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Warp II included fixes, improvements and updates to the original computer game, with a mission editor, Windows-based ship designer, and ship-to-ship combat. On June 5, 2007, Star Trek: Starship Creator Warp II was released via the Star Trek Online website. Star Trek: Starship Creator Warp II allows players to create and explore their own starships and missions. Computer game The computer-based simulation, Star Trek: Starship Creator, is a spin-off from the popular trading card game, Star Trek: Bridge Commander, with similar gameplay. Players pilot starfighters in the game. Ship simulations are achieved through careful maneuvering, shield management, and targeting on the enemy. The player must sometimes fight several enemies in a row. An integrated mission editor allows players to design missions, either using a mission generator or writing their own. In Warp II, the mission editor provides three levels of difficulty, with enemies of increasing difficulty, each with a different strategy to combat. The game features numerous set pieces, including asteroid fields, volcanoes, multiple star systems, wormholes, and many planets, all in three-dimensional graphics. Warp II is played on PC. In Warp II, there are several new features, among them: A Windows-based 3D Ship Designer which provides more flexibility in designing the visual appearance of a ship. There is a Ship Database which stores ships and missions with their characteristics, flight paths and star systems, allowing them to be recalled by the computer at any time. On April 9, 2007, Star Trek: Starship Creator Warp II was released through Star Trek Online. Synopsis Plot Star Trek: Starship Creator is a 3D spaceship simulation game. The player must pilot a starfighter and defend themselves against enemies using the controls, with the ultimate goal of destroying the enemy. There are several missions to complete to achieve victory in the game. Warp II introduces new game elements and ships to the game. Setting The game takes place in the fictional Star Trek universe. In the original computer game, the players could choose from multiple races, including Humans, Klingons, Bajorans, and Vulcans. In the sequel, the player can choose from three races: Humans, Klingons, and Romulans. The mission editor provides races, ships and star systems for the player to use in mission design. The game's universe contains the Federation, the Klingon Empire, the Romulan Star Empire, the Th 82157476af

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