

STAR TREK

The Rebel Universe

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How to use these instructions with your manual

It should be noted that your manual for **The Rebel Universe** is for Atari ST players and thus all of the photos contained in the User's Guide are from the Atari ST version of the game. The following instructions should be used in conjunction with the User's Guide.

Booting up the game (Page 4)

Before booting up the game, you will need to format a blank disk.

This will be your 'save' disk. Now insert the game disk into the disk drive, and type **LOAD """,8,1** then press **ENTER**. The game will now load.

Once the game is loaded, you may remove your game disk. You will not have to reinsert the game disk unless you want to restart the game.

Cassette users should type **SHIFT & RUN/STOP** and then press **PLAY** on the tape player. Once the game is loaded, you may remove the game cassette.

NB: Do not touch the keyboard, or joystick while the game is loading.

Game Control (Page 5)

The game is controlled by moving a cursor (the Federation symbol) around the screen. When the cursor is over the control point that you desire, you must 'click' on it, by pressing fire on the joystick, and that option will be selected.

Note: The manual may make references to 'hearing' the various crew members speaking to you. This capability is NOT available in this version of **The Rebel Universe**. Instead, all warnings will be made in the form of text on the screen, as well as an audible sound.

Saving Your Position (Page 8)

Clicking on the **S** initiates the procedures for saving the game. The time display will be replaced by the numbers 1-8, which represent the eight different save positions you may choose from. To save your position, place the cursor on any of the eight save numbers and 'click'. A prompt will appear that reminds you to insert a 'save' disk into the disk drive (your blank formatted disks). The prompt **Done** will appear when the save operation is complete. When you continue with the game, the time display window will then reappear.

As you are playing the game, you may find that eight save positions aren't enough. You can actually have an unlimited number of save positions, provided you have an unlimited number of formatted disks. If you've used up all eight save positions on your save disk, insert a fresh disk into the disk drive and you will now have eight additional save positions.

Suppose you 'click' on **L** or **S** but then decide you do not want to save or load the game at that particular moment. Or perhaps you accidentally 'click' on the **L** instead of the **S**. Don't panic. Move the cursor either to the prompt that tells you to insert your save disk or to Kirk's portrait, and 'click'. The time display window will now reappear and the save procedure will be cancelled.

Now suppose you have saved eight game positions but you decide that you no longer need, for example, position number four. You may save your new position as number four, but keep in mind that the original save position for number four will be replaced by the position you are now saving. This is why it is a good idea to have more than one set of save disks, to avoid accidentally 'wiping out' a saved position.

Cassette users will be asked to press **PLAY** and **RECORD** on the tape player when they select **S**. Make sure your save cassette is in the tape player and then press the above keys.

When saving each position, it is imperative that you record the number at which you are saving and what has happened thus far in the game, so that you don't get confused by all of your different save positions. The chart that follows is an example of the kind of information you may want to record when you save a position.

SAVE/RETRIEVE CHART WITH PLAYERS EXAMPLE

POSITION NUMBER	SYSTEM ENTERPRISE IS IN	OBJECTS IN STORES	ANALYSIS OF OBJECT	WHAT HAS HAPPENED SO FAR
2 (Save disk #1)	Rariar (Klingon)	2 Lepton Guns 1 Chaff Emitter Rom. Codes File	-use on I-beam generator - battle damage less - Activate Rom. Sig. Console	Pods on ship, in middle of battle, Sulu has Tachyon Gun (use on blast door).
8 (Save disk #1)	Puniex (Romulan)	3 Leptons 1 chaff Rom. Codes File Kling Jam device Hot Shot Device	- see above - see above - see above - Klings won't attack - reduces lock- on circle	About to beam down. Sulu, Uhura injured. Need Dilithium badly! Sulu has Tachyon.
2 (Save disk #2)	Vernen (Federation)	Same as above plus- Cernekov Crystal 2 psychogen cans	- warp drain reduced - use on rebel commander	Sulu used Tachyon. Made 3 rebels loyal. Ship at FULL POWER. Must find 1 more psych can. About to beam down.
3 (Save disk #2)	Xarmuk (Klingon)	same as above		Just beamed down & a door collapsed.

Loading A Saved Game (Page 10)

To load a previously saved game, click on **L**.

Disc users should insert their saved game disc before selecting **L**.

Cassette users should insert their saved game cassette. A message will then ask the user to press **PLAY** on the tape player.

NAVIGATION

The Rotation Icon (Page 12)

For greater ease in selecting a solar system, you will want to stop the rotation of the Starglobe. To start or stop, put the cursor on the rotation icon (the two arrows below and to the right of the globe) and press fire. Each time you set the starglobe rotating it will rotate in the opposite direction to the previous rotation.

Choosing a Solar System (Page 12)

As soon as you 'click' on a star, a dotted line will appear between the chosen system and the Enterprise.

Levels of Magnification (Page 13)

To change magnification, you will need to move the cursor over the zone window and press fire. Each time you do this the zone will cycle to the next magnification. At any time you will be able to access any magnification with a maximum of two presses.

There is no center line in Regional or Local zones on the CBM64 version.

Setting Course for a Solar System (Page 16)

When you select a solar system, a dotted line will indicate the course from the Enterprise to the selected system. When you 'click' on the SET COURSE window, the dotted line will become a solid line to confirm that your course has been set.

Getting Where You Want To Go (Page 17)

Before you can change course, you must deselect the current course by clicking on the Set Course window. You can then select a new course as normal.

Setting Course for a Planet (Page 18)

The dashes showing the course of the Enterprise within a system are white.

Tracking the Enemy (Page 26)

Clicking on the V control box will flip the tracking grid between two positions, rather than turning it gradually.

There are two altitude boxes. The top right box, causes the altitude to increase, and the lower left box, causes the altitude to drop.