

11FEB77

```
SSSSSSS TTTTTTTT A RRRRRRR
SSSSSSS TTTTTTTT AAA RRRRRRRR
SS TT AAA RR RR
SSSSSSS TT AA AA RR RR
SSSSSSS TT AA AA RRRRRRRR
SS TT AAAAAA RRRRRRR
SS TT AAAAAA RR RR
SSSSSSS TT AA AA RR RR
SSSSSSS TT AA AA RR RR
```

```
TTTTTTTT RRRRRRR EEEEEEEEE KK KK
TTTTTTTT RRRRRRRR EEEEEEEEE KK KK
TT RR RR EE KK KK
TT RR RR EEEEE KKKKKK
TT RRRRRRRR EEEEE KKKKK
TT RRRRRRR EE KK KK
TT RR R EE KK KK
TT RR RR EEEEEEEEE KK KK
TT RR RR EEEEEEEEE KK KK
```

PERMISSION IS HEREBY GRANTED FOR THE COPYING, DISTRIBUTION, MODIFICATION AND USE OF THIS PROGRAM AND ASSOCIATED DOCUMENTATION FOR RECREATIONAL PURPOSES, PROVIDED THAT ALL REFERENCES TO THE AUTHORS ARE RETAINED. HOWEVER, PERMISSION IS NOT AND WILL NOT BE GRANTED FOR THE SALE OR PROMOTIONAL USE OF THIS PROGRAM OR PROGRAM DOCUMENTATION, OR FOR USE IN ANY SITUATION IN WHICH PROFIT MAY BE CONSIDERED AN OBJECTIVE, SINCE IT IS THE DESIRE OF THE AUTHORS TO RESPECT THE COPYRIGHTS OF THE ORIGINATORS OF STAR TREK.

-----INTRODUCTION TO THE GAME-----

THE ORGANIAN PEACE TREATY HAS COLLAPSED, AND THE FEDERATION IS AT WAR WITH THE KLINGON EMPIRE. AS COMMANDER OF THE STARSHIP U. S. S. ENTERPRISE, YOUR MISSION IS TO WIPE OUT THE KLINGON INVASION FLEET AND MAKE THE GALAXY SAFE FOR DEMOCRACY.

YOUR BATTLEGROUND IS THE ENTIRE GALAXY, WHICH FOR CONVENIENCE IS DIVIDED UP INTO EIGHT ROWS OF EIGHT QUADRANTS EACH AS ON A CHECKERBOARD. ROWS ARE NUMBERED FROM TOP TO BOTTOM AND COLUMNS ARE NUMBERED LEFT TO RIGHT, SO QUADRANT 1 - 8 WOULD BE IN THE UPPER RIGHT HAND CORNER OF THE GALAXY.

DURING BATTLE YOU WILL BE CONCERNED ONLY WITH THOSE KLINGONS THAT OCCUPY THE SAME QUADRANT AS YOURSELF. QUADRANTS ARE DIVIDED UP INTO SECTORS: TEN ROWS OF TEN SECTORS EACH. SECTORS ARE NUMBERED IN THE SAME WAY AS QUADRANTS, SO THE SECTOR IN THE UPPER RIGHT CORNER IS SECTOR 1 - 10. YOU HAVE A SHORT-RANGE SCANNER WHICH ALLOWS YOU TO LOOK AT THE ENTIRE QUADRANT IN A SINGLE DISPLAY.

KLINGONS RECHARGE DURING YOUR ABSENCE. IF YOU LEAVE A QUADRANT CONTAINING A WEAKENED KLINGON, HE WILL BE STRONGER AGAIN UPON YOUR RETURN TO THAT QUADRANT. ALSO, EACH TIME YOU ENTER A QUADRANT, THE POSITIONS OF EVERYTHING IN THE QUADRANT (EXCEPT YOUR SHIP) ARE RANDOMIZED. THIS SAVES YOU THE TROUBLE OF REMEMBERING THE POSITIONS OF EVERYTHING IN THE QUADRANT. NOTICE THAT THIS REFERS ONLY TO THE POSITIONS OF THINGS IN THE QUADRANT; THE NUMBERS OF EACH KIND OF THING ARE NOT CHANGED. IF YOU KILL SOMETHING, IT STAYS DEAD.

THERE ARE TWO KINDS OF KLINGONS: ORDINARY KLINGONS, WHICH ARE BAD ENOUGH, AND KLINGON COMMANDERS, WHICH ARE EVEN WORSE. COMMANDERS ARE ABOUT THREE TIMES STRONGER THAN ORDINARY KLINGONS. COMMANDERS ARE MORE RESISTANT TO YOUR WEAPONS. COMMANDERS CAN MOVE ABOUT DURING BATTLE, WHILE ORDINARY KLINGONS STAY PUT. AND FINALLY, COMMANDERS HAVE A THING CALLED A 'LONG-RANGE TRACTOR BEAM' WHICH THEY CAN USE, AT RANDOM INTERVALS, TO YANK YOU AWAY FROM WHAT YOU ARE DOING AND INTO THEIR QUADRANT TO DO BATTLE WITH THEM.

BUT THE ADVANTAGES ARE NOT ALL ON THE SIDE OF THE KLINGONS. YOUR SHIP IS MORE POWERFUL AND HAS BETTER WEAPONS. BESIDES, IN THIS GALAXY THERE ARE FROM TWO TO FOUR STARBASES AT WHICH YOU CAN STOP TO REFUEL AND LICK YOUR WOUNDS SAFE FROM ATTACK OR TRACTOR BEAMS. BUT YOU HAD BEST NOT DALLY THERE TOO LONG SINCE TIME IS NOT ON YOUR SIDE. THE KLINGONS ARE NOT JUST AFTER YOU; THEY ARE ATTACKING THE ENTIRE FEDERATION. THERE IS ALWAYS A FINITE 'TIME LEFT', WHICH IS HOW MUCH LONGER THE FEDERATION CAN HOLD OUT IF YOU JUST SIT ON YOUR FAT BEHIND AND DO NOTHING. AS YOU WIPE OUT KLINGONS, YOU REDUCE THE RATE AT WHICH THE INVASION FLEET WEAKENS THE FEDERATION, AND SO THE 'TIME LEFT' UNTIL THE FEDERATION COLLAPSES MAY ACTUALLY INCREASE. IF YOU CAN GET ALL THE KLINGONS, THE FEDERATION WILL ABIDE FOREVER, AND YOU HAVE WON THE GAME.

SPACE IS VAST, AND IT TAKES PRECIOUS TIME TO MOVE FROM ONE PLACE TO ANOTHER. IN COMPARISON, OTHER THINGS HAPPEN SO QUICKLY THAT WE ASSUME THEY TAKE NO TIME AT ALL. THE ONLY WAY THAT TIME CAN PASS IS WHEN YOU MOVE, OR WHEN YOU ISSUE A COMMAND TO SIT STILL AND REST FOR A PERIOD OF TIME. YOU WILL SOMETIMES WANT TO DO THE LATTER, SINCE THE VARIOUS DEVICES ABOARD YOUR STARSHIP MAY BE DAMAGED AND REQUIRE TIME FOR REPAIR. OF COURSE, REPAIRS MAY BE MADE MORE QUICKLY AT A STARBASE THAN THEY CAN IN FLIGHT.

IN ADDITION TO KLINGONS AND STARBASES, THE GALAXY ALSO CONTAINS (SURPRISE) STARS. MOSTLY, STARS ARE A NUISANCE AND JUST GET IN YOUR WAY. YOU CAN TRIGGER A STAR INTO GOING NOVA BY SHOOTING ONE OF YOUR PHOTON TORPEDOES AT IT. WHEN A STAR NOVAS, IT DOES A LOT OF DAMAGE TO ANYTHING IMMEDIATELY ADJACENT TO IT. IF ANOTHER STAR IS ADJACENT TO A NOVA, IT TOO WILL GO NOVA. STARS MAY ALSO OCCASIONALLY GO SUPERNOVA; A SUPERNOVA IN A QUADRANT DESTROYS EVERYTHING IN THE QUADRANT AND MAKES THE QUADRANT PERMANENTLY UNINHABITABLE. YOU MAY 'JUMP OVER' AQUADRANT CONTAINING A SUPERNOVA WHEN YOU MOVE, BUT YOU SHOULD NOT STOP THERE.

SUPERNOVAS MAY HAPPEN SPONTANEOUSLY, WITHOUT PROVOCATION. IF A SUPERNOVA OCCURS IN THE SAME QUADRANT YOU ARE IN, YOUR STARSHIP HAS AN 'EMERGENCY AUTOMATIC OVERRIDE' WHICH PICKS SOME RANDOM DIRECTION AND SOME RANDOM WARP FACTOR, AND TRIES TO THROW YOU CLEAR OF THE SUPERNOVA. IF THE SUPERNOVA OCCURS IN SOME OTHER QUADRANT, YOU JUST GET A WARNING MESSAGE FROM STARFLEET ABOUT IT (PROVIDED, OF COURSE, THAT YOUR SUBSPACE RADIO IS WORKING).

STAR TREK IS A RICH GAME, FULL OF DETAIL. THESE INSTRUCTIONS ARE WRITTEN AT A MODERATE LEVEL--NO ATTEMPT HAS BEEN MADE FULLY TO DESCRIBE EVERYTHING ABOUT THE GAME, BUT THERE IS QUITE A BIT MORE HERE THAN YOU NEED TO GET STARTED. IF YOU ARE NEW TO THE GAME, JUST GET A ROUGH IDEA OF THE KINDS OF COMMANDS AVAILABLE, AND START PLAYING. AFTER A GAME OR TWO YOU WILL HAVE LEARNED EVERYTHING IMPORTANT, AND THE DETAILED COMMAND DESCRIPTIONS WHICH FOLLOW WILL BE A LOT MORE MEANINGFUL TO YOU.

YOU HAVE WEAPONS: PHASERS AND PHOTON TORPEDOES. YOU HAVE A DEFENSE: DEFLECTOR SHIELDS. YOU CAN LOOK AT THINGS: LONG-RANGE SCANNERS, SHORT-RANGE SCANNERS, AND A STAR CHART. YOU CAN MOVE ABOUT UNDER WARP DRIVE AND IMPULSE POWER. YOU CAN ALSO DOCK AT A STARBASE, REST WHILE REPAIRS ARE BEING MADE, ABANDON SHIP, SELF DESTRUCT, OR GIVE UP AND START A NEW GAME.

THE KLINGONS ARE WAITING.

-----HOW TO START UP THE GAME-----

(This is for historical reference only--the game starts automatically when the web page opens.)

TO EXECUTE THE GAME, ENTER

DOPROG STARTREK LIB('G1SYS.SST.LOAD')

THE GAME WILL ASK YOU IF YOU HAVE PLAYED BEFORE - ANSWER YES OR NO. THE GAME WILL THEN ASK YOU WHAT KIND OF GAME YOU WANT: TYPE IN THE KIND OF GAME (NOVICE, FAIR, GOOD, EXPERT, COMMODORE, OR ADMIRAL) AND THE GAME LENGTH (SHORT, MEDIUM, OR LONG); FINALLY, TYPE IN A SECRET PASSWORD. THE GAME WILL PROMPT YOU FOR THE NECESSARY INFORMATION IN CASE YOU FORGET ANYTHING.

THE GAME WILL THEN BEGIN.

EVERY GAME YOU PLAY WILL BE DIFFERENT.

NOTE: THE SECRET PASSWORD ENTERED IS USED TO INITIALIZE THE RANDOM NUMBER GENERATOR.

-----HOW TO ISSUE COMMANDS-----

WHEN THE GAME IS WAITING FOR YOU TO ENTER A COMMAND, IT WILL PRINT OUT

COMMAND:

YOU MAY THEN TYPE IN YOUR COMMAND. ALL YOU HAVE TO REMEMBER FOR EACH COMMAND IS THE MNEMONIC. FOR EXAMPLE, IF YOU WANT TO MOVE STRAIGHT UP FOR ONE QUADRANT, YOU CAN TYPE IN THE MNEMONIC

MOVE

AND THE COMPUTER WILL PROMPT YOU WITH

COURSE

NOW YOU TYPE IN 12 (OR 0) FOR THE COURSE, AND THE COMPUTER RESPONDS WITH

DISTANCE

SO YOU TYPE IN 1 (ONE QUADRANT).

WHEN YOU HAVE LEARNED THE COMMANDS, YOU CAN AVOID BEING PROMPTED BY SIMPLY TYPING IN THE INFORMATION WITHOUT WAITING TO BE ASKED FOR IT. FOR EXAMPLE, IN THE ABOVE EXAMPLE, YOU COULD SIMPLY TYPE IN

MOVE 12 1

AND IT WILL BE DONE. OR YOU COULD TYPE IN

MOVE

AND WHEN THE COMPUTER RESPONDS WITH

COURSE

YOU CAN TYPE IN

12 1

AND IT WILL UNDERSTAND THAT THE COURSE IS 12 AND THE DISTANCE IS 1.

YOU CAN ABBREVIATE MOST MNEMONICS. FOR 'MOVE', YOU CAN USE ANY OF

MOVE      MOV      MO      M

SUCCESSFULLY. FOR YOUR SAFETY, CERTAIN CRITICAL COMMANDS (SUCH AS TO ABANDON SHIP) MUST BE WRITTEN OUT IN FULL. ALSO, IN A FEW CASES TWO OR MORE COMMANDS BEGIN WITH THE SAME LETTER, AND IN THIS CASE THAT LETTER REFERS TO A PARTICULAR ONE OF THE COMMANDS; TO GET THE OTHER, YOUR ABBREVIATION MUST BE TWO OR MORE LETTERS LONG. THIS SOUNDS COMPLICATED, BUT YOU WILL LEARN THE ABBREVIATIONS QUICKLY ENOUGH.

WHAT THIS ALL BOILS DOWN TO IS

- (1) YOU CAN ABBREVIATE PRACTICALLY ANYTHING,
- (2) IF YOU FORGET, THE COMPUTER WILL PROMPT YOU,
- (3) IF YOU REMEMBER, YOU CAN TYPE IT ALL ON ONE LINE.

IF YOU ARE PART WAY THROUGH ENTERING A COMMAND AND YOU CHANGE YOUR MIND, YOU CAN CANCEL THE COMMAND BY TYPING A -1 AS ONE OF THE PARAMETERS.

IF ANYTHING IS NOT CLEAR TO YOU, EXPERIMENT. THE WORST YOU CAN DO IS LOSE A GAME OR TWO.

-----DESCRIPTION OF COMMANDS-----

\*\*\*\*\*  
\* SHORT-RANGE SCAN \*  
\*\*\*\*\*

MNEMONIC SRSCAN  
SHORTEST ABBREVIATION S  
FULL COMMANDS SRSCAN  
SRSCAN YES  
SRSCAN NO

THE SHORT-RANGE SCAN GIVES YOU A CONSIDERABLE AMOUNT OF INFORMATION ABOUT THE QUADRANT YOUR STARSHIP IS IN. A SHORT-RANGE SCAN IS BEST DESCRIBED BY AN EXAMPLE.

	1	2	3	4	5	6	7	8	9	10		
1	*	.	.	.	.	.	.	.	.	.	STARDATE	2516.3
2	.	.	E	.	.	.	.	.	.	.	CONDITION	RED
3	.	.	.	.	*	.	B	.	.	.	POSITION	5 - 1, 2 - 4
4	.	.	.	.	.	.	.	.	.	.	LIFE SUPPORT	DAMAGED, RESERVES=2.3
5	.	.	.	.	.	.	K	.	.	.	WARP FACTOR	5.0
6	.	K	.	.	.	.	.	*	.	.	ENERGY	2176.25
7	.	.	.	.	.	.	.	.	.	.	TORPEDOES	3
8	.	.	.	*	.	.	.	.	.	.	SHIELDS	UP, 42 PERCENT
9	.	*	.	*	.	.	.	.	C	.	KLINGONS LEFT	12
10	.	.	.	.	.	.	.	.	.	.	TIME LEFT	9.26

THE LEFT PART IS A PICTURE OF THE QUADRANT. THE E AT SECTOR 2 - 4 REPRESENTS THE ENTERPRISE; THE B AT SECTOR 3 - 8 IS A STAR-BASE. THERE ARE ORDINARY KLINGONS (K) AT SECTORS 5 - 8 AND 6 - 2, AND A KLINGON COMMANDER (C) AT SECTOR 9 - 9. THERE ARE ALSO A LARGE NUMBER OF STARS (\*). THE PERIODS(.) ARE JUST EMPTY SPACE, THEY ARE PRINTED TO HELP YOU GET YOUR BEARINGS.

THE INFORMATION ON THE RIGHT IS ASSORTED STATUS INFORMATION. THE STATUS INFORMATION WILL BE PRESENT IF YOU TYPE YES AFTER THE WORD SRSCAN, OR ABSENT IF YOU TYPE NO. YOU MAY ALSO ASK FOR STATUS INFORMATION ONLY, BY MEANS OF THE STATUS COMMAND. THE GAME REMEMBERS WHETHER OR NOT YOU WANT THE STATUS INFORMATION FROM SCAN TO SCAN, IF YOU ASKED FOR IT ONCE, THE STATUS WILL BE INCLUDED FOR EVERY FOLLOWING SCAN UNTIL YOU REQUEST THAT IT NOT BE INCLUDED, THEN IT WILL NOT PRINT THE STATUS INFORMATION UNTIL YOU REQUEST IT AGAIN.

SHORT-RANGE SCANS ARE FREE. THAT IS, THEY USE UP NO ENERGY AND NO TIME. IF YOU ARE IN BATTLE, DOING A SHORT-RANGE SCAN DOES NOT GIVE THE KLINGONS ANOTHER CHANCE TO HIT YOU. YOU CAN SAFELY DO A SHORT-RANGE SCAN ANYTIME YOU LIKE.

\*\*\*\*\*  
\* STATUS REPORT \*  
\*\*\*\*\*

MNEMONIC STATUS  
SHORTEST ABBREVIATION ST

THIS COMMAND GIVES YOU INFORMATION ABOUT THE CURRENT STATE OF YOUR STARSHIP, AS FOLLOWS

STARDATE - THE CURRENT DATE. A STARDATE IS THE SAME AS A DAY.

CONDITION - THERE ARE FOUR POSSIBLE CONDITIONS

DOCKED - DOCKED AT STARBASE.

RED - IN BATTLE.

YELLOW - LOW ON ENERGY (LESS THAN 1000 UNITS).

GREEN - NONE OF THE ABOVE.

POSITION - QUADRANT IS GIVEN FIRST, THEN SECTOR.

LIFE SUPPORT - IF 'ACTIVE', LIFE SUPPORT SYSTEMS ARE FUNCTIONING NORMALLY. IF ON 'RESERVES', THE NUMBER IS HOW MANY STARDATES YOUR RESERVE FOOD, AIR, ETC. WILL LAST--YOU MUST GET REPAIRS MADE OR GET TO STARBASE BEFORE YOUR RESERVES RUN OUT.

WARP FACTOR - WHAT YOUR WARP FACTOR IS CURRENTLY SET TO.

ENERGY - THE AMOUNT OF ENERGY YOU HAVE LEFT. IF IT DROPS TO ZERO, YOU DIE.

TORPEDOES - HOW MANY PHOTON TORPEDOES YOU HAVE LEFT.

SHIELDS - WHETHER YOUR SHIELDS ARE UP OR DOWN, AND HOW STRONG THEY ARE (WHAT PERCENT OF A HIT THEY CAN ABSORB).

KLINGONS LEFT - HOW MANY OF THE ENEMY ARE STILL OUT THERE.

TIME LEFT - HOW LONG THE FEDERATION CAN HOLD OUT AGAINST THE PRESENT NUMBER OF KLINGONS, THAT IS, HOW LONG UNTIL THE END IF YOU DO NOTHING IN THE MEANTIME. IF YOU KILL KLINGONS QUICKLY, THIS NUMBER WILL GO UP--IF NOT, IT WILL GO DOWN. IF IT REACHES ZERO, THE FEDERATION IS CONQUERED, AND YOU LOSE.

STATUS INFORMATION IS FREE--IT USES NO TIME OR ENERGY, AND IF YOU ARE IN BATTLE, THE KLINGONS ARE NOT GIVEN ANOTHER CHANCE TO HIT YOU.

STATUS INFORMATION CAN ALSO BE OBTAINED BY DOING A SHORT-RANGE SCAN. SEE THE SRSCAN COMMAND FOR DETAILS.

\*\*\*\*\*  
\* LONG-RANGE SCAN \*  
\*\*\*\*\*

MNEMONIC LRSCAN  
SHORTEST ABBREVIATION L

A LONG-RANGE SCAN GIVES YOU GENERAL INFORMATION ABOUT WHERE YOU ARE AND WHAT IS AROUND YOU. HERE IS AN EXAMPLE OUTPUT.

L. R. SCAN FOR QUADRANT 5 - 1  
-1 107 103  
-1 316 5  
-1 105 1000

THIS SCAN SAYS THAT YOU ARE IN ROW 5, COLUMN 1 OF THE 8 BY 8 GALAXY. THE NUMBERS IN THE SCAN INDICATE HOW MANY OF EACH KIND OF THING THERE IS IN YOUR QUADRANT AND ALL ADJACENT QUADRANTS. THE DIGITS ARE INTERPRETED AS FOLLOWS.

THOUSANDS DIGIT	1000 INDICATES A SUPERNOVA (ONLY)
HUNDREDS DIGIT	NUMBER OF KLINGONS PRESENT
TENS DIGIT	NUMBER OF STARBASES PRESENT
ONES DIGIT	NUMBER OF STARS PRESENT

FOR EXAMPLE, IN YOUR QUADRANT (5 - 1) THE NUMBER IS 316, WHICH INDICATES 3 KLINGONS, 1 STARBASE AND 6 STARS. (THE LONG-RANGE SCANNER DOES NOT DISTINGUISH BETWEEN ORDINARY KLINGONS AND KLINGON COMMAND SHIPS.) IF THERE IS A SUPERNOVA, AS IN THE QUADRANT BELOW AND TO YOUR RIGHT (QUADRANT 6 - 2), THERE IS NOTHING ELSE IN THE QUADRANT.

SINCE YOU ARE IN COLUMN 1, THERE ARE NO QUADRANTS TO YOUR LEFT. THE MINUS ONES INDICATE THE NEGATIVE ENERGY BARRIER AT THE EDGE OF THE GALAXY, WHICH YOU ARE NOT PERMITTED TO TRY TO CROSS.

LONG-RANGE SCANS ARE FREE. THEY USE UP NO ENERGY OR TIME, AND CAN BE DONE SAFELY REGARDLESS OF BATTLE CONDITIONS.



\*\*\*\*\*  
\* VISUAL SCAN \*  
\*\*\*\*\*

MNEMONIC VISUAL  
SHORTEST ABBREVIATION V  
FULL COMMAND VISUAL DIRECTION

A VISUAL SCAN LETS YOU SEE WHAT IS IN SECTORS IN FRONT OF YOU. IN EFFECT YOU ARE LOOKING OUT OF THE BRIDGE FORWARD PORT-HOLE. YOU SEE WHAT IS DEAD AHEAD OF YOU AND WHAT IS IN THE SECTORS ON EITHER SIDE. THE DIRECTION YOU ARE FACING MUST BE GIVEN AS A NUMBER FROM 0 TO 12 INCLUSIVE, AS ON A CLOCK FACE.

THE VISUAL SCAN USES THE SAME CODE CHARACTERS AS THE SHORT RANGE SCAN WITH ONE ADDITION. IF YOU ARE ON THE EDGE OF A QUADRANT, SECTORS OUTSIDE OF THE QUADRANT ARE REPRESENTED BY THE CHARACTER 'X'.

WARNING: THE VISUAL SCAN TAKES 0.05 STARDATES TO ACCOMPLISH AND IF THERE ARE KLINGONS PRESENT IN YOUR QUADRANT, THEY MAY SHOOT AT YOU, SO USE THE VISUAL SCAN WITH CAUTION.

\*\*\*\*\*  
\* IMPULSE ENGINES \*  
\*\*\*\*\*

MNEMONIC IMPULSE  
SHORTEST ABBREVIATION I  
FULL COMMAND IMPULSE COURSE DISTANCE

THE IMPULSE ENGINES GIVE YOU A WAY TO MOVE WHEN YOUR WARP ENGINES ARE DAMAGED. THEY MOVE YOU AT A SPEED OF 0.95 SECTORS PER STARDATE, WHICH IS EQUIVALENT OF A WARP FACTOR OF ABOUT 0.975, SO THEY ARE MUCH TOO SLOW TO USE EXCEPT IN EMERGENCIES.

COURSE AND DISTANCE ARE INDICATED JUST AS IN THE 'MOVE' COMMAND. THE SPECIAL COURSE COMMAND 'CD' IS ALSO AVAILABLE.

THE IMPULSE ENGINES REQUIRE 20 UNITS OF ENERGY TO ENGAGE, PLUS 10 UNITS PER SECTOR (100 UNITS PER QUADRANT) TRAVELLED. IT DOES NOT COST EXTRA TO MOVE WITH THE SHIELDS UP.

\*\*\*\*\*  
\* MOVE UNDER WARP DRIVE \*  
\*\*\*\*\*

MNEMONIC MOVE  
SHORTEST ABBREVIATION M  
FULL COMMAND MOVE COURSE DISTANCE

THIS COMMAND IS THE USUAL WAY TO MOVE FROM ONE PLACE TO ANOTHER WITHIN THE GALAXY. YOU MOVE UNDER WARP DRIVE, ACCORDING TO THE CURRENT WARP FACTOR (SEE 'WARP FACTOR'). THE COURSE IN WHICH YOU MOVE MUST BE GIVEN AS A NUMBER FROM 0 TO 12, INCLUSIVE, AS ON A CLOCK FACE. THE DISTANCE YOU MOVE IS MEASURED IN QUADRANTS; A MOVE OF ONE SECTOR IS A DISTANCE OF 0.1 QUADRANTS. THE SPECIAL COMMAND 'CD' TYPED IN INSTEAD OF COURSE AND DISTANCE WILL CAUSE THE STARSHIP TO USE THE LAST COURSE AND DISTANCE ENTERED OR THE LAST COURSE COMPUTED BY THE 'COMPUTER' COMMAND.

IT USES TIME AND ENERGY TO MOVE. HOW MUCH TIME AND HOW MUCH ENERGY DEPENDS ON YOUR CURRENT WARP FACTOR, THE DISTANCE YOU MOVE, AND WHETHER YOUR SHIELDS ARE UP. THE HIGHER THE WARP FACTOR, THE FASTER YOU MOVE, BUT HIGHER WARP FACTORS REQUIRE MORE ENERGY. YOU MAY MOVE WITH YOUR SHIELDS UP, BUT THIS INCREASES THE ENERGY REQUIRED UP TO TWICE AS MUCH, DEPENDING ON SHIELD STRENGTH.

EACH TIME YOU MOVE IN A QUADRANT CONTAINING KLINGONS, THEY HAVE A CHANCE TO ATTACK YOU. IN THIS CASE, THE 'ENERGY LEFT' MESSAGE YOU GET REFERS TO YOUR ENERGY AFTER THE ATTACK BUT BEFORE THE MOVE. AS YOU MOVE, THE AMOUNT THAT THE KLINGONS HIT YOU WITH IS DEPENDENT ON YOUR AVERAGE DISTANCE FROM THEM. THIS IS ALSO TRUE IF YOUR MOVE TAKES YOU OUT OF THE QUADRANT, WHEN THE KLINGONS HAVE ONE LAST CHANCE TO HIT YOU.

\*\*\*\*\*  
\* WARP FACTOR \*  
\*\*\*\*\*

MNEMONIC WARP  
SHORTEST ABBREVIATION W  
FULL COMMAND WARP NUMBER

YOUR WARP FACTOR CONTROLS THE SPEED OF YOUR STARSHIP. THE LARGER THE WARP FACTOR, THE FASTER YOU GO AND THE MORE ENERGY YOU USE.

YOUR MINIMUM WARP FACTOR IS 1.0 AND YOUR MAXIMUM WARP FACTOR IS 10.0 (WHICH IS 100 TIMES AS FAST AND USES 1000 TIMES AS MUCH ENERGY). AT SPEEDS ABOVE WARP 6 THERE IS SOME DANGER OF CAUSING DAMAGE TO YOUR WARP ENGINES; THIS DAMAGE IS LARGER AT HIGHER WARP FACTORS AND ALSO DEPENDS ON HOW FAR YOU GO AT THAT WARP FACTOR.

AT EXACTLY WARP 10 THERE IS SOME PROBABILITY OF ENTERING A SO-CALLED 'TIME WARP' AND BEING THROWN FORWARD OR BACKWARD IN TIME. THE FURTHER YOU GO AT WARP 10, THE GREATER IS THE PROBABILITY OF ENTERING THE TIME WARP.

\*\*\*\*\*  
\* ON BOARD COMPUTER \*  
\*\*\*\*\*

MNEMONIC    COMPUTER  
SHORTEST ABBREVIATION    CO  
FULL COMMAND    COMPUTER REQUEST(S)

THE COMPUTER COMMAND GIVES YOU ACCESS TO THE STARSHIP'S ON BOARD COMPUTER. IT CAN BE USED TO PLOT YOUR COURSE, COMPUTE THE COST TO MOVE SOMEWHERE, CALCULATE THE EFFECTIVENESS OF YOUR PHASERS, OR EVEN SHOW HOW WELL YOU ARE DOING IN YOUR CAMPAIGN TO WIPE OUT THE DREADED KLINGONS. THE COMPUTER RESPONDS TO THE FOLLOWING REQUESTS

SCORE			- SHOWS YOUR CURRENT SCORE
COURSE	QUAD	SECT	- COMPUTES THE COURSE AND DISTANCE FROM YOUR CURRENT LOCATION TO ANOTHER LOCATION IN THE GALAXY. 'QUAD' AND 'SECT' ARE THE CO-ORDINATES OF THE DESTINATION SECTOR. 'QUAD' IS EXPRESSED AS 'MN', WHERE 'M' IS THE FIRST CO-ORDINATE OF THE DESIRED QUADRANT (0-8) AND 'N' IS THE SECOND. IN A SIMILAR MANNER, 'SECT' IS EXPRESSED AS 'MMNN' WHERE 'MM' IS THE FIRST CO-ORDINATE OF THE DESIRED SECTOR (01-10) WITHIN THAT QUADRANT, AND 'NN' IS THE SECOND. A ZERO VALUE FOR 'QUAD' OR LEAVING IT OUT ENTIRELY WILL CAUSE THE COMPUTER TO USE YOUR CURRENT QUADRANT CO-ORDINATE.
ICOST	DIST		- COMPUTES THE COST IN TIME AND ENERGY TO MOVE 'DIST' QUADRANTS UNDER IMPULSE POWER.
WCOST	DIST	WARP	- COMPUTES THE COST IN TIME AND ENERGY TO MOVE 'DIST' QUADRANTS AT A WARP FACTOR OF 'WARP'. IF 'WARP' IS LEFT OUT THEN YOUR CURRENT WARP FACTOR IS USED.
PEFFECT	DIST		- COMPUTES HOW EFFECTIVE YOUR PHASERS ARE AT A DISTANCE OF 'DIST' QUADRANTS.
BASE			- TELLS YOU THE LOCATION OF THE NEAREST STARBASE.
END			- TERMINATES YOUR REQUEST OF THE COMPUTER.

EVERY TIME YOU EXECUTE THE 'COURSE' REQUEST, THE DISTANCE COMPUTED IS SAVED SO YOU CAN USE IT IN THE 'ICOST', 'WCOST', AND 'PEFFECT' COMMANDS. TO USE THE SAVED VALUE, ENTER THE MNEMONIC 'DIST' INSTEAD OF A NUMBER. 'DIST' MAY BE ABBREVIATED.

AS MANY COMPUTER REQUESTS AS YOU WISH CAN BE ENTERED ON THE SAME LINE. COMPUTER USE IS FREE. IT USES NO ENERGY AND NO TIME. IF YOU ARE IN BATTLE, THE KLINGONS DO NOT GET A CHANCE TO HIT YOU. ALL COMPUTER REQUESTS MAY BE ABBREVIATED.

\*\*\*\*\*  
\* STAR CHART \*  
\*\*\*\*\*

MNEMONIC CHART  
SHORTEST ABBREVIATION C

AS YOU PROCEED IN THE GAME, YOU LEARN MORE AND MORE ABOUT WHAT THINGS ARE WHERE IN THE GALAXY. THIS INFORMATION IS AUTOMATICALLY RECORDED FOR YOU (BY SPOCK) IN YOUR STAR CHART.

THE CHART LOOKS LIKE AN 8 BY 8 ARRAY OF NUMBERS. THESE NUMBERS ARE INTERPRETED EXACTLY AS THEY ARE ON A LONG-RANGE SCAN. A PERIOD (.) IN PLACE OF A DIGIT MEANS YOU DO NOT KNOW THAT INFORMATION YET. FOR EXAMPLE, ... MEANS YOU KNOW NOTHING ABOUT THE QUADRANT, WHILE .1. MEANS YOU KNOW THAT IT CONTAINS A BASE, BUT AN UNKNOWN NUMBER OF KLINGONS AND STARS.

LOOKING AT THE STAR CHART IS A FREE OPERATION. IT COSTS YOU NEITHER TIME NOR ENERGY, AND CAN BE DONE SAFELY WHETHER IN OR OUT OF BATTLE.

\*\*\*\*\*  
\* DAMAGE REPORT \*  
\*\*\*\*\*

MNEMONIC DAMAGES  
SHORTEST ABBREVIATION DA

AT ANY TIME YOU MAY ASK FOR A DAMAGE REPORT TO FIND OUT WHAT DEVICES ARE DAMAGED AND HOW LONG IT WILL TAKE TO REPAIR THEM. NATURALLY, REPAIRS PROCEED FASTER AT A STARBASE.

IF YOU SUFFER DAMAGES WHILE MOVING, IT IS POSSIBLE THAT A SUBSEQUENT DAMAGE REPORT WILL NOT SHOW ANY DAMAGE. THIS HAPPENS IF THE TIME SPENT ON THE MOVE EXCEEDS THE REPAIR TIME, SINCE IN THIS CASE THE DAMAGED DEVICES WERE FIXED EN ROUTE.

(Note: One improvement over the original game code is the addition of an automatic report made by Spock when a device becomes available or is fixed.)

DAMAGE REPORTS ARE FREE. THEY USE NO ENERGY OR TIME, AND CAN BE DONE SAFELY EVEN IN THE MIDST OF BATTLE.

\*\*\*\*\*  
\* DEFLECTOR SHIELDS \*  
\*\*\*\*\*

MNEMONIC SHIELDS  
SHORTEST ABBREVIATION SH  
FULL COMMANDS SHIELDS UP  
SHIELDS DOWN

YOUR DEFLECTOR SHIELDS ARE A DEFENSIVE DEVICE TO PROTECT YOU FROM KLINGON ATTACKS (AND NEARBY NOVAS). AS THE SHIELDS PROTECT YOU, THEY GRADUALLY WEAKEN. A SHIELD STRENGTH OF 75 PERCENT, FOR EXAMPLE, MEANS THAT THE NEXT TIME A KLINGON HITS YOU, YOUR SHIELDS WILL ABSORB 75 PERCENT OF THE HIT, AND LET 25 PERCENT GET THROUGH TO HURT YOU.

YOU MAY NOT FIRE PHASERS WHILE YOUR SHIELDS ARE UP. YOU MAY FIRE PHOTON TORPEDOES, BUT THEY MAY BE DEFLECTED CONSIDERABLY FROM THEIR INTENDED COURSE AS THEY PASS THROUGH THE SHIELDS (DEPENDING ON SHIELD STRENGTH).

EACH TIME YOU RAISE OR LOWER YOUR SHIELDS, THE KLINGONS HAVE ANOTHER CHANCE TO ATTACK. SINCE SHIELDS DO NOT RAISE AND LOWER INSTANTANEOUSLY, THE HITS YOU RECEIVE WILL BE INTERMEDIATE BETWEEN WHAT THEY WOULD BE IF THE SHIELDS WERE COMPLETELY UP OR COMPLETELY DOWN.

IT COSTS 50 UNITS OF ENERGY TO RAISE SHIELDS, NOTHING TO LOWER THEM. YOU MAY MOVE WITH YOUR SHIELDS UP; THIS COSTS NOTHING EXTRA UNDER IMPULSE POWER, BUT INCREASES THE ENERGY REQUIRED FOR WARP DRIVE UP TO DOUBLE THE COST, DEPENDING ON SHIELD STRENGTH.

\*\*\*\*\*  
\* DIVERT POWER TO SHIELDS \*  
\*\*\*\*\*

MNEMONIC DIVERT  
(NO ABBREVIATION)  
FULL COMMAND DIVERT AMOUNT

YOU CAN DIVERT POWER FROM YOUR ANTI-MATTER PODS TO THE SHIELDS IN ORDER TO RESTORE THEIR STRENGTH. THE POWER DIVERTED IS TAKEN FROM YOUR ENERGY RESERVES AND IS NOT RECOVERABLE. 25 UNITS OF ENERGY WILL RAISE THE ENTERPRISE'S SHIELDS ONE PERCENT IN POWER, THE STAR TRUCK'S SHIELDS WILL GO UP TWO PERCENT FOR THE SAME AMOUNT. YOU CANNOT INCREASE SHIELD STRENGTH TO MORE THAN 100 PERCENT.

THE DIVERT COMMAND IS FREE, IT USES NO TIME AND NO ENERGY BEYOND THE AMOUNT ACTUALLY DIVERTED. IF THERE ARE KLINGONS PRESENT, THEY DO NOT GET A CHANCE TO ATTACK YOU.

\*\*\*\*\*  
\* PHASERS \*  
\*\*\*\*\*

MNEMONIC PHASERS  
SHORTEST ABBREVIATION P  
FULL COMMANDS PHASERS AUTOMATIC AMOUNT-TO-FIRE  
PHASERS AMOUNT-TO-FIRE  
PHASERS MANUAL AMT-1 AMT-2 ... AMT-N

PHASERS ARE ENERGY WEAPONS. AS YOU FIRE PHASERS AT KLINGONS, YOU SPECIFY AN AMOUNT TO FIRE WHICH IS DRAWN FROM YOUR ENERGY RESERVES. IT TAKES ABOUT 200 UNITS TOTAL HIT (PLUS OR MINUS A RANDOM AMOUNT) TO KILL AN ORDINARY KLINGON, OR ABOUT 600 UNITS TOTAL HIT (PLUS OR MINUS A RANDOM AMOUNT) TO KILL A KLINGON COMMANDER. HITS ON KLINGONS ARE CUMULATIVE.

IN GENERAL, NOT ALL THAT YOU FIRE WILL REACH THE KLINGONS. THE FURTHER AWAY THEY ARE, THE LESS PHASER ENERGY WILL REACH THEM. IF A KLINGON IS ADJACENT TO YOU, HE WILL RECEIVE ABOUT 90 PERCENT OF THE PHASER ENERGY DIRECTED AT HIM; A KLINGON 5 SECTORS AWAY WILL RECEIVE ABOUT 60 PERCENT, AND A KLINGON 10 SECTORS AWAY WILL RECEIVE ABOUT 35 PERCENT. THERE IS SOME RANDOMNESS INVOLVED, SO THESE FIGURES ARE NOT EXACT. PHASERS HAVE NO EFFECT BEYOND THE BOUNDARIES OF THE QUADRANT YOU ARE IN.

IF PHASER FIRING IS AUTOMATIC, THE COMPUTER DECIDES HOW TO DIVIDE UP YOUR AMOUNT TO FIRE AMONG THE KLINGONS PRESENT. IF PHASER FIRING IS MANUAL, YOU SPECIFY HOW MUCH ENERGY TO FIRE AT EACH KLINGON PRESENT (NEAREST FIRST), RATHER THAN JUST SPECIFYING A TOTAL AMOUNT. YOU CAN ABBREVIATE 'MANUAL' AND 'AUTOMATIC' TO ONE OR MORE LETTERS; IF YOU MENTION NEITHER, AUTOMATIC FIRING IS USUALLY ASSUMED.

A SAFETY INTERLOCK PREVENTS PHASERS FROM BEING FIRED WHILE SHIELDS ARE UP. IF THIS WERE NOT SO, THE SHIELDS WOULD CONTAIN YOUR FIRE AND YOU WOULD FRY YOURSELF.

PHASERS HAVE NO EFFECT ON STARBASES (WHICH ARE SHIELDED) OR ON STARS.

\*\*\*\*\*  
\* PHOTON TORPEDOES \*  
\*\*\*\*\*

MNEMONIC    PHOTON  
SHORTEST ABBREVIATION    PHO  
FULL COMMANDS    PHOTONS    COURSE    BURST-ANGLE  
                  PHOTONS    COURSE    YES    BURST-ANGLE  
                  PHOTONS    COURSE    NO

PHOTON TORPEDOES ARE PROJECTILE WEAPONS--YOU EITHER HIT WHAT YOU AIM AT, OR YOU DON'T. THERE ARE NO 'PARTIAL HITS'.

ONE PHOTON TORPEDO WILL USUALLY KILL ONE ORDINARY KLINGON, BUT IT USUALLY TAKES ABOUT TWO FOR A KLINGON COMMANDER. PHOTON TORPEDOES CAN ALSO BLOW UP STARS AND STARBASES, IF YOU AREN'T CAREFUL.

YOU MAY FIRE PHOTON TORPEDOES IN A BURST OF THREE. IN THIS CASE THE COURSE YOU SPECIFY REFERS TO THE MIDDLE TORPEDO OF THE BURST, AND THE BURST ANGLE IS THE AMOUNT WHICH SHOULD BE ADDED TO AND SUBTRACTED FROM THE COURSE TO GET THE COURSES OF THE OTHER TWO TORPEDOES. BURST ANGLES MAY BE FROM 0.05 TO 0.50. THE OPTIONAL WORD 'YES' EXPLICITLY INDICATES YOU WANT A BURST; THE WORD 'NO' INDICATES YOU JUST WANT A SINGLE TORPEDO INSTEAD OF A BURST.

PHOTON TORPEDOES CANNOT BE AIMED PRECISELY--THERE IS ALWAYS SOME RANDOMNESS INVOLVED IN THE DIRECTION THEY GO. PHOTON TORPEDOES MAY BE FIRED WITH YOUR SHIELDS UP, BUT AS THEY PASS THROUGH THE SHIELDS THEY ARE RANDOMLY DEFLECTED FROM THEIR INTENDED COURSE EVEN MORE.

WHILE THE STRENGTH OF PHOTON TORPEDOES DOES NOT DIMINISH WITH DISTANCE, THEY ARE ONLY EFFECTIVE WITHIN THE QUADRANT; THEY HAVE NO EFFECT ON THINGS IN ADJACENT QUADRANTS.

\*\*\*\*\*  
\* REST \*  
\*\*\*\*\*

MNEMONIC    REST  
SHORTEST ABBREVIATION    R  
FULL COMMAND    REST    NUMBER-OF-STARDATES

THIS COMMAND SIMPLY ALLOWS THE SPECIFIED NUMBER OF STARDATES TO GO BY. THIS IS USEFUL IF YOU HAVE SUFFERED DAMAGES AND WISH TO WAIT UNTIL REPAIRS ARE MADE BEFORE YOU GO BACK INTO BATTLE.

IT IS NOT GENERALLY ADVISABLE TO REST WHILE YOU ARE UNDER ATTACK BY KLINGONS.

\*\*\*\*\*  
\* DOCK AT STARBASE \*  
\*\*\*\*\*

MNEMONIC DOCK  
SHORTEST ABBREVIATION D

YOU MAY DOCK YOUR STARSHIP WHENEVER YOU ARE IN ONE OF THE EIGHT SECTOR POSITIONS IMMEDIATELY ADJACENT TO A STARBASE. WHEN YOU DOCK, YOUR STARSHIP IS RESUPPLIED WITH ENERGY, PHOTON TORPEDOES, AND LIFE SUPPORT RESERVES. REPAIRS ALSO PROCEED FASTER AT STARBASE, SO IF SOME OF YOUR DEVICES ARE DAMAGED, YOU MAY WISH TO STAY AT BASE (BY USING THE 'REST' COMMAND) UNTIL THEY ARE FIXED.

STARBASES HAVE THEIR OWN DEFLECTOR SHIELDS, SO YOU ARE COMPLETELY SAFE FROM ATTACK WHILE DOCKED. YOU ARE ALSO SAFE FROM LONG-RANGE TRACTOR BEAMS.

\*\*\*\*\*  
\* CAST OFF FROM STARBASE \*  
\*\*\*\*\*

MNEMONIC CASTOFF  
SHORTEST ABBREVIATION CA

THIS COMMAND ALLOWS YOU TO CAST OFF FROM STARBASE WITHOUT ACTUALLY MOVING YOUR STARSHIP. IN EFFECT, ALL THAT HAPPENS IS THAT YOU ARE REMOVED FROM THE PROTECTION OF THE STARBASE SHIELDS, ALLOWING THE STARSHIP TO USE ITS PHASERS IF THE SHIP'S SHIELDS ARE DOWN ALSO. IF THERE ARE KLINGONS PRESENT, THEY WILL ATTACK YOU. 'CASTOFF' USES NO ENERGY AND TAKES NO TIME.

\*\*\*\*\*  
\* SELF-DESTRUCT \*  
\*\*\*\*\*

MNEMONIC DESTRUCT  
(NO ABBREVIATION)

YOU MAY SELF-DESTRUCT, THUS KILLING YOURSELF AND ENDING THE GAME. IF THERE ARE NEARBY KLINGONS, YOU MAY TAKE A FEW OF THEM WITH YOU (THE MORE ENERGY YOU HAVE LEFT, THE BIGGER THE BANG).

IN ORDER TO SELF-DESTRUCT YOU MUST REMEMBER THE PASSWORD YOU TYPED IN AT THE BEGINNING OF THE GAME.



\*\*\*\*\*  
\* CALL STARBASE FOR HELP \*  
\*\*\*\*\*

MNEMONIC HELP  
(NO ABBREVIATION)

WHEN YOU GET INTO SERIOUS TROUBLE, YOU MAY CALL STARBASE FOR HELP. STARBASES HAVE A DEVICE CALLED A 'LONG-RANGE TRANSPORTER BEAM' WHICH THEY CAN USE TO TELEPORT YOU TO BASE. THIS WORKS BY DEMATERIALIZING YOUR STARSHIP AT ITS CURRENT POSITION AND (HOPEFULLY) RE-MATERIALIZING IT ADJACENT TO THE NEAREST STARBASE. TELEPORTATION IS INSTANTANEOUS, AND STARBASE SUPPLIES THE REQUIRED ENERGY--ALL YOU HAVE TO DO IS LET THEM KNOW (VIA SUBSPACE RADIO) THAT YOU NEED HELP.

THIS COMMAND SHOULD BE EMPLOYED ONLY WHEN ABSOLUTELY NECESSARY. IN THE FIRST PLACE, CALLING FOR HELP IS AN ADMISSION ON YOUR PART THAT YOU GOT YOURSELF INTO SOMETHING YOU CANNOT GET YOURSELF OUT OF, AND YOU ARE HEAVILY PENALIZED FOR THIS IN THE FINAL SCORING. SECONDLY, THE LONG-RANGE TRANSPORTER BEAM IS NOT RELIABLE--STARBASE CAN ALWAYS MANAGE TO DEMATERIALIZE YOUR STARSHIP, BUT (DEPENDING ON DISTANCE) MAY OR MAY NOT BE ABLE TO RE-MATERIALIZING YOU AGAIN. THE LONG-RANGE TRANSPORTER BEAM HAS NO ABSOLUTE MAXIMUM RANGE; IF YOU ARE IN THE SAME QUADRANT AS A STARBASE, YOU HAVE A GOOD CHANCE (ABOUT 90 PERCENT) OF RE-MATERIALIZING SUCCESSFULLY. YOUR CHANCES DROP TO ROUGHLY 50-50 AT JUST OVER 3 QUADRANTS.

\*\*\*\*\*  
\* CHANGE PASSWORD \*  
\*\*\*\*\*

MNEMONIC PASSWORD  
(NO ABBREVIATION)  
FULL COMMAND PASSWORD OLD NEW

YOU MAY CHANGE YOUR PASSWORD IF YOU DESIRE. TYPE IN THE COMMAND 'PASSWORD' FOLLOWED BY YOUR CURRENT PASSWORD AND WHAT YOU WOULD LIKE TO CHANGE IT TO.

\*\*\*\*\*  
\* ABANDON SHIP \*  
\*\*\*\*\*

MNEMONIC ABANDON  
(NO ABBREVIATION)

YOU MAY ABANDON THE ENTERPRISE IF NECESSARY. IF THERE IS STILL A STARBASE IN THE GALAXY, YOU WILL BE SENT THERE AND PUT IN CHARGE OF A WEAKER SHIP, THE STAR TRUCK.

THE STAR TRUCK CANNOT BE ABANDONED.

\*\*\*\*\*  
\* TERMINATE THE CURRENT GAME \*  
\*\*\*\*\*

MNEMONIC    TERMINATE  
(NO ABBREVIATION)  
FULL COMMANDS    TERMINATE  
                  TERMINATE    YES  
                  TERMINATE    NO

IMMEDIATELY CANCEL THE CURRENT GAME. NO CONCLUSION IS REACHED  
AND NO SCORE IS COMPUTED. IF YOU INCLUDE 'YES' IN THE COMMAND A  
NEW GAME WILL BE STARTED, 'NO' WILL END THE PROGRAM.

-----SCORING-----

SCORING IS FAIRLY SIMPLE. YOU GET POINTS FOR GOOD THINGS, AND YOU LOSE POINTS FOR BAD THINGS.

YOU GAIN--

- (1) 10 POINTS FOR EACH ORDINARY KLINGON YOU KILL,
- (2) 50 POINTS FOR EACH COMMANDER YOU KILL.
- (3) 500 TIMES YOUR AVERAGE KLINGON/STARDATE KILL RATE. IF YOU LOSE THE GAME, YOUR KILL RATE IS BASED ON A MINIMUM OF 5 STARDATES.
- (4) YOU GET A BONUS IF YOU WIN THE GAME, BASED ON YOUR RATING  
NOVICE=100, FAIR=200, GOOD=300, EXPERT=400,  
COMMODORE=500, ADMIRAL=600.

YOU LOSE--

- (5) 200 POINTS IF YOU GET YOURSELF KILLED,
- (6) 100 POINTS FOR EACH STARBASE YOU DESTROY,
- (7) 100 POINTS FOR EACH STARSHIP YOU LOSE,
- (8) 100 POINTS FOR EACH TIME YOU HAD TO CALL FOR HELP,
- (9) 5 POINTS FOR EACH STAR YOU DESTROYED, AND
- (10) 1 POINT FOR EACH CASUALTY YOU INCURRED.

IN ADDITION TO YOUR SCORE, YOU MAY ALSO BE PROMOTED ONE GRADE IN RANK IF YOU PLAY WELL ENOUGH. PROMOTION IS BASED PRIMARILY ON YOUR KLINGON/STARDATE KILL RATE, SINCE THIS IS THE BEST INDICATOR OF WHETHER YOU ARE READY TO GO ON TO THE NEXT HIGHER RATING. HOWEVER, IF YOU HAVE LOST 100 OR MORE POINTS IN PENALTIES, YOU WILL NOT RECEIVE A PROMOTION.

YOU CAN BE PROMOTED FROM ANY LEVEL. THERE IS A SPECIAL PROMOTION AVAILABLE IF YOU GO BEYOND THE 'ADMIRAL' RANGE.

YOU SHOULD PROBABLY START OUT AT THE NOVICE LEVEL, EVEN IF YOU ARE ALREADY FAMILIAR WITH ONE OF THE OTHER VERSIONS OF THE STAR TREK GAME--BUT, OF COURSE, THE LEVEL OF GAME YOU PLAY IS UP TO YOU. IF YOU WANT TO START AT THE ADMIRAL LEVEL, GO AHEAD. IT'S YOUR FUNERAL.

-----HANDY REFERENCE PAGE-----

ABBREV	FULL COMMAND	DEVICE USED
ABANDON	ABANDON	SHUTTLE CRAFT
CA	CASTOFF	(NONE)
C	CHART	(NONE)
CO	COMPUTER REQUEST(S)	COMPUTER
DA	DAMAGES	(NONE)
DESTRUCT	DESTRUCT	COMPUTER
DIVERT	DIVERT	(NONE)
D	DOCK	(NONE)
HELP	HELP	SUBSPACE RADIO
I	IMPULSE COURSE DISTANCE	IMPULSE ENGINES
L	LRSCAN	LONG-RANGE SENSORS
M	MOVE COURSE DISTANCE	WARP ENGINES
PASSWORD	PASSWORD	(NONE)
P	PHASERS TOTAL-AMOUNT	PHASERS AND COMPUTER
	PHASERS AUTOMATIC TOTAL AMOUNT	PHASERS AND COMPUTER
	PHASERS MANUAL AMT1 AMT2 ...	PHASERS
PHO	PHOTONS COURSE BURST-ANGLE	TORPEDO TUBES
	PHOTONS COURSE YES BURST-ANGLE	TORPEDO TUBES
	PHOTONS COURSE NO	TORPEDO TUBES
R	REST NUMBER-OF-STARDATES	(NONE)
SH	SHIELDS UP OR DOWN	DEFLECTOR SHIELDS
S	SRSCAN	SHORT-RANGE SENSORS
	SRSCAN YES OR NO	SHORT-RANGE SENSORS
ST	STATUS	(NONE)
TERMINATE	TERMINATE	(NONE)
	TERMINATE YES OR NO	(NONE)
V	VISUAL DIRECTION	(NONE)
W	WARP NEW-WARP-FACTOR	(NONE)
L. R. SCAN	THOUSANDS DIGIT	SUPERNOVA
	HUNDREDS DIGIT	KLINGONS
	TENS DIGIT	STARBASES
	ONE DIGIT	STARS
	PERIOD (.)	DIGIT NOT KNOWN (STAR CHART ONLY)

COURSES ARE GIVEN AS ON A CLOCK FACE, WITH 12 OR 0 AT THE TOP.  
DISTANCES ARE GIVEN IN QUADRANTS. A DISTANCE OF ONE SECTOR IS  
EXACTLY 0.1 QUADRANT.  
ORDINARY KLINGONS HAVE ABOUT 400 UNITS OF ENERGY, COMMANDERS ABOUT  
1200. PHASER FIRE DIMINISHES TO ABOUT 60 PERCENT AT 5 SECTORS.  
WARP 6 IS THE FASTEST SAFE SPEED. AT HIGHER SPEEDS, ENGINE DAMAGE  
MAY OCCUR. AT WARP 10 YOU MAY ENTER A TIME WARP.  
SHIELDS COST 50 UNITS OF ENERGY TO RAISE, AND INCREASE THE POWER  
REQUIREMENTS OF MOVING UNDER WARP DRIVE UP TO TWICE AS MUCH.  
WARP DRIVE REQUIRES (DISTANCE)\*(WARP FACTOR CUBED) UNITS OF ENERGY  
TO TRAVEL AT A SPEED OF (WARP FACTOR SQUARED)/10 QUADRANTS PER  
STARDATE.  
IMPULSE ENGINES REQUIRE 20 UNITS TO WARM UP, PLUS 100 UNITS PER  
QUADRANT. SPEED IS JUST UNDER ONE SECTOR PER STARDATE.  
VISUAL SCANS TAKE 0.05 STARDATES.

-----REFERENCES-----

1. STAR TREK (THE ORIGINAL TELEVISION SERIES), PRODUCED AND DIRECTED BY GENE RODENBERRY.
2. STAR TREK (THE ANIMATED TELEVISION SERIES), PRODUCED BY GENE RODENBERRY AND DIRECTED BY HAL SUTHERLAND. ALSO EXCELLENT, AND NOT JUST KIDDIE FARE. IF YOU ENJOYED THE ORIGINAL SERIES YOU SHOULD ENJOY THIS ONE (UNLESS YOU HAVE SOME SORT OF A HANGUP ABOUT WATCHING CARTOONS).
3. THE MAKING OF STAR TREK, BY STEVEN E. WHITFIELD AND GENE RODENBERRY. THE BEST AND MOST COMPLETE READILY AVAILABLE BOOK ABOUT STAR TREK. (BALLANTINE BOOKS)
4. THE WORLD OF STAR TREK, BY DAVID GERROLD. SIMILAR IN SCOPE TO THE ABOVE BOOK. (BANTAM)
5. THE STAR TREK GUIDE, THIRD REVISION 4/17/67, BY GENE RODENBERRY. THE ORIGINAL WRITER'S GUIDE FOR THE TELEVISION SERIES, BUT LESS COMPREHENSIVE THAN (3) ABOVE. (NORWAY PRODUCTIONS)
6. THE TROUBLE WITH TRIBBLES, BY DAVID GERROLD. INCLUDES THE COMPLETE SCRIPT OF THIS POPULAR SHOW. (BALLANTINE BOOKS)
7. STAR TREK, STAR TREK 2, ..., STAR TREK 10, BY JAMES BLISH. THE ORIGINAL SHOWS IN SHORT STORY FORM. (BANTAM)
8. SPOCK MUST DIE, BY JAMES BLISH. AN ORIGINAL NOVEL, BUT RATHER SIMILAR TO THE SHOW 'THE ENEMY WITHIN'. (BANTAM)
9. MODEL KITS OF THE ENTERPRISE AND A 'KLINGON BATTLE CRUISER' ARE AVAILABLE AT MOST HOBBY SHOPS.