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 ★ JOB SEQUENCE NUMBER ★  
 ★ BGIT130-072 ★  
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[illegible]

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\*\*\*\*\* PF TAPES CAN NO LONGER BE REQUESTED BY REQUEST CARD. SEE SCOOP!  
\*\*\*\*\*

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      SSSSSSS TTTTTTT A RRRRRRR
    SSSSSSSS TTTTTTT AAA RRRRRRRR
  SS          TT      AAA RR      RR
SSSSSSSS      TT      AA AA RR      RR
  SSSSSSS      TT      AA AA RRRRRRRR
        SS      TT      AAAAAAA RRRRRRRR
        SS      TT      AAAAAAA RR      RR
SSSSSSSS      TT      AA      AA RR      RR
SSSSSSSS      TT      AA      AA RR      RR

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TTTTTTTTT RRRRRRR EEEEEEEEE KK      KK
TTTTTTTTT RRRRRRRR EEEEEEEEE KK      KK
  TT      RR      RR EE      KK      KK
  TT      RR      RR EEEEEEE KKKKKK
  TT      RRRRRRRR EEEEEEE KKKKKK
  TT      RRRRRRRR EE      KK      KK
  TT      RR      RR EE      KK      KK
  TT      RR      RR EEEEEEEEE KK      KK
  TT      RR      RR EEEEEEEEE KK      KK

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PRODUCED FOR YOUR ENJOYMENT

BY

DAVID MATUSZEK  
AND  
PAUL REYNOLDS

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-----INTRODUCTION TO THE GAME-----

THE ORGANIAN PEACE TREATY HAS COLLAPSED, AND THE FEDERATION IS AT WAR WITH THE KLINGON EMPIRE. JOINING THE KLINGONS AGAINST THE FEDERATION ARE THE MEMBERS OF THE "ROMULAN STAR EMPIRE". AS COMMANDER OF THE STARSHIP U. S. S. ENTERPRISE, YOUR JOB IS TO WIPE OUT THE KLINGON INVASION FLEET AND MAKE THE GALAXY SAFE FOR DEMOCRACY.

YOUR BATTLEGROUND IS THE ENTIRE GALAXY, 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 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. IF YOU KILL SOMETHING, IT STAYS DEAD.

THE ROMULANS ARE NOT AS SERIOUS A THREAT TO THE FEDERATION AS THE KLINGONS. FOR ONE THING, THERE ARE NOT AS MANY OF THEM. FOR ANOTHER, THE ROMULANS ARE NOT AS TREACHEROUS. HOWEVER, ROMULANS ARE NOT TO BE TRIFLED WITH, ESPECIALLY WHEN YOU ARE IN VIOLATION OF THE "ROMULAN NEUTRAL ZONE".

THERE ARE TWO KINDS OF KLINGONS: ORDINARY KLINGONS, WHICH ARE BAD ENOUGH, AND KLINGON COMMANDERS, WHICH ARE EVEN WORSE. COMMANDERS ARE ABOUT THREE TIMES STRONGER THAN ORDINARY KLINGONS. COMMANDERS ARE MORE RESISTANT TO YOUR WEAPONS. COMMANDERS HAVE A "LONG-RANGE TRACTOR BEAM" WHICH THEY CAN USE, AT RANDOM INTERVALS, TO YANK YOU AWAY FROM WHAT YOU ARE DOING AND INTO THEIR QUADRANT, TO DO BATTLE WITH THEM.



BUT THE ADVANTAGES ARE NOT ALL ON THE SIDE OF THE ENEMY. YOUR SHIP IS MORE POWERFUL, AND HAS BETTER WEAPONS. BESIDES, IN THIS GALAXY THERE ARE FROM TWO TO FIVE STARBASES, AT WHICH YOU CAN STOP TO REFUEL AND LICK YOUR WOUNDS, SAFE FROM PHASER ATTACK OR TRACTOR BEAMS. BUT YOU HAD BEST NOT DALLY THERE TOO LONG, SINCE TIME IS NOT ON YOUR SIDE. THE KLINGONS ARE NOT JUST AFTER YOU; THEY ARE ATTACKING THE ENTIRE FEDERATION. THERE IS ALWAYS A FINITE "TIME LEFT", WHICH IS HOW MUCH LONGER THE FEDERATION CAN HOLD OUT IF YOU JUST SIT ON YOUR FAT BEHIND AND DO NOTHING. AS YOU WIPE OUT KLINGONS, YOU REDUCE THE RATE AT WHICH THE INVASION FLEET WEAKENS THE FEDERATION, AND SO THE "TIME LEFT" UNTIL THE FEDERATION COLLAPSES MAY ACTUALLY INCREASE. SINCE KLINGONS ARE THE MAIN THREAT TO THE FEDERATION, THE ROMULANS DO NOT FIGURE INTO THE "TIME LEFT". IN FACT, YOU NEED NOT KILL ALL THE ROMULANS TO WIN. IF YOU CAN GET ALL THE KLINGONS, THE FEDERATION WILL ABIDE FOREVER, AND YOU HAVE WON THE GAME.

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. OF COURSE, REPAIRS CAN BE MADE MORE QUICKLY AT A STARBASE THAN THEY CAN IN FLIGHT.

IN ADDITION TO KLINGONS, ROMULANS AND STARBASES, THE GALAXY CONTAINS (SURPRISE) STARS. MOSTLY, STARS ARE A NUISANCE AND JUST GET IN YOUR WAY. YOU CAN TRIGGER A STAR INTO GOING NOVA BY SHOOTING ONE OF YOUR PHOTON TORPEDOES AT IT. WHEN A STAR NOVAS, IT DOES A LOT OF DAMAGE TO ANYTHING IMMEDIATELY ADJACENT TO IT. 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 MAY HAPPEN SPONTANEOUSLY, WITHOUT PROVOCATION. IF A SUPERNOVA OCCURS IN THE SAME QUADRANT YOU ARE IN, YOUR STARSHIP HAS AN "EMERGENCY AUTOMATIC OVERRIDE" WHICH PICKS SOME RANDOM DIRECTION AND SOME RANDOM WARP FACTOR, AND TRIES TO THROW YOU CLEAR OF THE SUPERNOVA. IF THE SUPERNOVA OCCURS IN SOME OTHER QUADRANT, YOU JUST GET A WARNING MESSAGE FROM STARFLEET ABOUT IT (PROVIDED, OF COURSE, THAT YOUR SUBSPACE RADIO IS WORKING).

ALSO A FEW PLANETS ARE SCATTERED THROUGH THE GALAXY. THESE CAN SOMETIMES BE A GREAT HELP SINCE SOME OF THEM WILL HAVE "DILITHIUM CRYSTALS", WHICH ARE CAPABLE OF REPLENISHING THE SHIP'S ENERGY SUPPLY. YOU CAN EITHER BEAM DOWN TO THE PLANET SURFACE USING THE TRANSPORTER, OR TAKE THE SHUTTLE CRAFT "GALILEO".

STAR TREK IS A RICH GAME, FULL OF DETAIL. THESE INSTRUCTIONS ARE WRITTEN AT A MODERATE LEVEL--NO ATTEMPT HAS BEEN MADE FULLY TO DESCRIBE EVERYTHING ABOUT THE GAME, BUT THERE IS QUITE A BIT MORE HERE THAN YOU NEED TO GET STARTED. IF YOU ARE NEW TO THE GAME, JUST GET A ROUGH IDEA OF THE KINDS OF COMMANDS AVAILABLE, AND START PLAYING. AFTER A GAME OR TWO YOU WILL HAVE LEARNED EVERYTHING IMPORTANT, AND THE DETAILED COMMAND DESCRIPTIONS WHICH FOLLOW WILL BE A LOT MORE MEANINGFUL TO YOU.

YOU HAVE WEAPONS: PHASERS AND PHOTON TORPEDOES. YOU HAVE A DEFENSE: DEFLECTOR SHIELDS. YOU CAN LOOK AT THINGS: LONG-RANGE SCANNERS, SHORT-RANGE SCANNERS, AND A STAR CHART. YOU CAN MOVE ABOUT, UNDER WARP DRIVE OR IMPULSE POWER. YOU CAN ALSO DOCK AT A STARBASE, REST WHILE REPAIRS ARE BEING MADE, ABANDON SHIP, SELF DESTRUCT, OR GIVE UP AND START A NEW GAME.

THE KLINGONS ARE WAITING.

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

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 ONE QUADRANT TO THE RIGHT, YOU CAN TYPE IN THE MNEMONIC

MOVE

AND THE COMPUTER WILL PROMPT YOU WITH  
COURSE>

NOW YOU TYPE

1

AND THE COMPUTER RESPONDS  
DISTANCE>

NOW YOU TYPE

1

AND THE MOVE WILL BE MADE.

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 1 1

AND IT WILL BE DONE. OR YOU COULD TYPE IN

MOVE 1

AND ENTER THE DISTANCE WHEN ASKED.

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 ABANDON SHIP) 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 BEFORE THE FINAL PARAMETER IS ENTERED.

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



-----DESCRIPTIONS OF COMMANDS-----

\*\*\*\*\*  
 \* SHORT-RANGE SCAN \*  
 \*\*\*\*\*

MNEMONIC: SRSCAN  
 SHORTEST ABBREVIATION: S  
 FULL COMMANDS: SRSCAN  
                   SRSCAN NO  
                   SRSCAN CHART

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  | * | . | . | . | . | R | . | . | . | .  | STARDATE      | 2516.3                    |
| 2  | . | . | . | E | . | . | . | . | . | .  | CONDITION     | RED                       |
| 3  | . | . | . | . | . | * | B | . | . | .  | POSITION      | 5 = 1, 2 = 4              |
| 4  | . | . | . | S | . | . | . | . | . | .  | LIFE SUPPORT  | DAMAGED, RESERVES=2.3     |
| 5  | . | . | . | . | . | . | K | . | . | .  | WARP FACTOR   | 5.0                       |
| 6  | . | K | . | . | . | . | . | * | . | .  | ENERGY        | 2176.25                   |
| 7  | . | . | . | . | . | P | . | . | . | .  | TORPEDOES     | 3                         |
| 8  | . | . | . | . | * | . | . | . | . | .  | SHIELDS       | UP, 42 PERCENT 1050 UNITS |
| 9  | . | * | . | . | * | . | . | . | C | .  | KLINGONS LEFT | 12                        |
| 10 | . | . | . | . | . | . | . | . | . | .  | TIME LEFT     | 3.72                      |

THE LEFT PART IS A PICTURE OF THE QUADRANT. THE E AT SECTOR 2 = 4 REPRESENTS THE ENTERPRISE; THE B AT SECTOR 3 = 8 IS A STARBASE. THERE ARE ORDINARY KLINGONS (K) AT SECTORS 5 = 8 AND 6 = 2, AND A KLINGON COMMANDER (C) AT 9 = 9, AND A ROMULAN (R) AT 1 = 6. A PLANET (P) IS AT SECTOR 7 = 6. THERE ARE ALSO A LARGE NUMBER OF STARS (\*). 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.

IF YOU TYPE <C> AFTER SRSCAN, YOU WILL BE GIVEN A SRSCAN AND A STAR CHART.

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.

IF YOUR SHORT-RANGE SENSORS ARE DAMAGED, THIS COMMAND WILL ONLY SHOW THE CONTENTS OF ADJACENT SECTORS.

\*\*\*\*\*  
 \* STATUS REPORT \*  
 \*\*\*\*\*

MNEMONIC: STATUS  
 SHORTEST ABBREVIATION: ST

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:

DOCKED = DOCKED AT STARBASE.  
 RED = IN BATTLE.  
 YELLOW = LOW ON ENERGY ( < 1000 UNITS).  
 GREEN = NONE OF THE ABOVE.

POSITION = QUADRANT IS GIVEN FIRST, THEN SECTOR.

LIFE SUPPORT = IF "ACTIVE", LIFE SUPPORT SYSTEMS ARE FUNCTIONING NORMALLY. IF ON "RESERVES", THE NUMBER IS HOW MANY STARDATES YOUR RESERVE FOOD, AIR, ETC. WILL LAST--YOU MUST GET REPAIRS MADE OR GET TO STARBASE BEFORE YOUR RESERVES RUN OUT.

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

ENERGY = THE AMOUNT OF ENERGY YOU HAVE LEFT. IF IT DROPS TO ZERO, YOU DIE.

TORPEDOES = HOW MANY PHOTON TORPEDOES YOU HAVE LEFT.

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

KLINGONS LEFT = HOW MANY OF THE KLINGONS ARE STILL OUT THERE.

TIME LEFT = HOW LONG THE FEDERATION CAN HOLD OUT AGAINST THE PRESENT NUMBER OF KLINGONS; THAT IS, HOW LONG UNTIL THE END IF YOU DO NOTHING IN THE MEANTIME. IF YOU KILL KLINGONS QUICKLY, THIS NUMBER WILL GO UP--IF NOT, IT WILL GO DOWN. IF IT REACHES ZERO, THE FEDERATION IS CONQUERED, AND YOU LOSE.

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

EACH ITEM OF INFORMATION CAN BE OBTAINED SINGLY BY REQUESTING IT. SEE <REQUEST> COMMAND FOR DETAILS.



\*\*\*\*\*  
 \* LONG-RANGE SCAN \*  
 \*\*\*\*\*

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.

L. R. SCAN FOR QUADRANT 5 = 1  
 =1 107 103  
 =1 316 5  
 =1 105 1000

THIS SCAN SAYS THAT YOU ARE IN ROW 5, COLUMN 1 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 SUPERNOVA (ONLY)  
 HUNDREDS DIGIT: NUMBER OF KLINGONS PRESENT  
 TENS DIGIT: NUMBER OF STARBASES PRESENT  
 ONES DIGIT: NUMBER OF STARS PRESENT

FOR EXAMPLE, IN YOUR QUADRANT (5 = 1) THE NUMBER IS 316, WHICH INDICATES 3 KLINGONS, 1 STARBASE AND 6 STARS. (THE LONG-RANGE SCANNER DOES NOT DISTINGUISH BETWEEN ORDINARY KLINGONS AND KLINGON COMMAND SHIPS.) IF THERE IS A SUPERNOVA, AS IN THE QUADRANT BELOW AND TO YOUR RIGHT (QUADRANT 6 = 2), THERE IS NOTHING ELSE IN THE QUADRANT.

ROMULANS POSSESS A "CLOAKING DEVICE" WHICH PREVENTS THEIR DETECTION BY LONG-RANGE SCAN. BECAUSE OF THIS FACT, STARFLEET COMMAND IS NEVER SURE HOW MANY ROMULANS ARE "OUT THERE". WHEN YOU KILL THE LAST KLINGON, THE REMAINING ROMULANS SURRENDER TO THE FEDERATION.

PLANETS ARE ALSO UNDETECTABLE BY LONG-RANGE SCAN. THE ONLY WAY TO DETECT A PLANET IS TO FIND IT IN YOUR CURRENT QUADRANT WITH SHORT-RANGE SENSORS.

SINCE YOU ARE IN COLUMN 1, THERE ARE NO QUADRANTS TO YOUR LEFT. THE MINUS ONES INDICATE THE EDGE OF THE GALAXY, 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.

\*\*\*\*\*  
 \* STAR CHART \*  
 \*\*\*\*\*

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 (BY SPOCK) 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, WHILE .1. MEANS YOU KNOW THAT IT CONTAINS A BASE, BUT AN UNKNOWN NUMBER OF KLINGONS AND STARS.

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.

\*\*\*\*\*  
 \* DAMAGE REPORT \*  
 \*\*\*\*\*

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. NATURALLY, REPAIRS PROCEED FASTER AT A STARBASE.

IF YOU SUFFER DAMAGES WHILE MOVING, 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.

\*\*\*\*\*  
 \* MOVE UNDER WARP DRIVE \*  
 \*\*\*\*\*

MNEMONIC: MOVE  
 SHORTEST ABBREVIATION: M  
 FULL COMMAND: MOVE <COURSE> <DISTANCE>

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").

COURSE IS A NUMBER FROM 1 THROUGH 9. THE NUMBERS ARE ARRANGED LIKE POINTS AROUND A CLOCK:

```

      3
    2   4
  1 OR 9 5
    8   6

```

7

COURSE 1 AND COURSE 9 ARE THE SAME DIRECTION. FRACTIONAL COURSES MAY BE USED FOR DIRECTIONS BETWEEN THE NUMBERED POINTS.

DISTANCE IS GIVEN IN QUADRANTS. ONE SECTOR IS 0.1 QUADRANT. FOR EXAMPLE:

|        |                                           |
|--------|-------------------------------------------|
| M 1 .1 | MOVE ONE SECTOR TO THE RIGHT              |
| M 3 .1 | MOVE ONE SECTOR UP                        |
| M 5 .1 | MOVE ONE SECTOR TO THE LEFT               |
| M 7 .1 | MOVE ONE SECTOR DOWN                      |
| M 2 1  | MOVE ONE QUADRANT DIAGONALLY UP AND RIGHT |

YOUR SHIP TRAVELS IN A STRAIGHT LINE. IF AN OBJECT BLOCKS THE COURSE, MOVEMENT STOPS. IF THE OBJECT IS AN ENEMY SHIP, THE ENTERPRISE MAY RAM IT. RAMMING DESTROYS THE ENEMY BUT CAN CAUSE HEAVY DAMAGE AND CASUALTIES ABOARD YOUR SHIP.

IT USES TIME AND ENERGY TO MOVE. HOW MUCH TIME AND HOW MUCH ENERGY DEPENDS ON YOUR CURRENT WARP FACTOR, THE DISTANCE YOU MOVE, AND WHETHER YOUR SHIELDS ARE UP. THE HIGHER THE WARP FACTOR, THE FASTER YOU MOVE, BUT HIGHER WARP FACTORS REQUIRE MORE ENERGY. YOU MAY MOVE WITH YOUR SHIELDS UP, BUT THIS DOUBLES THE ENERGY REQUIRED.

YOU CAN MOVE WITHIN A QUADRANT WITHOUT BEING ATTACKED IF YOU JUST ENTERED THE QUADRANT OR HAVE BEEN ATTACKED SINCE YOUR LAST MOVE COMMAND. THIS ENABLES YOU TO MOVE AND HIT THEM BEFORE THEY RETALIATE.

\*\*\*\*\*  
 \* 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 10.0 (WHICH IS 100 TIMES AS FAST AND USES 1000 TIMES AS MUCH ENERGY). AT SPEEDS ABOVE WARP 6 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.

\*\*\*\*\*  
 \* IMPULSE ENGINES \*  
 \*\*\*\*\*

MNEMONIC: IMPULSE  
 SHORTEST ABBREVIATION: I  
 FULL COMMAND: IMPULSE <COURSE> <DISTANCE>

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.

COURSE AND DISTANCE ARE ENTERED IN THE SAME WAY AS FOR THE "MOVE" COMMAND.

THE IMPULSE ENGINES REQUIRE 20 UNITS OF ENERGY TO ENGAGE, PLUS 10 UNITS PER SECTOR (100 UNITS PER QUADRANT) TRAVELLED. IT DOES NOT COST EXTRA TO MOVE WITH THE SHIELDS UP.



\*\*\*\*\*  
 \* DEFLECTOR SHIELDS \*  
 \*\*\*\*\*

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 KLINGON 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 A KLINGON HITS YOU, 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 MAY MOVE WITH YOUR SHIELDS UP; THIS COSTS NOTHING EXTRA UNDER IMPULSE POWER, BUT DOUBLES THE ENERGY REQUIRED FOR WARP DRIVE.

EACH TIME YOU RAISE OR LOWER YOUR SHIELDS, THE KLINGONS HAVE ANOTHER CHANCE TO ATTACK. SINCE SHIELDS DO NOT RAISE AND LOWER INSTANTANEOUSLY, THE HITS YOU RECEIVE WILL BE INTERMEDIATE BETWEEN WHAT THEY WOULD BE IF THE SHIELDS WERE COMPLETELY UP OR COMPLETELY DOWN.

YOU MAY NOT FIRE PHASERS THROUGH YOUR SHIELDS. HOWEVER, YOU MAY USE THE "HIGH-SPEED SHIELD CONTROL" TO LOWER SHIELDS, FIRE PHASERS, AND RAISE THE SHIELDS AGAIN BEFORE THE KLINGONS CAN REACT. SINCE RAPID LOWERING AND RAISING OF THE SHIELDS REQUIRES MORE ENERGY THAN NORMAL SPEED OPERATION, IT COSTS YOU 200 UNITS OF ENERGY TO ACTIVATE THIS CONTROL. IT IS AUTOMATICALLY ACTIVATED WHEN YOU FIRE PHASERS WHILE SHIELDS ARE UP. YOU MAY FIRE PHOTON TORPEDOES, BUT THEY MAY BE DEFLECTED CONSIDERABLY FROM THEIR INTENDED COURSE AS THEY PASS THROUGH THE SHIELDS (DEPENDING ON SHIELD STRENGTH).

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.

\*\*\*\*\*  
 \* PHASERS \*  
 \*\*\*\*\*

MNEMONIC: PHASERS  
 SHORTEST ABBREVIATION: P  
 FULL COMMANDS: PHASERS AUTOMATIC <AMOUNT TO FIRE> <NO>  
 PHASERS <AMOUNT TO FIRE> <NO>  
 PHASERS MANUAL <NO> <AMOUNT 1> <AMOUNT 2>  
 . . . <AMOUNT N>

PHASERS ARE ENERGY WEAPONS. AS YOU FIRE PHASERS AT KLINGONS, YOU SPECIFY AN <AMOUNT TO FIRE> WHICH IS DRAWN FROM YOUR ENERGY RESERVES. THE AMOUNT OF TOTAL HIT REQUIRED TO KILL AN ENEMY IS PARTLY RANDOM, BUT ALSO DEPENDS ON SKILL LEVEL.

THE AVERAGE HIT REQUIRED TO KILL AN ENEMY VARIES WITH THE TYPE OF ENEMY, THE SKILL LEVEL, AND A RANDOM FACTOR. COMMANDERS ARE CONSIDERABLY STRONGER THAN ORDINARY KLINGONS, AND ROMULANS ARE ALSO FORMIDABLE OPPONENTS.

HITS ON ENEMIES ARE CUMULATIVE, AS LONG AS YOU DO NOT LEAVE THE QUADRANT.

IN GENERAL, NOT ALL THAT YOU FIRE WILL REACH THE KLINGONS. THE FARTHER AWAY THEY ARE, THE LESS PHASER ENERGY WILL REACH THEM. IF A KLINGON IS ADJACENT TO YOU, HE WILL RECEIVE ABOUT 90 PERCENT OF THE PHASER ENERGY DIRECTED AT HIM; A KLINGON 5 SECTORS AWAY WILL RECEIVE ABOUT 60 PERCENT, AND A KLINGON 10 SECTORS AWAY WILL RECEIVE ABOUT 35 PERCENT. THERE IS SOME RANDOMNESS INVOLVED, SO THESE FIGURES ARE NOT EXACT. PHASERS HAVE NO EFFECT BEYOND THE BOUNDARIES OF THE QUADRANT YOU ARE IN.

PHASERS MAY OVERHEAT (AND BE DAMAGED) IF YOU FIRE TOO LARGE A BURST AT ONCE. FIRING UP TO 1500 UNITS IS SAFE. FROM 1500 ON UP, THE PROBABILITY OF OVERHEAT INCREASES WITH THE AMOUNT FIRED.

IF PHASER FIRING IS AUTOMATIC, THE COMPUTER DECIDES HOW TO DIVIDE UP YOUR <AMOUNT TO FIRE> AMONG THE KLINGONS PRESENT. IF PHASER FIRING IS MANUAL, YOU SPECIFY HOW MUCH ENERGY TO FIRE AT EACH KLINGON PRESENT (NEAREST FIRST), RATHER THAN JUST SPECIFYING A TOTAL AMOUNT. YOU CAN ABBREVIATE "MANUAL" AND "AUTOMATIC" TO ONE OR MORE LETTERS; IF YOU MENTION NEITHER, AUTOMATIC FIRING IS USUALLY ASSUMED.

BATTLE COMPUTER INFORMATION IS AVAILABLE BY FIRING PHASERS MANUALLY, AND ALLOWING THE COMPUTER TO PROMPT YOU. IF YOU ENTER ZERO FOR THE AMOUNT TO FIRE AT EACH ENEMY, YOU WILL GET A COMPLETE REPORT, WITHOUT COST. THE BATTLE COMPUTER WILL TELL YOU HOW MUCH PHASER ENERGY TO FIRE AT EACH ENEMY FOR A SURE KILL. THIS INFO APPEARS IN PARENTHESES PRIOR TO THE PROMPT FOR EACH ENEMY. SINCE THE AMOUNT IS COMPUTED FROM SENSOR DATA, IF EITHER THE COMPUTER OR S.R. SENSORS ARE DAMAGED, THIS INFO WILL BE UNAVAILABLE, AND PHASERS MUST BE FIRED MANUALLY.

A SAFETY INTERLOCK PREVENTS PHASERS FROM BEING FIRED THROUGH THE SHIELDS. IF THIS WERE NOT SO, THE SHIELDS WOULD CONTAIN YOUR FIRE AND YOU WOULD FRY YOURSELF. HOWEVER, YOU MAY UTILIZE THE "HIGH-SPEED SHIELD CONTROL" TO DROP SHIELDS, FIRE PHASERS, AND RAISE SHIELDS BEFORE THE ENEMY CAN REACT. SINCE IT TAKES MORE ENERGY TO WORK THE SHIELDS RAPIDLY WITH A SHOT, IT COSTS YOU 200 UNITS OF ENERGY EACH TIME YOU ACTIVATE THIS CONTROL. IT IS AUTOMATICALLY ACTIVATED WHEN YOU FIRE PHASERS WHILE SHIELDS ARE UP. BY SPECIFYING THE <NO> OPTION, SHIELDS ARE NOT RAISED AFTER FIRING.

PHASERS HAVE NO EFFECT ON STARBASES (WHICH ARE SHIELDED) OR ON STARS.

\*\*\*\*\*  
 \* PHOTON TORPEDOES \*  
 \*\*\*\*\*

MNEMONIC: PHOTONS  
 SHORTEST ABBREVIATION: PHO  
 FULL COMMAND: PHOTONS <COURSE>

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

THE PHOTONS COMMAND FIRES ONE TORPEDO ON THE COURSE YOU SPECIFY. COURSE IS A NUMBER FROM 1 THROUGH 9, ENTERED IN THE SAME WAY AS FOR THE MOVE COMMAND. FRACTIONAL COURSES MAY BE USED FOR DIRECTIONS BETWEEN THE NUMBERED POINTS.

IF YOU OMIT THE COURSE, THE COMPUTER WILL PROMPT YOU WITH  
 TORPEDO COURSE?  
 FOR EXAMPLE, TO FIRE A TORPEDO ON COURSE 3, TYPE  
 PHO 3

PHOTON TORPEDOES CANNOT BE AIMED PRECISELY--THERE IS ALWAYS SOME RANDOMNESS INVOLVED IN THE DIRECTION THEY GO. A TORPEDO MAY MISFIRE OR DEVIATE FROM THE COURSE YOU ENTER. PHOTON TORPEDOES MAY BE FIRED WITH YOUR SHIELDS UP, BUT AS THEY PASS THROUGH THE SHIELDS THEY MAY BE DEFLECTED EVEN MORE.

A TORPEDO TRAVELS THROUGH THE CURRENT QUADRANT UNTIL IT STRIKES AN OBJECT OR LEAVES THE QUADRANT. ONE TORPEDO WILL USUALLY KILL ONE ORDINARY KLINGON, BUT IT USUALLY TAKES ABOUT TWO FOR A KLINGON COMMANDER. PHOTON TORPEDOES CAN ALSO BLOW UP STARS, PLANETS AND STARBASES, IF YOU AREN'T CAREFUL.

A TORPEDO THAT ENTERS A BLACK HOLE DISAPPEARS INTO IT.

PHOTON TORPEDOES ARE ONLY EFFECTIVE WITHIN THE QUADRANT. THEY HAVE NO EFFECT ON THINGS IN ADJACENT QUADRANTS.

IF THE PHOTON TUBES ARE DAMAGED, YOU CANNOT FIRE TORPEDOES.



\*\*\*\*\*  
 \* DOCK AT STARBASE \*  
 \*\*\*\*\*

MNEMONIC: DOCK  
 SHORTEST ABBREVIATION: D

YOU MAY DOCK YOUR STARSHIP WHENEVER YOU ARE IN ONE OF THE EIGHT SECTOR POSITIONS IMMEDIATELY ADJACENT TO A STARBASE. WHEN YOU DOCK, YOUR STARSHIP IS RESUPPLIED WITH ENERGY, SHIELD ENERGY PHOTON TORPEDOES, AND LIFE SUPPORT RESERVES. REPAIRS ALSO PROCEED FASTER AT STARBASE, SO IF SOME OF YOUR DEVICES ARE DAMAGED, YOU MAY WISH TO STAY AT BASE (BY USING THE "REST" COMMAND) UNTIL THEY ARE FIXED. IF YOUR SHIP HAS MORE THAN ITS NORMAL MAXIMUM ENERGY (WHICH CAN HAPPEN IF YOU HAVE LOADED CRYSTALS) THE SHIP'S ENERGY IS NOT CHANGED.

YOU MAY NOT DOCK WHILE IN STANDARD ORBIT AROUND A PLANET.

STARBASES HAVE THEIR OWN DEFLECTOR SHIELDS, SO YOU ARE COMPLETELY SAFE FROM PHASER ATTACK WHILE DOCKED. YOU ARE ALSO SAFE FROM LONG-RANGE TRACTOR BEAMS. HOWEVER, SINCE BASE SHIELDS ARE INEFFECTIVE AGAINST PHOTON TORPEDOES, AND SINCE ONE ENEMY TORPEDO CAN DESTROY A STARBASE, DOCKING WHILE UNDER ATTACK CAN BE HAZARDOUS. IF YOU ARE HIT BY A TORPEDO WHILE DOCKED, YOU ARE INSTANTLY UNDOCKED.

\*\*\*\*\*  
 \* REST \*  
 \*\*\*\*\*

MNEMONIC: REST  
 SHORTEST ABBREVIATION: R  
 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.

IT IS NOT GENERALLY ADVISABLE TO REST WHILE YOU ARE UNDER ATTACK BY KLINGONS. YOU GET THE OPPORTUNITY TO CANCEL A REST PERIOD IF ONE OF YOUR STARBASES IS ATTACKED.

\*\*\*\*\*  
 \* CALL STARBASE FOR HELP \*  
 \*\*\*\*\*

MNEMONIC: HELP  
 (NO ABBREVIATION)

WHEN YOU GET INTO SERIOUS TROUBLE, YOU MAY CALL STARBASE FOR HELP. STARBASES HAVE A DEVICE CALLED A "LONG-RANGE TRANSPORTER BEAM" WHICH THEY CAN USE TO TELEPORT YOU TO BASE. THIS WORKS BY DEMATERIALIZING YOUR STARSHIP AT ITS CURRENT POSITION AND (HOPEFULLY) RE-MATERIALIZING IT ADJACENT TO THE NEAREST STARBASE. TELEPORTATION IS INSTANTANEOUS, AND STARBASE SUPPLIES THE REQUIRED ENERGY--ALL YOU HAVE TO DO IS LET THEM KNOW (VIA SUBSPACE RADIO) THAT YOU NEED HELP.

THIS COMMAND SHOULD BE EMPLOYED ONLY WHEN ABSOLUTELY NECESSARY. IN THE FIRST PLACE, CALLING FOR HELP IS AN ADMISSION ON YOUR PART THAT YOU GOT YOURSELF INTO SOMETHING YOU CANNOT GET YOURSELF OUT OF, AND YOU ARE HEAVILY PENALIZED FOR THIS IN THE FINAL SCORING. SECONDLY, THE LONG-RANGE TRANSPORTER BEAM IS NOT RELIABLE--STARBASE CAN ALWAYS MANAGE TO DEMATERIALIZATE YOUR STARSHIP, BUT (DEPENDING ON DISTANCE) MAY OR MAY NOT BE ABLE TO RE-MATERIALIZATE YOU AGAIN. THE LONG-RANGE TRANSPORTER BEAM HAS NO ABSOLUTE MAXIMUM RANGE; IF YOU ARE IN THE SAME QUADRANT AS A STARBASE, YOU HAVE A GOOD CHANCE (ABOUT 90 PERCENT) OF RE-MATERIALIZING SUCCESSFULLY. YOUR CHANCES DROP TO ROUGHLY 50-50 AT JUST OVER 3 QUADRANTS.

\*\*\*\*\*  
 \* ABANDON SHIP \*  
 \*\*\*\*\*

MNEMONIC: ABANDON  
 (NO ABBREVIATION)

YOU MAY ABANDON THE ENTERPRISE IF NECESSARY. IF THERE IS STILL A STARBASE IN THE GALAXY, YOU WILL BE SENT THERE AND PUT IN CHARGE OF A WEAKER SHIP, THE FINAL QUEST.

THE FINAL QUEST CANNOT BE ABANDONED.

\*\*\*\*\*  
 \* SELF-DESTRUCT \*  
 \*\*\*\*\*

MNEMONIC: DESTRUCT  
 (NO ABBREVIATION)

YOU MAY SELF-DESTRUCT, THUS KILLING YOURSELF AND ENDING THE GAME. IF THERE ARE NEARBY KLINGONS, YOU MAY TAKE A FEW OF THEM WITH YOU (THE MORE ENERGY YOU HAVE LEFT, THE BIGGER THE BANG).

WHEN ACTIVATED, THE SELF-DESTRUCT SEQUENCE COUNTS DOWN BEFORE THE SHIP EXPLODES.

\*\*\*\*\*  
 \* TERMINATE THE CURRENT GAME \*  
 \*\*\*\*\*

MNEMONIC: TERMINATE  
 (NO ABBREVIATION)

IMMEDIATELY END THE CURRENT GAME. YOUR SCORE IS COMPUTED, AND YOU WILL BE GIVEN AN OPPORTUNITY TO START A NEW GAME OR TO LEAVE THE STAR TREK PROGRAM.

\*\*\*\*\*  
 \* ENTER STANDARD ORBIT \*  
 \*\*\*\*\*

MNEMONIC: ORBIT  
 SHORTEST ABBREVIATION: O

TO LAND ON A PLANET YOU MUST FIRST BE IN STANDARD ORBIT. YOU ACHIEVE THIS IN A MANNER SIMILAR TO DOCKING AT STARBASE. MOVING TO ONE OF THE EIGHT SECTOR POSITIONS IMMEDIATELY ADJACENT TO THE PLANET, YOU GIVE THE ORBIT COMMAND WHICH PUTS YOUR SHIP INTO STANDARD ORBIT ABOUT THE PLANET. SINCE THIS IS A MANEUVER, A SMALL AMOUNT OF TIME IS USED; NEGLIGIBLE ENERGY IS REQUIRED. IF ENEMIES ARE PRESENT, THEY WILL ATTACK.

\*\*\*\*\*  
 \* TRANSPORTER=TRAVEL \*  
 \*\*\*\*\*

MNEMONIC: TRANSPORT  
 SHORTEST ABBREVIATION: T

THE TRANSPORTER IS A DEVICE WHICH CAN CONVERT ANY PHYSICAL OBJECT INTO ENERGY, BEAM THE ENERGY THROUGH SPACE, AND RECONSTRUCT THE PHYSICAL OBJECT AT SOME DESTINATION. TRANSPORTING IS ONE WAY TO LAND ON A PLANET. SINCE THE TRANSPORTER HAS A LIMITED RANGE, YOU MUST BE IN STANDARD ORBIT TO BEAM DOWN TO A PLANET. SHIELDS MUST BE DOWN WHILE TRANSPORTING.

THE TRANSPORT COMMAND IS USED TO BEAM A LANDING PARTY ONTO A PLANET TO MINE "DILITHIUM CRYSTALS". EACH TIME THE COMMAND IS GIVEN THE LANDING PARTY (WHICH YOU LEAD) MOVES FROM THE SHIP TO THE PLANET, OR VICE-VERSA.

YOU ARE ADVISED AGAINST NEEDLESS TRANSPORTING, SINCE LIKE ALL DEVICES, THE TRANSPORTER WILL SOMETIMES MALFUNCTION.

THE TRANSPORTER CONSUMES NEGLIGIBLE TIME AND ENERGY. ITS USE DOES NOT CONSTITUTE A "TURN".

\*\*\*\*\*  
 \* SHUTTLE CRAFT \*  
 \*\*\*\*\*

MNEMONIC: SHUTTLE  
 SHORTEST ABBREVIATION: SHU

AN ALTERNATE WAY TO TRAVEL TO AND FROM PLANETS. BECAUSE OF LIMITED RANGE, YOU MUST BE IN STANDARD ORBIT TO USE THE SHUTTLE CRAFT, NAMED "GALILEO". SHIELDS MUST BE DOWN.

UNLIKE TRANSPORTING, USE OF THE SHUTTLE CRAFT DOES CONSTITUTE A "TURN" SINCE TIME IS CONSUMED. THE TIME NATURALLY DEPENDS ON ORBIT ALTITUDE, AND IS EQUAL TO  $3.0E-5 \times$  ALTITUDE. SHUTTLE USES NO SHIP ENERGY.

\*\*\*\*\*  
 \* MINE DILITHIUM CRYSTALS \*  
 \*\*\*\*\*

MNEMONIC: MINE  
 SHORTEST ABBREVIATION: MI

ONCE YOU AND YOUR MINING PARTY ARE ON THE SURFACE OF A PLANET WHICH HAS DILITHIUM CRYSTALS, THIS COMMAND WILL DIG THEM FOR YOU.

MINING REQUIRES TIME AND CONSTITUTES A "TURN". NO ENERGY IS USED. CLASS M PLANETS REQUIRE 0.1 TO 0.3 STARDATES TO MINE. CLASS N PLANETS TAKE TWICE AS LONG, AND CLASS O PLANETS TAKE THREE TIMES AS LONG.

DILITHIUM CRYSTALS CONTAIN ENORMOUS ENERGY IN A FORM THAT IS READILY RELEASED IN THE SHIP'S POWER SYSTEM. IT IS AN EXCELLENT IDEA TO MINE THEM WHENEVER POSSIBLE, FOR USE IN EMERGENCIES. YOU KEEP THE CRYSTALS UNTIL THE GAME IS OVER OR YOU ABANDON SHIP, WHEN NOT AT A STARBASE.



\*\*\*\*\*  
 \* LOAD DILITHIUM CRYSTALS \*  
 \*\*\*\*\*

MNEMONIC: CRYSTALS

SHORTEST ABBREVIATION: CR

THIS IS A VERY POWERFUL COMMAND WHICH SHOULD BE USED WITH CAUTION. ONCE YOU HAVE DILITHIUM CRYSTALS ABOARD SHIP, THIS COMMAND WILL INSTRUCT ENGINEERING OFFICER SCOTT AND MR. SPOCK TO PLACE A RAW DILITHIUM CRYSTAL INTO THE POWER CHANNEL OF THE SHIP'S MATTER-ANTIMATTER CONVERTER. WHEN IT WORKS, THIS COMMAND WILL GREATLY BOOST THE SHIP'S ENERGY.

BECAUSE THE CRYSTALS ARE RAW AND IMPURE, INSTABILITIES CAN OCCUR IN THE POWER CHANNEL. USUALLY SCOTTY CAN CONTROL THESE. WHEN HE CANNOT, THE RESULTS ARE DISASTROUS. SCOTTY WILL USE THOSE CRYSTALS THAT APPEAR TO BE MOST STABLE FIRST.

SINCE USING RAW DILITHIUM CRYSTALS FOR THIS PURPOSE ENTAILS CONSIDERABLE RISK, STARFLEET REGULATIONS ALLOW ITS USE ONLY DURING "CONDITION YELLOW". NO TIME OR ENERGY IS USED.

\*\*\*\*\*  
 \* FREEZE \*  
 \*\*\*\*\*

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. A PLAQUE MAY NOT BE GENERATED FROM A FROZEN GAME, THOUGH. THE PROGRAM ASKS FOR A FILENAME; THE EXTENSION "TRK" IS THE DEFAULT. THE GAME MAY BE CONTINUED AS USUAL OR BE TERMINATED AT THE USER'S OPTION.

TO RESTART A GAME CREATED BY THE "FREEZE" COMMAND, THE USER NEED ONLY TYPE "FROZEN" 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.

\*\*\*\*\*  
 \* REQUEST \*  
 \*\*\*\*\*

MNEMONIC: REQUEST  
 SHORTEST ABBREVIATION: REQ  
 FULL COMMAND: REQUEST <ITEM>

THIS COMMAND ALLOWS YOU TO GET ANY SINGLE PIECE OF INFORMATION FROM  
 THE <STATUS> COMMAND. <ITEM> SPECIFIES WHICH INFORMATION AS FOLLOWS:

| INFORMATION   | MNEMONIC FOR <ITEM> | SHORTEST ABBREVIATION |
|---------------|---------------------|-----------------------|
| STARDATE      | DATE                | D                     |
| CONDITION     | CONDITION           | C                     |
| POSITION      | POSITION            | P                     |
| LIFE SUPPORT  | LSUPPORT            | L                     |
| WARP FACTOR   | WARPFACOR           | W                     |
| ENERGY        | ENERGY              | E                     |
| TORPEDOES     | TORPEDOES           | T                     |
| SHIELDS       | SHIELDS             | S                     |
| KLINGONS LEFT | KLINGONS            | K                     |
| TIME LEFT     | TIME                | TI                    |

\*\*\*\*\*  
 \* EXPERIMENTAL DEATH RAY \*  
 \*\*\*\*\*

MNEMONIC: DEATHRAY  
 (NO ABBREVIATION)

THIS COMMAND SHOULD BE USED ONLY IN THOSE DESPERATE CASES WHERE YOU  
 HAVE ABSOLUTELY NO ALTERNATIVE. THE DEATH RAY USES ENERGY TO REARRANGE  
 MATTER. UNFORTUNATELY, ITS WORKING PRINCIPLES ARE NOT YET THOROUGHLY  
 UNDERSTOOD, AND THE RESULTS ARE HIGHLY UNPREDICTABLE.

THE ONLY GOOD RESULT IS THE DESTRUCTION OF ALL ENEMIES IN YOUR  
 CURRENT QUADRANT. THIS HAPPENS ABOUT 5 PERCENT OF THE TIME. ONLY  
 ENEMIES ARE DESTROYED; STARBASES, STARS AND PLANETS ARE UNAFFECTED.

THE REMAINING RESULTS VARY FROM BAD TO FATAL. THE DEATH RAY  
 REQUIRES NO ENERGY OR TIME, BUT IF YOU SURVIVE, ENEMIES WILL HIT YOU.  
 IF IT REMAINS USABLE, IT MAY BE TRIED AGAIN.

THE FINAL QUEST HAS NO DEATH RAY.

## -----MISCELLANEOUS NOTES-----

STARBASES CAN BE ATTACKED BY COMMANDERS. WHEN THIS HAPPENS, YOU WILL BE NOTIFIED BY SUBSPACE RADIO, PROVIDED IT IS WORKING. THE MESSAGE WILL INFORM YOU HOW LONG THE BASE UNDER ATTACK CAN LAST.

SCATTERED THROUGH THE GALAXY ARE CERTAIN ZONES OF CONTROL, COLLECTIVELY DESIGNATED THE "ROMULAN NEUTRAL ZONE". ANY QUADRANT WHICH CONTAINS ROMULANS WITHOUT KLINGONS IS PART OF THE NEUTRAL ZONE, EXCEPT IF A BASE IS PRESENT. SINCE ROMULANS DO NOT SHOW ON EITHER THE LONG-RANGE SCAN OR THE STAR CHART, IT IS EASY FOR YOU TO STUMBLE INTO THIS ZONE. WHEN YOU DO, IF YOUR SUBSPACE RADIO IS WORKING, YOU WILL RECEIVE A WARNING MESSAGE FROM THE ROMULAN, POLITELY ASKING YOU TO LEAVE.

IN GENERAL, ROMULANS ARE A GALACTIC NUISANCE.

THE HIGH-SPEED SHIELD CONTROL IS FAIRLY RELIABLE, BUT IT HAS BEEN KNOWN TO MALFUNCTION.

COMMANDERS MAY RAM YOUR SHIP, KILLING THEMSELVES AND INFLECTING HEAVY DAMAGE, IF THEY ADVANCE INTO YOUR SECTOR.

THE KLINGONS MAY SOMETIMES SUMMON YOU TO SURRENDER.

-----SCORING-----

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

YOU GAIN==

- (1) 10 POINTS FOR EACH ORDINARY KLINGON YOU KILL,
- (2) 50 POINTS FOR EACH COMMANDER YOU KILL,
- (3) 20 POINTS FOR EACH ROMULAN KILLED,
- (4) 1 POINT FOR EACH ROMULAN CAPTURED.
- (5) 500 TIMES YOUR AVERAGE KLINGON/STARDATE KILL RATE. IF YOU LOSE THE GAME, YOUR KILL RATE IS BASED ON A MINIMUM OF 5 STARDATES.
- (6) YOU GET A BONUS IF YOU WIN THE GAME, BASED ON YOUR RATING:  
NOVICE=100, FAIR=200, GOOD=300, EXPERT=400.

YOU LOSE==

- (7) 200 POINTS IF YOU GET YOURSELF KILLED,
- (8) 100 POINTS FOR EACH STARBASE YOU DESTROY,
- (9) 100 POINTS FOR EACH STARSHIP YOU LOSE,
- (10) 45 POINTS FOR EACH TIME YOU HAD TO CALL FOR HELP,
- (11) 10 POINTS FOR EACH PLANET YOU DESTROYED,
- (12) 5 POINTS FOR EACH STAR YOU DESTROYED, AND
- (13) 1 POINT FOR EACH CASUALTY YOU INCURRED.

ENEMIES DESTROYED BY TORPEDOES FIRED BY OTHER ENEMIES ARE CONSIDERED BATTLE CASUALTIES, AND COUNT FOR YOU IN THE SCORING. LIKEWISE, STARS AND PLANETS DESTROYED BY ENEMY TORPEDOES COUNT AGAINST YOU (IT'S SIMPLER).

IN ADDITION TO YOUR SCORE, YOU MAY ALSO BE PROMOTED ONE GRADE IN RANK IF YOU PLAY WELL ENOUGH. PROMOTION IS BASED PRIMARILY ON YOUR KLINGON/STARDATE KILL RATE, SINCE THIS IS THE BEST INDICATOR OF WHETHER YOU ARE READY TO GO ON TO THE NEXT HIGHER RATING. HOWEVER, IF YOU HAVE LOST 100 OR MORE POINTS IN PENALTIES, YOU WILL NOT RECEIVE A PROMOTION. THE REQUIRED KILL RATE FOR PROMOTION IS  $0.1 * SKILL * (SKILL + 1.0) + 0.1$  WHERE SKILL RANGES FROM 1 FOR NOVICE TO 4 FOR EXPERT.

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, DATE, AND KLINGON KILL RATE, PROVIDED YOU QUALIFY WHILE PLAYING AT THE "EXPERT" LEVEL.

YOU SHOULD PROBABLY START OUT AT THE NOVICE 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.



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-----HANDY REFERENCE-----
ABBREV  FULL COMMAND      DEVICE USED
-----  -----
ABANDON  ABANDON          SHUTTLE CRAFT
C        CHART            (NONE)
CR       CRYSTALS        (NONE)
DA       DAMAGES         (NONE)
DEATHRAY DEATHRAY        (NONE)
DESTRUCT DESTRUCT        COMPUTER
D        DOCK            (NONE)
FREEZE   FREEZE <FILE NAME> (NONE)
HELP     HELP            SUBSPACE RADIO
I        IMPULSE <COURSE> <DISTANCE> IMPULSE ENGINES
L        LRSCAN          LONG-RANGE SENSORS
MI       MINE            (NONE)
M        MOVE <COURSE> <DISTANCE>    WARP ENGINES
O        ORBIT           WARP OR IMPULSE ENGINES
P        PHASERS <TOTAL AMOUNT>    PHASERS, COMPUTER,
                                   SR SENSORS
                                   PHASERS AUTOMATIC <TOTAL AMOUNT>
                                   PHASERS, COMPUTER,
                                   SR SENSORS
                                   PHASERS MANUAL <AMT1> <AMT2> ... PHASERS
PHO      PHOTONS <COURSE>    TORPEDO TUBES
R        REST <NUMBER OF STARDATES> (NONE)
SH       SHIELDS <UP, DOWN, OR TRANSFER> DEFLECTOR SHIELDS
SHU      SHUTTLE           SHUTTLE CRAFT
S        SRSCAN <YES OR NO>    SHORT-RANGE SENSORS
TERMINATE TERMINATE        (NONE)
T        TRANSPORT        TRANSPORTER
L. R. SCAN: THOUSANDS DIGIT:  SUPERNOVA
              HUNDREDS DIGIT:  KLINGONS
              TENS DIGIT:      STARBASES
              ONES DIGIT:      STARS
              PERIOD (.):      DIGIT NOT KNOWN (STAR CHART ONLY)

```

COURSES ARE NUMBERED LIKE POINTS AROUND A CLOCK:

```

      3
    2   4
  1 OR 9 5
    8   6
      7

```

DISTANCES ARE GIVEN IN QUADRANTS. A DISTANCE OF ONE SECTOR IS 0.1 QUADRANT.

ORDINARY KLINGONS HAVE ABOUT 400 UNITS OF ENERGY, COMMANDERS ABOUT 1200. ROMULANS NORMALLY HAVE ABOUT 800 UNITS OF ENERGY.

PHASER FIRE DIMINISHES TO ABOUT 60 PERCENT AT 5 SECTORS. UP TO 1500 UNITS MAY BE FIRED IN A SINGLE BURST WITHOUT DANGER OF OVERHEAT.

WARP 6 IS THE FASTEST SAFE SPEED. AT HIGHER SPEEDS, ENGINE DAMAGE MAY OCCUR.

SHIELDS COST 50 UNITS OF ENERGY TO RAISE, AND DOUBLE THE POWER REQUIREMENTS OF MOVING UNDER WARP DRIVE. ENGAGING THE HIGH-SPEED SHIELD CONTROL REQUIRES 200 UNITS OF ENERGY.

WARP DRIVE REQUIRES (DISTANCE)\*(WARP FACTOR CUBED) UNITS OF ENERGY TO TRAVEL AT A SPEED OF (WARP FACTOR SQUARED)/10 QUADRANTS PER STARDATE.

IMPULSE ENGINES REQUIRE 20 UNITS TO WARM UP, PLUS 100 UNITS PER QUADRANT. SPEED IS JUST UNDER ONE SECTOR PER STARDATE.

-----ACKNOWLEDGMENTS-----

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THIS GAME WAS INSPIRED BY AND RATHER LOOSELY BASED ON AN EARLIER GAME, PROGRAMMED IN THE BASIC LANGUAGE, BY JIM KORP AND GRADY HICKS. IT IS THE AUTHORS' UNDERSTANDING THAT THE BASIC GAME WAS IN TURN DERIVED FROM A STILL EARLIER VERSION IN USE AT PENN STATE UNIVERSITY.

-----REFERENCES-----

1. STAR TREK (THE ORIGINAL TELEVISION SERIES), PRODUCED AND DIRECTED BY GENE RODENBERRY.
2. STAR TREK (THE ANIMATED TELEVISION SERIES), PRODUCED BY GENE RODENBERRY AND DIRECTED BY HAL SUTHERLAND. ALSO EXCELLENT, AND NOT JUST KIDDIE FARE. IF YOU ENJOYED THE ORIGINAL SERIES YOU SHOULD ENJOY THIS ONE (UNLESS YOU HAVE SOME SORT OF A HANGUP ABOUT WATCHING CARTOONS).
3. THE MAKING OF STAR TREK, BY STEVEN E. WHITFIELD AND GENE RODENBERRY. THE BEST AND MOST COMPLETE READILY AVAILABLE BOOK ABOUT STAR TREK. (BALLANTINE BOOKS)
4. THE WORLD OF STAR TREK, BY DAVID GERROLD. SIMILIAR IN SCOPE TO THE ABOVE BOOK. (BANTAM)
5. THE STAR TREK GUIDE, THIRD REVISION 4/17/67, BY GENE RODENBERRY. THE ORIGINAL WRITER'S GUIDE FOR THE TELEVISION SERIES, BUT LESS COMPREHENSIVE THAN (3) ABOVE. (NORWAY PRODUCTIONS)
6. THE TROUBLE WITH TRIBBLES, BY DAVID GERROLD. INCLUDES THE COMPLETE SCRIPT OF THIS POPULAR SHOW. (BALLANTINE BOOKS)
7. STAR TREK, STAR TREK 2, ..., STAR TREK 9, BY JAMES BLISH. THE ORIGINAL SHOWS IN SHORT STORY FORM. (BANTAM)
8. SPOCK MUST DIE, BY JAMES BLISH. AN ORIGINAL NOVEL, BUT RATHER SIMILAR TO THE SHOW "THE ENEMY WITHIN". (BANTAM)
9. MODEL KITS OF THE ENTERPRISE AND A "KLINGON BATTLE-CRUISER" BY AMT CORPORATION ARE AVAILABLE AT MOST HOBBY SHOPS.