

the enemy lines, how many enemy ships you hit and whether you are reading a post-mortem (your ship has been destroyed). Instructions are also displayed for starting a new game (Press Key F).

Because your shields come on automatically when you're being fired at, you can't return fire at all during that time. This is true, too, for the Klingons. In addition, your starship has inertia (as would be expected in deep space), and will continue to rotate in the direction selected until you change it. After playing a few times, you'll notice that the direction keys don't have to be held down continuously. Press them once for rotation to begin. This gives the keypad a light touch. However, when you fire, your sights are "locked in", although the target is free to take evasive action and will continue to move.

These features allow for very realistic movement. The target and your starship appear to float in space separately from each other, and it will probably take you some time to master the controls. You must maneuver fast - or you risk being destroyed!

The targets aren't easy to hit. They don't hold still for you (but who would expect that of a Klingon warrior?), so if you manage to hit three (10% of your firing power), you've done well. Five or more is very good indeed, and if you hit ten, you're an excellent shot! This is a very realistic battle simulation. While developing the game, my wife, friends, and I played several hundred rounds, and I currently hold the record at only nine Klingons! Scores of zero are frequent and add to the challenge.

Good luck on your voyage!