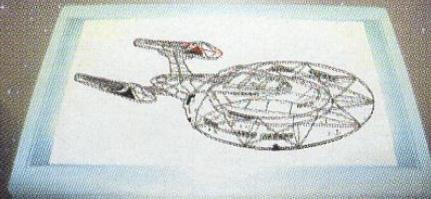


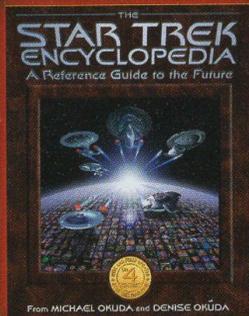
STAR TREK®



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STARSHIP CREATOR

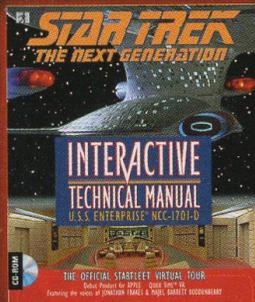
USER'S GUIDE



STAR TREK™ ENCYPLOPEDIA

The complete and up-to-date database of the Star Trek™ universe is yours in this handsome and easy-to-use reference work. This 4 CD-ROM compilation has been rewritten with more facts, anecdotes, and insights about the characters, episodes, and history of Star Trek™. Search for your favorite characters and episodes. Flip through the entries at random to browse the fascinating world of the most popular science fiction phenomenon of all time.

Windows CD-Rom Product #401182

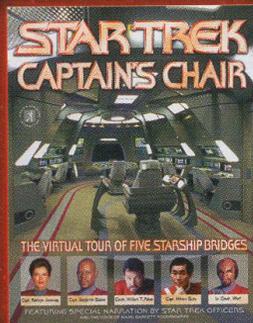


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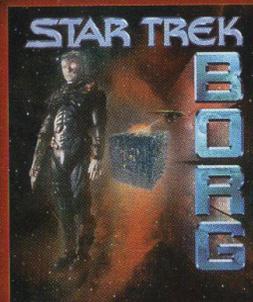
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Windows and Mac CD-Rom

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STAR TREK™: BORG™

In this immersive role-playing session, you are Starfleet Cadet Qaylan Furlong. Your father was killed by the Borg at the battle of Wolf 359. Starfleet won't allow you the chance to avenge his death...but Q will. Will you take the challenge, or will you run away like a frightened frog? John deLancie reprises his role as "Q" in 120 minutes of all-out, all new Star Trek™ adventure! Experience the Collective...

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MINIMUM FOR WINDOWS® 95/98

- 90 MHz or Faster
- 16 mb free memory minimum
- 2X or faster CD-ROM drive
- 25 MB free space on Hard Disk
- 640 X 480 Capable color monitor
- 200 MHz recommended
- 24 mb recommended
- 8X recommended
- Thousands of colors

MINIMUM FOR MACINTOSH®

- 80 MHz or Faster
- Mac OS 7.5 or later (PowerPC)
- 14 mb free memory minimum
- 2X or faster CD-ROM drive
- 640 X 480 Capable color monitor
- 200 MHz recommended
- 24 mb recommended, without Virtual Memory on
- 8x recommended
- Thousands of colors

INSTALLATION

Windows 95/98:

1. Insert the CD-ROM into the drive.
2. Select the start button.
3. Choose run from the Start Menu.
4. At the Open box, type "D:\setup.exe", where D is the letter of your CD-ROM drive.
5. Click on ok and follow the prompts.
6. You must install Quicktime.

For further details and troubleshooting, consult the READ ME file (START:PROGRAMS\STARSHIP CREATOR\READ ME). To start the program choose the start button, then select Programs | Starship Creator | Starship Creator

Macintosh:

1. Insert the CD-ROM into your Mac.
2. Double-click on the disk icon, "CREATOR" which appears on your desktop.
3. If you do not have Apple Quicktime® version 3, use the installer on the CD.
4. Drag the folder "Starship Creator" onto your hard drive.
5. You must install Quicktime.

For further details and troubleshooting, consult the Read Me file, which is inside the "Starship Creator" folder. To start the program double-click the "Starship Creator" icon in the "Starship Creator" folder.

For more assistance while using the program, go to the options screen, open the control panel, and turn help on.

The status text area (in the bar next to the screen name) will describe the function of important areas of the screen as you roll over them.

For a more thorough how-to with additional HINTS about writing your own missions and connecting to another user to run a mission together, please see Using Creator (STARTIPROGRAMSISTARSHIP CREATORIUSING CREATOR).

QUICKSTART

Every screen in "Starship Creator" has a Menu Strip and a Control Panel. The Control Panel can be opened and closed by clicking the triangle on the "T-bar" frame. The buttons in the Control Panel are mostly specific to the activities on each screen. You will always see:

- **PROCEED** which takes you to the next logical screen
- **BACK** which returns to whatever screen you were looking at previously

The Control Panel is normally open at Beginner level, but it will remember if you've opened it or closed it at any level.

On the Menu Strip at the top of the screen you'll see 9 buttons. (To see them all, just roll your mouse over the Menu Strip area.) Each one of these takes you to a screen which is a step in the starship creation process. To create a Starfleet vessel simply go through the screens in order. You will actually start in the Options screen, which is placed at the end of the list because there is no real reason to go back there once you are logged in.

OPTIONS

1. LOG-IN – either enter your name if you are a new user or pick an existing name - and choose an experience level.

EXPERIENCE LEVELS

Note: 5 more missions become available when you upgrade to Intermediate and 5 more for Advanced levels.

BEGINNER When you select a new vessel class to create a ship for your Fleet, it automatically comes equipped with a group of Systems, "ready to fly" though not every system critical for each mission is installed. However, you can change the shape of the ship and choose its crew. These missions tend to be shorter and simpler. Choose this if you love Star Trek and its ships but feel that technical details should be left to the engineers

INTERMEDIATE When you select a new vessel class to create a ship for your Fleet, it automatically comes equipped with basic Systems which enable the ship to leave spacedock and 'fly'... but may be missing certain systems which a given Mission may require (like Tractor Beams). These missions are somewhat longer and more complex than Beginner-level Missions. Choose this if you love Star Trek and its ships but feel that you could make some improvements to the current models and classes.

EXPERIENCED Newly-chosen ships are entirely empty, and won't be ready to fly until the required systems are installed. These missions are the most complex. Choose this if you love Star Trek and its ships and have memorized the Star Trek: The Next Generation™ Technical Manual and feel that Geordi and Scotty don't 'think out of the box' enough.

- When you have entered your name and chosen an experience level, click **ACCEPT**.

Hint: If you open the Control Panel on this screen (Options), you can turn HELP ON. The status text area in the bar next to the screen name will describe the function of important areas of the screen as you roll over them.

CREATING A SHIP

CLASS

Start here to choose a Class of vessel to create, or if you need to select a ship from your Fleet to repair or re-fit (the Structure, Assembly, Naming, Systems, and Crew screens will be empty if you haven't chosen a ship to work on).

Drag the slider under the gallery of ships until you see a class of ship you like and click on it.

Click **PROCEED** (if the Control Panel is closed, open it with the arrow) or roll over the menu strip at the bottom of the screen and click **STRUCTURE**.

Hint: This ship is now in your Fleet as "Ship In Progress". All the work you do on this ship from now on will be automatically recorded. If you want to erase this ship from your Fleet, you can do that on the FLEET screen.

Hint: If you already have a ship in your fleet that you want to work on, click the Fleet button in the Control Panel on the right side of the screen. Your fleet of ships will float like duckies across the screen instead of the generic classes.

STRUCTURE

Change the hull, nacelle, and saucer configurations of your ship by dragging the available sections onto the image of the ship. Change the part styles available using the little arrows in each of the three frames. Drag parts from the frames onto the large image of the ship.

- When you have a shape you like, click **PROCEED** or roll over the menu strip at the top of the screen and click **ASSEMBLY**.

ASSEMBLY

Inspect your ship with an interactive 24th century 3D blueprint

- **ROTATE** - click and drag on image
- **ZOOM** - Windows: right-mouse drag up and down
Mac: hold down the **CONTROL** key and drag up and down

If you like the way your ship looks, click build ship. Rotate and watch your beautiful new ship, fully built.

- Click **PROCEED** or roll over the menu strip at the top of the screen and click **NAMING**

NAMING

Christen your ship with a name and add it to your fleet.

- Type a name of 12 characters or less. Note: "U.S.S." is added automatically. You don't need to type it.
- Click apply.
- Click confirm name and structure. This ship with your name applied is updated in your fleet.
- When you have a shape you like, click **PROCEED** or roll over the menu strip at the top of the screen and click **SYSTEMS**.

SYSTEMS

Install engines, weapons, crew facilities and all the necessary tech by clicking on the menu choices and icons. Fine-tune their attributes with the appropriate buttons and sliders.

- Select a Primary System from the left popup menu, then an individual Subsystem from the right popup.
- One click on a system icon allows you to access the Info and Install buttons for that system.
- Click the Install button inside the part frame to add the part to your ship.

Hint: While working on your ship, the ship info button in the control panel presents a window with a list of systems you've added.

Another Hint: This and all other windows in the program are draggable and thus can be moved to any position you find useful.

Yet a Third Hint: If you chose to start as a Beginner, play around with the systems at your own risk! The ship is already spaceworthy... The parts available here are restricted at Beginner level as well, and to a lesser extent at Intermediate level. Not all parts are available on all Classes, since Starfleet specifies certain Classes as specialized for particular mission types.

- When you are finished, click **PROCEED** or roll over the strip at the top of the screen and click **CREW**.

CREW

Recruit a command staff and determine what type of crew your ship will have. This area has two screens.

- Assign specific command officers using the selection buttons.
- Click on the Position pulldown menu to choose a position to recruit for.
- Scroll through officers' photos and bios with the arrows under photo, hit Recruit Officer when you find a candidate you like or, click on the Available Candidates button to see a text list. Click on a name to have their file pop up.
- Click on Assigned Officers to see a list of bridge positions and which have been filled.
- Click Crew Complement to adjust the percentage of your total crew population assigned the various disciplines.

Hint: The actual number of crewmembers is determined by what kind of Living Quarters you have chosen. "Living Quarters" is found in the Support systems group on the Systems screen.

Hint: Starfleet restricts the most experienced bridge officers to their current rank, and in some cases their "era."
● When you are finished, click **PROCEED** or rollover the strip at the top of the screen and click **FLEET**.

TO LAUNCH A MISSION

FLEET

Oversee your Fleet's status, assign your ships to a Mission.

- Click on a ship. Note that you can click its info button to see all its stats and systems and to print them out.
- Click on a mission name. Click **MISSION PROFILE** to read about it.
- Click **ASSIGN MISSION** to advance to the **MISSION SCREEN**.

Hint: If your ship is on a mission in progress, you may **RECALL** it to Starbase. If it is not at Starbase, but not currently on a mission, you have the option of recalling it or leaving it where it is to begin a new mission.

MISSION

Watch your ship and its crew boldly go to see how well you designed it!

Occasionally, as Admiral, you will need to reply to messages from your ship.

- Click **RUN MISSION**.
- The default simulation speed is slightly faster than "Real Time". You may open the Control Panel and change the speed to **ACCELERATED**.
- Click **MESSAGE LOG** to see all the communiqués from your ship.
- Click **STATUS** to view the status of all the ship's systems.

- Click **FOCUS IN/VIEW** out to zoom in or out on your ship.
- Depending how well your ship performed its mission, Starfleet may assign you some additional credits. You will also get a Mission Outcome evaluation which will help you in refitting or designing new ships.
- Damaged systems are repaired by your crew over time. But if systems deemed critical to the function of your ship are damaged at the end of a mission, you will have to recall your ship to starbase to repair them before the ship can run another mission.
- You can run a Mission in stealth mode. Clicking that button in the Control Panel causes the main program to quit and open the Watcher. Your chosen mission runs from the beginning in a much smaller, draggable window. Results of missions run in either mode are saved to your user profile.

Hint: After a mission is complete you can find out which critical systems weren't installed or were damaged by going to the **FLEET** screen, and under **MISSIONS COMPLETED** read the **OUTCOME REPORT** of the mission you just ran.

STEALTH MODE

When the Stealth window opens the mission you have chosen begins automatically, using the ship you have assigned to it.

- Terminate Mission stops the mission wherever it is, forces an outcome analysis and credits calculation, and takes you back to the main program.
- Quit also stops the mission wherever it is and forces an outcome analysis and credits calculation, but then simply closes the Stealth window and quits the program.
- The Verbose view of the message text is normally selected. This feeds back a detailed command sequence. (Each time Verbose is chosen the command sequence resumes, erasing the previous commands from the text area.)
- Log delivers only specific crew reports. Unlike Verbose, all the crew reports are remembered in the Log. This is identical to the Message Log function of the main mission screen.
- Bosskey! Clicking on the cycling icon in the lower left corner invokes an innocuous business-like document "coverup." The mission still proceeds in the background, and if an alert message comes in, the borders turn red. Clicking on the same icon again "uncovers" the interface.
- To switch from real-time speed to accelerated, click on the yellow text where the time and location are updating.

Note: When you Click **STEALTH** any mission you have chosen will **RESTART** in Stealth Mode

TO REFIT or FINISH or REPAIR A SHIP

Hint: You can find out which systems are damaged by reading the Mission Outcome report on the Fleetscreen.

1. Make sure you are logged-in as the appropriate User.
2. In **CLASS** selection choose **MY FLEET** (rather than Class) from the Control Panel.
3. Select the ship you want to work on.
4. Go to systems or structure or crew to revise its parts. Repairs can be made in systems by selecting the part and clicking repair in the part frame.

WRITE YOUR OWN MISSIONS! (for advanced users)

If you are willing to do a little programming, check out the file called **WRITING FOR CREATOR** (STARTIPROGRAMSSTARSHIP CREATOR\WRITING FOR CREATOR). It contains detailed information about the Starship Mission Markup Language™ with instructions on how to write mission scripts and import them into the program so you can run your ships through them!

MAKE YOURSELF CAPTAIN!

You can scan in (or draw) pictures and write bios of yourself, family and friends and write bios and make yourselves the crew of your ship. Please see the file Using Creator for details on how to set up the picture and text files.

- Then, on the **CREW** screen, click the **ADD** button to bring new crewmembers you have "recruited" yourself into the roster of available candidates.

PRINT YOUR SHIP!

- Open the ship info window in either the **FLEET** or **CLASS** screens by clicking the info button which appears inside the frame around the ship images, or on the **SYSTEMS** screen using the ship info button in the Control Panel.
- Click the Print Ship button.

The output is standard 8-1/2 x 11, color or black and white, and includes a full listing of your installed systems and crew, and the top and side views of your ship as you have created it.

Hint: If you do not have a printer already working with your computer then this obviously isn't going to work!

IMPORT AND EXPORT YOUR SHIP DESIGNS (TRADE THEM WITH FRIENDS!)

To share your designs, simply use the **IMPORT** and **EXPORT** buttons on the **FLEET** screen, to save or use a Starship design.

Note: This file is in a special format which only the Starship Creator program will be able to read.

For more assistance while using the program, go to options open the Control Panel, and turn help on. The status text area (in the bar next to the screen name) will describe the function of important areas of the screen as you roll over them.

For additional **HINTS** about writing your own missions and connecting to another player to run a mission together, see the **READ ME** file and the Using Creator file (STARTIPROGRAMS\STARSHIP CREATOR\).

Please also visit WWW.STARSHIPCREATORCD.COM

For information, hints and tips, faqs, patches (if necessary; we hope not) and bulletin boards for you to share the best ships you have created and missions you've written with other fans.

To post a mission: Copy from the file, go to the site, paste it to the board

TECHNICAL SUPPORT

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