a number.

DOCK:

You will need to visit StarBases often to refuel your ship

as well as to make repairs. When you are in a sector

directly adjacent to a StarBase, issue this command. You

can also dock at Research Stations and Supply Bases, but

they cannot provide everything that a StarBase can. When

docked at a StarBase its shields will protect your ship from

enemy phasers.

ENERGY:

Energy is used by a number of different systems aboard the

ship and you can use this command to move energy between

systems as needed. It will also show you the exact energy

levels of all systems.

FIX:

Engineering has a certain number of crewmen available to do

repairs on damaged systems and they normally divide their

time evenly among all damaged systems. Since some systems

are more important than others you can use this command to

concentrate repairs on one system at the expense of other

systems. When the system you selected is repaired, repair

work will automatically be divided AMONG all damaged

systems once again.

In addition, you will be asked if you want to spend time

just making repairs. In space, repairs will take place no

faster than normal. If docked at a StarBase you can use

their facilities to speed repairs.

Relative repair speeds are as follows:

1x Normal repairs, work evenly divided AMONG systems

2.5x Normal repairs while docked at a starbase

3x Repairing only a selected system

5x Repairing a selected system while docked at a starbase

HAIL:

Use this command to hail a StarBase. If none is close by,

it will take some time to receive a reply.

HELP:

Use this command to get a list of all available commands and

their abbreviations.

INFO:

This command allows you to get information about the enemy

ships in the present quadrant from the computer. The

display will show the ship type, location, distance and

heading from you, and the condition of its shields.

LAND:

If you are orbiting a planet which has something of

interest on it you can use this command to land on the

planet. You have the option of using the transporter or

shuttlecraft to reach the planet. Normally the transporter

is the better choice since the shuttlecraft takes 0.2

stardays to make the round trip whereas the transporter is

virtually instantaneous.

To use this command, you must first successfully use the

ORBIT command.

MAX:

This command diverts the maximum possible amount of power

to the ship's main shields. You can do the same thing with

the E)nergy command by transferring power to the shields

until they are at 2500. This command is a quick way to

make sure that your shields are at full strength.

MOVE:

This ship is quite sophisticated, so getting from one place

to another requires only that you specify where you want to

go. The galaxy is divided into 64 quadrants and each

quadrant is divided into 64 sectors. You need only to

specify the quadrant and sector you wish to move to; for

example 6,2,3,5 moves you to quadrant 6,2 sector 3,5.

Vertical coordinates are always entered first. To use

impulse power to move within a quadrant specify only the

sector you wish to move to (i.e. 3,5).

If the navigation computer is damaged, however, you will

have to calculate movements manually. You will be asked

first for a DeltaX (vertical) movement which can be

negative, positive or zero. The number before the decimal

point is the number of quadrants to move, and the number

after the decimal point the number of sectors. Both digits

must be in the range 0 to 7. The DeltaY (horizontal)

movement works the same way. For example, if you want to

move one quadrant down and two quadrants plus two sectors

left (i.e., from 1,8,1,8 to 2,6,1,6) DeltaX would be 1.0

and DeltaY would be -2.2. If you prefer using this method

even when the computer is functional, enter just an "M" when

asked for the coordinates and the computer will switch

movement entry to manual.

If you prefer, you can enter the move coordinates without

anything separating them. For example, 6,2,3,5 is

equivalent to 6235 and 3,5 is equivalent to 35. When using

the long form, you can use whatever is most convenient for

separators between the numbers.

For an even more abbreviated way of entering move

coordinates, enter them right on the initial command line

along with the "M". For example, use m6235 for quadrant 6,2

sector 3,5 or use m35 to move to sector 3,5 within the

current quadrant. When using this method do not use any

spaces, commas, etc. to separate the "m" and the coordinate

numbers.

MSGS:

Often during a heated battle messages will come for you so

fast that it's possible to miss some of them. You can use

this command to review the most recent messages that have

appeared.

ORBIT:

Use this command to enter a standard orbit around a planet.

This will allow the planet to be scanned for the presence of

dilithium crystals and other things. Once in orbit, you can

use the LAND command to visit the planet surface.

PHASERS:

Use this command to fire the phaser banks. The phaser

control officer will request instructions on firing at each

enemy vessel in the quadrant.

QUIT:

Use this command to quit the game. You can also save a game

before you quit; see the SAVE command.

RAY:

This command fires the experimental death ray. This is a

very powerful weapon that will destroy every enemy ship in

the whole quadrant...if it works. If it doesn't work,

there's no telling what may happen, since the technology is

not yet completely understood.

REPAIR:

This command is a request to engineering to provide the

state of repair of all ship systems. Any systems that are

damaged will include an estimated time to repair.

SAVE:

You can save your game so that you can come back and

continue it later. After saving, the game continues until

you give the quit command. You can only restore a saved

game when first starting up; you will be asked if you want

to restore a saved game right after you are asked if you

want a briefing. You select the name of the file that is to

contain the saved game information. Any valid MS-DOS file

name can be used; just hit <Enter> to use the default name

"trek.sav".

SELF:

If the situation becomes hopeless, use this command to self-

destruct. With any luck, you will at least take a few

Klingons along with you.

SHUP:

This command raises the shields. Engineering will

acknowledge when the shields are up, and the image of the

ship on the short range scanner will change to yellow. You

can also use the up arrow key to issue this command.

SHDN:

This command lowers the shields. Engineering will

acknowledge, and the image of the ship on the short range

scanner will return to white. You can also use the down

arrow key for this command.

SND:

Use this command at any time during the game to toggle sound

on and off. A message will flash briefly on the screen

acknowledging the command.

TORPEDO:

You have three torpedo tubes available. The torpedo control

officer will request instructions on the number of torpedos

to fire and the sectors to fire them at.

USE:

Any miscellaneous objects that you find during the game,

such as dilithium crystals mined from planets, can be used

with this command.

WARP:

Use this command to inform engineering of the warp speed you

require from the engines when moving between quadrants.

Invalid warp speeds will be ignored.

If you wish, you can include the warp factor on the command

line. For example, enter w5.2 to set the warp factor to

5.2.

BOSS:

Argh! The boss is coming, and he's going to catch you

playing games again. Hit Shift-F1 and you shell to MS-DOS.

You can now do simple MS-DOS commands, but be careful that

you do not run anything that changes the screen mode as

when you return to EGATrek you must still be in graphics

mode to be able to continue the game. Simple commands like

DIR should work fine. When you're ready to return to the

game, type 'EXIT'. (If you \*are\* the boss, you didn't see

this command; it's hidden by a Romulan cloaking device.)

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ｺ FUNCTION KEYS ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

Some of the more commonly used commands have been bound to the

function keys. Use the following chart as a reference:

ﾚﾄF1ﾄﾄﾄﾄﾄﾄﾂﾄF2ﾄﾄﾄﾄﾄﾄｿ

ｳ ｳ ｳ

ｳ Help ｳ Phasers ｳ

ｳ ｳ ｳ

ｳ ｳ ｳ

ﾃﾄF3ﾄﾄﾄﾄﾄﾄﾅﾄF4ﾄﾄﾄﾄﾄﾄｴ

ｳ ｳ ｳ

ｳ Fire ｳ Move ｳ

ｳ Torpedo ｳ Ship ｳ

ｳ ｳ ｳ

ﾃﾄF5ﾄﾄﾄﾄﾄﾄﾅﾄF6ﾄﾄﾄﾄﾄﾄｴ

ｳ ｳ ｳ

ｳ Max ｳ Fix ｳ

ｳ Energy ｳ Systems ｳ

ｳ ｳ ｳ

ﾃﾄF7ﾄﾄﾄﾄﾄﾄﾅﾄF8ﾄﾄﾄﾄﾄﾄｴ

ｳ ｳ ｳ

ｳ Xfer ｳ Repair ｳ

ｳ Energy ｳ Status ｳ

ｳ ｳ ｳ

ﾃﾄF9ﾄﾄﾄﾄﾄﾄﾅﾄF10ﾄﾄﾄﾄﾄｴ

ｳ ｳ ｳ

ｳ Set ｳ Dock ｳ

ｳ Speed ｳ ｳ

ｳ ｳ ｳ

ﾀﾄﾄﾄﾄﾄﾄﾄﾄﾄﾁﾄﾄﾄﾄﾄﾄﾄﾄﾄﾙ

ﾉﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｻ

ｺ REGISTRATION ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

Please remember that EGATrek is not free software. As with all

Shareware you are expected to purchase it after you've given it

a reasonable trial.

The registration price for EGATrek is $15, for which you'll

receive by return mail a copy of the latest version, and possibly

another Shareware game to try out.

Several other games are available from the same author. If you

register more than one game at the same time, a discount is

available. Register the first game for $15 and then each additional

game is only $10. For example,

$15 to register EGATrek

$25 to register EGATrek plus one other game

$35 to register EGATrek and two other games

etc.

Games currently available include Shooting Gallery, Mah Jongg,

CIPHER, SuperFly and BassMap.

A deluxe version of EGATrek is also available. This includes a

storage case, printed manual, quick reference card, plus the

registered version of the game. This version is available for

$22. No discount is available on this version.

Please include $2 for shipping/handling along with the payment

for whatever items you order; if ordering deluxe versions please

include $4. Outside North America please include $4 for shipping/

handling.

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ｺ LEGAL STUFF ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

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ｺ ASSOCIATION OF SHAREWARE PROFESSIONALS ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

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| \_\_\_\_|\_\_ | Association of

| | |\_| Shareware

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|\_\_\_|\_\_\_| MEMBER

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ｺ LIVE LONG AND PROSPER! ｺ

ﾈﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍﾍｼ

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