K L I N G O N

A S P A C E W A R S T A R T R E K G A M E

by

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RULES ADAPTED FROM A GAME "SUPER STAR TREK,"   WRITTEN BY
DAVID MATUSZEK AND PAUL REYNOLDS, REWRITTEN FOR THE HARRIS
220 AT PENN STATE UNIVERSITY BY ROD HILLS AND EXTENDED BY
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NO PORTION OF THE CODE FROM SUPER STAR TREK WAS USED IN
WRITING KLINGON.

THE ORGANIAN PEACE TREATY HAS COLLAPSED, AND THE FEDERATION
IS AT WAR WITH THE KLINGON EMPIRE, AND YOU ARE THE
COMMANDER OF THE FLAGSHIP OF THE KLINGON EMPIRE: THE
SUPERCOMMANDER KAZH, THE MIGHEST SHIP IN THE KNOWN GALAXY.

YOUR BATTLEGROUND IS FEDERATION SPACE, WHICH FOR CONVENIENCE
IS DIVIDED UP INTO EIGHT ROWS OF EIGHT QUADRANTS EACH, LIKE
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 ENEMIES,
THAT IS TO SAY, FEDERATION STARBASES, AND FEDERATION
STARSHIPS, 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.

ENEMIES RECHARGE DURING YOUR ABSENCE. IF YOU LEAVE A
QUADRANT CONTAINING A WEAKENED ENEMY, WHEN YOU RETURN TO
THAT QUADRANT HE WILL BE STRONG AGAIN. ALSO, EACH TIME YOU
ENTER A QUADRANT, THE POSITIONS OF EVERYTHING IN THE
QUADRANT (EXCEPT YOUR SHIP) ARE RANDOMIZED, TO SAVE YOU THE
TROUBLE OF TRYING TO REMEMBER WHERE EVERYTHING IN THE
QUADRANT IS. NOTICE THAT THIS REFERS ONLY TO THE POSITIONS
OF THINGS IN THE QUADRANT--THE NUMBERS OF EACH KIND OF THING
ARE NOT CHANGED (EXCEPT BLACK HOLES) IF YOU KILL SOMETHING,
IT STAYS DEAD.

THERE ARE TWO KINDS OF KLINGONS- COMMANDERS, AND YOURSELF,
THE SUPER-COMMANDER KAZH, THE COMMANDERS ARE NOT QUITE A
MATCH FOR A FEDERATION STARSHIP, BUT THEY CAN DO QUITE A BIT
OF DAMAGE.

YOUR SHIP CONTAINS THE MOST ADVANCED KLINGON ENGINEERING
FEATURES, INCLUDING A LONG RANGE TRACTOR BEAM, AN ANTI-
PHOTON DEVICE, AND A DILITHIUM RE-ENERGIZER THAT CAN REFOCUS
ENERGY FROM YOUR MAIN ENERGY CELLS, BACK INTO THE MATTER-
ANTIMATTER CONVERTERS TO CREATE ENERGY AT A RATE OF 1024
UNITS/STARDATES, RECHARGING YOUR SHIP. THIS RECHARGING IS
ESSENTIAL TO YOUR POSSIBILITY OF SUCCESS FOR YOU AND YOUR
STRIKE FORCE, SINCE HOME IS TWO WEEKS AWAY, AND YOU CAN'T
STOP ANYPLACE FOR ENERGY.

THERE IS YET ANOTHER PROBLEM, TOO, YOU DON'T HAVE THE
ELEMENT OF SURPRISE FOREVER, YOU MUST BREAK THROUGH THE

FEDERATION DEFENSES,   AND DESTROY ALL STARBASES BEFORE THE
FEDERATION HAS TIME TO MUSTER A DEFENSE TO YOUR STRIKE
FORCE, IN ABOUT 7 STARDATES.

IN LIGHT OF THIS ENERGY SHORTAGE, YOUR SHIP IS NOT EQUIPPED
WITH ANY KIND OF ENERGY WEAPONS, SUCH AS PHASERS,   BUT
INSTEAD IS   EQUIPPED WITH ULTRA HIGH   POWER DISRUPTOR
TORPEDOES, EACH CONTAINING OVER TEN GRAMS OF ANTI-MATTER.

IF YOU SUCCEED IN YOUR MISSION, WHICH IS NOT AN EASY ONE,
THEN MANY RICHES OF THE GALAXY WILL BE YOURS, AND YOU WILL
HAVE COMPLETE CONTROL OVER ALL FEDERATION SPACE, MAKING THE
GALAXY SAFE FOR TREACHERY FOREVER.

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. TWO WAYS
THAT TIME CAN PASS ARE 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
TO REPAIR.

IN ADDITION TO STARSHIPS AND STARBASES, THE GALAXY CONTAINS
(SURPRISE) STARS. MOSTLY, STARS ARE A NUISANCE AND JUST GET
IN YOUR WAY. HOWEVER, STARS CAN BE VERY USEFUL WHEN NEXT TO
AN INTENDED TARGET, AS THEY CAN THEN BE MADE TO GO NOVA,
CAUSING HEAVY DAMAGE TO ANY NEARBY SHIPS OR STARBASES. 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' A
QUADRANT CONTAINING A SUPERNOVA WHEN YOU MOVE, BUT YOU
SHOULD NOT STOP THERE.

SUPERNOVAS ARE A RARE NATURAL EVENT, THE MOST LIKELY WAY FOR
A STAR TO GO SUPERNOVA IS FOR ONE OF YOUR DISRUPTOR
TORPEDOES TO SET IT OFF. IN THE EVENT YOU DO SET OFF A STAR
(10%) AND IT GOES SUPERNOVA, NAVIGATIONAL CONTROL OF YOUR
SHIP WILL BE TAKEN OVER BY YOUR BATTLE COMPUTER, AND YOU
WILL BE PILOTED OUT OF THE QUADRANT, PICKING AS A TARGET
QUADRANT, ONE OF THE FOLLOWING: (IN ORDER OF PREFERENCE)

    1. THE NEAREST QUADRANT THAT DOES NOT CONTAIN AN ENEMY
    STARBASE OR STARSHIP.

    2. A QUADRANT SLIGHTLY MORE DISTANT THAT DOES NOT
    CONTAIN AN ENEMY.

    3. THE NEAREST QUADRANT TO WHICH THE PATH IS CLEAR.

    4. ANY QUADRANT TO WHICH YOU CAN MOVE.

IF YOUR BATTLE COMPUTER IS DAMAGED, YOU WILL BE GIVEN A
RANDOM COURSE TO A RANDOM NEARBY QUADRANT.

ALSO A FEW PLANETS ARE SCATTERED THROUGH THE GALAXY. THESE
CAN BE VERY HELPFUL, AND YOU GET TIME BONUS (WHICH CAN BE
TURNED INTO ENERGY BY RESTING, WHICH INCREASES YOUR ENERGY
SUPPLY) DEPENDING ON THE BILLIONS OF PEOPLE KILLED AND
WHETHER THE PLANET HAD DILITHIUM WHEN YOU BLOW UP THESE
PLANETS. PLANETS CAN BE DETECTED ON THE LONG RANGE

SCANNERS.

FINALLY, EACH QUADRANT WILL CONTAIN FROM 0 TO 3 BLACK HOLES.
THESE CAN SWALLOW TORPEDOES PASSING NEAR THEM.   THEY ARE
JUST SOMETHING TO GET IN YOUR WAY, AND SERVE NO USEFUL
PURPOSE.

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

(IBM 327X TSO USERS SHOULD SEE "APPENDIX T - NOTES FOR FULL
SCREEN USERS") 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

            MANUAL OR AUTOMATIC?

SAY YOU TYPE IN 'MANUAL'. THE COMPUTER THEN RESPONDS

            X AND Y DISPLACEMENTS-

NOW YOU TYPE IN 0 1 WHICH SPECIFIES AN X MOVEMENT OF ZERO
AND A Y MOVEMENT OF 1.

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 MANUAL 0 1

AND IT WILL BE DONE. OR YOU COULD TYPE IN

            MOVE MANUAL

AND WHEN THE COMPUTER RESPONDS WITH

            X AND Y DISPLACEMENTS-

YOU CAN TYPE IN

            0 1

AND IT WILL UNDERSTAND.

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 TERMINATE) 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, WITH THE EXCEPTION OF THE MANUAL
MOVE COMMAND (TYPE X AND Y OF 0 0 TO CANCEL A MOVE MANUAL.)

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

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***************
* ABANDON SHIP *
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MNEMONIC- ABANDON
(NO ABBREVIATION)

YOU MAY NOT ABANDON SHIP, THAT IS UNWORTHY OF A KLINGON.

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* ANTI-PHOTON DEVICE *
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  MNENONIC- ANTI PHOTON
  SHORTEST ABBREVIATION- A P
  FULL COMMAND- ANTI PHOTON

LIKE ALL KLINGON COMMANDERS, YOUR SHIP IS EQUIPPED WITH AN
ANTI-PHOTON DEVICE. THIS A.P.D.   WILL PROTECT YOU FROM ONE
ROUND OF FEDERATION PHOTON TORPEDOES (3.)   THE A.P.D.
REQUIRES 500 UNITS OF SHIELD ENERGY TO ACTIVATE IT.   TWO
THINGS CAN DISARM THE ANTI-PHOTON DEVICE, 1.   IT ABSORBS A
FULL ROUND OF TORPEDOES OR 2.   A FEDERATION STARSHIP FIRES
PHASERS AT YOU (THE A.P.D. IS RUN BY THE SHIP'S MAIN
COMPUTER,   NOT THE BATTLE COMPUTER,   AND SUCH IS NOT
AFFECTED WHEN THE BATTLE COMPUTER IS DAMAGED AND CAN BE USED
EVEN IF YOUR SHIELDS ARE DOWN.)

THE USE OF THE ANTI PHOTON DEVICE DOES NOT COUNT AS A TURN
AND CAN BE ACTIVATED INSTANTLY,   EVEN DURING BATTLE, AT NO
COST IN TIME, AND DOES NOT ALLOW ENEMIES TO ATTACK.

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* BATTERY *
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MNEMONIC- BATTERY
SHORTEST ABBREVIATION- BATT

THE BATTERY COMMAND PROVIDES INFORMATION OF WHETHER YOUR
BATTERIES (USED IF YOU FALL BELOW ZERO ENERGY) ARE CHARGED
OR NOT, ONCE THE BATTERIES ARE DRAINED THERE IS NO WAY TO
RECHARGE THEM. THEY CONTAIN 750.0 UNITS OF ENERGY.

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* CHART *
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    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 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.

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.

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* COMPUTE MOVEMENT *
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    MNEMONIC- COMPUTE
    SHORTEST ABBREVIATION- CO
    FULL COMMANDS- COMPUTE AUTOMATIC <ROWSEC> <COLSEC>
                    COMPUTE AUTOMATIC <RQUAD> <CQUAD> <RSEC> <CSEC>
                    COMPUTE MANUAL <X-DISP> <Y-DISP>

THE SHIP'S COMPUTER ALLOWS YOU TO GET SOME INFORMATION ABOUT
MOVEMENT, BEFORE YOU ACTUALLY   MOVE.   YOU ENTER THE
DESTINATION YOU ARE CONSIDERING IN THE SAME FORMAT AS MOVE .
THE COMPUTER WILL THEN CALCULATE AND REPORT TO YOU THE TIME
AND ENERGY REQUIRED FOR SUCH A TRIP.

THIS COMMAND REQUIRES NO TIME OR ENERGY, SO YOU MAY USE IT
ANYTIME YOUR SHIP'S COMPUTER IS UNDAMAGED.

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* COMPUTER (BATTLE) *
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        MNEMONIC - *NONE*
       (NOT A COMMAND)

WHILE   NOT A COMMAND,   THIS SECTION IS TO DOCUMENT WHAT
FUNCTIONS ARE HANDLED BY THE "SHIP'S COMPUTER" WHICH IS IN
THE HEART OF THE SHIP AND NOT OPEN TO ATTACK,   AND WHAT IS
CONTROLLED BY THE "BATTLE COMPUTER" (CAN'T DO EVERYTHING ON
ONE COMPUTER!)

USUALLY THE FUNCTIONS CONTROLLED BY THE BATTLE COMPUTER ARE
LESS CRITICAL.

CONTROLLED BY THE BATTLE COMPUTER:

COMPUTE OF MOVEMENT
COMPUTE OF PATH OUT OF WAY OF SUPERNOVA
CONTROL OF BATTERY IF POWER BELOW ZERO
MOVE AUTOMATIC FUNCTIONS

FUNCTIONS HANDLED BY "SHIP'S COMPUTER" (NOT OPEN TO ATTACK)

DEFLECTOR SCREEN CONTROL (CONSIDERED VITAL)
CONTROL OF SHIP'S ENERGY ALLOWING TRANSFER OF ENERGY
AUTOMATING DAMPENING   SYSTEM (WHEN   DISRUPTOR TORPEDOES
EXPLODE IN THE FIRING TUBES)
STAR CHART
WARP ENGINE CONTROL
ANTI-PHOTON DEVICE

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* DAMAGE REPORT *
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     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.

IF YOU SUFFER DAMAGES AND MOVE,   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.

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

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* DEFLECTOR SHIELDS *
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        MNEMONIC- SHIELDS
        SHORTEST ABBREVIATION- SH
        FULL COMMANDS- SHIELDS UP
                        SHIELDS DOWN
                        SHIELDS TRANSFER (AMOUNT OF ENERGY TO TRANSFER)

YOUR DEFLECTOR SHIELDS ARE A DEFENSIVE DEVICE TO PROTECT YOU
FROM FEDERATION 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 YOU ARE
ATTACKED, YOUR SHIELDS WILL DEFLECT 75 PERCENT OF THE HIT,
AND LET 25 PERCENT GET THROUGH TO HURT YOU.

IT COSTS 50 UNITS OF ENERGY TO RAISE SHIELDS, NOTHING TO
LOWER THEM.

YOU SHOULD NEVER HAVE TO RAISE OR LOWER SHIELDS MANUALLY, AS
YOUR AUTOMATIC DEFLECTOR SCREEN CONTROL WILL DO THIS FOR
YOU, AS YOU GO INTO BATTLE, AND LEAVE BATTLE.

YOU MAY TRANSFER ENERGY BETWEEN THE SHIP'S ENERGY (GIVEN AS
(ENERGY) IN STATUS) AND THE SHIELDS. (TRANSFER) MAY BE
ABBREVIATED (T).   (AMOUNT OF ENERGY TO TRANSFER) IS THE
NUMBER OF UNITS OF ENERGY YOU WISH TO TAKE FROM THE SHIP'S
ENERGY AND PUT INTO THE SHIELDS.   IF YOU SPECIFY A NEGATIVE
NUMBER, ENERGY IS DRAINED FROM THE SHIELDS TO THE SHIP.
TRANSFERRING ENERGY CONSTITUTES A TURN.   IF YOU TRANSFER
ENERGY TO THE SHIELDS WHILE UNDER ATTACK, THEY WILL BE AT
THE NEW ENERGY LEVEL WHEN YOU ARE NEXT HIT.

ENEMY TORPEDOES HITTING YOUR SHIP EXPLODE ON YOUR SHIELDS
(IF THEY ARE UP) AND HAVE ESSENTIALLY THE SAME EFFECT AS
PHASER HITS.

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* DISRUPTOR TORPEDOES  *
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    MNEMONIC- DISRUPTOR
    SHORTEST ABBREVIATION- DIS
    FULL COMMANDS- DISRUPTOR (NUMBER),(T1),(T2),(T3),(T4)
    (T1, T2... MEANS "TARGET NUMBER")

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

YOU MAY FIRE DISRUPTOR TORPEDOES SINGLY, OR IN BURSTS OF TWO
THREE OR FOUR. EACH TORPEDO IS INDIVIDUALLY TARGETABLE.
THE COMPUTER WILL PROMPT YOU, ASKING FOR THE TARGET SECTOR
FOR EACH TORPEDO. ALTERNATELY, YOU MAY SPECIFY EACH TARGET
IN THE COMMAND LINE.

IF MORE THAN ONE TORPEDO IS FIRED AND ONLY ONE TARGET SECTOR
IS SPECIFIED, ALL TORPEDOES ARE FIRED AT THAT SECTOR.   FOR
EXAMPLE, TO FIRE TWO TORPEDOES AT SECTOR 3 - 4, YOU TYPE

    DIS 2 3 4   (OR)   DIS 2 3 4 3 4

TO FIRE TORPEDOES AT, CONSECUTIVELY, SECTORS 2 - 6, 1 - 10,
AND 4 - 7, TYPE:

    DIS 3 2 6 1 10 4 7

THERE IS NO RESTRICTION TO FIRE DIRECTLY AT A SECTOR.   FOR
EXAMPLE, YOU CAN ENTER:

     DIS 1 3 2.5

TO AIM BETWEEN TWO SECTORS. HOWEVER, SECTOR NUMBERS MUST BE
1 TO 10 INCLUSIVE.

TORPEDOES GOING WITHIN 0.5 SECTORS OF A BLACK HOLE ARE
SWALLOWED. IF YOUR DISRUPTOR TORPEDO TUBES ARE DAMAGED LESS
THAN 3 STARDATES, YOU CAN STILL FIRE 2 TORPEDOES (INSTEAD OF
4)

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************
* DESTRUCT *
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MNEMONIC- DESTRUCT

(NO ABBREVIATION)

YOU MAY SELF-DESTRUCT, THUS KILLING YOURSELF AND ENDING THE
GAME.

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************
* EXTERNAL *
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MNEMONIC- EXTERNAL
SHORTEST ABBREVIATION- EX

(This command is valid for Full-screen users only)

The "EXTERNAL" command toggles the display of external views, that is, the graphics features of KLINGON.

To turn the displays off, if displays are "on" enter the "EXTERNAL" command, to turn them back on, enter the command again.

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* FREEZE *
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MNEMONIC- FREEZE
(NO ABBREVIATION)

THE PURPOSE OF THE (FREEZE) COMMAND IS TO ALLOW A PLAYER TO
SAVE THE CURRENT STATE OF THE GAME,   SO THAT IT CAN BE
FINISHED LATER. ALL PERTINANT INFORMATION ABOUT THE GAME IS
WRITTEN TO A FREEZE FILE, SAVED ON THE USERS CATALOG, AND
THE GAME STOPS.

TO RESTART A GAME CREATED BY THE 'FREEZE' COMMAND, THE USER
NEED ONLY TYPE 'OLD' IN RESPONSE TO THE INITIAL QUESTION
ABOUT THE TYPE OF GAME DESIRED, FOLLOWED BY THE (FILE NAME).

NOTE- A 'TOURNAMENT' GAME IS LIKE A FROZEN GAME, WITH THE
FOLLOWING DIFFERENCES.   (1)   TOURNAMENT GAMES ALWAYS START
FROM THE BEGINNING, WHILE A FROZEN GAME CAN START AT ANY
POINT.   (2)   TOURNAMENT GAMES REQUIRE ONLY THAT THE PLAYER
REMEMBER THE NAME OR NUMBER OF THE TOURNAMENT,   WHILE THE
INFORMATION ABOUT A FROZEN GAME MUST BE KEPT ON A FILE.

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* HELP *
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    MNEMONIC- HELP
    (NO ABBREVIATION)

HELP COMMAND CONNECTS YOU WITH THE KLINGON HELP DATA BASE,
FOR QUICK HELP ON USING A COMMAND.

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* IMPULSE ENGINES *
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    MNEMONIC-  IMPULSE
    SHORTEST ABBREVIATION-  I
    FULL COMMAND-  IMPULSE (MANUAL OR AUTOMATIC),(DISP OR DEST)
    ("DISP" MEANS DISPLACEMENT, "DEST" IS DESTINATION)
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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 THE EQUIVALENT OF A WARP
FACTOR OF ABOUT 0.975, SO THEY ARE MUCH TOO SLOW TO USE
EXCEPT IN EMERGENCIES.

MOVEMENT COMMANDS ARE INDICATED JUST AS IN THE 'MOVE'
COMMAND.

THE IMPULSE ENGINES REQUIRE 20 UNITS OF ENERGY TO ENGAGE,
PLUS 10 UNITS PER SECTOR (100 UNITS PER QUADRANT) TRAVELLED.

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* LONG-RANGE SCAN *
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     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.

   LONG RANGE SCAN FOR AREA: 1 - 4

      ****   ****   ****

       102   2   9999

      1007   3   19

   PLANET DETECTED IN QUADRANT: 2 - 5

THIS SCAN SAYS THAT YOU ARE IN ROW 1, COLUMN 4 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 KLINGON COMMANDER
     HUNDREDS DIGIT-   NUMBER OF FEDERATION STARSHIPS
     TENS DIGIT-   NUMBER OF STARBASES PRESENT
     ONES DIGIT-   NUMBER OF STARS PRESENT
     9999   -   INDICATES SUPERNOVA
     ****   -   EDGE OF FEDERATION SPACE.

FOR EXAMPLE, IN YOUR QUADRANT (1 - 4) THE NUMBER IS 2, WHICH
INDICATES 2 STARS, YOU, AND NOTHING ELSE (YOU ARE ALWAYS IN
THE CENTER QUADRANT OF THESE SCANS.)   THERE IS A FEDERATION
STARSHIP IN QUADRANT 1 - 3 (102),   A COMMANDER AND SEVEN
STARS IN QUADRANT 2 - 3 (1007), A SUPERNOVA IN QUADRANT 1 -
5 (9999) AND A STARBASE, AND NINE STARS IN 2 - 5 (19)

YOU MIGHT ALSO NOTICE A REPORT ON A PLANET IN QUADRANT 2 - 5
UNLIKE SUPER STAR TREK, PLANETS ARE DETECTABLE BY LONG RANGE
SCAN, SO THAT IF THEY ARE IN YOUR FLIGHT PATH, YOU CAN STOP
AND KILL IT IF YOU WISH.

SINCE YOU ARE IN ROW 1, THERE ARE NO QUADRANTS ABOVE YOU.
THE ****'S INDICATE THE THE BORDER OF FEDERATION SPACE,
WHICH YOU ARE NOT PERMITTED TO CROSS.

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

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*************************
* MOVE UNDER WARP DRIVE *
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     MNEMONIC-  MOVE
     SHORTEST ABBREVIATION-  M
     FULL COMMAND-  MOVE MANUAL (DISPLACEMENT)
                    MOVE AUTOMATIC (DESTINATION)
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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').

THERE ARE TWO COMMAND MODES FOR MOVEMENT;   MANUAL AND
AUTOMATIC. THE MANUAL MODE REQUIRES THE FOLLOWING FORMAT-

          MOVE MANUAL (DELTX),(DELTY)

(DELTX) AND (DELTY)   ARE THE HORIZONTAL AND VERTICAL
DISPLACEMENTS   FOR YOUR   STARSHIP,   IN QUADRANTS;   A
DISPLACEMENT OF ONE SECTOR IS 0.1 QUADRANTS. SPECIFYING
(DELTX) AND (DELTY) CAUSES YOUR SHIP TO MOVE IN A STRAIGHT
LINE TO THE SPECIFIED DESTINATION.   IF (DELTY) IS OMITTED,
IT IS ASSUMED ZERO.   FOR EXAMPLE, THE SHORTEST POSSIBLE
COMMAND TO MOVE 1 SECTOR TO THE RIGHT WOULD BE

          M M .1

THE FOLLOWING EXAMPLES OF MANUAL MOVEMENT REFER TO THE
SHORT-RANGE SCAN EXAMPLE.

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     DESTINATION SECTOR       MANUAL MOVEMENT COMMAND

          3 - 1                   M M -.3 .1
          2 - 1                   M M -.3 .2
          1 - 2                   M M -.2 .3
          3 - 4                   M M 0 .1
       (LEAVING QUADRANT)         M M .7
          3 - 5                   M M .1 .1
          4 - 10                  M M .6
          6 - 6                   M M .2 -.2
          5 - 4                   M M 0 -.1
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THE AUTOMATIC MODE IS AS FOLLOWS-

          MOVE AUTOMATIC (QROW),(QCOL),(SROW),(SCOL)

WHERE (QROW) AND (QCOL) ARE THE ROW AND COLUMN NUMBERS OF

THE DESTINATION QUADRANT, AND (SROW) AND (SCOL) ARE THE ROW
AND COLUMN NUMBERS OF THE DESTINATION SECTOR WITHIN THAT
QUADRANT.   THIS COMMAND ALSO MOVES YOUR SHIP IN A STRAIGHT
LINE PATH TO THE DESTINATION. FOR MOVING WITHIN A QUADRANT,
(QROW) AND (QCOL) MAY BE OMITTED.   FOR EXAMPLE, TO MOVE TO
SECTOR 2 - 9 IN THE CURRENT QUADRANT, THE SHORTEST COMMAND
WOULD BE

        M A 2 9

TO MOVE TO QUADRANT 3 - 7, SECTOR 5 - 8, TYPE

        M A 3 7 5 8

AND IT WILL BE DONE.   IN AUTOMATIC MODE, EITHER TWO OR FOUR
NUMBERS MUST BE SUPPLIED.

AUTOMATIC MODE UTILIZES THE SHIP'S 'BATTLE COMPUTER'.   IF
THE COMPUTER IS DAMAGED, MANUAL MOVEMENT MUST BE USED.

IF WARP ENGINES ARE DAMAGED LESS THAN 5 STARDATES YOU CAN
STILL GO WARP FIVE.

IT USES TIME AND ENERGY TO MOVE. HOW MUCH TIME AND HOW MUCH
ENERGY DEPENDS ON YOUR CURRENT WARP FACTOR AND THE DISTANCE
YOU MOVE.   THE HIGHER THE WARP FACTOR, THE FASTER YOU MOVE,
AND THE MORE ENERGY YOU USE,   BUT THE WARP ENGINES ARE MORE
EFFICIENT AT HIGH SPEEDS.

IN OTHER WORDS, TO GET THERE TWICE AS FAST DOES NOT USE
TWICE AS MUCH ENERGY.

THE SUGGESTED WARP SPEED IS WARP 10, THE FASTEST "SAFE"
SPEED.

```
********************
* PHOTON TORPEDOES *
********************
```

SEE DISRUPTOR TORPEDO COMMAND.

```
********
* REST *
********
```

    MNEMONIC- REST
    SHORTEST ABBREVIATION- RES
    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,   OR YOU WISH TO REST TO RESTORE ENERGY (1024
UNITS/STARDATE)

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

```
***************
* SENSOR-SCAN *
***************
```

        MNEMONIC- SENSORS
        SHORTEST ABBREVIATION- SE

UTILIZING THE SHORT-RANGE SENSORS, YOUR FIRST OFFICER GIVES
YOU A READOUT ON ANY PLANET IN YOUR QUADRANT.

```
********************
* SHORT-RANGE SCAN *
********************
```

```
    MNEMONIC-  SRSCAN
    SHORTEST ABBREVIATION-  S
    FULL COMMANDS-  SRSCAN
                    SRSCAN NO
```

(TSO 327X USERS SHOULD REFER TO APPENDIX T - NOTES FOR TSO
FULLSCREEN USERS)

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 * . . . . . . . . .   TORPEDOES    150 CONDITION: READY
 2 . . . F . . . . . .   POSITION    5 - 1, 4 - 4
 3 . . . . . * . B . .   STARDATE    4300.00
 4 . . . S . . . . . .   REMAINING      6.93
 5 . . . . . . . . . .   CONDITION    RED   A.P.D.  ARMED
 6 . . . # . . . . * .   ENERGY     2176.25
 7 . . . . . P . . . .   SHIELDS   UP  3472 PCT 11800 UNTS
 8 . . . . * . . . . .   WARP FACTOR   10.00
 9 . * . . * . . . C .   FEDERATION  BASES 6  STARSHIPS 4
10 . . . . . . . . . .   KLINGON     COMMANDERS  4
```

THE LEFT PART IS A PICTURE OF THE QUADRANT. THE S AT SECTOR
4 - 4 REPRESENTS THE SUPERCOMMANDER KAZH; THE B AT SECTOR 3
- 8 IS A STARBASE.   THERE IS A KLINGON COMMANDER (C) AT
SECTOR 9 - 9, AND A PLANET AT SECTOR 7 - 6.   OTHER FEATURES
IN THE QUADRANT ARE A FEDERATION STARSHIP (F), AT 2 - 4, AND
A BLACK HOLE AT 6 - 4 (#). THE STARS (*) ARE LOCATED AT 1 -
1, 3 - 6, 6 - 9, 8 - 5, 9 - 2, AND 9 - 5.

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 ABSENT IF YOU TYPE NO) AFTER
SRSCAN. OTHERWISE, STATUS INFORMATION WILL BE PRESENTED.

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 ENEMIES ANOTHER CHANCE TO HIT YOU.   YOU
CAN SAFELY DO A SHORT-RANGE SCAN ANYTIME YOU LIKE.

```
****************
* STATUS REPORT *
****************
```

    MNEMONIC- STATUS
    SHORTEST ABBREVIATION- ST

(TSO 327X USERS SHOULD REFER TO APPENDIX T - NOTES FOR TSO FULLSCREEN USERS)

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-

            RED   - IN BATTLE.
            YELLOW - LOW ON ENERGY (0/1000 UNITS).
            GREEN - NONE OF THE ABOVE.

        POSITION - QUADRANT IS GIVEN FIRST, THEN SECTOR.

        FEDERATION   - GIVES THE NUMBERS ON HOW MANY STARSHIPS AND STARSHIPS ARE LEFT FOR THE FEDERATION

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

        ENERGY - THE AMOUNT OF ENERGY YOU HAVE LEFT.   IF IT DROPS TO ZERO, ONE DOSE OF 750.0 UNITS OF ENERGY WILL BE TAKEN FROM YOUR BATTERIES, PROVIDED YOUR BATTLE COMPUTER IS WORKING, AND THE BATTERIES ARE CHARGED.

        TORPEDOES - HOW MANY DISRUPTOR TORPEDOES YOU HAVE LEFT.   ALSO TELLS WHAT   THE STATUS OF YOUR DISRUPTOR TORPEDO TUBES ARE.

            OUT - NO TORPEDOES LEFT,
            READY - TORPEDOES STANDING BY TO FIRE
            DAMAGED - TORPEDO TUBES ARE DAMAGED.

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

KLINGON   - HOW MANY OF YOUR FRIENDLY SHIPS ARE
OUT THERE.

REMAINING - HOW LONG YOU HAVE TO CRUSH THE
FEDERATION IF IT REACHES ZERO, THE FEDERATION
WINS, AND YOU WILL THEN BE OPENING SEALED ORDERS.

STATUS INFORMATION IS FREE--IT USES NO TIME OR ENERGY, AND
IF YOU ARE IN BATTLE, THE FEDERATION IS 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.

```
*****************************
* TERMINATE THE CURRENT GAME *
*****************************
```

     MNEMONIC- TERMINATE
     (NO ABBREVIATION)

IMMEDIATELY CANCEL THE CURRENT GAME.   NO CONCLUSION IS
REACHED AND NO SCORE IS COMPUTED.   YOU WILL BE GIVEN AN
OPPORTUNITY TO START A NEW GAME OR TO LEAVE THE STAR TREK
PROGRAM.

```
****************
* TRACTOR BEAM *
****************
```

MNEMONIC- TRACTOR
SHORTEST ABBREVIATION- TRAC
FULL COMMAND- TRACTOR (TARGET QUADRANT)

THE TRACTOR COMMAND ALLOWS YOU TO PULL A SHIP ACROSS SOME
DISTANCE IN SPACE.   WHEN THIS COMMAND IS ISSUED YOU WILL BE
PROMPTED WITH THE AMOUNT OF ENERGY IT WOULD TAKE TO PULL A
SHIP THAT FAR, AND ASKED IF YOU STILL WISH TO ENGAGE THE
TRACTOR BEAM,   IF A SHIP IS FOUND AT THE TARGET QUADRANT IT
WILL BE PULLED TO YOUR QUADRANT.   IF THERE IS MORE THAN ONE
AT THE TARGET QUADRANT, ONE WILL BE SELECTED RANDOMLY.

IF THERE IS NO SHIP AT THE TARGET QUADRANT, YOU WILL BE
NOTIFIED OF THIS FACT, AND THE POWER DRAIN CAUSED BY THE
TRACTOR BEAM WILL BE CUT BY 50%

IT IS POSSIBLE TO TRACTOR EITHER COMMANDERS (TO HELP OUT IN
A FIGHT PERHAPS)   OR FEDERATION STARSHIPS,   STARBASES,
PLANETS, STARS,   AND BLACK HOLES ARE NOT EFFECTED BY THE
TRACTORS.

THE USE OF THE TRACTOR BEAM CONSTITUTES A TURN, AND ENEMIES
WILL ATTACK.

```
***************
* 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 12.0.   AT SPEEDS ABOVE WARP 10 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.

```
**********
* XDEBUG *
**********
```

    MNEMONIC- XDEBUG
    SHORTEST ABBREVIATION- XDEBUG
    FULL COMMAND- XDEBUG

The Extended debugging feature is used (under advisment of
the user maintaining the game program)   to provide trace
information on routine flow.

If you enter this command by mistake,   enter any random
password,   the program will then reject the command and
proceed with play.

----------MISCELLANEOUS NOTES----------

IF A FEDERATION STARBASE OR PLANET IS ATTACKED,   BUT NOT
DESTROYED (AND THERE IS ANYONE ALIVE TO DO IT,)   A SUBSPACE
RADIO CALL ON THE STAR FLEET PRIORITY ONE CHANNEL WILL GO
OUT, MEANING THAT IF THERE ARE ANY FEDERATION STARSHIPS
NEARBY, YOU WILL SOON HAVE LOTS OF COMPANY...

BLACK HOLES MOVE ABOUT, RANDOMLY.

THE TYPE OF DISRUPTOR TORPEDOES YOU CARRY HAVE BEEN KNOWN TO
EXPLODE IN THE FIRING TUBE, BUT THAT IS RATHER RARE.

WHEN HITS ARE SHOT AT THE SUPPERCOMMANDER KAZH, THE HIT IS
SHOWN AS TWO NUMBERS, EXAMPLE:

(112,1832) UNIT HIT FROM FEDERATION STARSHIP AT 1 - 1

THIS MEANS THAT YOUR SHIELDS ABSORBED 1832 UNITS, AND YOUR
SHIP GOT HIT WITH 112 UNITS.

----------SCORING----------

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

YOU GAIN--

    (1)   200 POINTS FOR EACH FEDERATION STARBASE
    (2)   100 POINTS FOR EACH FEDERATION STARSHIP YOU DESTROY
    (3)   YOU GET A WIN BONUS BASED ON YOUR SKILL LEVEL,
          10000-GOOD, 20000-EXPERT, 30000-EMERITUS
    (4)   A SPECIAL WIN BONUS FOR TIME REMAINING.
    (5)   A PROMOTION TO THE NEXT LEVEL, FOR ANY WIN.
    (6)   A POINT BONUS FOR BILLIONS OF PEOPLE KILLED
          ON PLANETS, AND AN EXTRA BONUS FOR DILITHIUM.

YOU LOSE:

    (7)   75 POINTS FOR EACH COMMANDER DESTROYED.
    (8)   1000 POINTS IF YOU GET YOURSELF KILLED.

YOU CAN BE PROMOTED FROM ANY LEVEL.   THERE IS A SPECIAL
PROMOTION AVAILABLE IF YOU GO BEYOND THE 'EXPERT' RANGE.
YOU CAN ALSO HAVE A CERTIFICATE OF MERIT PRINTED WITH YOUR
NAME, AND DATE PROVIDED YOU ARE PROMOTED FROM EITHER THE
'EXPERT' OR 'EMERITUS' LEVELS.

YOU SHOULD PROBABLY START OUT AT THE GOOD 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 EXPERT LEVEL, GO
AHEAD. IT'S YOUR FUNERAL.   THE EMERITUS GAME IS CONSIDERED
IMPOSSIBLE BY SOME (ALTHOUGH IT IS RUMORED THAT THE AUTHOR
WINS ABOUT 10 PERCENT OF THE TIME)

```
          ----------HANDY REFERENCE PAGE----------
ABBREV    FULL COMMAND                       DEVICE USED
------    ------------                       -----------
A P       ANTI PHOTON                        (NONE)
BATT      BATTERY                            (NONE)
C         CHART                              (NONE)
CO        COMPUTE AUTO (DESTINATION)         COMPUTER
          COMPUTE MANUAL (X-DISP) (Y-DISP)   "
DA        DAMAGES                            (NONE)
DIS       DISRUPTOR (NUMBER) (TARGETS)       DISRUPTOR TORPEDOES
DESTRUCT  DESTRUCT                           (NONE)
EXT       EXTERNAL (Turn off graphics)       (NONE)
FREEZE    FREEZE                             (NONE)
HELP      HELP                               (NONE)
I         IMPULSE MANUAL (DISPLACEMENT)      IMPULSE ENGINES
          IMPULSE AUTOMATIC (DESTINATION)    IMPULSE ENGINES/COMPUTER
L         LRSCAN                             LONG-RANGE SENSORS
M         MOVE MANUAL (DISPLACEMENT)         WARP ENGINES
          MOVE AUTOMATIC (DESTINATION)       WARP ENGINES/COMPUTER
P         SAME AS DISRUPTOR                      -
RES       REST (NUMBER OF STARDATES)         (NONE)
SE        SENSORS                            SHORT-RANGE SENSORS
SH        SHIELDS (UP, DOWN, OR TRANSFER)    DEFLECTOR SHIELDS
S         SRSCAN (NO)                        SHORT-RANGE SENSORS
ST        STATUS                             (NONE)
TERMINATE TERMINATE                          (NONE)


L. R. SCAN-    THOUSANDS DIGIT-   COMMANDERS
               HUNDREDS DIGIT-    FEDERATION STARSHIPS
               TENS DIGIT-        STARBASES
               ONES DIGIT-        STARS
               ****-              EDGE OF FEDERATION SPACE
               9999-              SUPERNOVA
               PERIOD (.)-        DIGIT NOT KNOWN (STAR CHART ONLY)
```

COURSES ARE GIVEN IN MANUAL MODE IN X - Y DISPLACEMENTS; IN
AUTOMATIC MODE AS DESTINATION QUADRANT AND/OR SECTOR.
DISTANCES ARE GIVEN IN QUADRANTS.   A DISTANCE OF ONE SECTOR
IS 0.1 QUADRANT.   STARBASES REQUIRE 4 TO 6 TORPEDOES TO
KILL, WHILE A FEDERATION REQUIRES 2-4 TORPEDOES TO KILL,
AND PLANETS ANYWHERE FROM 1-4 TORPEDOES DEPENDING ON
POPULATION AND PRESENCE OF DILITHIUM.

WARP 10 IS THE FASTEST SAFE SPEED. AT HIGHER SPEEDS, ENGINE
DAMAGE MAY OCCUR. SHIELDS COST 50 UNITS OF ENERGY TO RAISE.

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(WHOM I HAVE NEVER MET) FOR GIVING PERMISSION IN THE RULES
OF SUPER STAR TREK, THE GAME ON WHICH THIS ONE IS BASED, FOR
ALLOWING THE COPYING OR MODIFICATION OF THEIR RULES WITHOUT
CHARGE.   A MAJORITY OF THESE RULES ARE TAKEN DIRECTLY FROM
THE TEXT OF THEIR RULES, WORD FOR WORD.

AND THANKS AS WELL TO WES PALMER OF THE EDUCATIONAL
COMPUTING NETWORK, FOR PUTTING UP WITH MY QUESTIONS ABOUT
THE PROGRAM "SUPER STAR TREK"

     THANKS ALL....
                         YOURS TRULY,

                         LARRY WILLIAMS
                         AUTHOR OF THE KLINGON PROGRAM.

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Appendix T - Notes for TSO 3270 users

For TSO 3270 users, KLINGON is a full screen application.
the major differences are:

The SRSCAN, LRSCAN, and STATUS commands cannot be explictly
entered, since this information is on the screen at all
times.

The format of the screen is:


```
    ...........  ++++++++++   LRSCAN
    ...........  ++++++++++   and
    ... SRS ...  + status +
    ...........  ++ info ++   PLANET
    ...........  ++++++++++   info
```


SRS and STATUS - the format of this information is the same
as the standard version.

The LRSCAN and PLANET information is the same as described
in the LRSCAN command, however, the information is presented
in a "compressed" form, to allow for the smaller amount of
space available on the screen

The full screen mode will work only on 24 and 43 line 327X
devices.

If you wish to experiment with other devices,   the FSIO1
assembler routine supplied in source must be modified by the
user.