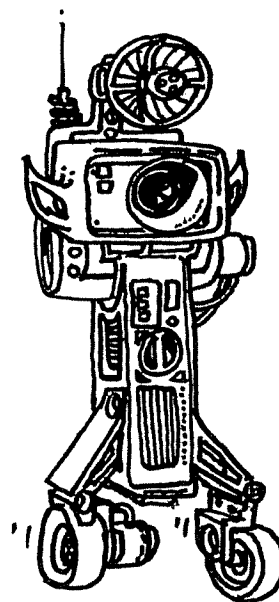


Super Star Trek®

Brief History

Many versions of Star Trek have been kicking around various college campuses since the late sixties. I recall playing one at Carnegie-Mellon Univ. in 1967 or 68, and a very different one at Berkeley. However, these were a far cry from the one written by Mike Mayfield of Centerline Engineering and/or Custom Data. This was written for an HP2000C and completed in October 1972. It became the "standard" Star Trek in February 1973 when it was put in the HP contributed program library and onto a number of HP Data Center machines.

In the summer of 1973, I converted the HP version to BASIC-PLUS for DEC's RSTS-11 compiler and added a few bits and pieces while I was at it. Mary Cole at DEC contributed enormously to this task too. Later that year I published it under the name SPACWR (Space War — in retrospect, an incorrect name) in my book *101 Basic Computer Games*. It is difficult today to find an interactive computer installation that does not have one of these versions of Star Trek available.



Quadrant Nomenclature

Recently, certain critics have professed confusion as to the origin of the "quadrant" nomenclature used on all standard CG (Cartesian Galactic) maps. Naturally, for anyone with the remotest knowledge of history, no explanation is necessary; however, the following synopsis should suffice for the critics:

As every schoolboy knows, most of the intelligent civilizations in the Milky Way had originated galactic designations of their own choosing well before the Third Magellanic Conference, at which the so-called "2⁶ Agreement" was reached. In that historic document, the participant cultures agreed, in all two-dimensional representations of the galaxy, to specify 64 major subdivisions, ordered as an 8 x 8 matrix. This was partially in deference to the Earth culture (which had done much in the initial organization of the Federation), whose century-old galactic maps had always shown 16 major regions named after celestial landmarks of the Earth sky. Each of these regions was divided into four "quadrants," designated by ancient "Roman Numerals" (the origin of which has been lost).

To this day, the official logs of starships originating on near-Earth starbases still refer to the major galactic areas as "quadrants."

The relation between the Historical and Standard nomenclatures is shown in the simplified CG map below.

	1	2	3	4	5	6	7	8
1		ANTARES				SIRIUS		
	I	II	III	IV	I	II	III	IV
2		RIGEL				DENEK		
	I	II	III	IV	I	II	III	IV
3		PROCYON				CAPELLA		
	I	II	III	IV	I	II	III	IV
4		VEGA				BETELGEUSE		
	I	II	III	IV	I	II	III	IV
5		CANOPUS				ALDEBARAN		
	I	II	III	IV	I	II	III	IV
6		ALTAIR				REGULUS		
	I	II	III	IV	I	II	III	I
7		SAGITTARIUS				ARCTURUS		
	I	II	III	IV	I	II	III	IV
8		POLLUX				SPICA		
	I	II	III	IV	I	II	III	IV

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Super Star Trek[†] Rules and Notes

by Robert Leedom and David Ahl

1. OBJECTIVE: You are Captain of the starship "Enterprise"[†] with a mission to seek and destroy a fleet of Klingon[†] warships (usually about 17) which are menacing the United Federation of Planets.[†] You have a specified number of stardates in which to complete your mission. You also have two or three Federation Starbases[†] for resupplying your ship.

2. You will be assigned a starting position somewhere in the galaxy. The galaxy is divided into an 8 x 8 quadrant grid. The astronomical name of a quadrant is called out upon entry into a new region. (See "Quadrant Nomenclature.") Each quadrant is further divided into an 8 x 8 section grid.

3. On a section diagram, the following symbols are used:

< * >	Enterprise	> ! <	Starbase
†††	Klingon	*	Star

4. You have eight commands available to you. (A detailed description of each command is given in the program instructions.)

NAV	Navigate the Starship by setting course and warp engine speed.
SRS	Short-range sensor scan (one quadrant)
LRS	Long-range sensor scan (9 quadrants)
PHA	Phaser [†] control (energy gun)
TOR	Photon torpedo control
SHE	Shield control (protects against phaser fire)
DAM	Damage and state-of-repair report
COM	Call library computer

5. Library computer options are as follows (more complete descriptions are in program instructions):

0	Cumulative galactic record
1	Status report
2	Photon torpedo course data
3	Starbase navigation data
4	Direction/distance calculator
5	Quadrant nomenclature map

6. Certain reports on the ship's status are made by officers of the Enterprise who appeared on the original TV Show —Spock,[†] Scott,[†] Uhura,[†] Chekov,[†] etc.

7. Klingons are non-stationary within their quadrants. If you try to maneuver on them, they will move and fire on you.

8. Firing and damage notes:

- Phaser fire diminishes with increased distance between combatants.
- If a Klingon zaps you hard enough (relative to your shield strength) he will generally cause damage to some part of your ship with an appropriate "Damage Control" report resulting.
- If you don't zap a Klingon hard enough (relative to his shield strength) you won't damage him at all. Your sensors will tell the story.
- Damage control will let you know when out-of-commission devices have been completely repaired.

9. Your engines will automatically shut down if you should attempt to leave the galaxy, or if you should try to maneuver through a star, a Starbase, or — heaven help you — a Klingon warship.

10. In a pinch, or if you should miscalculate slightly, some shield control energy will be automatically diverted to warp engine control (if your shields are operational!).

11. While you're docked at a Starbase, a team of technicians can repair your ship (if you're willing for them to spend the time required — and the repairmen *always* underestimate...).

12. If, to save maneuvering time toward the end of the game, you should cold-bloodedly destroy a Starbase, you get a nasty note from Starfleet Command. If you destroy your *last* Starbase, you lose the game! (For those who think this is too harsh a penalty, delete lines 5360-5390, and you'll just get a "you dum dum!"-type message on all future status reports.)

13. End game logic has been "cleaned up" in several spots, and it is possible to get a new command after successfully completing your mission (or, after resigning your old one).

14. For those of you with certain types of CRT/keyboards setups (e.g. Westinghouse 1600), a "bell" character is inserted at appropriate spots to cause the following items to flash on and off on the screen:

- The Phrase "RED" (as in Condition: Red)
- The character representing your present quadrant in the cumulative galactic record printout.

15. This version of Star Trek was created for a Data General Nova 800 system with 32K or core. So that it would fit, the instructions are separated from the main program via a CHAIN. For conversion to DEC BASIC-PLUS, Statement 160 (Randomize) should be moved after the return from the chained instructions, say to Statement 245. For Altair BASIC, Randomize and the chain instructions should be eliminated.

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```

7290 IFD(8)<0THENPRINT"COMPUTER DISABLED":GOTO1990
7320 INPUT"COMPUTER ACTIVE AND AWAITING COMMAND":A:IFA<0THEN1990
7350 PRINT:H8=1:ONA:IGOTO7540,7900,8070,8500,8150,7400
7360 PRINT"FUNCTIONS AVAILABLE FROM LIBRARY-COMPUTER:"
7370 PRINT" 0 = CUMULATIVE GALACTIC RECORD"
7372 PRINT" 1 = STATUS REPORT"
7374 PRINT" 2 = PHOTON TORPEDO DATA"
7376 PRINT" 3 = STARBASE NAV DATA"
7378 PRINT" 4 = DIRECTION/DISTANCE CALCULATOR"
7380 PRINT" 5 = GALAXY 'REGION NAME' MAP":PRINT:GOTO7320
7390 REM SETUP TO CHANGE CUM GAL RECORD TO GALAXY MAP
7400 H8=0:G5=1:PRINT"          THE GALAXY":GOTO7550
7530 REM CUM GALACTIC RECORD
7540 INPUT"DO YOU WANT A HARDCOPY? IS THE TTY ON (Y/N)":AS
7542 IFAS="Y"THENPOKE1229,2:POKE1237,3:NULL1
7543 PRINT:PRINT"          "
7544 PRINT"COMPUTER RECORD OF GALAXY FOR QUADRANT":Q1;"":Q2
7546 PRINT"          "
7550 PRINT"          1      2      3      4      5      6      7      8"
7560 O1$="          -----"
7570 PRINTO1$:FORI=1TO8:PRINTI:I F H8=0 THEN7740
7630 FORJ=1TO8:PRINT"          ":I FZ(I,J)=0 THENPRINT"***":GOTO7720
7700 PRINTRIGHT$(STR$(Z(I,J)+1000),3);
7720 NEXTJ:GOTO7850
7740 Z4=1:Z5=1:GOSUB9030:J0=INT((15-.5*LEN(G2$)):PRINTTAB(J0):G2$:
7800 Z5=5:GOSUB 9030:J0=INT((39-.5*LEN(G2$)):PRINTTAB(J0):G2$:
7850 PRINT:PRINTO1$:NEXTI:PRINT:POKE1229,0:POKE1237,1:NULL0:GOTO1990
7890 REM STATUS REPORT
7900 PRINT"  STATUS REPORT:":X$="":IFK9>1 THENX$="S"
7940 PRINT"KLINGON":X$;" LEFT:":K9
7960 PRINT"MISSION MUST BE COMPLETED IN":.1*INT((T0+T9-T)*10):"STARDATES
"
7970 X$="S":IFB9<2 THENX$="":IFB9<1 THEN8010
7980 PRINT"THE FEDERATION IS MAINTAINING":B9;"STARBASE":X$;" IN THE GALA
XY"
7990 GOTO5690
8010 PRINT"YOUR STUPIDITY HAS LEFT YOU ON YOUR ON IN"
8020 PRINT"  THE GALAXY -- YOU HAVE NO STARBASES LEFT!":GOTO5690
8060 REM TORPEDO, BASE NAV, D/D CALCULATOR
8070 IFK3<=0 THEN4270
8080 X$="":IFK3>1 THENX$="S"
8090 PRINT"FROM ENTERPRISE TO KLINGON BATTLE CRUISER":X$
8100 H8=0:FORI=1TO3:IFK(I,3)<=0 THEN8480
8110 W1=K(I,1):X=K(I,2)
8120 C1=S1:A=S2:GOTO8220
8150 PRINT"DIRECTION/DISTANCE CALCULATOR:"
8160 PRINT"YOU ARE AT QUADRANT":Q1;"":Q2;" SECTOR":S1;"":S2
8170 PRINT"PLEASE ENTER":INPUT"  INITIAL COORDINATES (X,Y)":C1,A
8200 INPUT"  FINAL COORDINATES (X,Y)":W1,X
8220 X=X-A:A=C1-W1:IFX<0 THEN8350
8250 IFA<0 THEN8410
8260 IFX>0 THEN8280
8270 IFA>0 THENC1=5:GOTO8290
8280 C1=1
8290 IFABS(A)<=ABS(X) THEN8330
8310 PRINT"DIRECTION ="":C1+((ABS(A)-ABS(X))+ABS(A))/ABS(A)):GOTO8460
8330 PRINT"DIRECTION ="":C1+(ABS(A)/ABS(X)):GOTO8460
8350 IFA>0 THENC1=3:GOTO8420
8360 IFX>0 THENC1=5:GOTO8290
8410 C1=7
8420 IFABS(A)>=ABS(X) THEN8450
8430 PRINT"DIRECTION ="":C1+((ABS(X)-ABS(A))+ABS(X))/ABS(X)):GOTO8460
8450 PRINT"DIRECTION ="":C1+(ABS(X)/ABS(A))
8460 PRINT"DISTANCE ="":SQR(X^2+A^2):IFH8=1 THEN1990
8480 NEXTI:GOTO1990
8500 IFB3<0 THENPRINT"FROM ENTERPRISE TO STARBASE":W1=B4:X=B5:GOTO8120
8510 PRINT"MR. SPOCK REPORTS, 'SENSORS SHOW NO STARBASES IN THIS":
8520 PRINT" QUADRANT.'":GOTO1990
8580 REM FIND EMPTY PLACE IN QUADRANT (FOR THINGS)
8590 R1=FNRC(1):R2=FNRC(1):A$="          ":Z1=R1:Z2=R2:GOSUB8030:IFZ3=0 THEN8590
8600 RETURN
8660 REM INSERT IN STRING ARRAY FOR QUADRANT
8670 S8=INT(Z2-.5)+3+INT(Z1-.5)*24+1
8675 IF LEN(A$)<>3 THEN PRINT"ERROR":STOP
8680 IF S8=1 THENQ$=AS+RIGHT$(Q$,189):RETURN
8690 IF S8=190 THENQ$=LEFT$(Q$,189)+A$:RETURN
8700 Q$=LEFT$(Q$,S8-1)+AS+RIGHT$(Q$,190-S8):RETURN
8780 REM PRINTS DEVICE NAME
8790 ONRIGTOS792,8794,8796,8798,8800,8802,8804,8806
8792 G2$="WARP ENGINES":RETURN
8794 G2$="SHORT RANGE SENSORS":RETURN
8796 G2$="LONG RANGE SENSORS":RETURN
8798 G2$="PHASER CONTROL":RETURN
8800 G2$="PHOTON TUBES":RETURN
8802 G2$="DAMAGE CONTROL":RETURN
8804 G2$="SHIELD CONTROL":RETURN
8806 G2$="LIBRARY-COMPUTER":RETURN
8820 REM STRING COMPARISON IN QUADRANT ARRAY
8830 Z1=INT(Z1+.5):Z2=INT(Z2+.5):S8=(Z2-1)*3+(Z1-1)*24+1:73=0
8890 IFMID$(Q$,S8,3)<>A$ THENRETURN
8900 Z3=1:RETURN
9010 REM QUADRANT NAME IN G2$ FROM Z4,Z5 (Q1,Q2)
9020 REM CALL WITH G5=1 TO GET REGION NAME ONLY
9030 IFZ5<=4 THENONZ4GOTO9040,9050,9060,9070,9080,9090,9100,9110
9035 GOTO9120
9040 G2$="ANTARES":GOTO9210
9050 G2$="RIGEL":GOTO9210
9060 G2$="PROCYON":GOTO9210
9070 G2$="VEGA":GOTO9210
9080 G2$="CANOPUS":GOTO9210
9090 G2$="ALTAIR":GOTO9210
9100 G2$="SAGITTARIUS":GOTO9210
9110 G2$="POLLUX":GOTO9210
9120 ONZ4GOTO9130,9140,9150,9160          190,9200
9130 G2$="SIRIUS":GOTO9210
9140 G2$="DEVEB":GOTO9210
9150 G2$="CAPELLA":GOTO9210
9160 G2$="BETELGEUSE":GOTO9210
9170 G2$="ALDEBARAN":GOTO9210
9180 G2$="REGULUS":GOTO9210
9190 G2$="ARCTURUS":GOTO9210
9200 G2$="SPICA"
9210 IFG5<=1 THENONZ5GOTO9230,9240,9250,9260,9230,9240,9250,9260
9220 RETURN
9230 G2$=G2$+" I":RETURN
9240 G2$=G2$+" II":RETURN
9250 G2$=G2$+" III":RETURN
9260 G2$=G2$+" IV":RETURN
OK

```

Sample Run - Instructions

```

*****
*                                     *
*          * * SUPER STAR TREK * *   *
*                                     *
*                                     *
*****

```

DO YOU NEED INSTRUCTIONS (Y/N)? Y

TURN THE TTY ON-LINE AND HIT ANY KEY EXCEPT RETURN
INSTRUCTIONS FOR 'SUPER STAR TREK'

1. WHEN YOU SEE \COMMAND ?\ PRINTED, ENTER ONE OF THE LEGAL COMMANDS (NAV, SRS, LRS, PHA, TOP, SHE, DAM, CON, OR XXX).
2. IF YOU SHOULD TYPE IN AN ILLEGAL COMMAND, YOU'LL GET A SHORT LIST OF THE LEGAL COMMANDS PRINTED OUT.
3. SOME COMMANDS REQUIRE YOU TO ENTER DATA (FOR EXAMPLE, THE 'NAV' COMMAND COMES BACK WITH 'COURSE (1-9) ?\.) IF YOU TYPE IN ILLEGAL DATA (LIKE NEGATIVE NUMBERS), THAT COMMAND WILL BE ABORTED

THE GALAXY IS DIVIDED INTO AN 8 X 8 QUADRANT GRID,
AND EACH QUADRANT IS FURTHER DIVIDED INTO AN 8 X 8 SECTOR GRID.

YOU WILL BE ASSIGNED A STARTING POINT SOMEWHERE IN THE GALAXY TO BEGIN A TOUR OF DUTY AS COMMANDER OF THE STARSHIP ENTERPRISE; YOUR MISSION: TO SEEK AND DESTROY THE FLEET OF KLINGON WARMHIPS WHICH ARE MENACING THE UNITED FEDERATION OF PLANETS.

YOU HAVE THE FOLLOWING COMMANDS AVAILABLE TO YOU AS CAPTAIN OF THE STARSHIP ENTERPRISE:

\NAV\ COMMAND = WARP ENGINE CONTROL --
COURSE IS IN A CIRCULAR NUMERICAL VECTOR ARRANGEMENT AS SHOWN
INTEGER AND REAL VALUES MAY BE USED. (THUS COURSE 1.5 IS HALF-
WAY BETWEEN 1 AND 2

VALUES MAY APPROACH 9.0, WHICH
ITSELF IS EQUIVALENT TO 1.0

COURSE
ONE WARP FACTOR IS THE SIZE OF
ONE QUADRANT. THEREFORE, TO GET
FROM QUADRANT 6.5 TO 5.5, YOU WOULD
USE COURSE 3. WARP FACTOR 1.

\SRS\ COMMAND = SHORT RANGE SENSOR SCAN
SHOWS YOU A SCAN OF YOUR PRESENT QUADRANT.

SYMBOLOLOGY ON YOUR SENSOR SCREEN IS AS FOLLOWS:

<*> = YOUR STARSHIP'S POSITION
+K+ = KLINGON BATTLE CRUISER
>L< = FEDERATION STARBASE (REFUEL/REPAIR/RE-ARM HERE!)
* = STAR

A CONDENSED 'STATUS REPORT' WILL ALSO BE PRESENTED.

\LRS\ COMMAND = LONG RANGE SENSOR SCAN
SHOWS CONDITIONS IN SPACE FOR ONE QUADRANT ON EACH SIDE OF THE ENTERPRISE (WHICH IS IN THE MIDDLE OF THE SCAN)
THE SCAN IS CODED IN THE FORM \###\, WHERE TH UNITS DIGIT 1 IS THE NUMBER OF STARS, THE TENS DIGIT IS THE NUMBER OF STARBASES, AND THE HUNDREDS DIGIT IS THE NUMBER OF KLINGONS.

EXAMPLE - 287 = 2 KLINGONS, NO STARBASES, & 7 STARS.

\PHA\ COMMAND = PHASER CONTROL.
ALLOWS YOU TO DESTROY THE KLINGON BATTLE CRUISERS BY ZAPPING THEM WITH SUITABLY LARGE UNITS OF ENERGY TO DEplete THEIR SHIELD POWER. (REIBER, KLINGONS HAVE PHASERS TOO!)

\TOP\ COMMAND = PHOTON TORPEDO CONTROL
TORPEDO COURSE IS THE SAME AS USED IN WARP ENGINE CONTROL IF YOU HIT THE KLINGON VESSEL, HE IS DESTROYED AND CANNOT FIRE BACK AT YOU. IF YOU MISS, YOU ARE SUBJECT TO HIS PHASER FIRE. IN EITHER CASE, YOU ARE ALSO SUBJECT TO THE PHASER FIRE OF ALL OTHER KLINGONS IN THE QUADRANT.

THE LIBRARY-COMPUTER (\COM\ COMMAND) HAS AN OPTION TO COMPUTE TORPEDO TRAJECTORY FOR YOU (OPTION 2)

\SHE\ COMMAND = SHIELD CONTROL
DEFINES THE NUMBER OF ENERGY UNITS TO BE ASSIGNED TO THE SHIELDS. ENERGY IS TAKEN FROM TOTAL SHIP'S ENERGY. NOTE THAT THE STATUS DISPLAY TOTAL ENERGY INCLUDES SHIELD ENERGY

\DAM\ COMMAND = DAMAGE CONTROL REPORT
GIVES THE STATE OF REPAIR OF ALL DEVICES. WHERE A NEGATIVE 'STATE OF REPAIR' SHOWS THAT THE DEVICE IS TEMPORARILY DAMAGED.

\COM\ COMMAND = LIBRARY-COMPUTER
THE LIBRARY-COMPUTER CONTAINS SIX OPTIONS:
OPTION 0 = CUMULATIVE GALACTIC RECORD
THIS OPTION SHOWS COMPUTER MEMORY OF THE RESULTS OF ALL PREVIOUS SHORT AND LONG RANGE SENSOR SCANS
OPTION 1 = STATUS REPORT
THIS OPTION SHOWS THE NUMBER OF KLINGONS, STARDATES, AND STARBASES REMAINING IN THE GAME.
OPTION 2 = PHOTON TORPEDO DATA
WHICH GIVES DIRECTIONS AND DISTANCE FROM THE ENTERPRISE TO ALL KLINGONS IN YOUR QUADRANT
OPTION 3 = STARBASE NAV DATA
THIS OPTION GIVES DIRECTION AND DISTANCE TO ANY STARBASE WITHIN YOUR QUADRANT
OPTION 4 = DIRECTION/DISTANCE CALCULATOR
THIS OPTION ALLOWS YOU TO ENTER COORDINATES FOR DIRECTION/DISTANCE CALCULATIONS
OPTION 5 = CALACTIC /REGION NAME/ MAP
THIS OPTION PRINTS THE NAMES OF THE SIXTEEN MAJOR GALACTIC REGIONS REFERRED TO IN THE GAME.

$\begin{array}{c} \text{---} \\ \text{---} \\ \text{---} / / \\ \text{---} / - \\ \text{---} \end{array}$

YOUR ORDERS ARE AS FOLLOWS:

HIT ANY KEY EXCEPT RETURN WHEN READY TO ACCEPT COMMAND

```
-----
```

*	STARDATE	3000
	CONDITION	GREEN
*	QUADRANT	4 , 5
	SECTOR	6 , 2
< * >	PHOTON TORPEDOES	100
	TOTAL ENERGY	3000
*	SHIELDS	0
	KLINGONS REMAINING	8

```

: 004 : 005 : 006 :
-----
: 003 : 003 : 108 :
-----
: 001 : 004 : 002 :
-----

```

NOW ENTERING BETELGEUSE II QUADRANT . . .

COMBAT AREA	CONDITION RED
*	*
*	
<*>	* *
	+K+
	*
	*

FROM ENTERPRISE TO KLINGON BATTLE CRUISER
DIRECTION = 8.75
DISTANCE = 4.12311
COMMAND? TOR
PHOTON TORPEDO COURSE (1-9)? 8.75
TORPEDO TRACK:

COMMAND? LRS
LONG RANGE SCAN FOR QUADRANT 4 , 6

```

: 005 : 006 : 005 :
-----
: 003 : 008 : 008 :
-----
: 004 : 002 : 003 :

```

NOW ENTERING VEGA II QUADRANT . . .

			STARDATE	3632
	*		CONDITION	GREEN
			QUADRAINT	4, 2
< * >	*	*	SECTOR	4, 2
	*		PHOTON TORPEDOES	9
		*	TOTAL ENERGY	2938
			SHIELDS	2660
*			KLINGONS REMAINING	7

```

: 005 : 103 : 006 :
-----
: 102 : 006 : 006 :
-----
: 008 : 007 : 005 :

```

NOW ENTERING VEGA I QUADRANT . . .

```

COMBAT AREA          CONDITION RED
-----
*                    *

<*>
+K(+)

```

```

STARDATE                3003
COND IT ION             *RED*
QUADRIANT                4 , 1
SECTOR                   4 , 2
PHOTON TORPEDOES        9
TOTAL ENERGY            2920
SHIELDS                  2000
KLINGONS REMAINING      7

```

COMMAND? PHIA
PHASERS LOCKED ON TARGET? ENERGY AVAILABLE = 920 UNITS
NUMBER OF UNITS TO FIRE? 100
201 UNIT HIT ON KLINGON AT SECTOR 5, 1
(SENSORS SHOW 28.4463 UNITS REMAINING)
41 UNIT HIT ON ENTERPRISE FROM SECTOR 5, 1
<SHIELDS DOWN TO 1959 UNITS>

```

COMMAND? PHA
PHASERS LOCKED ON TARGET; ENERGY AVAILABLE = 828 UNITS
NUMBER OF UNITS TO FIRE? 14
28 UNIT HIT ON KLINGON AT SECTOR 5 , 1
*** KLINGON DESTROYED ***
COMMAND? LRS
LONG RANGE SCAN FOR QUADRANT 4 , 1

```

```

: *** : 005 : 103 :
-----
: *** : 002 : 006 :
-----
: *** : 008 : 007 :

```

COMMAND? NAV
COURSE (0-9)? 2
WARP FACTOR (0-8)? 1.414

NOW ENTERING PROCYON II QUADRANT . . .

COMBAT AREA CONDI T I O N R E D

.....

< * >

+	+	SECTOR	3	2
*	*	PHOTON TORPEDOES	1	5
		TOTAL ENERGY	2744	
		SHIELDS	1959	
*	*	KLINGONS REMAINING	6	

COMMAND? COM
COMPUTER ACTIVE AND AWAITING COMMAND? 2

```
FROM ENTERPRISE TO KLINGON BATTLE CRUISER
DIRECTION = 5.75
DISTANCE = 5
COMMAND? LRS
LONG RANGE SCAN FOR QUADRANT 3 , 2

: 007 : 006 : 007 :
: 005 : 103 : 006 :
: 002 : 006 : 006 :
```

COMMAND? TOR
FICTON TORPEDO COURSE (1-9)? 5.75
TORPEDO TRACK:

2 , 4
3 , 3
3 , 2
4 , 1
*** KLINGON DESTROYED ***

*** KLINGON DESTROYED ***
COMMAND? COM
COMPUTER ACTIVE AND AWAITING COMMAND? 3

COMPUTER RECORD OF GALAXY FOR QUADRANT 3 , 2

[illegible]

COMMAND? NAV
COURSE (0-9)? 7
WARP FACTOR (0-8)? 4

NOW ENTERING SAGITTARIUS II QUADREANT . . .

	STARTDATE	3605
	CONDITION	GREEN
	QUADRANT	7, 2
	SECTOR	1, 5
	PHOTON TORPEDOES	0
	TOTAL ENERGY	2700
	SHIELDS	1959
	MINIGUNS REMAINING	5

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