**Star Trek (outline design)**

**Values:**

* 8 x 8 Galaxy
* 8 x 8 Quadrant
* Energy level only
* Difficulty Level (affects Klingon power only)
* Current quadrant
* Current sector
* Klingon count
* Klingons in current quadrant
* Torpedo count

**Commands :**

**L** Long Range Scan : shows 3x3 grid surrounding current quadrant

**S or <= ‘ ‘** Short Range Scan : shows 8x8 grid

**W** warp control, move to an adjacent quadrant.

**M** Helm Control : move in direction 0-9, costs energy, Klingons fire or move after moving. If moves onto starbase, starbase is ‘used’ (removed) but energy restored, extra torpedoes.

**T** Torpedoes : fire in direction, terminal, can destroy starbase, stopped by stars, Klingons turn

**Q** Quit Starfleet ?

**Todo**

**P** Phasers : fire, no direction, divided amongst Klingons equally, Klingons turn. Speed issue here searching for Klingons ?

Klingons fire back.

**Memory Block (0xE00)**

0-63 8x8 matrix, galaxy stored in HTU H:Starbases T:Stars U:Klingons

1 in 16 has a starbase. 1 in 7 has 1-4 klingons.

64-127 8x8 matrix, quadrant. 0 = Nothing, 1-4 = Klingon#1-#4 10 = Star, 11 = Starbase, 12 = Enterprise

151-154 Klingon position

161-164 Klingon Energy

200-209 direction to offset on 8.

254 Two character string for clearing screen etc.

Game over when ; energy = 0, destroyed starbase, Klingons all dead,resigned.