

BEGIN

Version 1.65

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Begin - A Tactical Starship Simulation  
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Begin is supplied as a user supported package. Private individuals are encouraged to copy and share this package with others. If you enjoy using this program your contributions help support the shareware concept which allows you to try the software first without obligation.

For a \$10 contribution you will receive the Advanced Simulations Manual for the current version. This manual covers many commands, hints, and internal details of Begin which are not included in this Basic Simulations Manual.

For a \$15 contribution you will receive the Advanced Simulations Manual as well as a diskette containing the most recent release of the program.

Please send any comments/problems to Clockwork Software even if you do not wish to make a contribution. If you want a response also include a self addressed stamped envelope.

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The Micro Foundry BBS  
(415) 598-0498  
1200/2400/9600 24 Hours

You distribution disk/file should contain the following files:

Begin.arc - Contains all the following files  
Begin.exe - A Tactical Starship Simulation  
Begin.man - The Basic Simulations Manual  
Whats.new - New features in version 1.65  
BeginAd.txt - Long BBS ad for Begin  
BeginAd2.txt - Short BBS ad for Begin

Unlike the previous release of Begin, this version supports software and hardware floating point in one program. If you have a math co-processor, Begin will automatically detect it's presence and use hardware floating point. You may override this auto-check and force software floating point by setting the environment variable 87=N at the DOS command prompt. If you are

running on an 8088 PC we recommend a co-processor as it will increase the speed of play equivalent to that of a 12Mhz 80286 without a co-processor.

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Authors of Begin

## I. INTRODUCTION

Begin is actually a simulation of a simulator that tests your ability to command a fleet starship. For the first time, you will actually have the feeling that you are commanding a real starship, against real enemy captains.

Unlike almost all other space games of this type, Begin does not employ the unrealistic "quadrant-sectors" or the "Mass Hoard of aliens" approach. Instead, all ships are created equal with intelligent enemy strategy being used to defeat the unsuspecting human player. For the novice player even a one-on-one scenario is quite a challenge.

Begin also features four different nations, Federation, Klingon, Romulan and Orion, with the human player becoming the nation of their choice. The program also provides for numerous ship classes of varying design for each of the different nation.

There are not any artificial "difficulty levels" in Begin. Instead if a player wishes for an easier scenario, they may command a fleet of up to seventeen ships against a smaller enemy force. For a more difficult scenario, one-on-nine is a more likely challenge.

The object of Begin is (as usual) to destroy the enemy fleet before they destroy you. You will receive an evaluation of your performance at the end of the action. Your enemy is tough and experienced. He will do his utmost to destroy you with whatever fleet you give him.

Enjoy this new level of sophistication in computer entertainment.

## II. OVERVIEW

Begin is actually made up of five separate parts that happen in sequence, introduction, setup, command input, strategy, and movement. A more detailed explanation of each of these can be found in a later section.

The first part, introduction, will happen only once. It will first prompt you for your name. Your name will be used as the prompt for all command input. Next you will be asked which nation you wish to ally yourself with, and the nation of your opponent.

The second part, setup, will also happen only once. Two status displays will be drawn, one of the ally fleet and one of the enemy fleet. At this point you will enter commands to

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configure the number and class of ships in each of the fleets. Once you are satisfied with the configurations, you may start the simulation.

Once the tactical displays have been drawn the program will be waiting for command input. You may enter commands for controlling your ships' weapon systems, defenses, status displays or for directing your ally ships. Input will allow you as much time as you need to decide your command. You may enter an entire command on one line or allow Begin to prompt you for each part.

After the entire command has been entered, the strategy of all enemy and ally ships is determined. These ships follow the same rules for commands that you must follow. After all ships have determined their strategy, the real time movement is performed.

Real time moves all objects according to the Begin laws of physics. Every item will be moved in sequence, ten times, to simulate simultaneous movement. Your crew will report most of the enemy and ally ships actions during this time, such as who is firing torpedoes and who has been hit. At the end of this cycle, before you are again asked for command input, the tactical displays will be updated.

One time through the above sequence is call a cycle, and is the basic unit of time in Begin. All time is measured in cycles but may sometimes be referred to as seconds, such as three seconds to self destruct.

### III. SETUP

After you have entered your name and the ally and enemy nations, you will need to configure the ally and enemy fleets. The setup screen contains two fleet status displays. The top display shows the make-up of the ally fleet and the bottom display is that of the enemy. Also displayed is the total number of ships allowed along with the number of ships you have not yet allocated to either fleet. A dash before a ship class name in the fleet displays indicate you have not selected any ships of that class.

At this point you may enter ally and enemy configuration commands. With these commands you will specify the number and class of ships in each of the corresponding fleets (Refer to the Configure command in the Command Summary section). A single fleet may contain up to the total number of allowed ships minus one. If you need more details on each ship class before you configure the fleets, the library computer is available.

If you have more than one class of ship in the ally fleet you must specify the ship class of your flagship. The flagship is the type of ship you will be commanding your fleet from. The

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enemy does not need a specified flagship.

Once you are satisfied with the make-up of each fleet you must enter the command "Begin" to start the simulation.

#### IV. SHIPS

All ships are controlled by a fixed number of attributes. These attributes control the ships speed, acceleration, turn rate, weaponry, shield strength etc. This section briefly explains how these attributes function.

#### DISPLAYS

The tactical displays are shown on the right side of the screen. The upper display is the position display. It shows the actual positions of all ships relative to your flagship. You may set the magnification of this display to allow for a finer resolution.

The lower display is the ships' Systems Status display. It shows the condition of five ship systems. They are the Phaser Banks, Torpedo Tubes, Probe Launchers, Warp Drives, and Shields.

Within the System Status display a period is used to indicate a system is discharged or turned off. If this symbol is blinking it tells you that the system has been damaged and is non-functional.

The dash, equal and triple equal symbols are used by the Bank and Tube systems to indicated the last three cycles of their charge time. The small 'o' symbol is used by the Tube and Launcher systems to indicated a loaded and ready condition.

The Warp Drives and Shields use the three shaded solid block symbols to indicated the state of these systems. For the Warp drive they indicated temperature, for the Shields they indicated strength. A blink block tells you a system is about to fail.

Display related commands are: Scan, Range.

## HELM

The helm controls the direction and velocity of the ship. The ship will not always respond instantly to helm commands. Response depends on the size of the ship you are commanding and the current helm settings. Generally, the larger the ship or the faster the current speed, the slower the ship will respond to course and speed changes. The exception to this is that all ships respond instantly if the current speed and the requested speed are both warp one or less. For specified ship class attributes,

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consult your ships' library computer.

Helm related commands are: Helm, Pursue, Elude, Report.

## WEAPONRY

Available to you are a three different weapon systems that vary from ship class to ship class. Most ships have all three although of few of the smaller ships do not. These weapons are Phasers, Torpedoes and Probes.

All phasers banks and torpedo tubes may be locked on a specified ship or turned to a specified relative angle off the current heading (mark). The target or course of a probe is specified at launch time since probes are "smart" in that they may pursue a specified target or course and may be controlled after they leave the ship.

Phasers are short range weapons that hit their target instantaneously. The closer you are to the target, the better the hit.

Torpedoes travel at a specific velocity determined by the class of torpedo your ship carries although it is generally very fast. If the tube is locked on a target, the tube will "lead" the target to compensate for the target's course and velocity. Most classes of torpedo cannot change course once they are fired.

Probes are very slow in comparison to torpedoes. The advantage of a probe is the ability to pursue a target, and it's relatively large warhead. Probes may also be controlled after they are launched. They may be set to a specific heading or re-locked on to a target.

Consult your ships library computer for specifics on these weapons.

Weaponry related commands are: Fire, Lock, Turn, Status, Torp, Phaser, Probe

## SHIELDS

Shields protect the ship from being damaged by enemy (or ally) weapons. A shield will weaken in proportion to the magnitude of the hit on that shield. This type of damage is actually only temporary and the shield will regenerate slowly over time. If the hit is larger than the shield can absorb, then the ship will sustain damaged.

The amount of damage will depend on the strength of the hit. Any of the ships systems may be damaged including the shields maximum strength. This damage is permanent and may only reduce the effectiveness of the system as in the case of reactors, engines or shields, or may totally destroy the system as with

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phaser banks or torpedo tubes.

Shield related commands are: Raise, Lower, Status, Shields

#### STATUS

All commands will result in the ending of your "turn" except for commands that only display status. The status command will display the current state of the entire ship, phaser banks, torpedo tubes, probe launchers, shields or active probes. This also includes scanning enemy or ally vessels and ally reports.

Status related commands are: Report, Status, Banks, Tubes, Launchers

#### COMPUTER

All ships are equipped with a library computer. The library computer will display information on any ship class, torpedo class or probe.

Computer related commands are: Library, Computer, Help

#### DAMAGE CONTROL

All ships have a damage control crew which automatically makes repairs to any disabled ship system. The efficiency of damage control is related to the number of crew remaining. Once a system has been fully repaired you will receive a message informing you that repairs have been completed. The condition of your damage control is displayed on the damage report.

Damage related commands are: Damage

## V. ENEMIES & ALLIES

All ally and enemy ships are given a "personality" when they are created. This consists of a number of attributes that control their bravery, aggression, fanaticism and loyalty, and is based on the race of that enemy or ally.

## ALLIES

During play, your ally ships will engage the enemy at will although you are allowed to give them a few general orders. These include who to attack, what course to follow, hold fire, etc. They will almost always follow these orders unless they are not very loyal or the order is very unreasonable. In any case, they

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will give a response to that order.

It is important to remember the orders you issued or you may render an ally useless. For example if you order an ally to follow a course, he will follow that order until you cancel it.

If your ship sustains heavy damage (or even if it doesn't) you are allowed to trade ships with one of your allies.

Ally related commands are: Tell, Order, Fleet, Beam, Transport

## VI. COMMAND SUMMARY

The following is a brief list of commands available to the starship commander. For a complete and more detailed list consult the Advanced Simulations Manual.

In a number of cases there is more than one form of the same command. For example, "tubes" is the same command as "status tubes". Only the so indicated commands are valid during setup.

Each command description gives the general form of the command and a description of command operation. The description for each command is followed by one or more examples.

Optional parts of the commands are enclosed in square brackets ( [optional] ).

```
CONFIGURE: { Setup only }
            [Configure] Ally <number> <ship class> [Flagship] [<more
ships>]
            [Configure] Enemy <number> <ship class> [<more ships>]
```

The configure command is used during setup to select the enemy and ally fleets. You may configure up to the total number of allowed ships minus one in a single fleet. You may only have up to nine of any one ship class however. You must specify an ally flagship if the ally fleet is made up of more than one ship

class. This may be done with this command or by using the Flagship command.

Examples:

```
Config Ally 3 Frigates Flagship
Ally 5 Destroyers 3 Interceptors
Enemy 6 Dreadnoughts
```

```
FLAGSHIP: { Setup only }
Flagship <ship class>
```

The flagship command allows you to specify a flagship class after you have finished configuring the fleets. You must specify a flagship if there is more than one ship class in the ally

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fleet.

Examples:

```
Flagship Destroyer
```

```
BEGIN: { Setup only }
Begin
```

This command informs the program that you are finished configuring the enemy and ally fleets and are ready to start the simulation.

Examples:

```
Begin
```

HELM:

```
Helm [Course] <course> [Warp] <warp>
```

The helm command controls the direction and velocity of your ship. The course is a heading between -360 degrees and +360 degrees. All vessels will take time to come to the new heading although it may sometimes seem immediate. The amount of time will depend on the size of your ship and the ship's current speed. The larger ships turning slower than smaller ships and fast speeds requiring more time than slower speed. All ships will seem to turn instantly at warp one or less.

When turning, the ship will always turn in the direction that is the smallest distance to the new heading.

The warp is the velocity you wish to maintain. The ship's velocity, like it's heading may require a certain amount of time to achieve.

Examples:

```
helm course 60 warp 6
helm 225 3
```



PURSUE:  
ELUDE:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

CHART:  
chart [<options>]

Every cycle the chart from your ship will be automatically displayed. If the chart moves off the top of the screen, entering "chart" will redisplay the current chart.

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WARP	COURSE	BEARING	RANGE	MARK	CLASS
Caspan:	4.0	305.	Manual	Helm	
Asp:	3.0	125.	305.	15035	0. FR

The chart displays the names of all ships with the flagship being the first ship. The current warp factor and course of each ship is displayed as is the range of each ship from the charted ship. The Bearing column show the bearing of each ship from the charted ship. The bearing is the course the charted ship must follow to head directly at a specific ship. The Mark column contains the degrees off the heading of the charted ship to a specific ally or enemy ship, for example, a mark of zero indicates the charted ship is heading directly toward a ship. The Class column indicates the class of each of the charted ships.

Examples:  
chart

Please refer to the Advanced Simulations Manual for a detailed description of the <options> on this command.

REPORT:  
report

The report command displays various information about your ship. You may also request a report from an ally ship with the "order" command.

SHIP NAME:	Ketoi
CLASS:	Destroyer
SURVIVORS:	200
CONDITION:	100% Functional
NAVCOM:	Manual Helm

COURSE: 270. desired 229. current  
WARP: 6.0 desired 4.5 current

Examples:  
report

STATUS DAMAGE:  
SCAN SHIP  
[Status] Damage  
Scan <ship>

The damage status will display the overall condition of your ship where as the scan ship command will show the same information about an enemy or ally ship.

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SHIP NAME: Viper  
CLASS: Frigate  
SURVIVORS: 18

REACTORS:	100%	5%	XX				
BATTERIES:	75	75	68	XX			
BANKS:	XX	XX	ch	..	XX		
TUBES:	ld	XX					
LAUNCHERS:	XX	..					
SHIELDS:	XX	70%	1%	18%	XX	XX	
WARP:	XX						
WARP TEMP:	9m	LIMIT:	40m				

WARP POWER: 0  
OTHER POWER: 262  
RESIDUAL POWER: -6

The above scan reveals that the Klingon Frigate, Viper is heavily damaged. All "XX" markers show the systems that are completely non-functional. The Viper still has two working phasers, one is charged and one is discharged. One torpedo tube is still functional and is currently loaded and one probe launcher is undamaged but unloaded. Three of the six shields are completely destroyed, one is in good shape and two are very weak. The warp drive has been destroyed with it's temperature falling to zero. With the warp drive eliminated, there is not any warp power. The reactors are providing 262 units of power but the ship still used -6 units of battery power last cycle to keep the remaining shields up.

Examples:  
damage  
status damage  
scan viper

RANGE:  
DISPLAY:  
SCAN RANGE:  
    range <range>  
    display <range>  
    scan <range>

Any of these commands will set the position display range. The position display is always in the upper right corner of the screen. The display show the location of all ships by placing the first two letters of the ships name on the display along with any active torpedoes or probes.

The range specified will control the magnification of the position display and only objects within this range will be displayed.

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Within the position display, the "<>" in the center indicates the location of your ship. On the monochrome monitor, all enemy object will be displayed "intensified" and all ally objects "normal". On the color monitor, all enemy objects will be "bright red" and all ally objects will be "Yellow".

Examples:  
    range 15000  
    display 15000  
    scan 15000

FIRE PHASERS:  
    [Fire] Phasers [SPREAD] <spread>  
    Fire [ALL] Phasers [SPREAD] <spread>  
    [Fire] Phasers <list> [SPREAD] <spread>

This command is used to fire one or more of your ship's phasers. Phasers will hit the target instantaneously but weaken with distance. The spread is the width of the phaser shot. The wider the area, the weaker the hit but you may damage more objects. The spread may be from 10 to 45 degrees and the list is which banks are to fire.

Examples:  
    fire phasers 1 2 3 spread 10  
    fire all phasers 45  
    phaser all 45

LOCK BANKS:  
    Lock Banks [ON] <ship>  
    Lock All Banks [ON] <ship>  
    Lock Banks <list> [ON] <ship>

When you fire your ship's phasers, they must be pointing at the target if you expect to hit anything. The "lock banks" command allows you to keep one or all of the phaser banks pointed at a specified target at all times.

Examples:

```
lock banks on zantha
lock all banks on agena
lock banks 1 2 and 3 on bismark
```

STATUS BANKS:

```
[Status] Banks
```

This command will display the current state of the phaser banks. Since the phasers automatically recharge over time after firing, you may wish to know how long until they are full charged.

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BANK STATUS:

Bank	Level	Control	Mark	Status	Target
1	100%	locked	57	charged	Bluefin
2	33%	locked	57	drained	Bluefin
3	67%	manual	180	drained	...
4	..	damaged	...	.....	..
5	..	damaged	...	.....	..

The above tube status display is from a Klingon Frigate which has five phaser banks. The first two banks are locked on the Orion ship, Bluefin that is currently at mark 57 degrees. The first bank is fully charged and ready for firing once the Bluefin is in phaser range. Bank two is currently drained and will not be ready for a number of cycles as indicated by the charge level. The third bank is set to a fixed mark of 180 degrees which means it is always turned toward the rear of the ship. The last two tubes have both been damaged and will not be of any further use.

Examples:

```
status banks
banks
```

FIRE TORPEDOES:

```
[Fire] Torpedoes <list>
Fire [ALL] Torpedoes
```

This is the command to use to fire the torpedoes. Torpedoes travel at a specific velocity and will not hit a target unless the torpedo comes within it's proximity of a ship. Locking the torpedo tubes on a ship does not guarantee hitting it. Also refer to the "load tubes" command.

Examples:

```
fire torpedo 1 2 3
fire all torpedoes
torp all
```

LOCK TUBES:

```
Lock [All] Tubes [ON] <ship>
Lock Tubes <list> [ON] <ship>
```

Like the phaser banks, the torpedo tubes must point at the target you are trying to hit. The "lock tubes" command allows you to "lock" one or all tubes on a specified target.

Examples:

```
lock tubes on eagle
lock tubes 4 5 6 7 on talon
lock all tubes on bluefin
```

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TURN TUBES:

TURN BANKS:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

STATUS TUBES:

```
[Status] Tubes
```

This command will display the current state of the torpedo tubes. The torpedo tubes, like the phasers, will be automatically reloaded after firing, although they must be charged before the torpedo may be loaded.

TUBES STATUS:

Tube	Level	Control	Mark	Content	Prox	Target
1	0%	locked	95	mkvii	500	Eagle
2	100%	locked	95	empty	..	Eagle
3	33%	manual	135	empty	..	...
4	...	damaged	...	.....	..	...

The above tube status display is from a Federation Destroyer which has four torpedo tubes. The first two tubes are locked on the Romulan ship, Eagle that is currently at mark 95 degrees. The first tube contains a "mkvii" class torpedo with it's proximity fuse set to 500. Tube two is currently empty but the level indicates it will be loaded during the next cycle. The third tube is set to a fixed mark of 135 degrees and will not be ready to fire for a number of cycles since the charge level is now only 33 percent. Tube number four has been damaged and is of no further

use.

Unlike the phaser banks which are ready once they reach a level of 100 percent, the torpedo tubes are not ready until the following cycle.

Examples:

```
status tubes
tubes
```

LOAD TUBES:

```
Load [All] Tubes [Proximity] <prox>
Load Tubes <list> [Proximity] <prox>
```

Initially the torpedo tubes are not enabled for loading. This command starts the loading process or allows you to change the proximity of the torpedoes loaded after issuing this order.

The proximity is the distance the torpedo must be from a ship before it will detonate. The minimum and maximum proximity depends on the class of torpedo.

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Examples:

```
load tubes prox 500
load tubes 1 2 3 350
load all tubes prox 425
```

UNLOAD TUBES:

```
Unload All Tubes
Unload Tubes <list>
```

This order will remove the current torpedoes, if any, from the tubes and allow new torpedoes to be loaded. This would allow a new proximity torpedo to be loaded without firing the current torpedoes although you would still have to wait for the tubes to be charged.

Examples:

```
unload tubes 1 2 3
unload all tubes
```

DISABLE TUBES:

DISABLE BANKS:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

ENABLE TUBES:

ENABLE BANKS:

Please refer to the Advanced Simulations Manual for a

detailed description of these commands.

FIRE PROBES:

```
[Fire] Probes <list> [AT] <ship>
[Fire] Probes <list> [Course] <course>
Fire [All] Probes [AT] <ship>
Fire [All] Probes [Course] <course>
```

Once the probe launchers have been loaded, this command is how you launch your probes. Unlike torpedoes, the probes target or course is set when launched. Probes may also be controlled after they have been launched using the "lock" and "turn" commands, or prematurely exploded using the "destruct" command.

Examples:

```
fire probes 1 2 course 180
probe all at agena
probe all course 180
```

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TURN PROBES:

LOCK PROBES:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

LOAD PROBES:

LOAD LAUNCHERS:

```
Load Launchers <list> [Proximity] <prox> [Time] <time>
Load [All] Launchers [Proximity] <prox> [Time] <time>
```

Unlike the torpedo tubes, the probe launchers will not load automatically, they must be loaded manually with this command. Probes do not require any energy to load or launch, the only requirement is that the launcher must not be damaged.

At load time, all probes are assigned a control code which must be used to control a probe after it is launched.

Examples:

```
load launchers 4 5 6 prox 500 time 20
load all launchers 450 15
load probes 200 10
```

UNLOAD PROBES:

UNLOAD LAUNCHERS:

```
Unload Launchers <list>
Unload All Launchers
```

This command will unload the probes from all of the specified launchers.

Examples:

```
unload all launchers
unload launchers 2 4
```

DETONATE PROBES:

Please refer to the Advanced Simulations Manual for a detailed description of this command.

STATUS PROBES:

Status Probes

This command will display the status of all probes launched by your ship. The display will look like the following:

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PROBE STATUS:

Code	Course	Bearing	Range	Time	Range/Target
ya101	345	165	1200	12	853 Zantha
zi102	120	300	2525	17	....

In the above display, the probe "ya101" is currently following course 345 degrees with a bearing from our ship of 165 degrees. It's current range from us is 1200 and has 12 cycles until destruct. It is locked on the Zantha and has a distance of 853 from the Zantha. Probe "zi102" is not locked on any target, but is following a manual course of 120 degrees.

Examples:

```
status probes
```

STATUS LAUNCHERS:

[Status] Launchers

This status command will display the current state of all probe launchers. The following is a sample status display:

LAUNCHER STATUS:

Launcher	Status	Contents	Prox	Time	Code
1	Ready	Pxii	500	20	dg350
2	Damaged	....	...	..	....
3	Ready	empty	...	..	....



This display shows that launcher one contains a "Pxii" class probe with a proximity fuse set a range of 500, and a time fuse set to 20 cycles. The control code for this probe will be "dg350". Launcher two is damaged and is not functional but launcher three is ready to be loaded.

Examples:

```
status launchers
launchers
```

RAISE SHIELDS:

LOWER SHIELDS:

By default shields are always raised. These commands allow you to manually control your shields when you are short on power.

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

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STATUS SHIELDS:

[Status] Shields

The shields status command will show you the current state of all the ship's shields.

```
SHIELDS STATUS:
Shield Field Status Functional Effective Regen.
1 0. UP 225eu 100% 225eu 100% 0.90% (front)
2 60. DOWN 225eu 100% 0eu 0% 0.00% (front
right)
3 300 DOWN 225eu 100% 0eu 0% 0.00% (front left)
4 120 UP 225eu 100% 175eu 71% 0.64% (rear right)
5 240 UP 112eu 50% 56eu 25% 0.23% (rear left)
6 180 damaged ... ... ... (rear)
```

The above shield status display is from a Federation Heavy Cruise. All ships have six shields, each shield protecting a specific portion of the ship called the shield's "field". Each field covers an area 60 degrees wide or 30 degrees to each side of the field values in the display. The status column of the display shows if the shield is UP, DOWN or 100 percent damaged. The column labeled "Functional" shows the maximum possible strength the shield may reach and the "Effective" column shows the current strength of each shield. The "Regen" column shows the rate at which the effective strength of each shield will

regenerate or "grow" every cycle. Both the functional and effective columns contain two values. The first is the hit that the shield will protect the ship from. The second number is the percent of maximum strength for that shield.

In the shield status display, shield one is up and is 100 percent functional and 100 percent effective. Once a shield's effective strength reaches the functional strength, it will stop regenerating. Shields two and three are 100 percent function but have been lowered to conserve power making the effective strength zero. Shield four is 100 percent functional but only 71 percent effective due to hits on that shield. The fifth shield is only 50 percent effective due to damage inflicted when hits reached the ship's hull through shield six. Shield number six is no longer functional and will no longer regenerate or consume power.

Examples:

```
status shields
shields
```

TRANSPORT:

BEAM:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

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SELF DESTRUCT:

ABORT DESTRUCT:

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

```
LIBRARY COMPUTER: { Setup or Play }
Computer Ship <nation> <ship class>
Computer Torpedo <torpedo class>
Computer Probe <probe class>
```

The library computer will display all specific information on any ship, torpedo or probe. You may enter only a partial computer command for a brief information display.

Examples:

```
computer ship klingon frigate
computer torpedo
computer torpedo mkvii
computer probe pxii
```

HELP: { Setup or Play }

Help

The help command will display a brief list of all valid commands. It will not show you the format of any of the commands but will refer you to the manual.

Examples:  
help

QUIT:  
Quit

This command will abort the simulation at the end of the current cycle. Issuing this command is the only way to terminate the simulation if any enemy ships still have survivors or if your ship has not been destroyed.

Examples:  
quit

ORDER ALLY:  
TELL ALLY:  
Tell <ally list> <order> <options>

You may command the ally ships in your fleet to perform specific commands. The current ally commands are Attack, Target, Disengage, Escort, Cancel, Course, Hold fire, Open fire, Retreat, Report, Probe, Phaser, Torpedo, and Withdraw.

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Examples:  
tell the agena to attack the derango  
order washington course 90  
order enterprise retreat

Please refer to the Advanced Simulations Manual for a detailed description of these commands.

STATUS FLEET:  
[Status] Fleet [<options>]

The fleet status command will display the current orders of each of you ally ships.

ALLY	TARGET	MISSION
Caspan:	Zantha	..
Asp:	(Bismark)	Retreat

The Target column displays which enemy ship the ally ship is currently engaged with. If the target ship name is in parenthesis it indicates the ally was ordered to target that enemy ship. The Mission column displays the mission the ally was

ordered to perform such as retreat.

Please refer to the Advanced Simulations Manual for a detailed description of this command.

Version 2.0 of Begin is have finally been released!

The price of v2.0 has now been set. It will be \$19 for the manual and diskette plus \$6 shipping and handling. We will not offer a manual only for the new release.

All current contributors to Begin may upgrade by sending \$4 plus \$6 shipping and handling.

There are now Federation Starbases, Tankers, Tugs, Klingon Outposts, Orion Grapplers, Orion Armadillos. Romulans have cloaking devices. The graphics display shows shields/strengths, direction of travel, tractor beam connections.

Docked ships repair twice as fast and may repair anything, even previously unrepairable items.

Docked ships may have a crew even if the life support is destroyed since it is docked. You may not normally board a life support deficient ship unless docked. There is also an impulse engine that, when damaged, will make you dead in space unless you still have a warp drive. All ships now have transporters that may be damaged that also limit the number of crew that may transport at once.

You may not group your allies for easier control. Groups names are simply numbers 1 thru N. You tell allies to join a group then give orders to the group number instead of the ship names.

Your sensors may now be damaged. If you have no allies near by you will be blind. Ships that get to far away disappear off of your scope. How far depends on your sensors and the size of their ship. A game started with the Random command will place most or all ships out of sensor range which forces you to look for them.

Cloaked Romulans appear as white objects on your screen and are displayed at their last known position. When cloaked ships fire or are hit they re-appear for one turn.

There are also different types of torps and probes. The Federation has MK7 and MK8 torps. The MK7s you already know. The MK8s are slower but have 50% more punch. They are good for close-in fighting. The Feds and the Klingons have Data Probes that travel at warp 20 but only carry small sensors good for locating lost enemy ships. The Klingon version also has a small warhead of course. The Orions now posses Shield-Bore torpedeos that damage your shields but not your ship. The Grapppler class ships use these torps along with their large crew to board and capture ships.

The number of torpedeo tubes per ship has been reduced although the effective strength of the torps has been increase. This will hopefully make single tube ships more useful.

New Commands During Setup:

Up to 60 ships,bases,etc. may be selected  
Random (instead of Begin) places random number of ships.

New Commands During Play:

Repair <System> | All Lets you select one item that has priority.  
Tractor <ship> | Off Lets you tow a ship.  
Board <ship> Lets you board a ship and capture it.  
Dock <Name> On | Off Lets you dock with a base, outpost, etc.  
Cloak On | Off If you are a Romulan  
Reenforce <#> Lets you reenforce a shield using much power  
Tell <ally> board <ship> <number>  
Tell <ally> tow <ship> <destination>  
Tell <ally> tractor <ship>  
Tell <ally> release  
Tell <ally> approach <ship> <range>  
Tell <ally> dock <base>  
Tell <ally> undock  
Tell <ally> join <group #>  
Tell <ally> leave  
Tell <ally> stop  
Tell <ally> defend <ship>  
Tell <base> recover <ship>  
Tell <base> eject <ship>  
Tell <group #> <orders...>  
Group  
Chart all  
Chart by name  
Chart by distance  
Chart by nation  
Chart from <ship>  
Chart <ship> on  
Chart <ship> off  
Text  
Key <keyName> string Allows <CR> in string. Keys are F# or ^x

Reads Begin2.key on startup. Contains key definitions without the word Key in front.

Only VGA graphics are supported although you may still play in Text mode. This will be the last release that supports Text mode. Text mode has had very little testing, so please report any bugs that show up.

Tom Nelson  
Mike Higgins

