<http://www.dunnington.info/public/startrek/AppleStarTrek.txt>

Apple Star-Trek by Robert J. Bishop

APPLE STAR-TREK is an additional version of the "STAR-TREK"

type of games in which you must find and shoot down the "bad

guys," the Klingons. The rules are very similar to most

STAR-TREK games.

RULES

The galaxy is divided into 64 quadrants arranged in an 8x8

grid; each quadrant is further subdivided into 8x8 sectors.

Your mission is to find and destroy the seven Klingon

spaceships hiding somewhere in the galaxy; you are allotted 15

stardates and have two starbases at which you can refuel. You

are initially supplied with three photon torpedoes and 500

units of energy. Your energy supply is used to (a) move you

around the galaxy, (b) fire your phasers, and (c) protect the

Enterprise via its deflection shields which are automatically

activated by the on-board computer every time a Klingon fires

at you.

Each time you enter or maneuver within a quadrant containing

a Klingon, he will shoot at you, and the amount of damage his

phasers did to your shields will be indicated. Each time you

shoot at him with either phasers or photon torpedoes and fail

to destroy him, he will also return fire upon you.

COMMANDS

There are six commands available to you; they are numbered

from 0 to 5:

0 Moves the Enterprise. Computer responds with: "VECTOR ?",

to which you must specify the number of sectors you want to

move, both horizontally and vertically. A positive

horizontal move is to the right, and a positive vertical

move is up. These two vector commands must be separated by

a comma; for example: -21,35 would move the Enterprise 21

sectors to the left of its current position, and 35 sectors

up.

1 Short Range Sensor Scan. Prints the quadrant you are

currently in, with the Enterprise represented by the

symbols: <\*> , Klingons represented by: +++ , starbases

by: >!< , and stars by \* .

2 Long Range Sensor Scan. Displays a 3x3 array of "nearest

neighbor" quadrants with the Enterprise's quadrant in the

center. The scan is coded in the form: KBS, where K is the

number of Klingons, B is the number of starbases, and S is

the number of stars in the quadrant.

3 Fire Phasers. The computer informs you as to how much total

energy you have left, and then waits for you to to indicate

how much of that energy you want to fire at the enemy.

(Note: the closer you are the more effect your phasers will

have, and conversely!)

4 Fire Photon Torpedo. You have no control over the course of

the torpedo; the on-board computer automatically aims at

the enemy, taking care to avoid hitting any intervening

stars or starbases. (Again, the closer you are, the better

your chance of hitting the Klingon.)

5 Library Computer. The library computer allows for the

following two requests:

REQUEST = Zero: Cumulative record of the results of

all previous long-range sensor scans

of the galaxy.

REQUEST = Non-zero: Status Report

EXPENDITURE OF SUPPLIES

Moving from one quadrant to another uses up energy and one

stardate. However, moving within a given quadrant uses up only

energy.

RELATIVE POSITIONS CHANGE WITH TIME

Much can happen in a few stardates! Consequently, if you

leave a quadrant and then later return, don't expect the

Klingons, stars, etc to still be in the same relative positions

that they were in when you left! The number of each will still

be the same, but their positions will be different. This means

that whenever you enter a new quadrant, you don't know just

where the various objects will be; in fact don't be surprised

if once in a while you collide with things!!!

REPLENISHMENT OF SUPPLIES

Docking at a starbase re-initializes your supply of photon

torpedoes to 3, and your energy supply 500. Docking is

accomplished by moving the Enterprise to any one of the four

sectors immediately adjacent a starbase, above, below, left, or

right.

BATTLE RETREAT

Firing zero units of phaser energy will return you to command

mode. This allows you to retreat from battle.

GALAXY CO-ORDINATE SYSTEM

Quadrant 0,0 is the lower left hand quadrant of the galaxy,

and quadrant 7,7 is the upper right. Likewise, sector 0,0 is in

the lower left hand corner of the quadrant and 7,7 in the upper

right. (Thus, the galaxy resembles a Cartesian co-ordinate

system with the x-axis pointing to the right, and the y-axis

pointing up.)

PROGRAM MODIFICATIONS

The APPLE STAR-TREK program is written in APPLE BASIC and uses

most of the available memory. Any attempts to expand or modify

the program are done at your own risk!

[re-typed March 2005 by Pete Turnbull

from a scanned listing provided by Bob Bishop]