

Star Trek: Voyager Elite Force



- Internet Play: yes
- LAN Play: yes
- Lobby Search: yes
- Direct IP: yes
- Play via [Gameranger](#): no
- [Coop](#): yes
- Single-Player Campaign: yes
- Hotseat: no



Multi-Player Information

Game Info

Star Trek Voyager Eliteforce is a beautiful first person shooter, thematically located in the Star Trek Voyager universe. It was developed by [Raven Software](#), published by [Activision](#) on 20th of September 2000. The game was released for Windows, Linux, MacOS and even Playstation 2. On 9th of September 2021, so roughly 21 years later, to honor the occasion of 55 years of Star Trek, the game got re-released on [GOG](#). This however, only includes the Windows version.

The game is based on the [Quake III Arena](#) engine, which means that many of the things said here also apply to Quake 3 Arena. It also works the other way around. The game itself is divided into the single-player and the „Holomatch“, i.e. the multi-player. Everything that is written here applies primarily to the Holomatch. However, most of the commands and settings can be applied to both equally, or have an effect on both (e.g. the [brightness settings](#)).

Here are some first impressions of the game's gameplay:

- [DM](#)
- [CTF](#)
- [Let's Play of the campaign](#)

[[Star Trek: Voyager Elite Force](#)] [[Game Play](#)] [[Technical Support](#)]

[[Game Types and Modes](#)] [[Weapons and Items](#)] [[Maps](#)] [[Recommendations and Achievements](#)]

Purchasing

After a [law suit](#) Star Trek games from Activision were no longer be distributed for quite some time. In

the meantime however, EF 1 is available via [GOG](#) once again.

System requirements

Minimum system requirements

- Windows® 95, 98, 98 SE, NT 4.0 SP5, or Windows 2000 with 100% compatible Computer System
- 3-D hardware accelerator with full OpenGL® support
- Pentium 233 MHz MMX® processor and 8 MB video card or Pentium II 266 MHz MMX® processor with 4 MB video card or AMD® 350 MHz K6®-2 processor with 4 MB video card
- 64 MB RAM
- Quad-speed CD-ROM drive (min. 600 kB/sec transfer rate)
- DirectX 7.0a or higher
- Modem or network card for the multi-player

Recommended system configuration

- Windows® 95, 98, 98 SE, NT 4.0 SP5, or Windows 2000 with 100% compatible Computer System
- 3-D hardware accelerator with full OpenGL® support
- Pentium II 300 MHz MMX® processor (or faster) with 16 MB graphics card
- 64 MB RAM (or more)
- Quad-speed CD-ROM drive (min. 600 kB/sec transfer rate)
- DirectX 7.1 or higher
- Three-button mouse with mouse wheel

Mac requirements

- G3 or G4 processor with 266 MHz or faster
- 64 MB RAM
- PCI or AGP 3D accelerator graphics card with at least 6 MB VRAM and Apple OpenGL version 1.1.2 or higher
- 560 MB of uncompressed disk space (more disk space required for virtual storage)
- At least 128 MB of virtual memory
- MacOS 8.6 or higher
- 4x CD-ROM
- Internet (TCP/IP) and LAN (TCP/IP) multi-player supported
- Internet multi-player requires at least a 28.8 kbit/s modem

Versions

There are a number of versions of this game, ranging from Raven Software's original versions to newer, ioQuake3 based versions. See [Versions](#) on more details.

Setting up EF

Sometimes getting the game to run can be challenging. See [Setting Up EF](#) for help with that.

EF Settings and Configuration

The game can be configured quite extensively. See [Configuration](#) on the subject.

Custom Content and Settings

The game allows for adding custom content. See [Custom Content and Settings](#) on the matter.

Known Problems and Troubleshooting

Sometimes problems are of a more complicated nature. For help with those cases see [Known Problems](#).

Game Play

There is a number of articles on the game play of EF 1. See [Game Play](#) for an overview of them.

Abbreviations

The following abbreviations are specifically interesting in context of EF 1:

- CTF = [Capture the Flag](#)
- FFA = Free For All (= [Deathmatch](#))
- TDM = [Team Deathmatch](#)
- PIN = [Pinball](#)
- DISI = Disintegration (= [Instagib](#))

Commands in the Game

There are a number of console commands, that control the game, resp. the game server. See [In-Game Commands](#) for an overview.

Setting Up Game Servers

At any time EF 1 allows for rather simple and convenient setup of game servers (hosting matches) as well as rather detailed configuration of more advanced server properties. See [Setting Up Game Servers](#) on how to do that.

Network

Net Settings

Network performance can be improved when adapting the standard net settings. See [Net Settings](#) on the matter.

Master Servers

The game utilizes so-called master servers to advertise and find game servers. See [Master Servers](#) on the subject.

Map Downloads

The game allows for in-game downloads of maps. These can be accelerated. See [Map Downloads](#) on the matter. The article also helps solving some minor problems with map downloads.

Ports

In addition to the ports 27960-27963 (UDP), ports 26000, 27500 and 27910 (UDP) could also be used.

Web links

- [Star Trek: Voyager Elite Force Discord](#), also about EF 2
- [EF patch 1.2](#)
- [EF manual](#)
- [EF Engine Patch 1.38 RC1](#)
- [ModDB on EF 1](#)
- [Interview with Thilo Schulz](#), creator of ioEF.
- <http://beer-garden.n5net.com>, kind of a veteran group, very active during the first half of the 2000 decade and still active with some mods.
- [Further list with currently running servers, visually more appealing design, lots of analysis, nicely done](#)
- [Another server lister, also showing the used server version](#)
- [The Cutting Room Floor on EF's hidden features and outtakes](#)

- [Server Search Program "Pathfinder"](#)
- [EF-Runner 1.8.3](#)
- [EF maps EF-World](#)
- [EF mods EF-World](#)
- [EF tools EF-World](#)
- [EF sourcecode EF-World](#)
- [EF downloads TrekCore](#)
- [EF at TrekCore](#)
- [Totally EF](#)
- [DH-Hosting on EF 1](#)
- [Page on EF 1 & 2](#)
- [Gamefront: Some maps, skins, tools, etc.](#)
- [Game Modes page](#)
- [Basic configuration for an Elite Force Linux dedicated server version 1.2](#)
- <http://gagius.co.uk/eliteforce.html>: Page with bomb defusing mod, a master server and a master server query tool.
- <http://wwazman2001.tripod.com/voyager/index.html>: Page with some Maps of a certain Eric Sahlstrom (really awesomly old school)
- [Interview with the developers of EF 1 and 2](#)
- [Article about making EF 1](#)
- [Lilium Voyager](#), an ioQuake3 based variation of EF (sources, binaries, see [Downloads](#))
- <https://www.stvef.org> Beautiful page with background info about EF, and also some mods, incl. cMod an ioQuake3 variation of EF.
- [Maps used by Chomenors servers](#)
- [Circle Jump Tutorial](#)
- Clan and community pages:
 - [Good Old Star Trek Games, aka ST-games.net](#)
 - [GOG Forums on EF1](#)
 - [der-orden-des-kahless.de](#), a clan that plays the mod [RPG-X](#)
 - [Former Hazard Team](#), mostly offline.
 - [Skunky](#), aka Elite Force Players Guild
 - [Starfleet Marine Corps](#)
 - [United Federation of Planets](#)
 - [United Tactical Gamers](#)
 - [The Last Outpost](#)

Downloads

- [Mappack for Mobile Infanterie](#)
- [Maps for Mobile Infanterie](#) (map-repo for direct and cURL downloads)
- [Lilium Voyager Version 1.40, Win32, x86](#)
- [Lilium Voyager Version 1.40, Win32, x64](#)
- [Lilium Voyager Version 1.40, Linux, x86](#)
- [Lilium Voyager Version 1.40, Linux, x64](#)
- [Lilium Voyager Version 1.40, MacOS, x64](#)
- [Lilium Voyager Version 1.40, ARM](#)
- [EF Master Server](#)
- [EF Stats: A Server log analyzer](#)
- [cMod](#)
- [ioEF 1.37 \(Thilo's Elite Force Patch\)](#)

- [Elite Force - installer incl. version 1.2](#)
- [Elite Force - Linux Dedicated Server 0.28](#) (original version)
- [EF log analyzer](#)
- [EF at United Federation of Planets](#)
- [EF at The Last Outpost](#)
- [EF 1 Patch 1.2 \(Windows\)](#)
- [EF 1 Patch 1.2 \(MacOS\)](#)
- [EF 1 Patch 1.2.1 \(MacOS\)](#)
- [EF 1 Demo \(Windows\)](#)
- [EF 1 Demo \(MacOS\)](#)

See also

- [Star Trek: Elite Force II](#)
- [Star Trek Games](#)

[[Back to the games database](#)]

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