INSTALLATION & QUICKSTART MANUAL

FOREWORD

Welcome to Star Trek®: Starfleet Command™. This manual give installation and quick–start instructions. For more information on how to play the game and details about the game background, please refer to the Reference Manual. For multiplayer instructions for play over the Internet, see the enclosed Multiplayer Reference Sheet.

INSTALLATION

Start Windows 95 or 98 and insert the Star Trek: Starfleet Command CD–ROM into your CD–ROM drive.

If you have Autostart enabled, follow the on–screen instructions when the setup program begins.

If you do not have Autostart enabled, double–click on your "My Computer" icon. Located and double–click on your CD–ROM drive. Double–click the SETUP.EXE file.

After the game has installed, you can then run it by clicking on the Windows Start button by going to the Programs menu and selecting Interplay->Starfleet Command->Starfleet Command.

If you need to configure your video card, run the CONFIG.EXE file. If you are having problems running the game, the first thing you should do is reduce the resolution to 640x480 and use Software mode.

GETTING STARTED

It is suggested that you start with the in–game tutorials. For more information on how to play the game after playing the tutorials, refer to the Reference Manual.

To start the game, select Starfleet Command from Interplay->Starfleet Command on the Windows Start Programs menu. As soon as the game introduction is done, click on the Federation symbol to select the Federation as your race.

You are now at the main menu. Click the CAMPAIGN button. Change the name of your captain, if desired. Click on the BEGIN NEW CAMPAIGN button.
This is the main campaign menu, or Space Station. Click the ACADEMY button. On the left of the screen are six tutorials. These missions will provide instruction on how to play the game. Click on the first tutorial button. When you are finished with that tutorial, proceed to the next one. After you have gained some proficiency, test your skills with the technical missions.

QUICK REFERENCE

These basic instructions will show you the basics of maneuvering and firing. Refer to the in–game tutorials and the reference manual for more detailed instruction. All hotkeys mentioned in this reference assume you are using the default hotkey bindings.

STAR TREK
STARFLEET COMMAND

SELECT GAME TYPE

1 CAMPAIGN	**4** CAPTAIN
2 SKIRMISH	**5** COMMODORE
3 MULTIPLAYER	**6** ADMIRAL
7 FILM ROOM	**9** CREDITS
8 OPTIONS	**10** EXIT

11

MAIN MENU

1. Campaign: Start or continue a campaign game.
2. Skirmish: Play a single–player skirmish mission.
3. Multiplayer: Host or join a multiplayer game.
4. Captain: Easy difficulty level.
5. Commodore: Medium difficulty level.
6. Admiral: Hard difficulty level.
7. Film Room: Mission replays.
8. Options: Change game options.
9. Credits: View the development team credits.
10. Exit: Return to your operating system.
11. Return to race selection screen.

MAIN CAMPAIGN MENU
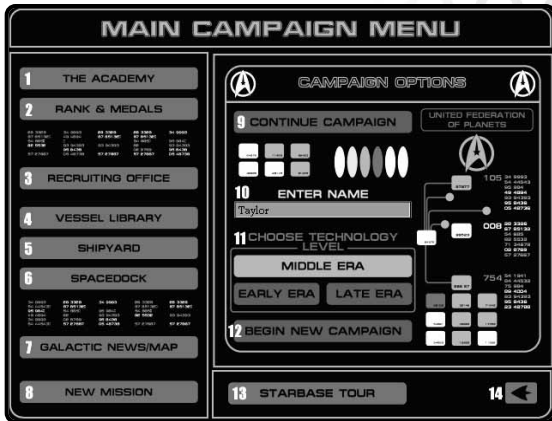
MAIN CAMPAIGN MENU

1. The Academy: Technical and tutorial missions.
2. Rank & Medals: Check your progress and join Elite forces.
3. Recruiting Office: Recruit ship officers or swap officers between ships.
4. Vessel Library: View ship statistics.
5. Shipyard: Requisition and repair ships.
6. Spacedock: Requisition supplies (shuttles, marines, mines and missiles).
7. Galactic News/Map: Move around the galaxy and view race information.
8. New Mission: Go to the briefing screen of a new mission.

9. Continue Campaign: Continue a saved campaign game for this race.
10. Enter Name: Type your Captain's name when starting a new campaign.
11. Technology Era: Determines ship availability.
12. Begin New Campaign: Start a new campaign.
13. Starbase Tour: Campaign menu help.
14. Return to main menu.

TACTICAL SCREEN

TACTICAL SCREEN

STAR TREK®: STARFLEET COMMAND™

1. Interface Bar
2. Toggle Interface Bar
3. Your Hull Integrity
4. Phaser Capacitor/Recharge Rate Slider
5. Target Hull Integrity
6. Mission Timers
7. Your Ship/Shields/Heading Indicator
8. Current Target
9. Dropped Mine
10. Off–screen Target Icon
11. Selected Weapons: Min–Max (Average) Damage
12. Current Speed
13. Desired Speed/Speed Slider
14. Power available and System power used
15. Alert Buttons (Green/Yellow/Red)
16. Current Alert Status
17. Fire All Selected Weapons

INTERFACE BAR

1. Helm
2. Repair
3. Science
4. Security
5. Weapons
6. Communications
7. Defenses
8. Tactical Map
9. Fleet Orders
10. Energy Management
11. Preferences
12. End Mission
13. Toggle Quicktips
14. Toggle Grid
15. Camera Views
16. Text Speed Slider
17. Game Speed Slider (Smaller number is slower)
18. Audio Volume Sliders
19. Toggle Schematic Firing Arcs
20. Player Ship Schematic
21. Shields
22. Sensors (ECM/ECCM)
23. Transporters
24. Tractor Beams
25. Shuttle Bay
26. Select All Weapons
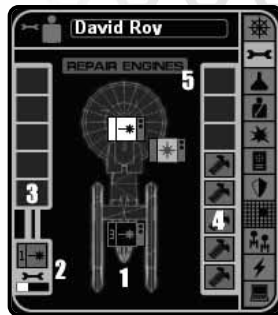27. Systems Panel
28. Target Schematic

INTERFACE BAR

STAR TREK®: STARFLEET COMMAND™
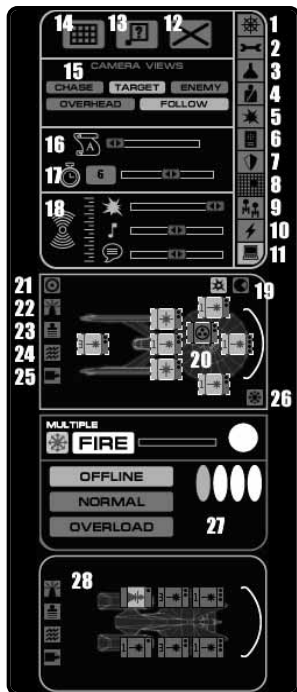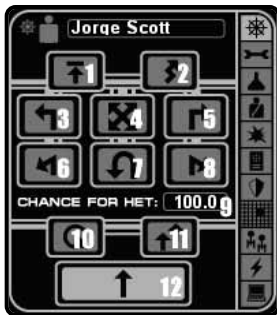
HELM

REPAIR

HELM

1. Emergency Deceleration
2. Erratic Maneuvers
3. HET Left
4. HET Free Angle
5. HET Right
6. HET Hard Left
7. HET 180°
8. HET Hard Right
9. Chance of HET success
10. Orbit Target
11. Intercept Target
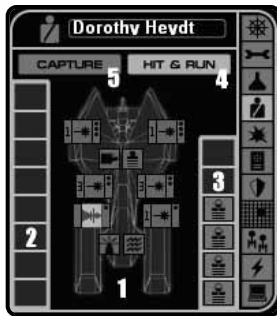12. Normal Maneuvering

REPAIR

1. Damaged Systems/Ship Schematic
2. System under repair/Progress bar
3. Repair Queue
4. Remaining Spare Parts
5. Repair Engines & Power Systems

SCIENCE

SECURITY – HIT AND RUN

SCIENCE

1. Launch Probe
2. Toggle Probe mode (Scan/Attack)
3. Probe Readiness
4. Remaining Probes
5. Toggle Deep Scan
6. Toggle Self Destruct

SECURITY - HIT AND RUN

1. Target Ship Schematic/Systems
2. Targeted Systems Queue
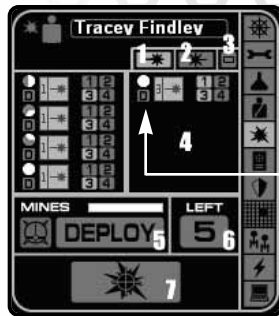3. Transporter Readiness
4. Select Hit and Runs
5. Select Capture

SECURITY – CAPTURE
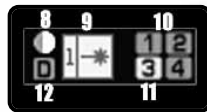

WEAPONS

SECURITY - CAPTURE

1. Controlling Race
2. Number of Defending Marines
3. Number of Attacking Marines
4. Available Marines: Left–click to send one marine.
5. All Marines: Send all possible marines (limited by remaining available marines and transporters).
6. Transporter Readiness

WEAPONS

1. List Phasers
2. List Heavy Weapons
3. List All Weapons
4. Weapon List
5. Deploy Mines/Readiness Bar
6. Remaining Mines
7. Toggle Destroy/Disable Attacks
8. Weapon Arc (light showing firing arc)
9. Weapon Type
10. Weapon Groups
11. Enabled Group
12. Point Defense Toggle

COMMUNICATIONS


DEFENSES

COMMUNICATIONS

1. Filter Engineering Messages
2. Filter Mission Messages
3. Filter Science Messages
4. Filter Fleet Messages
5. Message Buffer
6. Communication Buttons

DEFENSES

1. Emergency Deceleration
2. Toggle Maximum Point Defense
3. Defensive Tractors (maximum and currently set)
4. Launch Sensor Decoy (seeking weapon defense)
5. Remaining WWs (sensor decoy shuttles)
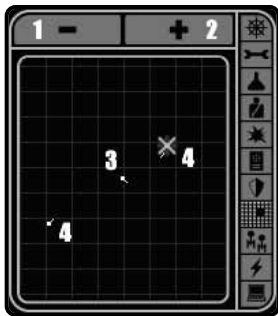
TACTICAL MAP

FLEET CONTROL

TACTICAL MAP

1. Zoom Out
2. Zoom In
3. Your Ship
4. Other Objects

FLEET CONTROL

1. Current Player–controlled ship
2. Transfer flag (player control) to this ship
3. Ship Class & Name
4. Order Intensity
5. Attack Target
6. Capture Target
7. Disable Target
8. Go Here
9. Defend Target
10. Defend Command Ship

ENERGY MANAGEMENT

1. Power available and System power used
2. Movement energy
3. Weapons energy
4. Shields energy and Shield Reinforcement slider
5. Tractor energy
6. Sensors (ECM/ECCM) energy
7. Other energy (transporters, life support, fire control) and Excess energy
8. Battery energy available

ENERGY MANAGEMENT

SHIELDS

1. Raise Selected Shields
2. Lower Selected Shields
3. Normal Reinforcement Levels
4. Reinforcement Energy Slider
5. Reinforce Selected Shield
6. Reinforce All Shields
7. Forward Shield (Left–click to toggle selection)
8. Forward Right Shield
9. Aft Right Shield
10. Aft Shield
11. Aft Left Shield
12. Forward Left Shield
13. Toggle All Shields

SHIELDS

STAR TREK® : STARFLEET COMMAND™
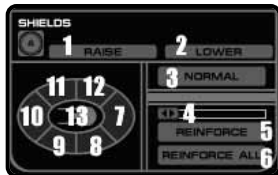
SENSORS

1. Your Current ECM Level
2. Desired ECM Level
3. Your Current ECCM Level
4. Desired ECCM Level
5. Target's ECCM Level
6. Target's ECM Level
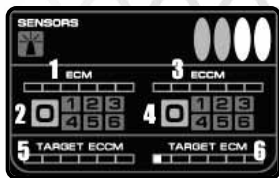
SENSORS

TRANSPORTERS

1. Energize Transporter
2. Objects on Your Ship
3. Objects on Target
4. Remaining T–Bombs (Mines)
5. Target Transporter Bomb

TRANSPORTERS

TRACTORS

1. Engage Main Tractor Beam
2. Holding Tractor Mode
3. Repelling Tractor Mode
4. Tractor Beam Readiness
5. Desired Tractor Beam Strength

TRACTORS

SHUTTLE BAY

1. Launch Selected Shuttle/Bay Readiness Bar
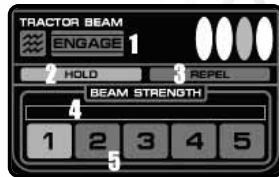2. Shuttle Orders
3. Docked Shuttles/Fighter Squadrons
4. Admin Shuttles/Fighter Squadrons in flight

SHUTTLE

MOVEMENT

Click on the speedbar to set your desired speed. Using hotkeys, adjust the desired speed faster by using **S** and slower with **A**. Movement requires power and is usually the largest single use of power on a starship.

Left–click in the tactical display near your ship to set the desired heading. Your ship will turn to face the new heading. In general, larger ships take longer to turn.

Shift–click to set a waypoint. You can set an unlimited number of waypoints and your ship will attempt to maneuver to each one in order. Making a normal turn will cancel all waypoints.

POWER MANAGEMENT

Ships generator power from warp and impulse engines and auxiliary power reactors. The total amount of power generated and used is shown on the bottom interface bar. If you are attempting to use more power than you are generating, your weapons and other systems will not be charged. Batteries will help supplement your total power by adding additional power until they run out. Batteries charge when you are generating excess power.

TARGETING AND FIRING

Go to Red Alert by pressing the **R** key. Right–click on a ship or ship tag to target it. You can also use the **T** key to cycle between all targets. Press ` to select the nearest enemy target.

On the default HUD information setting (**F10**), only the current target will show a targeting reticle. If you wish, adjust to maximum HUD info (**F11**) to see targeting reticles for all targets. Switch to minimal HUD info (**F9**) to reduce clutter.

The targeting reticle shows the target name/class, range to target, the target speed and the target's hull integrity.

To fire your weapons, click the FIRE button on the weapons panel or press the **Z** key. You must have a target before firing. Only selected, charged, and readied weapons that are within the arc and range of the target will fire.

Ships take internal damage to weapons and systems after the facing shield is destroyed. The Hull Integrity bar monitors total damage to all internal systems. When very little of this bar remains, the ship is about to be destroyed.

WEAPON TYPES

Phasers

The most common of all the weapons. There are four different types of phasers with varying range and damage. All phasers draw their energy from a single phaser capacitor. You can slow the rate at which the capacitor is filled by moving the phaser capacitor slider to the left. This will use less energy.

Type–1 Phaser (ph–1): Offensive phaser. Best ship type. Good range and damage.

Type–2 Phaser (ph–2): Offensive phaser. Moderate range and damage.

Type–3 Phaser (ph–3): Defensive phaser. Short range and minimal damage.

Type–G Phaser (ph–G): Gatling phaser. Fires 4 ph–3 shots.

Photon Torpedoes

A heavy weapon with good damage and a max range of 30 but high energy cost and long reloading time. Overload mode increases damage and shortens range to 8. Proximity mode decreases damage but has a better chance to hit at longer range (they cannot be fired at range 8 or under). Over range 8, the chance to hit for a normal Photon drops dramatically.

Disruptors

Fast–firing heavy weapons. Half the damage of Photons but fires twice as often. Overload mode increases damage but limits range to 8. The maximum range depends on the ship, but varies from range 15 to range 40. Good chance to hit out to range 22.

Plasma Torpedoes

The most powerful seeking weapon. Takes the longest time to charge and costs the most energy. Different varieties have different ranges and damage potentials. Plasmas lose energy as they travel and do less damage at the end of their run. Enveloping increases energy cost but doubles the size of the plasma torpedo and damages all shields.

Type–R Plasma: The largest and most powerful plasma. Max range is 30.

Type–S Plasma: Good damage and range (max is 25).

Type–G Plasma: Moderate damage. Max range is 20.

Type–F Plasma: Smallest plasma. Max range is 15.

Fusion Beams

Very short–ranged but powerful direct–fire weapon. Max range is 24, but damage potential drops off dramatically after range 2. Overload limits range to 8 but increases damage by 150%. Suicide Overload destroys the Fusion beam and causes additional damage to the firing ship but quadruples damage.

Hellbore

This cannon fires a shell that envelopes the target doing damage to all shields. The weakest shield takes the most damage. Moderate range and damage. Overload mode limits range to 8 but increases damage.

ESG (Expanding Sphere Generator)

Creates a protective field around the ship that stops missiles and shuttles. Can also be used to ram other ships. The smaller the field radius, the more damage it does. Uses a capacitor system similar to the phaser capacitor.

Missiles

Seeking weapons with limited ammunition. There are three speeds of missiles: slow (speed 16), medium (24) and fast (32). Type–I missiles are smaller and do less damage than the larger Type–IV.

DEFENSES

Shields protect your ship from harm. Damage caused to a shield reduces the strength of the shield but prevents internal damage that can cripple or destroy your ship. Shields can be reinforced with additional energy for increased protectiveness. Shields are raised with Yellow or Red Alert.

Tractor Beams can be used defensively to stop incoming missiles. The Defense officer panel controls the number of defensive tractors used. Each defensive tractor requires 1 point of power.

ECM (Electronic Counter Measures) reduces the damage done by enemy weapons fire. ECCM (Electronic Counter Counter Measures) reduces the effectiveness of your target's ECM setting. Up to six points of power can be used in ECM and ECCM combined. Access ECM and ECCM from the Sensors panel.

HOTKEYS

These are the default hotkey bindings:

ESC	End Mission
F1	Overhead Camera
F2	Chase Camera
F3	Follow Camera (Default)
F4	Enemy Camera
F5	Toggle Target Padlock
F6	Jump to ship #1
F7	Jump to ship #2
F8	Jump to ship #3
F9	HUD Minimal Information
F10	HUD Normal Information
F11	HUD Maximum Information
`	Target Nearest Enemy
1 – 4	Select Weapon Group #
CTRL+ 1 – 4	Set Weapon Group #
5 – 8	Select Target from Memory
CTRL+ 5 – 8	Set Target to Memory
9	Fleet Control Panel
0	Communications Panel
–	Zoom In

+	Zoom Out
BACKSPACE	Quickjump to Target Player Ship
TAB	Tactical Map Panel
Q	Launch Suicide Shuttle
W	Launch Wild Weasel
E	Launch Scatterpack
R	Red Alert!
T	Target (cycles)
SHIFT – T	Target (reverse order)
Y	Target Enemy (cycles)
SHIFT – Y	Target Enemy (reverse order)
I	Toggle Deep Scan
O	Switch Schematic Displays
P	Fire Probe
[	Game Speed Slower
]	Game Speed Faster
****	Deselect Target
A	Slow Down
S	Speed Up
D	Slide Interface Bar
F	Max ECM
G	Max ECCM
H	Sensors Panel (ECM and ECCM)

J	Tractor Panel
K	Shield Panel
L	Defense Panel
;	Repair Panel
'	Helm Panel
ENTER	Chat Toggle
CTRL – ENTER	Chat Toggle (Team Message)
Z	Fire (Fire one weapon on each hardpoint)
SHIFT – Z	Alpha Strike! (Fire all)
X	Toggle Cloak
C	Max Defensive Tractor
V	Max Point Defense
B	Transporter Bomb
N	Transport Panel
M	Drop Mine
SHIFT – M	Drop NSM (Romulans only)
,	Shuttle Panel
.	Energy Panel
/	Preferences Panel
SPACE	Target Nearest Hostile Seeking Weapon
PAUSE	Pause & Issue Orders (single–player only)
HOME	Move Camera Right
END	Move Camera Left

| **PGUP** | Tilt Camera Up |
| **PGDN** | Tilt Camera Down |

Number Pad

1	Reinforce Aft Left Shield
2	Reinforce Aft Shield
3	Reinforce Aft Right Shield
4	Reinforce Left Shield
5	Start HET
6	Reinforce Right Shield
7	Reinforce Forward Left Shield
8	Reinforce Forward Shield
9	Reinforce Forward Right Shield
0	Emergency Deceleration
.	Orbit Target
/	Erratic Maneuvers
*****	Follow Target

Use the Options screen on the main menu to change the hotkey bindings.