DOMINION WARS
STAR TREK: DEEP SPACE NINE

MAIN MENU

LCARS INTERFACE

When the main menu is open, use the Mouse to navigate through the different options and **left-click** to select. Your choices from the main menu are as follows:

- **New Game:** Select this option to start a new game. You will also find the *Tutorial* videos under this option. The *Tutorial* videos are a good way to learn how to manage fleet set-up and to conduct basic maneuvering.
- **Load Game:** Use this option to select and load a previously saved game.
- **Multiplayer:** Select this option if you wish to play a multiplayer game over LAN or the Internet.
- **Preferences:** Choosing this will open the Options customization menu.
- **Video:** Adjust these settings to optimize visual performance on your computer. If you experience performance problems, consider lowering or switching off details.
- **Audio:** You can adjust the game's sound configuration here.
- **Keyboard:** This menu allows you to customize keyboard controls.
- **Credits:** Want to see who created the game? Find out here.
- **Quit:** This option allows you to end your current game session.

CAMPAIGN SELECT

Who will you fight for? Choose to sign up with the Federation Alliance (Federation & Klingons) or pledge your allegiance to the Dominion Alliance (Jem'Hadar and Cardassians). If you're fresh out of the Academy, you might want to view the *Tutorials* for Fleet Selection and Basic Controls.

MISSION BRIEFING

OBJECTIVES

Your Commanding Officer will brief you on the situation, identifying key objectives required for successful completion of the mission. In addition, secondary or special objectives may be listed. These are not required for completion, but valuable experience and credits may be obtained by completing such objectives.

FLEET SET-UP SCREEN

Prior to each mission, your Commanding Officer will recommend a default fleet. As squadron commander, you may elect to proceed with this fleet or clear the ships and select your own ships and captains. Keep the Primary Objective in mind, as it should influence your choice of ships.

You have a limited number of credits you may use to purchase ships, captains, devices, and additional crewmembers for your fleet. Your credits are not allowed to fall below 0, and any purchases attempted that would bring you below 0 will be disallowed.

- Click the **Ship** tab to select ships. Larger class ships cost more credits, have more firepower, and are more durable in battle than smaller ships.
- **Scroll Arrows** will appear on the right side of the selection menu if more than 6 ships or captains are available to choose from. Click on the **Arrows** to scroll for additional ships and captains.
- Click the **Captain** tab to select captains. Pair the captain up with the ship, keeping in mind that larger class ships may only be commanded by higher ranking officers.

RANK

Lieutenant.
Commands only
Class 1 ships.

Lt. Commander.
Commands Class 1
& Class 2 ships.

Commander.
Commands up to
Class 3 ships.

Captain.
Commands up to
Class 4 ships.

Admiral.
Commands up to
Class 5 ships.

RETURN TO
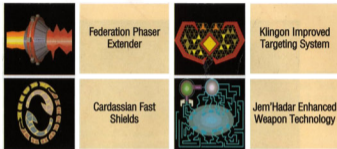MISSION BRIEFING

CAPTAIN &
SHIP TABS

DEVICES
TAB

CREW TAB

SCROLL
ARROWS

CLEAR
PAIR

LAUNCH
FLEET

- Click the **Clear Pair** button to clear the currently selected Ship/Captain pair.
- Select the **Crew** tab to purchase additional crewmembers to staff your vessels. Use **Security** crew to conduct boarding party operations (attack and defense). Use **Engineering** crew to repair ships faster. **Command** crew are needed for ships to respond to orders.
- Click the **Mission Briefing** button to return to that screen.
- When you are satisfied with your fleet, click the **Launch Fleet** button. The button will not be active until at least one ship and one captain are paired together.
- Select the **Devices** tab to purchase enhancements for your ships.

Some of the **Devices** available include:

Federation Phaser Extender

Klingon Improved Targeting System

Cardassian Fast Shields

Jem'Hadar Enhanced Weapon Technology

CONTROLS

HOTKEYS

The default hotkeys are detailed here. All keyboard controls can be customized through the *Preferences* menu.

The following are the default controls:

1 to 9	Select group 1 to 9
CTRL+1 to 9	Create group 1 to 9
Spacebar	Toggles Battle / Strategy camera view
C	Open communicator (multiplayer)
Return	Send communicator message (multiplayer only)
G	Assign ship to Guard a target
M	Toggles movement grid on/off
T	Activate transporter
P	Pause game (single player only)

O	Display mission objectives
?	Display all keyboard commands
ESC	Pause game (single player only) & bring up save/load menu
Numpad 5	Equalize shield strength
Numpad 8	Reinforce forward shields
Numpad 2	Reinforce aft shields
Numpad 4	Divert power from weapons to shields
Numpad 7	Target opposing ship's weapons
Numpad 9	Target opposing ship's shields
Numpad 3	Target opposing ship's engines
Numpad 1	Target opposing ship's transporters
Numpad 0	Toggles friendly/enemy tactical ring display
Numpad -	Sets Fire Control to "Fire at Will"
Numpad +	Sets Fire Control to "Alpha Strike"
Numpad ENTER	Fires weapons ("On my mark" must be selected)

COMMUNICATOR
PANEL (Multiplayer only)

SHIP
ICON
(Targeted
Enemy)

MAIN
VIEWPORT

SELECTED
SHIP

YOUR
FLEET

MINI MAP

COMMAND
RING

SCAN BOX

TRANSPORTER

SET SPEED

FLEET INTERFACE PANEL

This is the main panel where you, as squadron commander, can order your ships to perform actions. Everything from scanning, operating transporters, firing weapons and selecting tactics resides on this interface panel.

• The **fleet of ships under your control** are listed across the top of the interface panel. There will be a maximum of 6, with any additional ships accessible via the scroll arrow, which will be displayed when appropriate. To select any of the ships, **left-click** on the ship you wish to control. **Double-clicking** on a ship will select the ship and position the camera around that ship.

• The **Transporter** can be used to send crew and equipment over to other ships or planets. To put crewmembers into the transporter, simply **click** on the crew-type (security, engineering, command) and they will move from the available crew pool into the transporter room. When you are ready to transport them over to another ship, **click** the **energize** button and the targeting cursor will change to a transport cursor. **Left-click** on your target. The crew will transport over when your ship is in range AND the target ship's shields are down. (Caution: the transporting ship will lower its shields for a few seconds to conduct the transport.) **Right-click** when the cursor is in transporter mode to cancel the order. To re-assign crewmembers back to the ship, simply **click** them while they are waiting in the transporter room and they will return to their duties. Items may be transported the same way: **click** the item, then **click** the target destination.

• To send messages to other fleet commanders during a multiplayer game, use the **Communicator Panel**. Simply press **C** or **left-click** on the tab to open the panel. Use the pull-down menus to send your communiqué to certain players or groups of players (allies, enemies, or broadcast to everyone). Then press the **Return** key to send the message.

• When a ship is within scanning or weapons range of your fleet, its **Ship Icon** will appear over the nearest ship in your fleet. **Color denotes status**: **red** is enemy, **blue** is friendly, **gold** is neutral and **grey** is unidentified. (In multiplayer games, the icons appear in the owning player's color.) You may interact with the **ship icons** in the same way as you do with ships in the **main viewport**—**click** to target or **double-click** to center the camera on that ship.

• To **target an enemy**, simply **click** on the ship in the **main viewport**, or **click** on the threat icon of the ship.

- You may **set the speed** of your currently selected ship or group by **clicking** on the appropriate speed. Safety protocols force the use of a lower speed when in an asteroid field, due to the dangers of collisions.

- **Weapons** may be toggled on or off by **clicking** the box for **torpedoes** or **phasers**. The power will be routed elsewhere, such as to the engines or shields.

- Key statistics of scanned or targeted ships will appear in the **Scan box**. You will be able to see hull integrity, shield strength, and weapons status.

- For details about the **Command Ring**, see the next page.

MINI-MAP

SCAN

SENSOR
SWEEP

ZOOM
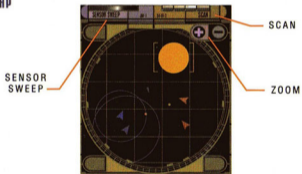
Some ships are equipped with powerful sensors used to scan nearby space. To have your ship conduct a sensor sweep, **click** the **Sensor Sweep** button. Certain ships have more powerful sensors than others and will have a wider scan radius.
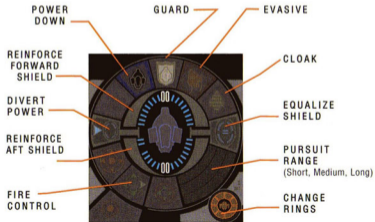
To focus a scan on a certain target, **click** on the **Scan** button. Then **click** the **target** you wish to scan. Information will appear in the **Scan box**.

To **Zoom** the Mini-map in or out, **click** the **+** or **−** buttons. Zooming in will allow you to see much more detail around the immediate surrounding area.

COMMAND RINGS

Most of the important tactical decisions you make as squadron commander will be executed on one of the two Command Rings.

FRIENDLY TACTICAL COMMAND

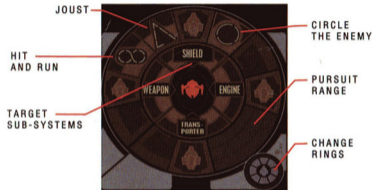This light blue ring is displayed for the currently selected ship or group in your fleet.

POWER
DOWN

GUARD

EVASIVE

REINFORCE
FORWARD
SHIELD

CLOAK

DIVERT
POWER

EQUALIZE
SHIELD

REINFORCE
AFT SHIELD

PURSUIT
RANGE
(Short, Medium, Long)

FIRE
CONTROL

CHANGE
RINGS

- If you wish your ship to "play dead," you can **click** the **Power Down Ship** button. This can have some tactical advantages in that your ship will disappear from enemy scanners.

- To assign your ship to **Guard Another Ship**, **click** the button that looks like a shield. The cursor will then change to a shield icon. **Left-click** the target ship to guard. **Right-click** to cancel the order. This is a great command to use for assigning ships to escort freighters.

- Use **Evasive Maneuvers** if your ship is taking heavy fire from the enemy. The evading ship will be harder to hit, but will also fire less often and less accurately.

- If your ship is equipped with a cloaking device, you may activate it by clicking the **Cloak Ship** button. Cloaked ships will disappear from enemy scanners. Cloaked ships cannot fire or use their shields.

- Shields recharge slowly over time, but you may charge them faster by **diverting power** from your weapons to the shields.

- Use the **shield control** area to focus your ship's shield strength. Reinforce either the **forward** or **aft** shield system, or **equalize** the strength of all shields.

- Select your **pursuit range** by **clicking** either **short**, **medium**, or **long ranged pursuit**. At short range, your ship will fire all weapons. At medium range your ship will only fire medium and long range weapons. Finally, at long range, the ship will only fire long range weapons.

- Identify your **fire control** type. **Fire on my mark** allows manual control of weapons. When they are ready to fire, press the Keypad Enter (default) key to fire all weapons at the currently targeted enemy ship. **Fire at will** cycles and fires weapons as they become available. **Alpha strike** holds weapons until all torpedoes and phasers become available. All weapons will fire simultaneously for maximum damage. **Hold fire** orders your ship to cease firing.

- **Change rings** will bring up the Enemy Tactical Command ring.

ENEMY TACTICAL COMMAND

This red ring is displayed for the currently targeted enemy ship.

JOUST

CIRCLE
THE ENEMY

HIT
AND RUN

PURSUIT
RANGE

TARGET
SUB-SYSTEMS

CHANGE
RINGS

SHIELD

WEAPON ENGINE

TRANS
PORTER

- Select your ship or group's **offensive tactics**. Choose from **Hit and Run**, **Joust** and **Circle the Enemy**.

- Concentrate fire by targeting **sub-systems** such as engines, shields, transporters, or weapons. As a general rule, **targeting engines** reduces the enemy's speed and power output. **Targeting shields** reduces the overall effectiveness and recharge rate of the enemy's shields. **Targeting transporters** aims to destroy the ship's capability to beam crew. Finally, **targeting weapons** destroys the enemy's weapon banks such as torpedoes and phasers.

- Select your **pursuit range** by **clicking** either **short**, **medium**, or **long-ranged pursuit**. At short range, your ship will fire all weapons. At medium range your ship will only fire medium and long range weapons. Finally at long range the ship will only fire long range weapons.

- **Change rings** will bring up the Friendly Tactical Command ring.

MISSION SUMMARY

EXPERIENCE GAINED

At the conclusion of each mission, each captain under your command receives a certain amount of experience based upon his or her performance in battle. Captains who were very active, engaging in combat, fighting boarding party actions, or rescuing stranded freighters, will have gained more experience than captains who just sat back and watched the whole mission. In addition, your Commanding Officer may recommend one or more of your captains for promotion or special commendations. A promotion will enable that captain to command a larger class of ship.

Special commendations show the captain has improved in a certain area of expertise:

Federation Engineering Award

Federation Command Star

Klingon Weapons Expert

Klingon Honor Award

Cardassian Security Expert

Cardassian Weapons Expert

Jem'Hadar Science Specialist

Jem'Hadar Security Award

CREDITS EARNED

Credits allow you to purchase additional ships, captains, devices and crewmembers for upcoming missions. Credits are earned based on the objectives completed. The primary objective must be completed to pass the mission. The secondary and special objectives, if completed, earn credits based upon difficulty level

MULTIPLAYER

PLAYING OVER THE GAMESPY NETWORK

MULTIPLAYER SELECTION SCREEN

- Ensure Gamespy Arcade has been installed correctly on your system. For questions about running Gamespy, please see their website **www.gamespy.com**.

PLAYING OVER THE INTERNET OR LAN

- **TCP/IP over the INTERNET:** Enter the IP address of the host computer. If you are the host computer, just hit **RETURN**, then **CREATE** the game.

- **TCP/IP over LAN:** Enter in the IP address of the host computer or hit **RETURN**. The game will search for any *Dominion Wars* games running over the LAN.

- **IPX:** Simply **CREATE** a new game or **JOIN** already existing games.

The host will select the number of players, any computer players, the map, credits available, and whether or not to allow ships created in *Starship Creator: Warp II*.

IMPORTING SHIPS FROM CREATOR: WARP II

Dominion Wars allows you to import ships and captain's portraits created in Simon & Schuster's *Starship Creator: Warp II* program which is included with *DS9®: Dominion Wars*. Ship classes that may be imported are:

- Federation Defiant
- Federation Akira
- Federation Galaxy
- Klingon B'rel (Bird of Prey)

Dominion Wars does not support other *Warp II* ship classes.

Any imported ships and captains will be available in multiplayer games only. The game host may specify whether to allow *Warp II* ships or not. If allowed, the created ships will be automatically downloaded to the other players in the game.

Remember:

- Ships created and saved in *Warp II* are stored in the path: C:/windows/system/warp2prf/[shipregistry#].txt
- For *Dominion Wars* to locate any saved ships, the files must not be moved from this default folder.

FEDERATION ALLIANCE
UNITED FEDERATION OF PLANETS

Escort Class 3	Sabre Class 1	Steamrunner Class 2
Akira Class 3	Achilles Class 4	Galaxy Class 5

KLINGON EMPIRE

B'rel Class 1	K'Tinga Class 2	K'Vorcha Class 3
Vorcha Class 4	Negh'Var Class 5	

DOMINION ALLIANCE
CARDASSIAN UNION

Hideki Class 1	Norin Class 2	Tonga Class 3
Galor Class 3	Keldon Class 4	Hutet Class 5

JEM'HADAR

Fighter Class 1	Strike Cruiser Class 2	Battle Cruiser Class 3
War Cruiser Class 4	Super Carrier Class 5	