



STAR TREK
ENGAGE
A Role-Play Game

Player Handbook 2015
Version 1.1

WELCOME TO STARFLEET ACADEMY, CADET!

“EYES FRONT!”

This guide will help you through your time with us here at the Academy. It will teach you everything you need to know to become a brave, effective, efficient officer and a credit to Starfleet. Upon Graduation, you will have a choice of assignments on some of Starfleet’s finest vessels.

“STOP FIDGETING!”

But until that moment you are mine to teach, so stop shuffling your feet, spit out your chewing gum, and let’s get started!

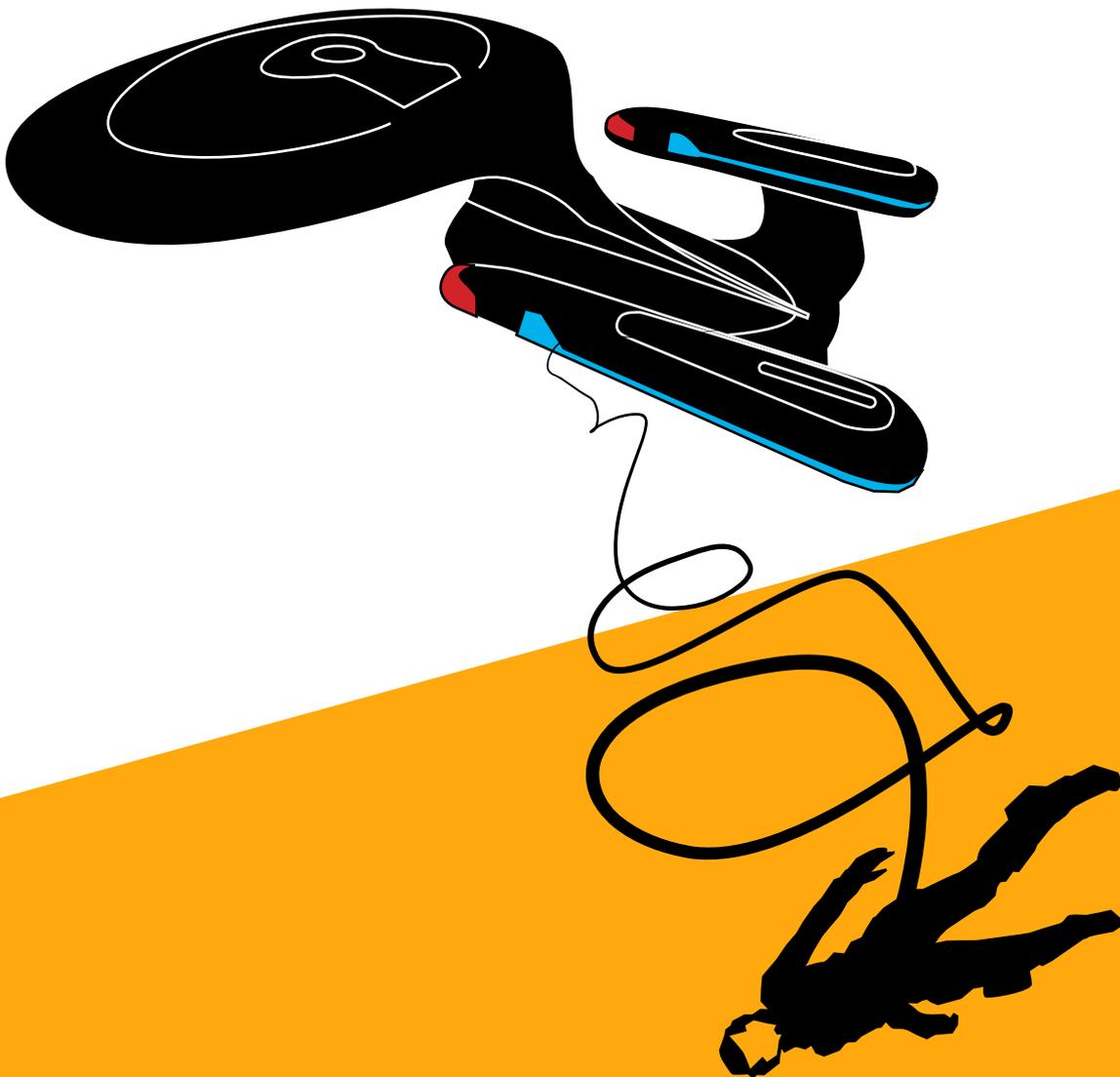
**“AND STAND UP
STRAIGHT
WHEN I’M SPEAKING
TO YOU...!”**

It's a big galaxy out there, and it would be foolish to let the untrained Cadet loose in it.

To graduate Starfleet Academy and request your first assignment, you'll need to show you won't still be fumbling for your phaser when a horde of aliens start feeding on you.

Everything you need to know is in this handbook, and once you've read it you'll be able to take a quick two minute quiz. Pass the quiz and graduate the Academy.

If you don't manage to pass the test, don't worry - you can brush up with this handbook and retake the test again later.



1. Missions

When you graduate, you'll be able to create your character and request an assignment.

Missions are text-based, where you and other players come together to serve Starfleet **an hour a week** per ship. Miss more than three sessions in a row and you'll risk removal; you can't run a ship properly if crew don't show up for duty!

During missions you'll have two rooms open:

The Mission Room: where all the mission and in-character story will happen and,

The OOC: where everyone can ask questions, where the Game Director might give you mission information, and just for having a chat with fellow players. 'OOO', means 'Out Of Character'.

Mission Room

For "in character" messages only

<CO_Dorey>: All:
Man your stations!
We're going in!

<CEO_Ren> *CO*:
Structural integrity
is at 82% and falling,
Captain! ::looks
worried::

CO_Dorey
GD
CEO_Ren

"OOO" Room

For general chat and mission-related questions only

<CO_Dorey>: GD: Do
we make it into the
nebula safely?

<GD> CO: Go in, and
then I'll tell you. :D

<CO_Dorey>: GD:
hahaa... OK, let's try
it... :)

CO_Dorey
GD
CEO_Ren

2. Chatting

There's one thing every good Starfleet officer needs. If you said loyalty or bravery, you're wrong.

It's a **chat client**, which allows you to connect with your fellow crewmembers.

[Star Trek: Engage IRC Subspace](#)

If you wish to use your own IRC client, there are no restrictions but you will need the following server information for setup.

Server: chat.startrekengage.com
Port: 6667

While you can download a chat client of your choosing, Star Trek: Engage now has a full featured web-based IRC client that ties in with your characters to make logging in and joining your crewmates on your chosen vessel a breeze.

Being web-based, it works on all major operating systems and popular browsers.

Go ahead and click the button up there for IRC Subspace, you'll be taken to a login page and given the button to Open Subspace and connect to the server.

When you have a character and are part of a crew, if you're logged in this page will give you the option to select the character you want to connect with and the ship you want to play on. Try it out!

3. Log Writing

At its heart, Star Trek: Engage is a writing game.

Each week between mission sessions, you're required to submit a log - a piece of writing based on your character's perception of what happened in the mission, or about your character's history.

There's no real limit here except your creativity. It

should be at least a paragraph long. There is a sample log on page 7, but the point is to be creative. The writing shouldn't be considered a chore - it's the main purpose of Star Trek: Engage, and the mission sessions are the supporting activity.

Logs are posted on the Star Trek: Engage forums under the ship's subforum - check your crewmates' logs for examples!

Remember Star Trek: Engage is a content PG-13 zone, with a language rating of 15.

**Captain's Log,
stardate...**

**We have
encountered a
strange alien
life-form...**

**I shook its hand;
a common gesture
of greeting...**

**...turns out that
wasn't its hand...**

3.1 Sample Log

Log Sample 1.

USS Fuji - SCI LtJG Dana Sutton - Stardate 11405.23

"Stevin!!" she called over the rumble of the earth as it shook beneath her pounding feet. She slammed her hand against her comm badge as she skidded around a corner, catching sight of the village green where only days earlier she had told the moon's inhabitants their home would be fine.

"Come in, dammit! Where are you?!" Her comm was answered with only static.

"Damn you!" she panted as she neared the transport site, the three enhancers rattling in their cases, each one becoming more unstable with every passing second.

"Lieutenant Sutton to the USS Fuji! I have lost contact with Ensign Stevin. I am at the beam-up site alone! Over!"

The moon's surface gave a sickening shudder that knocked her to her knees. "USS Fuji, do you read?!"

She scanned the area with squinted eyes, the air full of dust. Rushing over to the transport

Stardates in Star Trek: Engage.

Stardates are calculated by taking the numbers for the year, month and day and turning them into one sequence.

So, the stardate for the year 2014 (114), in May (05) and on the 23rd day (.23) becomes Stardate **11405.23**

enhancers she found one offline, the rumbling of the moon's unstable crust having knocked its power cell out. Quickly, she returned it and snapped the casing shut.

"Fuji! One to beam up!" she called as a wind began to whirl and whip around her.

"Beamin- -ow --and by" She wasn't sure, but as she dematerialised, she thought she caught a glimpse of Stevin in the distance...

4. Chat Protocols

Being text based, there are some protocols Starfleet expects you to follow in order to be clear about what you are saying or doing in a mission.



A. To speak to someone face-to-face, use their position prefix.

[Example A1] CO: Reporting for duty.

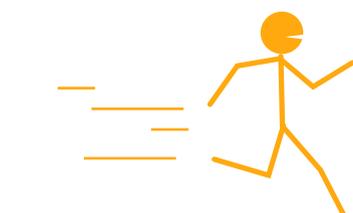
[Example A2] CEO: Chief, should the warp core really be making that buzzing noise?



B. When speaking over any communications system, including your combadge, use asterisks.

[Example B1] *CO*: I can't do it, Captain!

[Example B2] *CMO*: Emergency medical team report to Transporter Room 2, immediately!



C. For your character to perform an action, describe it in between :: symbols.

[Example C1] ::ejects the warp core::

[Example C2] ::tries not to look terrified as

::Runs as fast as he can::

consoles all over the bridge start to explode::



D. Add ~ before and after your line in order to communicate telepathically.

[Example D1] ~CO: Something isn't right here.~

[Example D2] ~CSO: I don't trust these people.~

E. A symbol such as @ at the beginning of a line indicates the character is in a different location from other crewmembers, such as on an away team. The Game Director will tell you what symbol to use, and when it is necessary.

[Example E1] @ ::steps out of the shuttlecraft onto the planet surface::

[Example E2] @ CSO: Scan the cave walls for anything unusual.

5. Mission Objectives

Each ship is run by a Game Director (GD). Think of them like the director of a movie.

They'll give you a setting and initial objective. When your character does something, they'll let you know if it worked or not.

They'll give you information as and when you need it, and they'll action events taking place.

It's important to let the Game Director do his/her job, and avoid posting any actions beyond your own character's immediate influence and ability.

The Game Director directs the story; they don't script it. Their job is to react to what the crew are doing, not dictate what they should do. That doesn't mean you'll always 'win' as it were; if you action

your character jumping off a cliff, it's not down to the Director to save them - your character could very well die. So, if you plan to injure or kill your character, you should inform your Director so they can realistically write it into the story.

You, and only you, play your character. Other players may not action your character doing or saying something, and vice versa.

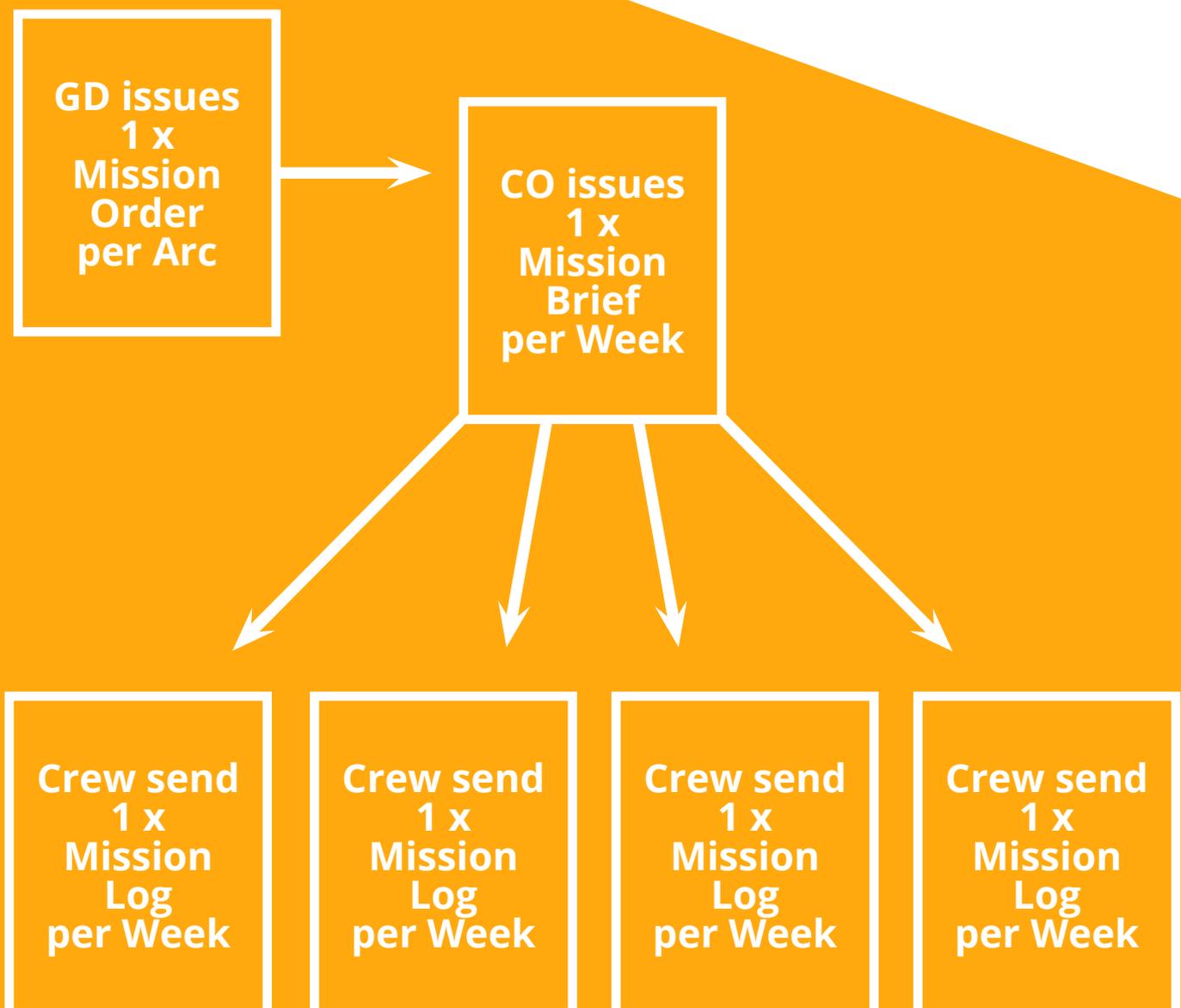
The Game Director presents the universe you are all in. The Director's word is law both in the Mission Room and in the OOC room. They will also give you weekly announcements and will generally ensure the smooth running of your vessel.

Each story arc is likely to span a number of weeks.

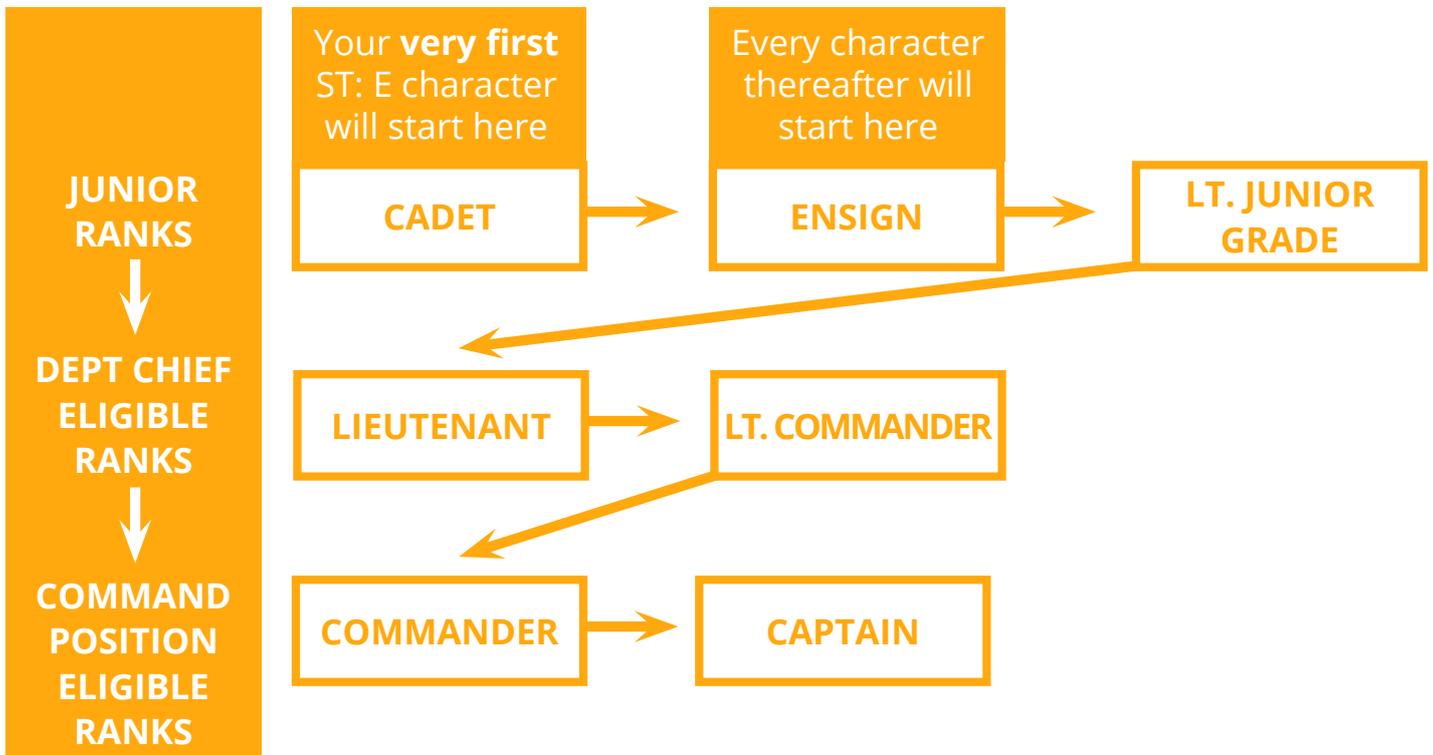
Before each arc, your Game Director will send the whole crew **Mission Orders** outlining where your vessel will be, and your objectives as a crew.

Before each individual mission, your command crew will send you a **Mission Briefing**, which gives your individual character an objective to work towards that week.

Always read your orders and try to follow them in mission.



6. Rank Structure



Junior Ranks

As a Junior officer, your job is to follow the orders laid down by your Department Chief and Command Officers. If your Dept Chief is indisposed, you may be asked to assume his/her responsibilities for a short time.

Department Chiefs

Chief Officers are not only tasked with their regular department duties, but are also responsible for seeing their department is running efficiently and achieving their mission goals.

Department Chiefs are the senior member of their department.

Command Positions

Commanding, Executive & occasionally 2nd Officers are tasked with the smooth running of the entire ship. The CO gives an order, the XO delegates and sees that it is carried out.

Should the CO be indisposed, the XO will take over the CO's duties.

7. Ship Positions

Commanding Officer (CO)
Commands the vessel.

Executive Officer (XO)
Liaison between the crew and the Captain; Second in command.

Operations (OPS)
Power systems; Works with Engineering to ensure smooth running of the ship; Transporters; Communications; Equipment Procurement; Cargo Bay Control.

Chief Tactical Officer (CTO) & Tactical Officer (TAC)
Weapons Systems; Shields; Ship Security and Intruder Response; Away Team Security.

Chief Engineer (CEO) & Engineer (ENG)
Ensures all ship systems are operational. Ship Repairs; Warp Core Maintenance.

Navigations Officer (NAV)
Navigation and Flight Operations; Engines; Warp; Orbit and Docking Control; Shuttlecraft Maintenance; Shuttlebay Control; Liaise with Tactical during battle scenarios; Command of Fighter Wings (where available, and when ordered by Command)

Chief Medical Officer (CMO) & Medical Officer (MED)
Routine Physicals; Diagnosis and Treatment of Patients; Psychological Services & Counselling (Where a Counsellor is not present)

Chief Science Officer (CSO) & Science Officer (SCI)
Sensors (Navigation, Tactical, Long Range, Short Range); Probes; Scientific Objectives; Interpret Scientific Data.

Auxiliary Characters (AUX)
An auxiliary character, or specialist, is any character that doesn't fit into the role of other positions. **Star Trek: Engage** is very flexible with what you can be. Perhaps you want to be a Starfleet Intelligence officer assigned to a vessel, a Counsellor, a Cadet, a Federation Journalist, Cultural Attaché or an Ambassador, etc. This position is designed for people who perhaps do not mind about rank, and are more concerned with gameplay. Generally, this position is only available when a ship has most other positions filled. People who take these specialist positions should be confident players who are able to keep themselves entertained when their specialization isn't required in an arc.

8. Supporting Characters

You may also play other secondary characters on a ship; these characters are referred to as NPCs (Non-Player Characters).

These are characters you create and use in missions and in your writing to enhance gameplay. A GD may create an alien attacker for a mission, for example, or you may create a nurse to interact with down in your Sickbay.

Log writing isn't required from the perspective of these characters; they are simply to add to the depth of a mission. You should not portray a character from a department you are not in without permission.

It is the GD's job to portray additional characters such as aliens you encounter during your missions, or assign them to others.

To portray an NPC, simply put the NPC's name into triangle brackets like so:

<Jeff> Cadet: Hello, Cadet! I am an example of an NPC. My name is Jeff.



9. Characters

There is no limit to the number of main characters you are allowed to portray as long as your Game Director is happy with your gameplay, though you are limited to one main character per ship.

Assignment requests are always granted to new players over players with additional characters.

Each character is evaluated on an individual basis (see page 15).

Chat Room Nicknames

When in the mission room, your nickname needs to show your character's position, rank and surname.

For example:

CO_Capt_Smith
CEO_LtjG_Spanner
SCI_Ens_Boson.

Your character can only become a Department Chief at Lieutenant rank or higher.

Command Positions are reserved for players who are a rank of Lieutenant Commander or higher, and who have passed the Command Test through their player portal.

Additionally, in Star Trek: Engage, you may refer to events, characters, places and ships from the Star Trek universe. Star Trek: Engage however, does *not* own the Star Trek franchise, and is run with a creative commons license. So, while you may *mention* characters from the various Star Trek franchises, you may *not* action them saying or doing anything.

Remember, your characters have not met Picard, for example, nor have they ever served on the Enterprise. The Enterprise will similarly *never* dock at the same place as your ship; you will never meet.

10. Evaluations and Career Progression

The performance of each character you play will be evaluated every six months. Each character is evaluated independently, and you'll be gauged on a number of factors:

1. Character Performance

Is your character performing his/her duties admirably?

Your conduct should befit a Starfleet officer. You are free to play your character as brash or arrogant, flaunt the rules or disobey orders, but do not expect commendations or promotions - you may even get a formal reprimand!

Remember Star Trek: Engage is about the story, the journey, and not the destination.

2. Consistent Attendance

Are you at every mission, or are you often absent?

We understand that sometimes things come up last minute, and life takes precedence. If you know you will be absent for a mission, you are required to inform your Game Director as soon as possible. This shows respect for the rest of the crew as the GD can then adapt the story around your absence that week.

For extended absences, request a "Leave Of Absence" from your Director. Repeated absences without informing the Game Director could lead to your removal from the vessel.

3. Writing Requirements

Are you submitting a piece of writing each week?

This is a writing forum above all else. Are they rushed two line pieces, or interesting descriptive pieces that help develop your character?

No one is expected to present work only Hemingway would be proud of, but you are expected to make an effort and do your best. Repeatedly failing to submit your weekly log will not reflect well on you when it comes to character evaluations. You will be passed over for promotion.

Equally, a consistent lack of logs will result in a reduction in the number of ships you are entitled to play on, or your removal from the game. You are only required to write for missions you attend. If you have informed your Game Director of an absence, you do not need to submit writing that week.

Consider occasionally taking the time to write “joint logs” with your fellow crewmembers too, and take the time to read other crew submissions as you’d like them to read yours. Often, character development and mission information can be relayed in a piece of writing that will enhance the mission.

Good performance across all three areas could gain you recognition, awards, medals and promotions.

At the end of each arc, your Game Director will assess these areas and potentially award you a number of commendations.

You’ll be informed when an evaluation period is approaching, and you can submit your application for promotion.

However, don't expect a promotion every single evaluation - there's a minimum wait of one year, for example, to be promoted from Lieutenant Commander to Commander, and the rank of Captain is only given to characters in command of a vessel.

If you play a grumpy character who riles people up the wrong way, he may not be promoted, but your *performance* and *writing* will be recognised in another way. Promotions and awards should be considered as a bonus, and not the main purpose of participating in Star Trek: Engage.

Participating in fun, in-depth missions alongside

other writers is the main focus.

If your character is acting in a way that could lead to demotion or court martial, your Game Director will inform you. Sometimes you may decide your character will deliberately break orders for the sake of the story; this is fine, so long as you clear it with your Game Director and you are prepared to have that character suffer the consequences of their actions, whether it be a scowls from your crewmates, a formal reprimand, demotion, or worse.



11. Promotion Requirements

At the end of each story arc, your Game Director will assess the performance of your character.

You'll be awarded commendations and/or medals, or perhaps a reprimand. Remember you'll need to apply for promotion once your character meets the following requirements:

Ensign



After you graduate, you'll serve as a Cadet. This settling-in period simply helps you get used to how the game is played, and allows the Game Director to ensure you are confident with the chat protocols and pace of the game. At the end of your first arc, or first month (whichever comes sooner) you'll automatically be promoted to

Ensign if your Game Director is happy you're meeting the attendance, performance and writing requirements.

This is the only promotion that takes place outside of the game wide twice-annual evaluation periods, and only applies to your first character.

Unless you specifically request to play as a Cadet, your additional characters will begin at the rank of Ensign.

Lieutenant Junior Grade



- Must have at least two commendations on record.
- Must have served as an Ensign for a minimum of six months.
- Must have no reprimands on record within the past six months.

Lieutenant



- Must have earned a further two commendations since promotion to LtJG
- Must have served as a LtJG for a minimum of six months.
- Must have no reprimands on record within the past six months.

Lieutenant Commander



- Must have earned a further 4 commendations since promotion to Lt.
- Must have served as a Lt for a minimum of one year.
- Must have no reprimands on record within the past six months.
- Must have passed the Command training, available within the portal

Commander



- Must have earned a further 4 commendations since promotion to Lt Cmdr.
- Must have served as a Lt Cmdr for a minimum of one year.
- Must have no reprimands on record within the past six months.

Captain



- Must have earned a further 4 commendations since promotion to Cmdr
- Must have served as a Cmdr for a minimum of one year.
- Must have no reprimands on record within the past six months.

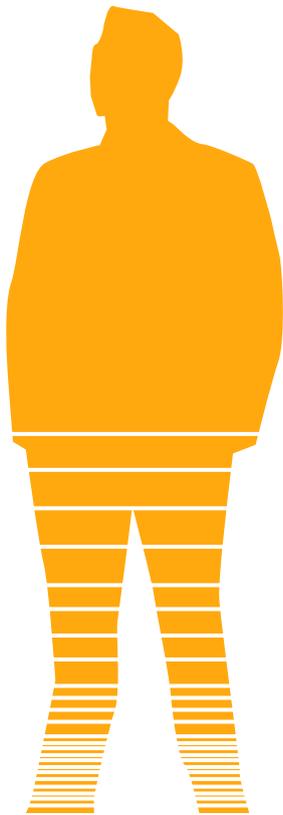
Note: Captain rank is only given to those who are commanding officers of a vessel or station.

Players can not gain a higher rank than Captain.

The purpose of Star Trek: Engage is the story telling - your decisions have weight and meaning as they will affect your career progress, and your character will be the better for it.

12. Assignments & Transfers

*You can request assignment to any vessel, selecting your preferred position, through the **Player Portal**.*



You can also request to transfer your character to another vessel. Persistent and regular ship-hopping is not permitted.

Inform your Game Director if you wish to resign from a ship. The character will be removed from active duty in your player portal.

Should you meet the requirements, applying for command positions can also be done through your player portal.

You'll need to have taken the command readiness examination first and have a character of Lieutenant Commander rank or higher.

Once you apply you'll go through a small interview process with game management.



STAR TREK
ENGAGE
A Role-Play Game

**YOU SHOULD NOW BE READY TO TAKE
YOUR GRADUATION TEST.**

YOU CAN FIND IT AT:

www.startrekengage.com/odn/graduation

GOOD LUCK, CADET!