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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

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 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

 ------------ ------------

 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.)

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 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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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 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

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

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 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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