Welcome to

STARTREK® STARSHIP GREATOR WARPII

SYSTEM REQUIREMENTS AND SETUP—WINDOWS

Minimum Windows* System Requirements

- 200 MHz or Faster
- Windows* 05/08
- · 24 MB free memory minimum
- (this is roughly equivalent to 32MB installed RAM)
- 4X CD-BOM drive or faster . 70 MB free space on Hard Dish
- 640 X 480 capable color monitor
- . Thousands of colors (16-bit)

secommended Windows® System

- 400 MHz or Faster Windows^e 98
- 32 MB free memory minimum
- 8X or faster CD-ROM drive
- . 70 MB frag space on Hard Diel
- · Greater than 640 X 480 capable color monitor . Thousands of colors (16-bit)

SYSTEM REQUIREMENTS AND SETUP-MACINTOSH® AND IMAC™

Minimum Macintosh® System Requirements

- 200 MHz or Faster
- Mac*OS 7.5 or later (PowerPC)
- · 24 MB free memory minimum
- . AY CD-BOM drive or faster 70 MB free space on Hard Disk
- · 640 X 480 capable color monitor Thousands of colors

secommended Macintosh® System

- 400 MHz or Faster
- Mac®OS 7.5 or later (PowerPC)
- · 32 MB free memory minimum (without Virtual Memory on)
- · 8X CD-ROM drive or faster
- . 70 MB free space on Hard Disk
- Greater than 640 X 480 capable color monitor
- · Thousands of colors

Insert the CD-ROM. Select the "Start" button. Choose Run from the Start Menu

If you are experiencing problems running Warp I

i. In Components scroll down until you see QuickDraw® 3D and check the box

WWW.STARSHIPCREATORWARP2.COM

If that doesn't help, THEN try 303_730_6020 SUPPORT@SSI.TEKSUPPORT.COM

NTRODUCTION TO MISSION CREATOR

(ou can use this moreom to construct mission scripts which can then be ed into Warp II and used to test the ships in your fleet. To get into on Creator while numino Starship Creator, if you are using a PC, mess ver by running Mission Creator. To get into Mission Creator from Starship reator on a Macintosh[®], you have to quit out of Starship Creator, then oble-click on the Missinn Cosator iron in the mission Creator folder

Here is the MC main screen: the Flow Chart on the left and the Palette on the right. The Flow Chart area is the Mission—you build it by dragging and

pull-down menu which currently says Officer Commands, but can be

are customizable by you while you're building a mission, through the flow chart. The "parameters" and "messages" unique to each command are presented with little pop-up menus or till in text fields. Many of the "Message" fields appear during the mission itself and are used to deliver dialogue or other information as you see fit. The most common fill-in text field in these the map is 2000 units wide and 1000 units high, measuring from the upper left corner as 0:0. Thus the lower right corner's coordinates are 2000:1000. Exact center of the map is 1000: 500. For more details, see the

mission. (The program uses the file "SimpleMission.tot".) This presents the basic command sequence needed to get a ship out of starbase. By to a soot

expanded to list subheadings like Goals, Mission Flow, Flight, etc. The icons

below each subheading can be physically dragged into the flowchart area.

When they are 'dropped' there, their Dialogue Boxes open up for you to input MISSION CREATOR WALK THROUGH * To make this first mission creation session as simple as possible, we will add some commands to the default mission flowchart which opens when

* Explore the very simple flowchart that appears on the left side of your screen. Note that rolling your mouse over each icon causes text to appear at the bottom of the screen that describes what each icon does. For instance, rolling your mouse over the second icon reveals that it is a command which causes the Captain to speak, and his or her message is

elsewhere, and fly home. In the following section, you'll see how easy it is to

* If you want to change this message, simply double-click the icon. That opens the Dialogue Box associated with that icon's command. Erase 'Let's First you want to name your mission-double-click the PHASE 1 yellow box

mont this script. Don't worny about any of the other hours for now he next few steps involve everything you need to get your ship up an Bying: the Powering Up/Undocking Sequence, setting the ship's Destination, Engaging Warp and then Waiting for Arrival at Destination.

- So to the upper right notion of your screen to the command categorie Roll your mouse over the icons there until you find the one
- oue Box pages up asking you what sort of icon to out where. Choos "Farth" from the Iron non-up menu and enter 1000 and then 500 in the Now there should be a Place Iong box right after the Engage Warp box!

- drag that icon over the Engage Warp box on the left, flowchart side

"Then click Save SSMI Point it to your Warn II directory in the wish. It's a good idea to name it similarly to the name you titled it in the

USING MISSION CREATOR

* But wait, let's make the mission even a little more fun. In the same group of ioons on the right side of the screen, choose the Play Insert Ioon, and drag it over the Place Icon box and let go. Choose "energyWave" from the drop-down box. Note: Inserts are little videoclips that show exciting things

- happening on the screen during the mission. And wait, what if someone else on the ship has something to say? Go to issing-amountere you want. In the box, have him or her say "Full speed. Go back to Screen Events and choose Play Ruby. Dran it over the Standard
- Click View SSML on the bottom of the page to see what you wrote.

SCRIPTING COOPERATIVE MISSIONS 1. In the main flow of a mission (the Phase One, Phase Two, or Phase Three

- you want to be carried out at that point.

 In the OVERLAY menu pull down to "Specialized Task" and wait for the side menu of tasks to appear. Select the type of Task which you previously. Start Warp II, log on, choose a ship and go to the Fleet screen.
- There are a lot more complicated parts to Mission Creator, we have barely scratched the surface! You can set mission goals, test to see if the ship has and our website

Phase 1 box so you can find it later if you need it.

* Quit Mission Creator by hittion CTRI -Q

around the earth? You did that!

or Phase Three) insert PREREQUISITE tests for conficular task types

- flow chart), insert an EXECUTE TASK icon and select which type of Task the Task, whether it is a success or a failure. Prerequisites are option
 - ASSIGNING SHIPS TO COOPERATIVE MISSIONS
- Mission submenu will open. Each ship can be assigned to carry out specifi Tasks, if they are scripted in the mission. Any Tasks not specifically assigne Build the command sequence for that Task on this screen, just as you would the flow of the main mission, by dragging icons into the flow.
 Important: At the end of the Task flow, insert a FINISH TASK icon, and to a particular ship will be attempted by whichever ship reaches that Task t it fails to accomplish that task the other ship will volunteer to attempt the indicate using the pop-up field whether the Task was accomplished successfully. (HINT: Usually a Decision Branch is placed after the critical TRIGGERING CONFLICTS part of a Task with two FIMISH TASK commands, one indication success
 - In the DEFENSE icon palette, drag the ENCOUNTER ADVERSAF icon onto the flow chart. In the dialogue box that opens, you can

Whether you are activating or cancelling the existence of this enemy The location of the enemy on the mission man in XY coordinates

ne systems are required to operate by the very nature of the ship being in

pace (e.g., power generation, computer, environmental systems). Off-vistems only come into play as required by the mission script itself, eith

You have probably noticed that Beninner-level secrets do not have all the her

portrait to fit your photo into the uniform (Shoulder shapes vary and no

The level of its shields and weapons and its maneuverability

When conflict is tripped the simulator supportingly encourse in bottle use the best weapons available. Shields on each ship deplete based on the shields drop to zero will withdraw, causing the other vessel to win

ENCOUNTER ADVERSARY icon so as to handle the success or failure of a

2. Failure of a system to operate

www.starshipcreatorwarp2.com Overview of Mission Creator including a step-by-step walk-through of creating a simple

ange of parts. You can start building a ship in Beginner mode to make sure your ship is basically spaceworthy, then save the ship, re-enter the program as the same Admiral) in Intermediate or Advanced mode, and "soup it up"

Finally, the importance of lowing skilled, clever officers cannot be overstated

ny of the missions depend on decisions which only an experienced office

of all the Mission Creator icons

their parameters, and hints or

their use in building missions

SCRIPTINGpt1.txt Scripting Part One The "scripting" files are for those

just using Mission Creator).

LISING STARSHIP CREATOR WARP II

TO CREATE A SHIP

Every screen in Starship Creator has a Menu Strip and a Control Pane On the Menu Strip you'll see 9 buttons.
(To see them all, just roll your mouse over the Menu Strip area.)

"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...refurns to whatever screen you were

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

4. At the Open box, type "D:\setup.exe", where D is the letter

of version 4. "It is very important that you choose the

Do install QuickTime™ unless you already have a FULL install

Starship Creator Warp2> Mission Creator.

The CD-ROM must be in the drive for the program to run.

a) Log in as a new user or pick the existing name.

of your CD-ROM drive

Choose Custom

i. Click on OK and follow the prompts.

custom install of QuickDraw*3D

Windows®-Starting Mission Creator

From the Start button select

Windows*-Starting Starship Creator Warn I

Programs - Starchin Creator Warm? - Creator Warm?

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

automatically comes equipped with a group of Systems, "ready to fly: 1. OF HUNS
OPTIONS This is where the program starts. Log-in and choose an experience level. The preferences buttons in the Control Panel indicate what will happen if you click on them. For example, to activate the help prompts, click HELP eginner level you do NOT get the complete Mission Megu. The Stat

MACINTOSH* AND IMAC** SETUP

WHAT THE EXPERIENCE LEVELS MEAN On the OPTIONS screen you can select one of 3 levels at which to run the

INTERMEDIATE: When you select a new vessel class to create a ship for yo which are required to fly. However, you must add officers (at least a Captain nd Chief Engineer) and adjust your Crew Complement before the shi ecomes spaceworthy. Ships with only fundamental systems can go out o you have available to choose from at Intermediate level tend to be somewhat longer and more complex than Beginner-level Missions. You will see more

ADVANCED: Newly-chosen ships are entirely empty, and won't be ready to fly till the required systems and crew are installed. Missions are the most

2. Double-click on the disk icon, "WARP2" which appears on your

The Control Panel is normally open at Beginner level, but it will remember if

art here to choose a Class of vessel to create. You may also start here if y

you haven't choose's a ship to 'work on.) a) Bray the sider under the galley of ships until you see a class you like. b) Click and hit "select" on one of the ships. You have now selected a Class to work on Select an "NGC" registery number for your ship, or have one consented randomly. (For Starlier's record-heeping purposes, and the selection of the selection o lingon vessels also get an NCC number.)

c) It can be rotated if you click and drag on the image.

ALSO

- need to select a ship from your Fleet to repair or re-fit. (PLEASE NOTE: The Shucture, Assembly, Naming, Systems, and Crew screens will be empty i your basers! chosens a ship to work on).
- Clack PROCEED, or roll over the menu strip at the top of the screen and clack 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.)
- i. STRUCTURE.

 Of change Sauser, Hull, and Nacelle styles available using the little arrows in each of the three frames.

 Of "Drap" parts from the frames onto the large image of the ship.

 When you have an exterior shape you like, click PROCEED, or roll over
- in a moment, a 3D model of your chosen design will appear To see the model with its surface applied, click CREATE SHI

- Type a name of 12 characters or less. Note: "U.S.S." is added
- one if you want.
 c) Click CONFIRM NAME AND STRUCTURE. This ship with your name

SYSTEMS Install engines, weapons, crew facilities, and so on by clicking on the men. choices and icons. Fine-tune their attributes. (HIMT: The parts available here are restricted at Beginner level, and to a lesser extent at Intermediate leve

d) You can also zoom in and out on the model: Windows: right-mouse drag up and down Max: hold down the CONTROL key and drag up and down e) Click PROCEED, or NAMING in the menu strip.

- automatically (except for Klingon). You don't need to type it b) Click NAME SHIP. You can change your mind and try anoth
- applied is updated in your Reet. d) Click PROCEED, or SYSTEMS in the menu strip.
- Also not all parts are available on all Classes, since Startleet specifies certain Classes as specialized for particular mission types.)

 a) Select a Primary System from the left pop-up, then an individual
- stem from the right pop-up.
 lick on a system from 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: White working on your ship, the SHIP INFO button in the control panel presents a window with a list of systems you've abose.) (ANU-mon HINT: This and all other windows in the program are draggable and thus on he moved to any position you find useful.)

7. OREW This area presents two screens. a) Assign specific command officers using the selection buttons. b) Click CREW COMPLEMENT to adjust the precentage of your total crew population assigned the vanious disciplines. (HINT: The actual number of

- "Living Quarters" is found in the Support systems group on the nembers may be killed in action during missions and will no longer
- be available to the assigning admiral. Logging in as a new user will mak them available again. (HINT: Starfleet restricts the most experienced bridge making yourself look like a Starfleet officer, and then printing it. TO LAUNCH A MISSION
- I. PLEET I) Click on a shin and click SELECT (HINT: If it is on a mission in
- ay Colon a step and table Selector. I with it is to Starbase. Recalling is not required unless the ship is hadly damaged.)

 b) Click on a mission name. Click MISSION PROFILE to read about it. (Is your chosen ship suitable for this mission? Remember that not all the missions accessible at the Beginner and Intermediate levels.)

2. MISSION N Click PLIN MISSION

Make sure you are logged in as the appropriate User.
 On the CLASS SELECTION screen choose Fleet (nother than Class) fro Control Panel or on the FLEET screen click on a ship and click SELECTION.

b) The default simulation speed is slightly faster than "Real Time"

You may open the Control Panel and change the speed directle f you hold the SHIFT key down and click ACCELERATE, the

thission will full at its lastest rate.

(1) When a Mission is over, you may be awarded some additional credit

another mission.

e) If you're in any level besides Regioner, the Officer's Lon window.

more credits to "nay" for negains HINTS FOR BUILDING EFFICIENT SHIPS

in each Specialized Task If maticular Tasks are critical to the outcom

- ou will also get a Ship Performance evaluation which should help you i You will also get a Step Performance evolution which should help you relifting or designing new ships.

 () Damaged systems are repaired by your engineering crew over time.

 "Damaged" cow members are "repaired" by your Chief Medical Officer and associated Support Staff. If systems deemed critical to the function of your ship are damaged at the need of a miscoust, you will have to The efficiency of the ship is also influenced by the crew's mood CALL your ship to starbase to repair them before the ship can run
- » you're » any lever besides beginner, the Unicer's Log winds won't open up automatically. Click to open it and watch your officers report in... (HINT: You can run a Mission in STEALTH mode. Clicking that button in the Control Panel causes the main program to guit and open the Watcher. You chosen mission runs from the beginning in a much smaller, draggable
- TO REFIT. FINISH OR REPAIR A SHIP

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. If you have succeeded in your mission, you should have earned

PEOUL OTHER ETFICIENCY Obviously, damaged systems are less efficient and run slower or do their

Unhappiness-and thus lack of initiative and efficiency-tends to b generated by Spartan crew quarters. Happiness tends to derive from Facilities like Louroes and Holodecks. ADDUIT DAMAGE Systems get damaged from...

- 1. Enemy fire (a certain amount of randomness is built into the
- "damage/incident" events explicitly written into a mission script, while poke at particular ship systems with specified amounts of damage. mechanical failures than others because the technology is less "reliable

You can somewhat lessen these self-occurring damage events by assigning an experienced Chief Engineer to your vessels. Less reliable ship classes (which tend to be those with more advanced or experimental technolog) benefit more from experienced Chief Engineers than do older, more prove

- REPAIR TO DAMAGE HAPPENS EITHER. 1. Automatically, by your ship's crew, as a function of its Chief Engineer and Engineering crew population. (Automatic repairs happen over time while a mission is running, or all at once just before a new mission begins. Larger Engineering crews and more experienced Chief Engineers repail
- Manually, by you, back at spacedock, by clicking "Repair" in a part window in the SYSTEMS screen. In any case, the Ship Info window shows the % of damage held by each system.
- MISSION PROGRESS Needless to say, the design of your ship will affect the progress of a mission various ways. The three most obvious effects you will notice are:
- 1. Insufficient warp speed Top speed is influenced by: (1)The kind of warp engine installed. (2)Th strength of the Structural Integrity Field. (3)Overall ship efficiency. (4)Damas to supporting systems, most importantly Power Generation. Navigatic Country and the Main Committee.

CREATING YOUR OWN CREW MEMBERS

explicitly (e.g., calling for a tractor beam) or implicitly (e.g., calling for a tractor beam) or implicitly (e.g., calling for a transporter operation, which requires targeting scanners and an emitter pad transporter, and the power to run the transporter, as well as the computer tim to handle the transport operation, and the crew members to transport) So, a system may fail to operate because it or any of its supporting systems were: (1) Not installed, or (2) Damaged.

- 3 Not meeting every goal
- generated which should give you feedback on what problems occurred durin the mission. Hopefully this will help you adjust your ship design. The unavailability of explicitly—or implicitly—required systems in your ship design may prevent specific events from happening in the mission. Depending on how the mission script was written, the ertire mission may terminate if a vital system isn't available, or things may simply go hornbly wrong in the

net a choice to export the vessel for the Dominion Wars or the regular

obtained if your portrait is shot against a plain white background. If yo

To share your designs, or swap them among the various Admirals in your Log in collection, simply use the IMPORT and EXPORT buttons on the ET screen, to save the description file and images of any one of you as. (This file is in a special format which only the Starship Creator

orting: Your Starship is exported to the Export folder that is in the same

IMPORTING AND EXPORTING SHIPS

Importing: We suggest your file be put in the Import folder that is in the same folder as the main application (ShipMain). This is not mandatory however, as a dialogue box will prompt for the file's location. Once imported the file is not needed by the program, but it may be desirable

o print your nicture click the Print button in the control name

This text is "upside-down" so you

**, ® 6 © 2000 Paramount Pictures.

Sten 4: Print Your Picture

note: for Windows" users, the .bmp picture file is stored in you

can read it when the poster is hanging up. Just lift up the

FARTREK and related elements are trademark of Paramount Pictures. All rights reserved

WHAT'S NEW IN WARP II We sincerely hope you have as much fun playing and expanding on th program as we here at Imeroy® and Simon & Schuster Interactive did veloping it. Feel free to explore and experiment. If you are looking to

- 3. Double-click icon, "Creator Warp 2 installer" which appears on the If you do not have a full copy of Apple Quicktime™ version 4 install
- Double-click the "Creator Warp 2" icon in the "Starship Creator Warp 2 Macintosh®-Starting Missing Creato Double-click the "Mission Creator" icon in the "Mission Creator" folder.

The CO-ROM must be in the drive for the according to our

some helpful tips, read on...

- NEW FEATURES IN WARP II . Mission Creator-Writing your own missions with easy drag 'n' drop flowcharting
- New class: B'rel Bird of Prevt 6 Federation ships: Constitution Galaxy Coversion Intrania Defiant Akira Send two ships out at once on Cooperative missions! . Event a chin and its crew for use in the real-time strategy fleet

Print Your Ship Systems Cutaway—in color, if you have a color printer!

with your own unique ship! (Dominion Wars, to be released, • 10 New Missions!—3 by Star Trek author Peter David (with Kathleen O'Shea) for a total of 34 missions in all

- Import your photo and use simple tools and templates to make
- yourself look like a Starfleet Officer Print Your Crew Member Photo! For owners of past Creator versions, easily undate Warn II to link your CD-ROMs with other ship classes not included in Warp I Officer Ion with crew photos report in (with text) during missions
 - 15 new enemy shin icons
- The simulator weighs shield and weapon strengths between your ship(s) and the enemy. Whose shields go down first loses. Enemy ships have discrete properties and can be defined by the author when ripting a mission. Also, enemy weapons, shields and maneuverability can be defined by the mission author simulator automatically chooses the best weapons you have
- available during the conflict The mission engine automatically displays weapons fire animation between ships in conflict Much easier to author conflicts than previous versions of Creator SPECIALIZED TASKS

- · Missions can be written requiring that any of seven particular hose assignments to the ships you designate and provides for
- "backup" if a given ship fails a particular assignmen More mission art 12 new starfield background

ship reaches that Task first in the flow of the mission. If a ship is

- 12 new planets
 over 30 QuickTime™ action video inserts direct from the WHAT'S NEW HOWTO
- ASSIGNING SHIPS TO COOPERATIVE MISSIONS s the INFO button inside the frame which appears when you click on the In the Fleet screen, when you "add to mission" a second shin, the Cooperative Mission submenu will open. Each ship can be assigned to carry out specific Tasks, if it is a cooperative mission. Tasks can be classified as Diplomatic Rescue Tactical etc. Any Tasks not

assigned to a particular Task but fails to accomplish the Task, the other ill volunteer to attempt that Task. Only Tasks specifically scripte will be sensitive to these assignments

- TO USE SHIPS FROM OTHER VERSIONS OF CREATOR On the Option Screen there is an Update button which will give yo menu-driven sequence where you can hook up Warp II to 'be aware' o er classes on other CD-ROMs
- Then on the Fleet screen you simply import the ship you want. TO PRINT YOUR SHIP DESIGNS Open the "Ship Info" window (possible on the SYSTEMS screen from a Control Panel button, and both the CLASS screen and the ELEET scree
- a moment for your computer's point dialogue to appear. The output is of your installed systems and crew and the top and side views of your

ith your computer then this obviously isn't going to work! TO PRINT YOUR SHIP SYSTEMS CUTAWAY On the Systems screen, maneurer the cutavary until it is the way you at it to look when it prints out. Note the new feature, little hoves on to the systems submenus that allow you to turn layers of systems on a so depending on the speed and size of your computer you can pr

hit Print (near the Restore view button)

ship as you have created it. (If you do not have a printer already working

EXPORT SHIPS TO STAR TREK-DEEP SPACE NINE! DOMINION WARS (PC ONLY) then you are assembling a Deep Space Nine ship—Rirel Defaut Akira o alaxy—in the Structure screen, a bullet may appear in the upper right han omer of the screen. If it does, then it means you can export that particula infiguration for use in Dominion Wars (sold separately) button in the control panel on the right side of the screen. You will the

xport the ship, select it in the Fleet screen. Click the Export Ship

n any image editing program, create or capture a bitmap image of your out just Weapons in your cutaway or every system you installed or an ibination thereof. When you have selected how you want it to look 2 doi. Save or export the image as a JPG file. (Mac users can also us

ave long bair it is best to keen it gulled back behind your neck We recommend that your photo be put in the Import folder, which is in the same folder as the main application (ShinMain). This is not mandatory however, as a dialogue box will prompt for the file's location.

Once imported, the photo file is not needed by the program, but it may he desirable to keep it as a hackup

Sten 1 Create a Crew Member Portrait

Sten 2 Import Your Photo On the CREW screen, open the Control Panel on the left side, and bit ADI You'll be invited to import your photo. Once that's done, you can select from a gallery of starfleet uniforms. Use the sizing button under the every uniform may fit every person)

controlled if you have the right stuff in your ship.

Use the fields to the right to fill in your state. Don't forget to indicate you If you are planning to use the Uniforms, the best results are skill levels for the various functions to which your crewmember may b

assigned. Click ACCEPT when you're finished. Your name will be added to Skill rations operate on a scale of 1 to 10 with 1 being the lower skill/experience level and 10 the highest with 5 being "average barisma and authority run on a scale from 1 to 5, with 5 being the binbe amount of charisma or the most obedient authority response