

USER'S MANUAL
VERSION 1.01
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for

Retro-Trek Game

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1.0 Introduction

Lucid Technologies' Retro-Trek Game pays homage to the great Star Trek games from the 1980s. Most of these were written in Basic, as is Retro-Trek. The code for Retro-Trek began in 1986 under NEVADA BASIC running on a Digital Group CP/M system; it was adapted to QBASIC running under MS-DOS in 1995; and finally adapted to Liberty Basic running under Windows in 2016. The original 1986 game was limited to console graphics and had no sound. Retro-Trek is more challenging than the original game and includes both sound and limited graphics.

2.0 System Requirements

Lucid Technologies' Retro-Trek Game was written for Windows systems. It has been tested on WindowsXP and Windows10. It is distributed as a ZIP archive. Create a new folder under Program Files, such as C:\Program Files\Retro-Trek, and extract the contents of the ZIP archive to this directory. Click on Retro-Trek V3.01.exe to run the program. The program files take approximately 3.6 MB of hard disk space.

3.0 Program Operation

Click on the executable file (*.exe) to open the program. Two windows will open, both are necessary for the program. One window is the Control Console, we will discuss this in detail later. The second window is a text window – think of it as the Enterprise computer's output window. The first output will be:

Retro-Trek 3.01

Welcome onboard Captain. You are now in command of the
Starship Enterprise. Your mission is to make the galaxy
safe by eliminating all hostile Klingon and Romulan forces.
Length of mission (0-10) _

Enter a mission level between 0 and 10. Higher mission levels have more hostile warships. A short briefing will be displayed next. After you hit [Enter] the galaxy will be populated and the game will begin. The game will begin with the Enterprise alone in one sector of the galaxy.

4.0 Control Console

4.1 Maps

4.1.1 Galaxy Map

The Galaxy Map is at the upper-left of the Control Console, see Figure 1. The Galaxy map displays what is known about the 64 sectors (8 by 8) in the galaxy. Sectors about which nothing is known are shown as a question mark (?). An image of a star means the sector has one or more stars. A "B" means there is a StarBase in the sector. A "K" or "R" means there are one or more Klingon or Romulan warships in the sector. You will find either Klingons or Romulans in a sector but not both. The sector in which the Enterprise is located is shown by a colored frame around that sector. The origin (0,0) is at the upper-left of the Galaxy Map.

4.1.2 Sector Map

The Sector Map is at the upper-right of the Control Console. This close-up map of the current sector shows icons for the Enterprise, stars, hostile warships and any StarBase in the sector. You will use the Sector Map when attacking hostile warships and docking with StarBases. Sectors have 100 positions (10 by 10) with the origin (0,0) at the upper-left of the Sector Map.

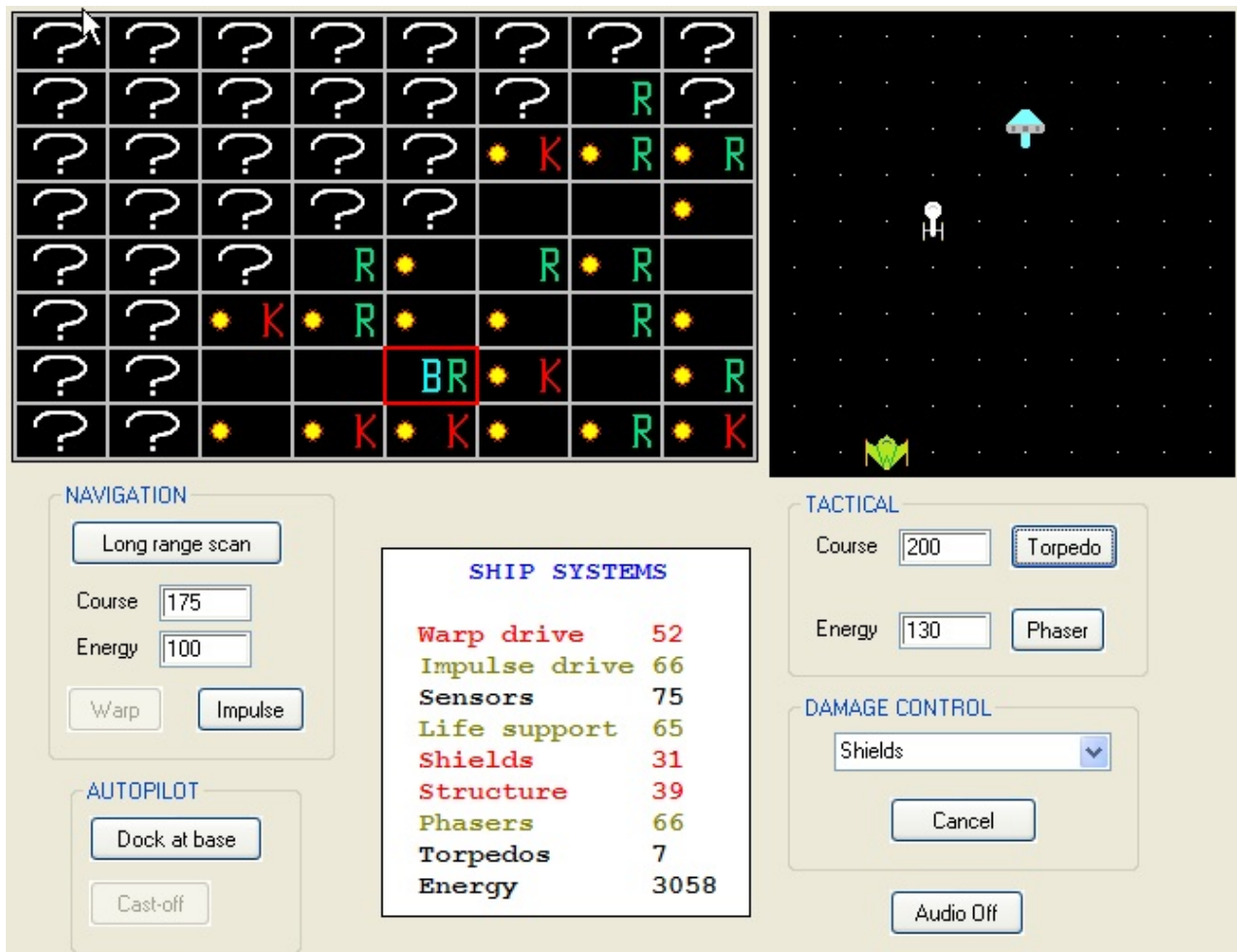


Figure 1. Control Console

In Figure 1 the Enterprise is in the sector outlined with the red frame in the Galaxy Map. This sector is shown in the Sector Map; it contains one Romulan at (2,9), a StarBase at (5,2) and the Enterprise at (3,4).

When you emerge from hyper-space into a new sector, automatic systems will prevent a collision. However it is possible to collide while maneuvering within a sector. You can fly through an object while in hyper-space, but if you emerge from hyper-space at a position that is already occupied you will collide. Also, if short range scan detects hostile warships in the sector the shields will be raised automatically.

4.2 Controls

The controls on the Control Console are grouped into functional areas.

4.2.1 Navigation

Long Range Scan will fill in the sectors on the Galaxy Map that are adjacent to the Enterprise's current sector. Scan can only detect emissions unique to Klingon or Romulan warships therefore it can't tell how many ships are in a given sector; there could be as many as three. The only way to determine the exact number of warships in any sector is to fly there so short range scan can see them all.

The Course input sets the direction the Enterprise will fly in compass degrees. The Energy input sets the number of energy units to be used flying on the designated course. Moving horizontally or vertically, 100 energy units will move the Enterprise exactly one sector.

Clicking on either Warp or Impulse tell the computer what propulsion system to use. A given amount of energy will fly the Enterprise the same distance using either Warp or Impulse but Impulse will take four times longer to get there.

4.2.2 Autopilot

The Autopilot controls are used to Dock at a StarBase or depart (Cast-off) from a Starbase. The StarBase's computer actually controls docking and cast-off operations. You need to maneuver the Enterprise until it is within range of the StarBase's control. When you are in-range the Dock at base button will be active, as shown in Figure 1. After you have docked, and the Enterprise has been repaired and resupplied, the Cast-off button will be active.

4.2.3 Tactical

The upper-half of the Tactical controls are for photon torpedos. Enter the Course on which to launch the torpedo and click on the Torpedo button to launch. Because torpedoes are so fast their ability to home-in on the target is limited to 5 degrees on either side of the launch course. However, because their anti-matter warhead is so destructive, any hit by a torpedo will destroy the target.

The lower-half of the Tactical controls are for the phaser bank. Because a phaser beam can not home-in on the target, computer control is necessary. The computer will fire on the closest hostile warship. You need to decide how much of the Enterprise's energy reserve to expend with each phaser shot. It takes 100 energy units to destroy a small warship, larger warships require 115 or 130. However the energy expended on a phaser shot is not what hits the target, it is reduced by the phaser's current efficiency and the range; the same limitations apply to hostile warships firing on the Enterprise.

4.2.4 Damage Control

The Damage Control drop-down menu allows you to send a damage control party to work on any of the repairable systems. In Figure 1 you can see that damage control is repairing the shields. Repairs will increase efficiency by 7.5% per minute. Repair will continue until:

- * Status reaches 100%,
- * You assign the damage control party to another system,
- * You click the damage control Cancel button.

The energy cost of repairs is 1.5 energy units per percent increase in system status.

4.3 Ship Systems Display

The SHIP SYSTEMS section of the Control Console displays the current status of the Enterprise's systems. Systems may be displayed in black (normal range), yellow (caution range), and red (warning range); see Figure 1 for examples of systems in all these ranges. Warp, Impulse and Phaser cease operation at or below their minimum efficiency level. For example, in Figure 1 the Warp button is inactive because the Warp drive is below its minimum efficiency. Torpedoes operate at full effectiveness until they are all gone. Shields, Life Support and Structural Integrity continue to operate down to zero at diminishing effectiveness.

5.0 How to play Retro-Trek

In order to play the game you need to know what is in the galaxy. You should navigate around the galaxy using Long Range Scan to determine what is in all the sectors.

5.1 How to win

There is only one way to win – you need to destroy all hostile warships in the galaxy then dock at a StarBase.

5.2 How to lose

There are several ways to lose:

- * Collision,
- * Depleting your energy reserves,
- * Losing all Life Support,
- * Losing Structural integrity.

5.3 Tips on how to play Retro-Trek

The best way to avoid getting into trouble is to keep your shields at high efficiency and pay attention to the status of the Ship Systems. If you find yourself in a sector with multiple hostile warships use the Phaser to get off some quick shots and destroy or degrade some of the warships. The best way to do that is to have a respectable amount of energy in the phaser Energy window before jumping into the sector. Then you can fire the phaser almost as fast as you can click the Phaser button.

Everything uses energy and systems degrade with time and use. You can let the Enterprise sit in an empty sector and watch the Energy and Systems slowly decline. Plan your maneuvers to use only the required energy. Never fire on a hostile warship with 500 units of energy when 110 will suffice.

6.0 Bugs, Suggestions and Donations

The most current version of the Retro-Trek Game should always be available at www.lucidtechnologies.info. If you discover any bugs or have suggestions for improving the program please send them to info@lucidtechnologies.info.

If you find the Retro-Trek Game enjoyable and would like to send a donation to Lucid Technologies you can do so via PayPal (http://www.lucidtechnologies.info/pay_card.htm).

APPENDIX A

CUSTOMIZING GRAPHICS AND SOUNDS

If you don't like the sounds or graphics used in Retro-Trek you can create your own. The important thing is the file name, whatever you create must have the same file name as the original. All the sound and graphics files are in the game folder.

All sounds are in WAV format. Any sound you substitute for an original sound should be about the same length of time.

All graphics are in BMP format. Graphics can easily be created or modified using Windows Paint. New graphics files must have the same pixel dimensions as the original. For example - the file that creates the frame around the current sector in the Galaxy Map is FRAME.bmp. If you prefer a different colored frame:

Copy FRAME.bmp to FRAME_RED.bmp

Open FRAME.bmp in Paint

Change the red pixels to your preferred color

Save FRAME.bmp