

F256



TREK

***A Modern Re-Imagining of the Classic Trek
Game for the Foenix F256 Home Computer***



THE FEDERATION NEEDS YOU!

Federation Space has been invaded by a fleet of Klingon battlecruisers, menacing to take over the sector if not stopped on time!

You are being recruited by Starfleet to command the Enterprise with the mission to track and vanquish all Klingons in the sector before they take over the quadrant and rule the galaxy!

- **Join the Enterprise's crew and destroy the Klingon fleet before time runs out!**
- Travel through the Galaxy and engage in space battle with Phasers, Photon Torpedoes and defending with Shields.
- Manage the enterprise resources and hunt for friendly starbases to replenish them
- Deal with damage that affects your ships systems & repair it as you go
- Use the Enterprise Computer to guide your weapons, diagnose damage, provide automatic navigation and keep track of the 64 available Quadrants as you explore them.



GAME CONDITIONS

Every time you play the game its conditions change, making the game either easier or more challenging!

- Initial star date differs a bit every time
- The number of invading Klingon ships vary from a bunch of daring captains to many dozens of seasoned warships!
- The time frame to complete the mission scales with the number of invading ships but might provide slack or be tighter, which will put pressure in your mission.
- The number and position of Federation starbases in the galaxy, modifying where to repair and replenish
- Klingons are always randomly dispersed through all the quadrants each game
- Star systems are randomly generated each game which will affect combat and movement



THE GAME SCREEN

You command the Enterprise by giving commands through the **Captain's console**, using the cursor keys to select the desired panel control and pressing ENTER to issue a command (all panel controls are discussed in detail later in the manual).

The result of your commands and enemy actions are shown on the **Main viewport**, that provides a tactical view at all times of what is happening at the current sector, this includes:

- Name of the Current Quadrant
- Your Position in the Quadrant
- Position of stars, Federation starbases and enemy Klingon vessels
- Phaser and Photon Fire when in Battle

Aside from providing visual feedback you can't interact with the viewport.



Main viewport

Captain's console



CAPTAIN's CONSOLE FUNCTIONS

Starfleet has re-designed the captain's console for the Constitution class, allowing him to control some of the most critical systems of the ship from his seat of command, familiarize with the panel functions and remember the hints marked with “👁” to help turn the tide on your favor.

SHIELD OPERATION PANEL

OPERATION: Controls Shield Strength. Use cursor keys up/down to rapidly alter the shield strength or use cursor keys left/right to fine tune the shield strength. Press ENTER to set desired shield strength.



- Full shield strength requires 480 Energy units to maintain, or about 48 units for each 10%.
- When you take hits the shield strength is diminished since damage is averted by dissipating the energy assigned to the shield.
- 👁 The shield works as a battery, if you are low on power consider reducing shield strength to regain a bit of power.

PHASERS ARRAY PANEL

FUNCTION: Shoots Enterprise Phasers at Enemies. Use cursor keys cursor keys up/down to rapidly alter the power assigned to phaser array or use cursor keys left/right to fine tune it. Press ENTER to fire using the assigned power units.



- The phaser array maximum rate is 500 power units
- Phasers are fired at all enemies in the quadrant
- Energy assigned is divided between all enemies in the quadrant, that is if you assign 200 units and there are 2 Klingons in the sector each is attacked with a phaser blast of 100 units
- 👁 Beam damage effect decays with distance, a close hit by phasers or disruptors does significant damage, while a beam that hits from the opposite side of the quadrant might not do damage at all

PHOTON TORPEDOES PANEL

FUNCTION: Fires Photon torpedoes at Enemies. Use cursor keys cursor keys up/down to rapidly alter the power assigned to phaser array or use cursor keys left/right to fine tune it. Press ENTER to fire using the assigned power units.



- *Photon torpedoes deliver its destructive power right to the enemy, distance doesn't affect their damage.*
 - *Photons are targeted using the navigation computer, but if it's damaged you can still manually aim with the Helm control*
 - *You initiate with 10 photon torpedoes and can replenish them on starbases, be aware that photons are a scarce resource, and bases will replenish your stock only with the surplus photons they have.*
- 👁 *Each starbase can only replenish Photons once in a game*

HELM CONTROL

FUNCTION: Allows manual navigation of the Enterprise. Use cursor keys cursor left/right to select bearing. Press ENTER to select the WARP factor using the cursor keys, each 0.3 factor will move you one sector (one square in the tactical display) in the selected direction.



- *The Helm allows the navigator to manually guide the enterprise, selecting a bearing and a warp factor*
 - *The only way to move between quadrants is by using the Helm control since the navigation computer can only calculate navigation within the short sensor range*
- 👁 *When selecting a Warp factor if you use the cursor up, the factor is set at 2.6 which will move your ship exactly one quadrant in the selected direction*



CAPTAIN's CONSOLE INFORMATION

The Console provides most relevant data for the captain to take tacticals decisions, to accomplish this there are several areas reserved for information display and communication messages

COMMUNICATIONS MESSAGE AREA

Displays all Incoming transmissions, crew recommendations and status during combat. There is no easier way to doom your ship than ignoring relevant information!



COMMUNICATIONS DISPLAY

When a Crew member communicates his/her face is shown in the display.

SHIPS ALERT STATUS



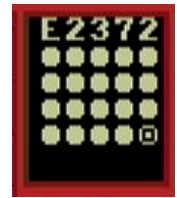
This Indicator changes to reflect the current threat level, the indicator has the following status:

Green	No immediate threat detected
Yellow	Low Energy reserves, effort must be taken to conserve resources and focus shifted to replenish power at a starbase
Red	Accompanied with an audible alarm when enemies are detected in the quadrant. Raise shields and be prepared for combat!

ENERGY INDICATOR

The Energy indicator shows how much Power reserves are available with the number of Power units and a graphical display of each cell.

Be aware that all actions require energy, from powering Shields, using Phasers, Navigate, and Launch Sensors!



- *You must administrate your Energy efficiently to successfully fight the Klingons without running out of energy to even move your ship.*

STARDATE CALENDAR

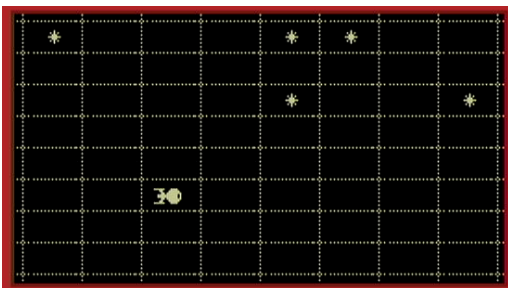
STARDATE 3914.3

Shows the current Stardate, remember, your mission runs against time, so keeping track of the elapsed days might change your decision to take more risks in battle or wait and lose the galaxy!

TACTICAL DISPLAY

The tactical display occupies the main portion of the captain's console, and it's a versatile display, modifying its content according to the function being accessed

Short Range Scan (Default mode)

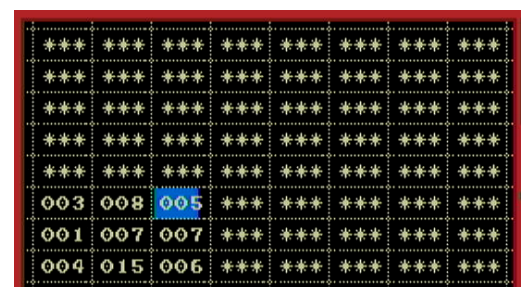


Shows your position in the quadrant along with stars, enemies and bases.

In this mode it allows you to use the computer to navigate to a destination sector within the quadrant or target Photon torpedoes to a specific sector.

Galaxy Map

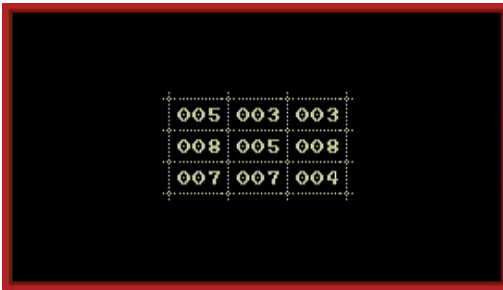
Shows all quadrants in the Galaxy, explored quadrants contain numbers and your position is highlighted in blue.



The numbers from the computer are to be interpreted as follows:

- The First digit (leftmost) represents a starbase
a 2 represents a starbase with photon torpedo stock and 1 a starbase w/out torpedoes
- The second digit (middle) represents the number of Klingons in the sector
- The last digit (right) represents the number of stars in the quadrant

Long Range Scan



The Long-range scan shows the information returned from probes that scan surrounding sectors.

The sector in the middle of the matrix show is your current position and all information of surrounding sectors is provided

Damage Screen

Damage assessments are shown on the Tactical display for one glance view of all systems status

Normal system status is zero, any other number determines that the system is damaged and the number amounts to the estimated number of days required to repair it

DAMAGE ASSESSMENT	
WARP DRIVE	0
SHORT RANGE SENSORS	0
LONG RANGE SENSORS	0
PHASERS	0
PHOTONS	0
DAMAGE CONTROL	0
SHIELDS	0

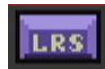


COMPUTER FUNCTIONS



GALAXY MAP

Shows all quadrants in the Galaxy, to interpret the numbers shown in the map show the Galaxy Map section on the Tactical Display



LONG RANGE SCANNER

Launches probes to all quadrants surrounding the current quadrant, they return from information about stars, enemies and bases located around the current quadrant



SHORT RANGE SCANNER

Restores the Default Quadrant view of the current sector in the Tactical Display



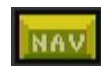
DAMAGE REPORT

Shows the damage report Screen in the Tactical Display



MISSION STATUS

Shows the summary of the current mission, including enemies left and number of days remaining



COMPUTER NAVIGATION

Allows you to navigate within the current quadrant by selecting the target destination sector, automatically sets warp and bearing to take you there, requires that short range sensors are operational



DAMAGE!

There are two ways to have your ship damaged:

1. The obvious one is when you receive disruptor fire in combat. Shields absorb most of the damage from a disruptor hit, but the shock affects your ship and there is a chance that some of the systems compromising your ship are disabled due to the shock
2. By maneuvering your ship to close to a star, the ship will auto stop before falling into the gravitational pull of the star, but in some cases the sudden emergency stop will produce a shock that could damage your ships systems

👁 Be aware that any enemy fire sustained without shields will destroy the enterprise

Damage Effects

WARP DRIVE	Will reduce the maximum distance that you can move every turn
SHORT RANGE SENSORS	The tactical display is unavailable along with computer aided navigation, photon torpedo automatic targeting and ships and stars can only be seen in front of the ship
LONG RANGE SENSORS	Long Range Probes become unavailable
PHASERS	Phaser Fire is temporarily unavailable
PHOTONS	Photon Torpedoes launchers are damaged, launching torpedoes is impossible
DAMAGE CONTROL	Can't review damage reports nor assess fix time estimates
SHIELDS	Some shield generators are offline, reducing the effectiveness of the shields



“Amazing, but not unexpected, since a TREK game It’s only Logical after having BASIC in a computer. The Foenix F256 won’t be the exemption to this rule”

“Starfleet has approved this interpretation of the game, some others have been lost in translation but not this one, I only hope we don’t get assigned a rookie to handle the ship!”



“There’s a lot of battle ahead and this beauty is ready to handle it, treat it well and it will take us home safely, just mind the power, I have no way of pushing more power from the 8-bit version”

“Good thing this version won’t allow you to fire to our starbases, having Psycho captains has been a bummer in the implementations for the last 30 years, aside from that I just wish I had more Photons for easy victories”



“We’d never looked so nice since the 60’s anyone would think we are in 16-bit hardware, but not us. I guess this probes that all retros including the classic Trek have a lot of life left!”