

SPACWR

SPACEWAR BASED ON STAR TREK

Description

This program is an incredibly complete version of spacewar. You are Captain Kirk of the Starship Enterprise and have as your mission to destroy a certain number of enemy Klingon spaceships (generally around 24) and thus keep the galaxy safe for democracy. You must complete your mission in 30 stardates (measure of time in space--think of it as a day).

The galaxy is divided into 64 quadrants arranged in an 8x8 grid. Each quadrant is in turn divided into 64 sectors, also in an 8x8 grid arrangement. It, of course, costs time and fuel to get from one quadrant to another.

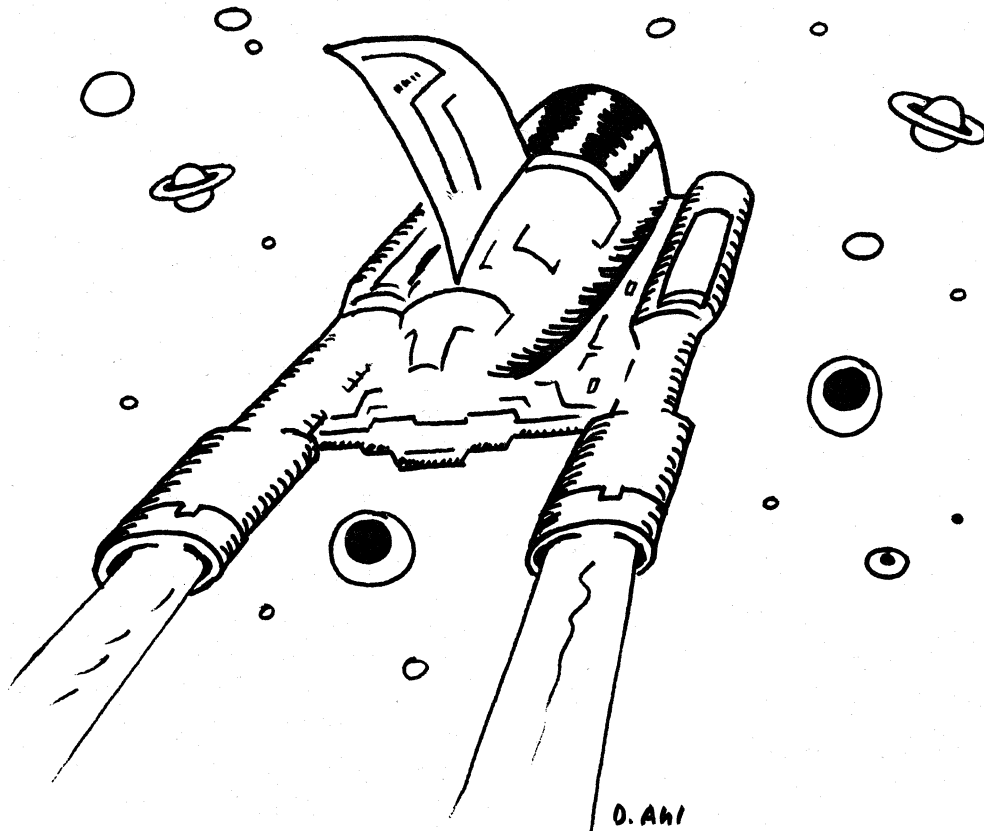
Complete playing instructions are given if you answer YES to the question, DO YOU WANT INSTRUCTIONS?

Note: This program appears to have one or two minor bugs. It's eminently usable, but occasionally funny little things happen.

Program Author

Slightly modified by Mary Cole from the original written by:

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100 REM *** PROGRAM SIMULATES TV PROGRAM STARTREK
110 REM *** WRITTEN BY MTKF MAYFIELD, CENTERLINE ENGINEERING.
120 REM *** DERUUGING AND MINOR REVISIONS BY LEO LAVERDURE, TRA POTEI.
130 REM *** MARY COLE, AND DAVE AHL OF DIGITAL
140 RANDOMIZE
150 PRINT " * * * STAR TREK * * *"
160 INPUT "DO YOU WANT INSTRUCTIONS (THEY'RE LONG!)" AS
170 IF AS="YES" THEN 230
180 GOTO 500
190 REM *** PROGRAM BEGINS HERE
200 ZS=RS,OS="
210 DIM G(8,8),C(9,2),K(5,3),N(3),7(8,8)
220 T0=INT(RND(1)*20+20)+100
230 T9=30+INT(0.01*E9)+F+3000+P9,2+10+9+20+15,H8=0
240 DEF FND(0)=SOR/(K(I,1)-S1)+2+FK(I,2)+S2+2+2
250 R1=INT(RND(1)*8+1)
260 R2=INT(RND(1)*8+1)
270 S1=INT(RND(1)*8+1)
280 S2=INT(RND(1)*8+1)
290 T7=TIME(0)
300 C(2,1),C(3,1),C(4,1),C(5,1),C(6,1),C(7,1),C(8,1),C(9,1)=1
310 C(1,1),C(3,2),C(5,1),C(7,2),C(9,1)=0
320 C(1,2),C(2,2),C(6,1),C(7,1),C(8,1),C(9,2),C(9,2)=1
330 MAT D=ZER
340 DS="WARP ENGINES,R. SENSORS,R. SENSORS/PHASER CNTRL"
350 DS=DS+"PHOTON TUBES/DAMAGE CNTRL"
360 ES="SHIELD CNTRL/COMPUTER"
370 B9,K9=0
380 REM *** SETS UP WHAT EXISTS IN GALAXY
390 FOR I=1 TO 8
400 FOR J=1 TO 8
410 R1=RND(1)
420 IF R1>.99 THEN 500
430 IF R1>.95 THEN 610
440 IF R1>.8 THEN 640
450 K3=0:GOTO 460
460 K3=3:K9=K9+3:GOTO 660
470 K3=2:K9=K9+2:GOTO 660
480 K3=1:K9=K9+1
490 R1=RND(1)
500 IF R1>.96 THEN 700
510 R3=0:GOTO 720
520 R3=1:R9=R9+1
530 S3=INT(RND(1)*8+1)
540 G(I,J)=K3+100+R3+10+R3
550 7(I,J)=0
560 NEXT J
570 NEXT I
580 K7=K9
590 PRINT:PRINT
600 PRINT:YOU MUST DESTROY "K6" Klingons IN "T9" STARDAYS WITH "80
610 IF B9=0 THEN 810 " STARBABES"
620 G(6,3)=114
630 K3,B3,S3=0
640 IF Q1<1 OR Q1>A OR Q2<1 OR Q2>A THEN 920
650 X=G(01,02)+.R1
660 K3=INT(X)
670 R3=INT((X-K3)+10)
680 S3=G(01,02)-INT(G(01,02)+.7)+10
690 IF K3=0 THEN 910
700 IF S3>200 THEN 910
710 PRINT:COMBAT AREA CONDITION RFD"
720 PRINT:SHIELDS DANGEROUSLY LOW"
730 MAT K=ZER
740 FOR I=1 TO 3
750 K(I,3)=0
760 NEXT I
770 OS=ZS:RS=ZS
780 SS=MTD(ZS,1,48)
790 REM *** PUT ENTERPRISE SOMEWHERE
800 AS="<>"
810 Z1=S1
820 Z2=S2
830 GOSUB 5510
840 FOR I=1 TO K3
850 GOSUB 5300
860 REM *** PUT KLINGONS SOMEWHERE
870 AS="<>"
880 Z1=R1
890 Z2=R2
900 GOSUB 5510
910 NEXT I
920 FOR I=1 TO S3
930 GOSUB 5300
940 REM *** PUT STARS SOMEWHERE
950 AS="<>"
960 Z1=R1
970 Z2=R2
980 GOSUB 5510
990 NEXT I
1000 GOSUB 4100
1010 INPUT "COMMAND:" AS
1020 IF A=0 GOTO 1410
1030 IF A=1 GOTO 1260
1040 IF A=2 GOTO 2300
1050 IF A=3 GOTO 2530
1060 IF A=4 GOTO 2800
1070 IF A=5 GOTO 3400
1080 IF A=6 GOTO 3500
1090 IF A=7 GOTO 4630
1100 IF A=8 GOTO 6510
1110 PRINT:PRINT " 0 = SFT COURSE"
1120 PRINT:1 = SHORT RANGE SENSOR SCAN"
1130 PRINT:2 = LONG RANGE SENSOR SCAN"
1140 PRINT:3 = FIRE PHASERS"
1150 PRINT:4 = FIRE PHOTON TORPEDOES"
1160 PRINT:5 = SHIELD CONTROL"
1170 PRINT:6 = DAMAGE CONTROL REPORT"
1180 PRINT:7 = CALL ON LYBARI COMPUTER"
1190 PRINT:8 = END THE CONTEST":PRINT
1200 GOTO 1270
1210 REM *** COURSE CONTROL CODE BEGINS HERE
1220 INPUT "COURSE (1-9):" AS
1230 IF C1=0 THEN 1270
1240 IF C1<1 OR C1>9 THEN 1410
1250 INPUT "WARP FACTOR (0-9):" AS
1260 IF W1=0 OR W1>9 THEN 1410
1270 IF D(1)>=0 OR W1<2 THEN 1610
1280 PRINT "WARP ENGINES ARE DAMAGED. MAXIMUM SPEED = WARP 12"
1290 GOTO 1410
1300 IF K3<=0 THEN 1500
1310 GOSUB 3700
1320 IF K3<=0 THEN 1500
1330 IF S3<=0 THEN 1500
1340 IF S3<=0 THEN 1500
1350 IF S3<=0 THEN 1500
1360 PRINT "YOU HAVE "E" UNITS OF ENERGY"
1370 PRINT "SUGGEST YOU GET SOME FROM YOUR SHIELDS WHICH HAVE "S" UNITS LEFT"
1380 GOTO 1270
1390 FOR I=1 TO 8: IF D(I)>=0 THEN 1640
1400 REM *** FIX ANY DAMAGED DEVICE
1410 D(I)=D(I)+1
1420 NEXT I
1430 IF RND(1)>.2 THEN 1610
1440 R1=INT(RND(1)*8+1)
1450 IF RND(1)>.5 THEN 1700
1460 D(R1)=D(R1)+(RND(1)*5+1)
1470 PRINT:PRINT "DAMAGE CONTROL REPORT:"
1480 GOSUB 5510
1490 PRINT: "DAMAGED":PRINT:GOTO 1610
1500 D(R1)=D(R1)+(RND(1)*5+1)
1510 PRINT:PRINT "DAMAGE CONTROL REPORT:"
1520 GOSUB 5510
1530 PRINT: "STATE OF REPAIR IMPROVED":PRINT
1540 N=INT(W1*8)+AS " "Z1=S1:Z2=S2
1550 GOSUB 5510
1560 Y1=C(C1,1)+(C(C1+1,1)-C(C1,1))*(C1-INT(C1))
1570 X=S1+Y+82
1580 Y1=C(C1,1)+(C(C1+1,1)-C(C1,1))*(C1-INT(C1))
1590 X2=C(C1,2)+(C(C1+1,2)-C(C1,2))*(C1-INT(C1))
1600 FOR I=1 TO N: S1=X1+S2+S2+Y2
1610 IF S1<1 OR S1>9 OR S2<1 OR S2>9 THEN 2170
1620 S8=S1+24+S2+3+261 IF S8>72 THEN 1900
1630 IF MTD(OS,98,31)= " " THEN 2070
1640 GOTO 2030
1650 IF S8>144 THEN 2920
1660 IF MTD(RS,98-72,31)= " " THEN 2070
1670 GOTO 2030
1680 IF MTD(SS,98-144,31)= " " THEN 2070
1690 PRINT:WARP ENGINES SHUT DOWN AT SECTOR "S1","S2" DUE TO BAD NAVIGATION"
1700 S1=S1+Y1:S2=S2+X2:GOTO 2000
1710 NEXT I
1720 AS="<>"
1730 Z1=S1:Z2=S2
1740 GOSUB 5510
1750 E=E-N+5:IF W1<1 THEN 2150
1760 T=T+1
1770 IF T=10 THEN 3970
1780 GOTO 1260
1790 X=G(1+8*X+X1+N)+Y2+8+Y2+N
1800 Q1=INT(X/8)+1:Q2=INT(Y/8)+1:INT(X-Q1+8):S2=INT(Y-Q2+8)
1810 IF S1<0 THEN 2260
1820 Q1=Q1-1:S1=0
1830 IF S2<0 THEN 2200
1840 Q2=Q2-1:S2=0
1850 T=T+1:IF F=N+5
1860 IF T=10 THEN 3970
1870 GOTO 810
1880 REM *** LONG RANGE SENSOR SCAN CODE BEGINS HERE
1890 IF D(3)>=0 THEN 2370
1900 PRINT "LONG RANGE SENSORS ARE UNOPERABLE"
1910 GOTO 1270
1920 PRINT: "LONG RANGE SENSOR SCAN FOR QUADRANT "Q1","Q2"
1930 PRINT: "-----"
1940 FOR I=Q1-1 TO Q1+1
1950 MAT N=ZER
1960 FOR J=Q2-1 TO Q2+1
1970 IF I<1 OR I>A OR J<1 OR J>A THEN 2460
1980 N(I-Q2+2)=G(I,J)
1990 IF D(7)<0 THEN 2460
2000 7(I,J)=G(I,J)
2010 NEXT J
2020 P1="I ### I ### I ### I"
2030 PRINT USING P1,N(1),N(2),N(3)
2040 PRINT: "-----"
2050 NEXT I
2060 GOTO 1270
2070 REM *** PHASER CONTROL CODE BEGINS HERE
2080 IF K3<=0 THEN 3670
2090 IF D(4)>=0 THEN 2570
2100 GOTO 1270
2110 IF D(7)>=0 THEN 2590
2120 PRINT "COMPUTER FAILURE HAMPERS ACCURACY"
2130 PRINT:PHASERS LOCKED ON TARGET: ENERGY AVAILABLE="E"
2140 INPUT "NUMBER OF UNITS TO FIRE:" AS
2150 IF X<=0 THEN 1270
2160 IF E-X<0 THEN 2570
2170 E=E-X
2180 GOSUB 3700
2190 IF D(7)>=0 THEN 2600
2200 X=X-RND(1)
2210 FOR I=1 TO 3
2220 IF K(I,3)<=0 THEN 2770
2230 H=INT((X/K1)/FND(0))*(2+RND(1))
2240 K(I,3)=K(I,3)-H
2250 PRINT:H HIT ON KLINGON AT SECTOR "K(I,1)","K(I,2)"
2260 PRINT: " "K(I,3)" LEFT"
2270 IF K(I,3)>0 THEN 2770
2280 GOSUB 3600
2290 IF K9<=0 THEN 4040
2300 NEXT I
2310 IF E<0 THEN 4000
2320 GOTO 1270
2330 REM *** PHOTON TORPEDO CODE BEGINS HERE
2340 IF D(5)>=0 THEN 2830
2350 PRINT "PHOTON TUBES ARE NOT OPERATIONAL"
2360 GOTO 1270
2370 IF P>0 THEN 2860
2380 PRINT "ALL PHOTON TORPEDOES EXPENDED"
2390 GOTO 1270
2400 INPUT "TORPEDO COURSE (1-9):" AS
2410 IF C1=0 THEN 1270
2420 IF C1<1 OR C1>9 THEN 2800
2430 X1=C(C1,1)+(C(C1+1,1)-C(C1,1))*(C1-INT(C1))
2440 X2=C(C1,2)+(C(C1+1,2)-C(C1,2))*(C1-INT(C1))
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2920 Y=0:1Y=0:P=P-1
2950 PRINT "TORPEDO TRACK!"
2960 X=X+1:Y=Y+X2
2980 IF X<1 OR Y>9 OR Y<1 OR Y=9 THEN 3420
2990 PRINT " "
3010 AS=" "
3040 GOSUB 5680
3050 IF Z3=0 THEN 3070
3060 GOTO 2960
3070 AS=" "
3080 GOSUB 5680
3110 IF Z3=0 THEN 3220
3120 PRINT "KINGON DESTROYED ***"
3130 K3=K3-1:K9=K9-1
3150 IF K9=0 THEN 4040
3160 FOR I=1 TO 3: IF INT(X)<K(I,1) THEN 3190
3180 IF INT(Y)<K(I,2) THEN 3200
3190 NEXT I
3200 K(I,3)=0: GOTO 3360
3220 AS=" "
3250 GOSUB 5680
3260 IF Z3=0 THEN 3290
3270 PRINT "YOU CAN'T DESTROY STARS. SILLY"
3280 GOTO 3420
3290 AS=" "
3320 GOSUB 5680
3330 IF Z3=0 THEN 2960
3340 PRINT "STAR BASE DESTROYED *** CONGRATULATIONS"
3350 R3=83-1
3360 AS=" "
3390 GOSUB 5510
3400 G(01,02)=K3+100+R3+10+R3
3410 GOTO 3430
3420 PRINT "TORPEDO MISSED"
3430 GOSUB 3700
3440 IF E<0 THEN 4000
3450 GOTO 1270
3451 REM *** SHIELD CONTROL CODE BEGINS HERE
3460 IF D(7)>0 THEN 3490
3470 PRINT "SHIELD CONTROL IS NON-OPERATIONAL"
3480 GOTO 1270
3490 PRINT "ENERGY AVAILABLE"
3500 INPUT " "
3510 IF X=0 THEN 1270
3520 IF E<0 THEN 3490
3530 E=E-X:Y=Y
3550 GOTO 1270
3551 REM *** DAMAGE CONTROL REPORT CODE BEGINS HERE
3560 IF D(6)>0 THEN 3590
3570 PRINT "DAMAGE CONTROL REPORT IS NOT AVAILABLE"
3580 GOTO 1270
3590 PRINT:PRINT "DEVICE STATE OF REPAIR"
3610 FOR R=1 TO 8
3620 GOSUB 5610
3630 PRINT:D(R)
3640 NEXT R:PRINT
3650 GOTO 1270
3670 PRINT:SHORT RANGE SENSOR REPORT NO KLINGONS IN THIS QUADRANT"
3680 GOTO 1270
3690 PRINT "KLINGON AT SECTOR "K(I,1)" "K(I,2)" DESTROYED ***"
3710 K3=K3-1:K9=K9-1:AS=" "
3760 GOSUB 5510
3770 G(01,02)=K3+100+R3+10+R3
3780 RETURN
3790 IF C<0 THEN 3820
3800 PRINT "STAR BASE SHIELDS PROTECT THE ENTERPRISE"
3810 RETURN
3820 IF K3=0 THEN 3910
3830 FOR I=1 TO 3: IF K(I,3)=0 THEN 3900
3850 W=INT(K(I,3)/END(0))+2:RND(1):S=S+W
3870 PRINT:PRINT "UNIT HIT ON ENTERPRISE AT SECTOR "K(I,1)" "K(I,2)"
3871 PRINT " ("S" LEFT)"
3890 IF S<0 THEN 4000
3900 NEXT I
3910 RETURN
3920 PRINT "THE ENTERPRISE IS DEAD IN SPACE. IF YOU SURVIVE ALL IMPENDING"
3930 PRINT "ATTACKS YOU WILL BE PROMOTED TO THE RANK OF PRIVATE"
3940 IF K3=0 THEN 4020
3950 GOSUB 3700
3960 GOTO 3940
3970 PRINT:PRINT "IT IS STARDATE"
3990 GOTO 4020
3991 REM *** NO ENERGY LEFT
4000 PRINT:PRINT "THE ENTERPRISE HAS BEEN DESTROYED. THE FEDERATION WILL BE"
4020 PRINT "THERE ARE STILL "K9" KLINGON BATTLE CRUISERS CONQUERED"
4030 PRINT:PRINT:PRINT "YOU GET ANOTHER CHANCE"
4040 PRINT:PRINT "THE LAST KLINGON BATTLE CRUISER IN THE GALAXY HAS BEEN"
4050 PRINT "THE FEDERATION HAS BEEN SAVED!!!!!!"
4075 E5=((K7/(T-T0))+1000)
4080 PRINT "YOUR EFFICIENCY RATING"
4100 PRINT "YOUR ACTUAL TIME OF MISSION"
4105 PRINT:PRINT:PRINT
4106 INPUT "DO YOU WANT TO TRY AGAIN?"
4107 IF R4="YFS" THEN 230
4110 GOTO 6510
4111 REM *** SHORT RANGE SENSOR SCAN AND STARTING POINT CODE
4120 FOR I=1 TO 81+1
4130 FOR J=52 TO 82+1
4140 IF I<1 OR I>8 OR J<1 OR J>8 THEN 4200
4150 AS=" "
4160 GOSUB 5680
4190 IF Z3=1 THEN 4240
4200 NEXT J
4210 NEXT I
4220 D0=0:GOTO 4310
4240 D0=1:C<0 THEN 3000:P=P-1
4260 PRINT "SHIELDS DROPPED FOR DOCKING PURPOSES"
4290 S=0:GOTO 4300
4310 IF K3=0 THEN 4350
4320 IF E<0 THEN 4370
4330 C<0 THEN 4380
4340 GOTO 4380
4350 C<0 THEN 4380
4370 C<0 THEN 4380
4380 IF D(2)>0 THEN 4430
4390 PRINT:PRINT "SHORT RANGE SENSORS ARE OUT ***"
4420 GOTO 4330
4430 O1=" "
4435 PRINT USING O1
4440 O2=" "

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4445 PRINT USING O2,MID(O1,1,3),MID(O1,4,3),MID(O1,7,3),
MID(O1,10,3),MID(O1,13,3),MID(O1,16,3),MID(O1,19,3),
MID(O1,22,3)
4450 O3=" "
4455 PRINT USING O3,MID(O1,25,3),MID(O1,28,3),MID(O1,31,3),
MID(O1,34,3),MID(O1,37,3),MID(O1,40,3),
MID(O1,43,3),MID(O1,46,3),MID(O1,49,3)
4460 O4=" "
4465 PRINT USING O4,MID(O1,52,3),MID(O1,55,3),MID(O1,58,3),
MID(O1,61,3),MID(O1,64,3),MID(O1,67,3),
MID(O1,70,3),MID(O1,73,3)
4470 O5=" "
4475 PRINT USING O5,MID(O1,76,3),MID(O1,79,3),MID(O1,82,3),
MID(O1,85,3),MID(O1,88,3),MID(O1,91,3),
MID(O1,94,3),MID(O1,97,3),MID(O1,100,3)
4480 PRINT " "
4485 O6=" "
4490 PRINT USING O6,MID(O1,103,3),MID(O1,106,3),
MID(O1,109,3),MID(O1,112,3),MID(O1,115,3),
MID(O1,118,3),MID(O1,121,3),MID(O1,124,3)
4495 O7=" "
4500 PRINT USING O7,MID(O1,127,3),MID(O1,130,3),MID(O1,133,3),
MID(O1,136,3),MID(O1,139,3),MID(O1,142,3),
MID(O1,145,3),MID(O1,148,3)
4505 O8=" "
4510 PRINT USING O8,MID(O1,151,3),MID(O1,154,3),MID(O1,157,3),
MID(O1,160,3),MID(O1,163,3),MID(O1,166,3),
MID(O1,169,3),MID(O1,172,3)
4515 O9=" "
4520 PRINT USING O9,MID(O1,175,3),MID(O1,178,3),MID(O1,181,3),
MID(O1,184,3),MID(O1,187,3),MID(O1,190,3),
MID(O1,193,3),MID(O1,196,3)
4525 PRINT USING O10
4530 RETURN
4535 REM *** LIBRARY COMPUTER CODE BEGINS HERE
4540 IF D(8)=0 THEN 4660
4545 PRINT "COMPUTER DISABLING ROTARY"
4550 INPUT "COMPUTER ACTIVE AND AWAITING COMMAND"
4560 IF A=0 GOTO 4740
4565 IF A=1 GOTO 4830
4570 IF A=2 GOTO 4880
4575 PRINT "FUNCTIONS AVAILABLE FROM COMPUTER"
4580 PRINT " 0 = CUMULATIVE GALACTIC RECORD"
4585 PRINT " 1 = STATUS REPORT"
4590 PRINT " 2 = PHOTON TORPEDO DATA"
4595 GOTO 4660
4600 REM *** CUMULATIVE GALACTIC RECORD CODE BEGINS HERE
4605 PRINT "COMPUTER RECORD OF GALAXY FOR QUADRANT "Q1"
4610 PRINT " 1 2 3 4 5 6 7 8"
4615 PRINT " "
4620 FOR I=1 TO 8
4625 N1=" "
4630 PRINT USING N1,I,Z(I,1),Z(I,2),Z(I,3),Z(I,4),Z(I,5),Z(I,6),
Z(I,7),Z(I,8)
4635 PRINT " "
4640 NEXT I
4645 GOTO 1270
4650 REM *** STATUS REPORT CODE BEGINS HERE
4655 PRINT " "
4660 PRINT "NUMBER OF KLINGONS LEFT"
4665 V5=(T0+T9)-T
4670 PRINT "NUMBER OF STARDATES LEFT"
4675 PRINT "NUMBER OF STARBASIS LEFT"
4680 GOTO 3560
4685 PRINT:W=0
4690 REM *** PHOTON TORPEDO DATA CODE BEGINS HERE
4695 FOR I=1 TO 3
4700 IF K(I,3)=0 THEN 5260
4705 C1=S1+A+2:W1=K(I,1)+K(I,2)
4710 GOTO 5010
4715 PRINT:PRINT "YOU ARE AT QUADRANT "Q1" SECTOR "S1"
4720 INPUT "SHIP AND TARGET COORDINATES ARE"
4725 X=X-A1:A=C1-W1
4730 IF X<0 THEN 5130
4735 IF A<0 THEN 5190
4740 IF X>0 THEN 5070
4745 IF A>0 THEN 5150
4750 C1=1
4755 IF ABS(A)<=ABS(X) THEN 5110
4760 V5=C1+((ABS(A)-ABS(X))+ABS(A))/ABS(A)
4765 PRINT "DIRECTION"
4770 GOTO 5240
4775 PRINT "DIRECTION"
4780 IF A>0 THEN 5170
4785 IF X>0 THEN 5190
4790 C1=5:GOTO 5000
4795 C1=3:GOTO 5200
4800 C1=7
4805 IF ABS(A)>=ABS(X) THEN 5230
4810 PRINT "DIRECTION"
4815 GOTO 5240
4820 PRINT "DIRECTION"
4825 IF ABS(A)>=ABS(X) THEN 5230
4830 PRINT "DIRECTION"
4835 IF ABS(A)>=ABS(X) THEN 5230
4840 PRINT "DIRECTION"
4845 IF ABS(A)>=ABS(X) THEN 5230
4850 PRINT "DIRECTION"
4855 IF ABS(A)>=ABS(X) THEN 5230
4860 PRINT "DIRECTION"
4865 IF ABS(A)>=ABS(X) THEN 5230
4870 PRINT "DIRECTION"
4875 IF ABS(A)>=ABS(X) THEN 5230
4880 PRINT "DIRECTION"
4885 IF ABS(A)>=ABS(X) THEN 5230
4890 PRINT "DIRECTION"
4895 IF ABS(A)>=ABS(X) THEN 5230
4900 PRINT "DIRECTION"
4905 IF ABS(A)>=ABS(X) THEN 5230
4910 PRINT "DIRECTION"
4915 IF ABS(A)>=ABS(X) THEN 5230
4920 PRINT "DIRECTION"
4925 IF ABS(A)>=ABS(X) THEN 5230
4930 PRINT "DIRECTION"
4935 IF ABS(A)>=ABS(X) THEN 5230
4940 PRINT "DIRECTION"
4945 IF ABS(A)>=ABS(X) THEN 5230
4950 PRINT "DIRECTION"
4955 IF ABS(A)>=ABS(X) THEN 5230
4960 PRINT "DIRECTION"
4965 IF ABS(A)>=ABS(X) THEN 5230
4970 PRINT "DIRECTION"
4975 IF ABS(A)>=ABS(X) THEN 5230
4980 PRINT "DIRECTION"
4985 IF ABS(A)>=ABS(X) THEN 5230
4990 PRINT "DIRECTION"
4995 IF ABS(A)>=ABS(X) THEN 5230
5000 PRINT "DIRECTION"
5005 IF ABS(A)>=ABS(X) THEN 5230
5010 PRINT "DIRECTION"
5015 IF ABS(A)>=ABS(X) THEN 5230
5020 PRINT "DIRECTION"
5025 IF ABS(A)>=ABS(X) THEN 5230
5030 PRINT "DIRECTION"
5035 IF ABS(A)>=ABS(X) THEN 5230
5040 PRINT "DIRECTION"
5045 IF ABS(A)>=ABS(X) THEN 5230
5050 PRINT "DIRECTION"
5055 IF ABS(A)>=ABS(X) THEN 5230
5060 PRINT "DIRECTION"
5065 IF ABS(A)>=ABS(X) THEN 5230
5070 PRINT "DIRECTION"
5075 IF ABS(A)>=ABS(X) THEN 5230
5080 PRINT "DIRECTION"
5085 IF ABS(A)>=ABS(X) THEN 5230
5090 PRINT "DIRECTION"
5095 IF ABS(A)>=ABS(X) THEN 5230
5100 PRINT "DIRECTION"
5105 IF ABS(A)>=ABS(X) THEN 5230
5110 PRINT "DIRECTION"
5115 IF ABS(A)>=ABS(X) THEN 5230
5120 PRINT "DIRECTION"
5125 IF ABS(A)>=ABS(X) THEN 5230
5130 PRINT "DIRECTION"
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7640 PRINT "DIRECTION"
7645 IF ABS(A)>=ABS(X) THEN 5
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5600 REM ***STRING COMPARISON IN QUADRANT ARRAY***
5600 S8=Z1+24+22+3+26123+011F S8>72 THEN 5750
5720 IF MID(S8,88,31)<>AS THEN 5810
5730 73=1:GOTO 5810
5750 IF S8>144 THEN 5790
5760 IF MID(S8,88-72,31)<>AS THEN 5810
5770 73=1:GOTO 5810
5790 IF MID(S8,88-144,31)<>AS THEN 5810
5800 73=1
5810 RETURN
5820 REM INSTRUCTIONS
5821 REM THE GALAXY IS DIVIDED INTO AN 8,8 QUADRANT GRID
5822 REM WHICH IS IN TURN DIVIDED INTO AN 8,8 SECTOR GRID.
5823 REM THE CAST OF CHARACTERS IS AS FOLLOWS:
5830 REM <=> = ENTERPRISE
5840 REM <+> = KLINGON
5850 REM <+> = STARRBASE REM <+> = STAR
5870 REM COMMAND 0 = WARP ENGINE CONTROL
5880 REM COURSE IS IN A CIRCULAR NUMERICAL
5890 REM VECTOR ARRANGEMENT AS SHOWN.
5900 REM INTEGER AND REAL VALUES MAY BE
5910 REM USED. THEREFORE COURSE 1.5 IS
5920 REM HALF WAY BETWEEN 1 AND 2.
5930 REM
5940 REM A VECTOR OF 9 IS UNDEFINED, BUT
5950 REM VALUES MAY APPROACH 9.
5960 REM
5970 REM ONE WARP FACTOR IS THE SIZE OF
5980 REM ONE QUADRANT. THEREFORE TO GET
5990 REM FROM QUADRANT 6.5 TO 5.5 YOU WOULD
6000 REM USE COURSE 3. WARP FACTOR 1
6005 REM
6010 REM COMMAND 1 = SHORT RANGE SENSOR SCAN
6020 REM PRINT THE QUADRANT YOU ARE CURRENTLY IN, INCLUDING
6030 REM STARS, KLINGONS, STARBASES, AND THE ENTERPRISE, ALONG
6040 REM WITH OTHER PERTINATE INFORMATION.
6045 REM COMMAND 2 = LONG RANGE SENSOR SCAN
6050 REM SHOWS CONDITIONS IN SPACE FOR ONE QUADRANT ON EACH SIDE
6070 REM OF THE ENTERPRISE IN THE MIDDLE OF THE SCAN. THE SCAN
6080 REM IS CODED IN THE FORM XXX, WHERE THE UNITS DIGIT IS THE
6090 REM NUMBER OF STARS, THE TENS DIGIT IS THE NUMBER OF STARB
6100 REM BASES, THE HUNDREDS DIGIT IS THE NUMBER OF KLINGONS.
6110 REM COMMAND 3 = PHASER CONTROL
6120 REM ALLOWS YOU TO DESTROY THE KLINGONS BY HITTING HIM WITH
6130 REM SUFFICIALLY LARGE NUMBERS OF ENERGY UNITS TO DEplete HIS
6140 REM SHIELD POWER. KEEP IN MIND THAT WHEN YOU SHOOT AT HIM,
6150 REM HE GONNA SHOOT AT YOU, TOO!
6160 REM COMMAND 4 = PHOTON TORPEDO CONTROL
6170 REM COURSE IS THE SAME AS USED IN WARP ENGINE CONTROL
6180 REM IF YOU HIT THE KLINGON, HE IS DESTROYED AND CANNOT FIRE
6190 REM BACK AT YOU. IF YOU MISS, YOU ARE SUBJECT TO HIS
6200 REM PHASER FIRE.
6210 REM NOTE: THE LIBRARY COMPUTER (COMMAND 7) HAS AN OPTION
6220 REM TO COMPUTE TORPEDO TRAJECTORY FOR YOU (OPTION 2).
6230 REM COMMAND 5 = SHIELD CONTROL
6240 REM DEFINES NUMBER OF ENERGY UNITS TO BE ASSIGNED TO SHIELDS
6250 REM ENERGY IS TAKEN FROM TOTAL SHIP'S ENERGY.
6260 REM NOTE THAT TOTAL ENERGY INCLUDES SHIELD ENERGY.
6270 REM COMMAND 6 = DAMAGE CONTROL REPORT
6280 REM GIVES STATE OF REPAIRS OF ALL DEVICES. A STATE OF REPAIR
6290 REM LESS THAN ZERO SHOWS THAT THE DEVICE IS TEMPORARILY
6300 REM DAMAGED.
6310 REM COMMAND 7 = LIBRARY COMPUTER
6320 REM THE LIBRARY COMPUTER CONTAINS THREE OPTIONS:
6330 REM OPTION 0 = CUMULATIVE GALACTIC RECORD
6340 REM WHICH SHOWS COMPUTER MEMORY OF THE RESULTS
6350 REM OF ALL PREVIOUS LONG RANGE SENSOR SCANS
6360 REM OPTION 1 = STATUS REPORT
6370 REM WHICH SHOWS NUMBER OF KLINGONS, STARBASES,
6380 REM AND STARBASES LEFT.
6390 REM OPTION 2 = PHOTON TORPEDO DATA
6400 REM GIVES TRAJECTORY AND DISTANCE BETWEEN THE
6410 REM ENTERPRISE AND ALL KLINGONS IN YOUR QUADRANT
6500 GOTO 230
6510 END

```



```

DIRECTION = 4
DISTANCE = 1.41421
DO YOU WANT TO USE THE CALCULATOR? NO
COMMAND:? 4
TORPEDO COURSE (1-9):? 4
TORPEDO TRACK:

```

```

1, 5
*** KLINGON DESTROYED ***

```

```

COMMAND:? 8
COURSE (1-9):? 7
WARP FACTOR (0-8):? 3

```

```

* <+>

```

```

STARDATE 2302
CONDITION GREEN
QUADRANT 6, 4
SECTOR 2, 6
TOTAL ENERGY 2678
PHOTON TORPES 9
SHIELDS 300

```

```

COMMAND:? 8
COURSE (1-9):? 3
WARP FACTOR (0-8):? 1

```

```

* <+> *

```

```

STARDATE 2303
CONDITION RED
QUADRANT 5, 4
SECTOR 2, 6
TOTAL ENERGY 2675
PHOTON TORPES 9
SHIELDS 300

```

```

COMMAND:? 7
COMPUTER ACTIVE AND AWAITING COMMAND:? 2

```

```

DIRECTION = 6
DISTANCE = 4.24264
DO YOU WANT TO USE THE CALCULATOR? NO
COMMAND:? 4
TORPEDO COURSE (1-9):? 6
TORPEDO TRACK:

```

```

3, 5
4, 4
5, 3

```

```

*** KLINGON DESTROYED ***

```

```

COMMAND:? 8
COURSE (1-9):? 7
WARP FACTOR (0-8):? 1
WARP ENGINES SHUTDOWN AT SECTOR 8, 1.5 DUE TO BAD NAVIGATION

```

```

STARDATE 2307
CONDITION GREEN
QUADRANT 7, 6
SECTOR 7, 1.5
TOTAL ENERGY 2573
PHOTON TORPES 4
SHIELDS 200

```

```

<+>
>1< * *
COMMAND:? 7
COMPUTER ACTIVE AND AWAITING COMMAND:? 0
COMPUTER RECORD OF GALAXY FOR QUADRANT 7, 7

```

	1	2	3	4	5	6	7	8
1	0	5	1	7	0	0	0	0
2	0	8	1	2	0	0	0	0
3	0	4	2	104	0	0	0	0
4	0	1	5	5	0	0	0	0
5	0	7	2	5	2	0	0	0
6	0	7	8	5	2	8	2	0
7	0	0	1	14	6	12	6	0
8	0	0	0	2	5	102	8	0

```

COMMAND:? 8
COURSE (1-9):? 3
WARP FACTOR (0-8):? 5

```

```

STARDATE 2308
CONDITION GREEN
QUADRANT 2, 6
SECTOR 7, 1
TOTAL ENERGY 2538
PHOTON TORPES 4
SHIELDS 200

```

```

<+> *
COMMAND:? 2
LONG RANGE SENSOR SCAN FOR QUADRANT 2, 6

```

```

: 6 : 2 : 3 :
: 7 : 12 : 3 :
: 4 : 8 : 8 :

```

```

COMMAND:? 7
COMPUTER ACTIVE AND AWAITING COMMAND:? 1
STATUS REPORT
NUMBER OF KLINGONS LEFT = 6
NUMBER OF STARBASES LEFT = 22
NUMBER OF STARBASES LEFT = 3

```

```

DEVICE STATE OF REPAIR
WARP ENGINE 0
S. R. SENSOR 0
L. R. SENSOR 2.73447
PHASER CNTR 0
PHOTON TUBE 0
DAMAGE CNTR 0
SHIELD CNTR 0

```

SAMPLE RUN

YOU MUST DESTROY 12 KLINGONS IN 30 STARDATES WITH 3 STARBASES

```

<+> STARDATE 2300
* CONDITION GREEN
QUADRANT 2, 3
SECTOR 2, 6
TOTAL ENERGY 3000
PHOTON TORPES 10
SHIELDS 0

```

```

COMMAND:? 2
LONG RANGE SENSOR SCAN FOR QUADRANT 2, 3

```

```

: 5 : 1 : 7 :
: 8 : 1 : 2 :
: 4 : 2 : 104 :

```

```

COMMAND:? 8
COURSE (1-9):? 8
WARP FACTOR (0-8):? 1
COMBAT AREA CONDITION RED
SHIELDS DANGEROUSLY LOW

```

```

+++ <+>

```

```

STARDATE 2301
CONDITION RED
QUADRANT 3, 4
SECTOR 2, 6
TOTAL ENERGY 2997
PHOTON TORPES 10
SHIELDS 0

```

```

COMMAND:? 5
ENERGY AVAILABLE = 2997 NUMBER OF UNITS TO SHIELDS:? 300
COMMAND:? 7
COMPUTER ACTIVE AND AWAITING COMMAND:? 2

```