

GET--\$STTR1
RUN

Your ship, the *ENTERPRISE*, is much more powerful than the Klingon battle cruisers. But beware! Space battle drains your ship of energy and it is not easy to find the Starbases. If the Klingons catch you with your shields down, you'll probably get crisped!

Because the Klingon ships are scattered throughout the galaxy, you'll be navigating the *ENTERPRISE* all over the place.

Each quadrant is divided into 64 sectors. You guessed it – they're arranged 8-by-8. Each time you move, you get a short-range sensor scan printed – that's a map of the quadrant you're in. If you want to see what's in your neighboring quadrants, either go there, or get a long range sensor scan.

HERE ARE YOUR CONTROL COMMANDS

- COMMAND 0 = WARP ENGINE CONTROL
COMMAND 1 = SHORT RANGE SENSOR SCAN
COMMAND 2 = LONG RANGE SENSOR SCAN
COMMAND 3 = PHASER CONTROL
COMMAND 4 = PHOTON TORPEDO CONTROL
COMMAND 5 = SHIELD CONTROL
COMMAND 6 = DAMAGE CONTROL REPORT
COMMAND 7 = LIBRARY COMPUTER

SHORT-RANGE SENSORS <*> = ENTERPRISE
 SHOW THESE SYMBOLS +*+ = KLINGON
 >|< = STARBASE
 * = STAR

YOU MUST DESTROY 16 KLINGONS IN 30

STARDATES WITH 4

STARBASES

STARBASES
This'll be an easy game -- only 16 klingons -- and I've lots of Starbases to refuel at.

* * *

| | |
|------------------|-------|
| STARDATE | 3000 |
| CONDITION | GREEN |
| QUADRANT | 8.1 |
| SECTOR | 7.7 |
| ENERGY | 3000 |
| PHOTON TORPEDOES | 10 |
| SHIELDS | 0 |

COMMAND: 72
LONG RANGE SENSOR SCAN FOR QUADRANT 8,1

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: 0 : 11 : 2 :
: 0 : 7 : 101 :
: 0 : 0 : 0 :

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COMMAND 2 = LONG RANGE SENSOR SCAN

COMMAND 2 = LONG-RANGE SENSOR SCAN
SHOWS CONDITIONS IN SPACE FOR ONE QUADRANT ON EACH SIDE
OF THE ENTERPRISE IN THE MIDDLE OF THE SCAN. THE SCAN
IS CODED IN THE FORM XXX, WHERE THE UNITS DIGIT IS THE
NUMBER OF STARS, THE TENS DIGIT IS THE NUMBER OF STAR-
BASES, THE HUNDREDS DIGIT IS THE NUMBER OF KLINGONS.

| | | |
|-----------|---|-------|
| | | 1 0 1 |
| Klingon | 1 | |
| Starbases | 0 | |
| Star | 1 | |

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

I arrive in a combat quadrant with no energy in my shields

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      STARDATE      3001
      CONDITION     RED
      QUADRANT      8.2
      SECTOR        7.7
      ENERGY       2997
      PHOTON TORPEDOES 10
      SHIELDS

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COMMAND: ?5
ENERGY AVAILABLE = 2997

NUMBER OF UNITS TO SHIELDS:71000

COMMAND 5 = SHIELD CONTROL

DEFINES NUMBER OF ENERGY UNITS TO BE ASSIGNED TO SHIELDS
ENERGY IS TAKEN FROM TOTAL SHIP'S ENERGY.



Don't fire before putting up your shields -- you'll get crisped!

When you navigate, you choose a direction (COURSE) and then decide how far you want to go (WARP FACTOR) - that's two decisions, so here are two paragraphs :

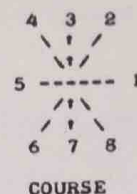
COURSE : East is 1, North 3 and you can figure the rest yourself from the diagram. Of course, NorthWest (between 3 and 5) is 4. You can get finer directions by using decimal fractions - between South (7) and SouthEast(8) are 7.1, 7.2, 7.3, ..., 7.8, 7.9 I rarely use finer COURSE settings, such as 7.125 ... Between 8 and 1, use 8.1, 8.2, ..., 8.9

WARP FACTOR : If you set your warp factor to 1, you move 1 full quadrant and end up the next one over. 2 skips you over the neighboring quadrant and you'll stop in the one past it. *** WARNING *** If you go out of the known galaxy, you will find no stars (0) and may have trouble getting back. To maneuver within a quadrant, use numbers less than 1; .5 will move you half a quadrant, or 4 sectors. Since there are 8 sectors across a quadrant, each 1/8 warp factor (or .125 in decimal) moves you 1 sector.

COMMAND 0 = WARP ENGINE CONTROL
 'COURSE IS IN A CIRCULAR NUMERICAL VECTOR ARRANGEMENT AS SHOWN. INTERGER AND REAL VALUES MAY BE USED. THEREFORE COURSE 1.5 IS HALF WAY BETWEEN 1 AND 2.

A VECTOR OF 9 IS UNDEFINED, BUT VALUES MAY APPROACH 9.

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



COURSE

Warp Engine Control is a fancy name for NAVIGATION.

COMMAND:73
 PHASERS LOCKED ON TARGET. ENERGY AVAILABLE= 1997
 NUMBER OF UNITS TO FIRE:7600
 81 UNIT HIT ON ENTERPRISE AT SECTOR 3.5 (919 LEFT)
 31 UNIT HIT ON KLINGON AT SECTOR 3.5 (169 LEFT)
COMMAND:73
 PHASERS LOCKED ON TARGET. ENERGY AVAILABLE= 1397
 NUMBER OF UNITS TO FIRE:7600
 49 UNIT HIT ON ENTERPRISE AT SECTOR 3.5 (870 LEFT)
 214 UNIT HIT ON KLINGON AT SECTOR 3.5 (-45 LEFT)
 KLINGON AT SECTOR 3.5 DESTROYED ****

Hits reduce the shield levels until ... there's nothing left ...

COMMAND 3 = PHASER CONTROL
 ALLOWS YOU TO DESTROY THE KLINGONS BY HITTING HIM WITH SUITABLY LARGE NUMBERS OF ENERGY UNITS TO DEplete HIS SHIELD POWER. KEEP IN MIND THAT WHEN YOU SHOOT AT HIM, HE GONNA DO IT TO YOU TOO.

COMMAND:72
 LONG RANGE SENSOR SCAN FOR QUADRANT 8.2

 : 11 : 2 : 3 :
 : 7 : 1 : 8 :
 : 0 : 0 : 0 :

I'm looking around for some more Klingons. I figure I have enough energy and torpedoes left for 4 or 5 more before I'll have to find a Starbase.

COMMAND:70
 COURSE (1-9):72
 WARP FACTOR (0-8): 3

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COMMAND:72
 LONG RANGE SENSOR SCAN FOR QUADRANT 5.5

 : 7 : 1 : 1 :
 : 2 : 1 : 101 :
 : 2 : 5 : 1 :

none here ...

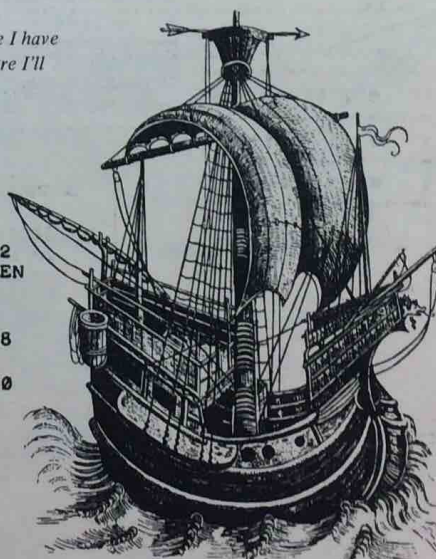
... but my sensors spot one due East

COMMAND:70
 COURSE (1-9):71
 WARP FACTOR (0-8):71

* + + +

<*>

STARDATE 3002
 CONDITION GREEN
 QUADRANT 5.5
 SECTOR 7.7
 ENERGY 778
 PHOTON TORPEDOES 10
 SHIELDS 870



STARDATE 3003
 CONDITION RED
 QUADRANT 5.6
 SECTOR 7.7
 ENERGY 775
 PHOTON TORPEDOES 10
 SHIELDS 870

COMMAND:74
TORPEDO COURSE (1-9):73
TORPEDO TRACK:

6.7
5.7
4.7
3.7

*This was an easy shot -
the Klingon was due North*

*** KLINGON DESTROYED ***

COMMAND 4 = PHOTON TORPEDO CONTROL
COURSE IS THE SAME AS USED IN WARP ENGINE CONTROL
IF YOU HIT THE KLINGON, HE IS DESTROYED AND CANNOT FIRE
BACK AT YOU. IF YOU MISS, HE WILL SHOOT HIS PHASERS AT
YOU.

NOTE: THE LIBRARY COMPUTER (COMMAND 7) HAS AN OPTION
TO COMPUTE TORPEDO TRAJECTORY FOR YOU (OPTION 2).

COMMAND:72
LONG RANGE SENSOR SCAN FOR QUADRANT 5,6

1 : 1 : 4 :
1 : 1 : 6 :
5 : 1 : 105 :

*Back to looking around - I have to go
SouthEast to reach the next one.*

COMMAND:70
COURSE (1-9):78
WARP FACTOR (0-8):71

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STARDATE 3004
CONDITION RED
QUADRANT 6.7
SECTOR 7.7
ENERGY 772
PHOTON TORPEDOES 9
SHIELDS 870

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COMMAND:74
TORPEDO COURSE (1-9):73.2
TORPEDO TRACK:

COURSE 3.2 - a bit West of due North

6.7
5.7
4.6
3.6
2.6

*** KLINGON DESTROYED ***

COMMAND:72
LONG RANGE SENSOR SCAN FOR QUADRANT 6.7

1 : 6 : 5 :
1 : 5 : 6 :
6 : 104 : 5 :

*by the way - the Enterprise's computer
banks are storing all the Long Range Sensor
scans I've taken.*

COMMAND:70
COURSE (1-9):77
WARP FACTOR (0-8):71

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STARDATE 3005
CONDITION RED
QUADRANT 7.7
SECTOR 7.7
ENERGY 769
PHOTON TORPEDOES 8
SHIELDS 870

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COMMAND:70
COURSE (1-9):74
WARP FACTOR (0-8):7.75

32 UNIT HIT ON ENTERPRISE AT SECTOR 1,1 (839 LEFT)
WARP ENGINES SHUTDOWN AT SECTOR 1,1 DUE TO BAD NAVIGATION

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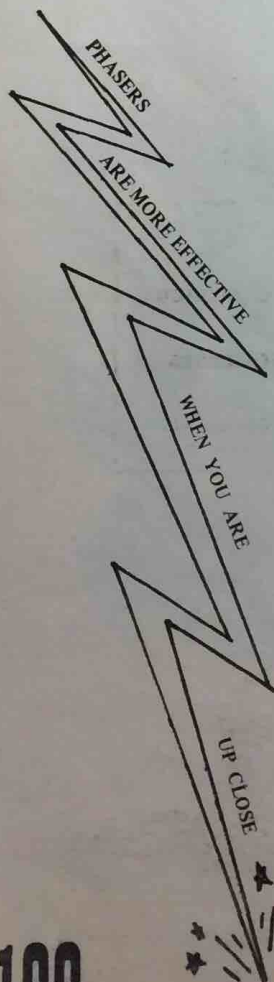
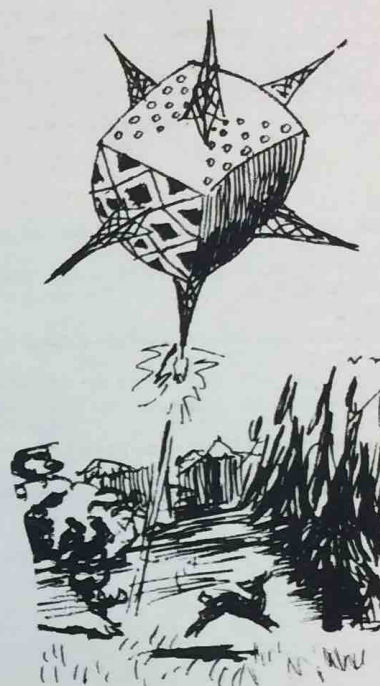
STARDATE 3005
CONDITION RED
QUADRANT 7.7
SECTOR 2.2
ENERGY 768
PHOTON TORPEDOES 8
SHIELDS 839

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COMMAND:73
PHASERS LOCKED ON TARGET. ENERGY AVAILABLE= 768
NUMBER OF UNITS TO FIRE:700
79 UNIT HIT ON ENTERPRISE AT SECTOR 1,1 (759 LEFT)
167 UNIT HIT ON KLINGON AT SECTOR 1,1 (33 LEFT)
COMMAND:73
PHASERS LOCKED ON TARGET. ENERGY AVAILABLE= 568
NUMBER OF UNITS TO FIRE:750
46 UNIT HIT ON ENTERPRISE AT SECTOR 1,1 (714 LEFT)
52 UNIT HIT ON KLINGON AT SECTOR 1,1 (-19 LEFT)
KLINGON AT SECTOR 1,1 DESTROYED ****



COMMAND:?2
LONG RANGE SENSOR SCAN FOR QUADRANT 7,7

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1 1 5 6
6 4 5
15 4 7

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hey! a Starbase!

there it is



COMMAND:?0
COURSE (1-9):?6
WARP FACTOR (0-8):?1

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STARDATE 3006
CONDITION GREEN
QUADRANT 8,6
SECTOR 2,2
ENERGY 515
PHOTON TORPEDOES 8
SHIELDS 714

COMMAND:?0
COURSE (1-9):?8
WARP FACTOR (0-8):?25

first I navigate UNDER the two stars in my way,
now I can warp straight in and dock

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STARDATE 3006
CONDITION GREEN
QUADRANT 8,6
SECTOR 4,4
ENERGY 518
PHOTON TORPEDOES 8
SHIELDS 714

COMMAND:?0
COURSE (1-9):?2
WARP FACTOR (0-8):?35

DAMAGE CONTROL REPORT:COMPUTER STATE OF REPAIR IMPROVED

SHIELDS DROPPED FOR DOCKING PURPOSES

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STARDATE 3006
CONDITION DOCKED
QUADRANT 8,6
SECTOR 2,6
ENERGY 3000
PHOTON TORPEDOES 10
SHIELDS 0

COMMAND:?7
COMPUTER ACTIVE AND AWAITING COMMAND?1

STATUS REPORT

NUMBER OF KLINGONS LEFT = 12
NUMBER OF STARDATES LEFT = 24
NUMBER OF STARBASES LEFT = 4

| DEVICE | STATE OF REPAIR |
|--------------|-----------------|
| WARP ENGINES | 0 |
| S.R. SENSORS | 0 |
| L.R. SENSORS | 0 |
| PHASER CNTRL | 0 |
| PHOTON TUBES | 0 |
| DAMAGE CNTRL | 0 |
| SHIELD CNTRL | 0 |
| COMPUTER | 5.22258 |

COMMAND 7 = LIBRARY COMPUTER
THE LIBRARY COMPUTER CONTAINS THREE OPTIONS:
OPTION 0 = CUMULATIVE GALACTIC RECORD
SHOWS COMPUTER MEMORY OF THE RESULTS OF ALL PREVIOUS
LONG RANGE SENSOR SCANS
OPTION 1 = STATUS REPORT
SHOWS NUMBER OF KLINGONS, STARDATES AND STARBASES
LEFT.
OPTION 2 = PHOTON TORPEDO DATA
GIVES TRAJECTORY AND DISTANCE BETWEEN THE ENTERPRISE
AND ALL KLINGONS IN YOUR QUADRANT

COMMAND:?7
COMPUTER ACTIVE AND AWAITING COMMAND?0
COMPUTER RECORD OF GALAXY FOR QUADRANT 8,6

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|----|---|---|---|---|----|---|---|
| 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 3 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 4 | 0 | 0 | 0 | 7 | 1 | 1 | 4 | 0 |
| 5 | 0 | 0 | 0 | 2 | 1 | 1 | 6 | 5 |
| 6 | 0 | 0 | 0 | 2 | 5 | 1 | 5 | 6 |
| 7 | 11 | 2 | 3 | 0 | 0 | 6 | 4 | 5 |
| 8 | 7 | 1 | 8 | 0 | 0 | 15 | 4 | 7 |

COMMAND:?7

