

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.

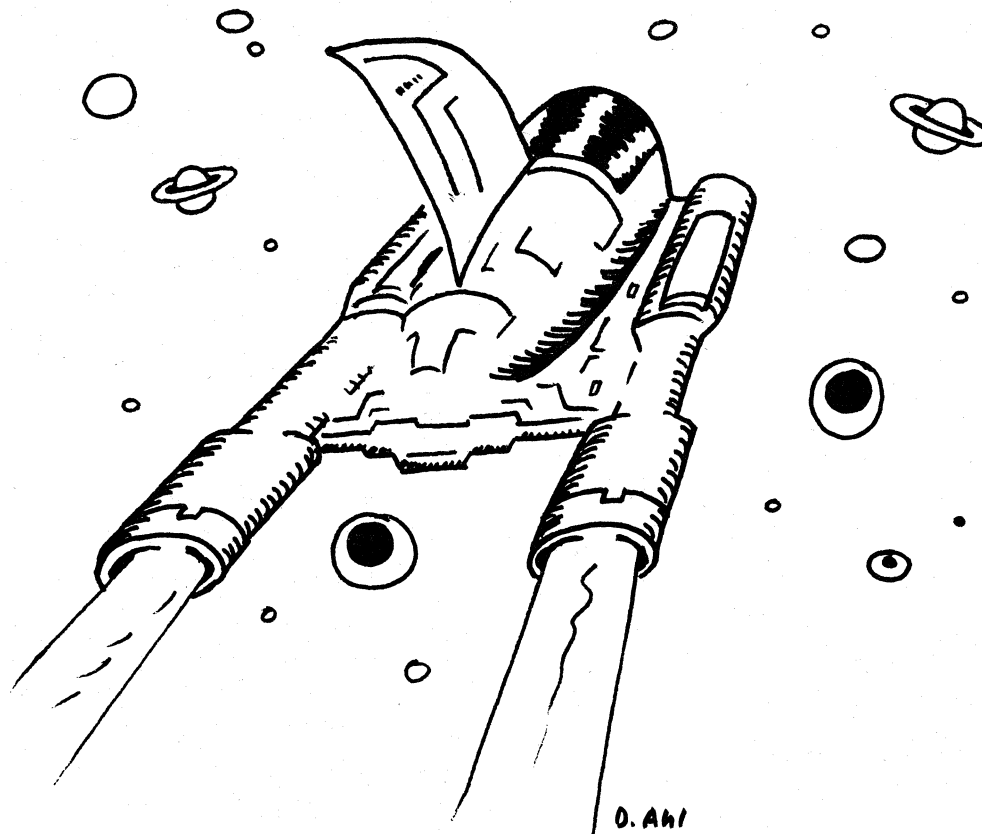
Complete playing instructions are given if you answer YES to the question, DO YOU WANT INSTRUCTIONS?

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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2920 Y=311Y=371P=P-1
2950 PRINT "TORPEDO TRACK!"
2960 X=X+X11Y=Y+Y2
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
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 3360
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 3790
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: X=X
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 4
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)))
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 3790
3960 GOTO 3940
3970 PRINT: PRINT "IT IS STARDAY"
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/(1-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 R= "YFS" THEN 230
4110 GOTO 6510
4111 REM *** SHORT RANGE SENSOR SCAN AND STARTING POINT CODE
4120 FOR I=1 TO 81
4130 FOR J=52 TO 82
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="DOCKED"
4260 PRINT "SHIELDS DROPPED FOR DOCKING PURPOSES"
4290 S=0: GOTO 4380
4310 IF K3=0 THEN 4350
4320 IF E=0 THEN 4370
4330 C="GREEN"
4340 GOTO 4380
4350 C="RED"
4370 C="YELLOW"
4380 IF D(2)>0 THEN 4430
4390 PRINT: PRINT "SHORT RANGE SENSORS ARE OUT ***"
4420 GOTO 4530
4430 O1=" "
4435 PRINT USING O1
4440 O2=" "

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5680 REM ***STRING COMPARISON IN QUADRANT ARRAY***
5690 S8=Z1+24+22+3+261Z3=0:IF S8>72 THEN 5750
5720 IF MID(S8,58,3)<>AS THEN 5810
5730 73=1:GOTO 5810
5750 IF S8>144 THEN 5790
5760 IF MID(S8,98-72,3)<>AS THEN 5810
5770 73=1:GOTO 5810
5790 IF MID(S8,98-144,3)<>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
5860 REM * = STAR
5870 REM * = 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
6010 REM *
6020 REM * COMMAND 0 = SHORT RANGE SENSOR SCAN
6030 REM * PRINT THE QUADRANT YOU ARE CURRENTLY IN. INCLUDING
6040 REM * STARS, KLINGONS, STARBASES, AND THE ENTERPRISE, ALONG
6050 REM * WITH OTHER PERTINATE INFORMATION.
6060 REM * COMMAND 1 = LONG RANGE SENSOR SCAN
6070 REM * SHOWS CONDITIONS IN SPACE FOR ONE QUADRANT ON EACH SIDE
6080 REM * OF THE ENTERPRISE IN THE MIDDLE OF THE SCAN. THE SCAN
6090 REM * IS CODED IN THE FORM XXX, WHERE THE FIRST DIGIT IS THE
6100 REM * NUMBER OF STARS, THE SECOND DIGIT IS THE NUMBER OF STARB
6110 REM * BASES, THE THIRDS DIGIT IS THE NUMBER OF KLINGONS.
6120 REM * COMMAND 2 = PHASER CONTROL
6130 REM * ALLOWS YOU TO DESTROY THE KLINGONS BY HITTING HIM WITH
6140 REM * SUFFICIALLY LARGE NUMBERS OF ENERGY UNITS TO DEplete HIS
6150 REM * SHIELD POWER. KEEP IN MIND THAT WHEN YOU SHOOT AT HIM,
6160 REM * HE GONNA SHOOT AT YOU, TOO!
6170 REM * COMMAND 3 = PHOTON TORPEDO CONTROL
6180 REM * COURSE IS THE SAME AS USED IN WARP ENGINE CONTROL
6190 REM * IF YOU HIT THE KLINGON, HE IS DESTROYED AND CANNOT FIRE
6200 REM * BACK AT YOU. IF YOU MISS, YOU ARE SUBJECT TO HIS
6210 REM * PHASER FIRE.
6220 REM * NOTE: THE LIBRARY COMPUTER (COMMAND 7) HAS AN OPTION
6230 REM * TO COMPUTE TORPEDO TRAJECTORY FOR YOU (OPTION 2).
6240 REM * COMMAND 4 = SHIELD CONTROL
6250 REM * DEFINES NUMBER OF ENERGY UNITS TO BE ASSIGNED TO SHIELDS
6260 REM * ENERGY IS TAKEN FROM TOTAL SHIP'S ENERGY.
6270 REM * NOTE THAT TOTAL ENERGY INCLUDES SHIELD ENERGY.
6280 REM * COMMAND 5 = DAMAGE CONTROL REPORT
6290 REM * GIVES STATE OF REPAIRS OF ALL DEVICES. A STATE OF REPAIR
6300 REM * LESS THAN ZERO SHOWS THAT THE DEVICE IS TEMPORARILY
6310 REM * DAMAGED.
6320 REM * COMMAND 6 = LIBRARY COMPUTER
6330 REM * THE LIBRARY COMPUTER CONTAINS THREE OPTIONS:
6340 REM * OPTION 0 = CUMULATIVE GALACTIC RECORD
6350 REM * WHICH SHOWS COMPUTER MEMORY OF THE RESULTS
6360 REM * OF ALL PREVIOUS LONG RANGE SENSOR SCANS
6370 REM * OPTION 1 = STATUS REPORT
6380 REM * WHICH SHOWS NUMBER OF KLINGONS, STARBASES,
6390 REM * AND STARBASES LEFT.
6400 REM * OPTION 2 = PHOTON TORPEDO DATA
6410 REM * GIVES TRAJECTORY AND DISTANCE BETWEEN THE
6420 REM * ENTERPRISE AND ALL KLINGONS IN YOUR QUADRANT
6430 REM *
6440 REM *
6450 GOTO 230
6460 END

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

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*** KLINGON DESTROYED ***

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

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

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

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

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

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

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3, 5
4, 4
5, 3

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*** KLINGON DESTROYED ***

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

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

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	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

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

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

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COMMAND: ? 2
LONG RANGE SENSOR SCAN FOR QUADRANT 2, 6
: 6 : 2 : 3 :
: 7 : 12 : 3 :
: 4 : 8 : 8 :

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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

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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

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SAMPLE RUN

YOU MUST DESTROY 12 KLINGONS IN 30 STARDATES WITH 3 STARBASES

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*
STARDATE 2300
CONDITION GREEN
QUADRANT 2, 3
SECTOR 2, 6
TOTAL ENERGY 3000
PHOTON TORPEDOES 10
SHIELDS 0

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

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

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

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< * >
*
*
*
STARDATE 2301
CONDITION RED
QUADRANT 3, 4
SECTOR 2, 6
TOTAL ENERGY 2997
PHOTON TORPEDOES 10
SHIELDS 0

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

```