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**THE
STARTREK
COMPUTER GAME**



STARTREK

A game of the Space Age played on a WANG 2200 Computer.

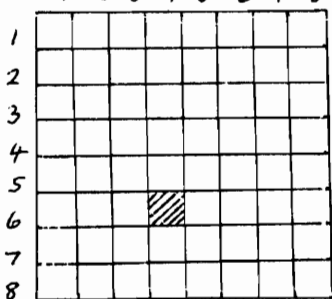
1. INTRODUCTION

STARTREK is a computer game displayed in two dimensions on a terminal and played by one person. The player regards himself as Captain of the ENTERPRISE, a starship whose capabilities are detailed in Section 3. The ENTERPRISE ranges throughout the galaxy hunting KLINGONS, which can be destroyed by means of Phasers (energy weapons) or Photon Torpedoes (directed projectiles). Any action against a Klingon invites retaliation by its Phaser fire, especially if the action is unsuccessful. The object of the game is to destroy all Klingons in the galaxy, but it is possible to regard the hunting down and destruction of one Klingon as a "win". (As explained in these notes there are a number of ways in which you can lose). It is important to ensure that the Energy, Weapons and Devices available to you as Captain of the Enterprise are up to operational strength at all times, otherwise you might suffer the disgrace of having the ENTERPRISE blown up.

These instructions should be scanned quickly to get the general idea, and then studied more carefully before commencing play.

2. THE PLAYING FIELD

The GALAXY is divided into 64 QUADRANTS in an 8 x 8 grid, as follows: 1 2 3 4 5 6 7 8



Quadrants are identified by the vertical position first followed by the horizontal position. For example, the shaded quadrant is identified by 6.4.

Within each quadrant there are 64 SECTOR POSITIONS in which various characters and playing pieces might be located. A typical display at the start of the game is:

"YOU MUST DESTROY 11 KLINGONS IN 30 STARDATES WITH 6 STARBASES". These pieces are scattered throughout the galaxy, and it is necessary for the ENTERPRISE to search them out. Note that a time limit is imposed, thus forcing you to use the resources of the ENTERPRISE efficiently.

3. THE CHARACTERS AND PLAYING PIECES

As indicated previously, the computer decides at the beginning of each game how many characters and playing pieces there are, and how these are distributed throughout the 64 quadrants of the galaxy. The following symbols are displayed at various times on the terminal screen (See Section 4, under "Short Range Sensor Scan").

<u>Symbol</u>	<u>Denoting</u>	<u>How Many</u>	<u>Purpose</u>
*	STAR	Hundreds, apparently scattered randomly	Stars are obstructions to movement the ENTERPRISE. If you attempt to move the ENTERPRISE into a collision course with a star, the ship suffers damage to various weapons and devices (explained later).
> <	STARBASE	A small number defined at the start of the game	Replenishes the energy of the ENTERPRISE and repairs its weapons and devices.
+++	KLINGON	A small number defined at the start of the game	KLINGONS are enemy ships hostile to civilized life. When encountered, they are capable of destroying the ENTERPRISE unless precautions are taken (See Section 5 under "Shield Control"). Each KLINGON has a Shield Energy of 200 units and may itself be destroyed if hit with sufficient energy by Phaser fire, or by a Photon Torpedo (See "THE ENTERPRISE" below).
<*>	THE ENTERPRISE	One Only	The ENTERPRISE is the sole starship protecting the galaxy from KLINGON invasion. It contains all the weapons and devices available to the player, and it is the only piece which the player can move from one QUADRANT/SECTOR location to another.

NOTE: At full fighting strength, the ENTERPRISE has the following capabilities:

TOTAL ENERGY: 3000 units (including Shield energy, which has to be specifically allocated to Shields - See Section 5 under "Shield Control").

- PHOTON TORPEDOES: 10 (See Section 5)
- PHASERS: Energy devices for reducing the Shield power of KLINGONS.
- LIBRARY COMPUTER: A calculator with various options as described in Section 5.

4. OBJECT OF THE GAME

The object of the STARTREK game is to locate and destroy all Klingons in the galaxy. If you succeed in the number of stardates allowed, you have saved the galaxy and receive a glowing testimonial of your prowess displayed on the terminal screen. If (as is more likely) you run out of time or the KLINGONS succeed in blowing up the ENTERPRISE, you are left in no doubt as to the horrible fate in store for the galaxy. The game can be played with the limited objective of locating and destroying one KLINGON (if there is a queue waiting to play); or with the slower, more painstaking, objective of locating and destroying each KLINGON in turn until the galaxy is safe (provided you have the machine to yourself).

5. COMPUTER COMMAND CODES AVAILABLE TO THE PLAYER

Via the WANG 2200 Computer keyboard, the player has certain COMMAND CODES available to him. These enable him to operate the ENTERPRISE as a fighting ship. After each command code is typed on the terminal keyboard, the RETURN button must be pressed to give effect to the required instruction.

The game is started (or restarted) by pressing the RESET, RUN and RETURN keys in order.

The various Command Codes for use during the game are described below:

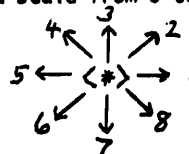
<u>Command</u>	<u>Denoting</u>	<u>Purpose</u>
0 (zero)	WARP ENGINE CONTROL or SET COURSE	Command 0 (together with supplementary instructions defined below) moves the ENTERPRISE in the desired direction for a pre-determined distance (unless progress is interrupted by the presence of a star or any other obstruction).

NOTE: When command 0 is given, the computer will ask, in turn for two supplementary instructions, as follows:

COURSE (1-9):

The computer is asking for the direction (vector) in which the player wants the ENTERPRISE to move. Direction is defined on a scale from 0 to 9, thus:

COURSE VECTORS:



For example, the COURSE VECTOR instruction 2.25 would point the ENTERPRISE towards the upper right hand edge of the galaxy. A vector of 9 can be approached but never reached, as it then becomes the same as a vector of 1.

WARP
FACTOR
(0-8):

The computer is asking for the amount of distance to be covered by the ENTERPRISE.

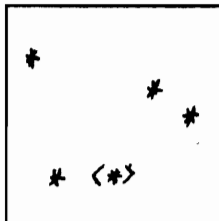
A Warp Factor of 1 is equal to the width of one quadrant

Therefore in order to move the ENTERPRISE from quadrant 6.5 to quadrant 5.5 (See Section 2), you would use COURSE VECTOR = 3 and WARP FACTOR = 1. It should be noted that both COURSE VECTOR and WARP FACTOR may be set in decimal fractions, but the ENTERPRISE can move only in multiples of a Warp Factor of .2.

1. SHORT RANGE
SENSOR SCAN

Displays diagrammatically the sector positions of Stars, Starbases, Klingons and the ENTERPRISE in the quadrant in which the ENTERPRISE happens to be.

For example, if the ENTERPRISE is in Sector Position 6.4 within quadrant 1.6, the Short Range Sensor Scan would look like this:



The following information is also provided:

- (a) The game status, and the fighting condition of the ENTERPRISE:

For example:

STARDATE: 28.09
CONDITION: RED/YELLOW/GREEN or DOCKED (if adjacent to a Starbase)
QUADRANT: 1.6
SECTOR: 6.4
TOTAL ENERGY: 1603
PHOTON TORPEDOES: 4
SHIELDS: 670

- (b) A summary of the Command Codes available to the player; displayed as follows:

0 = SET COURSE	4 = FIRE PHOTON TORPEDOES
1 = SHORT RANGE SENSOR SCAN	5 = SHIELD CONTROL
2 = LR SENSOR SCAN	6 = DAMAGE CONTROL REPORT
3 = FIRE PHASERS	7 = CALL ON COMPUTER

After the ENTERPRISE has moved, a Short Range Sensor Scan is displayed automatically for the information of the player.

**2. LONG RANGE
SENSOR SCAN:**

Displays the "Conditions in Space" (as defined below) in the 8 quadrants adjacent to the quadrant in which the ENTERPRISE is located. "Condition in Space" is a three digit numerical code; where the Hundreds digit defines the number of Klingons, the Tens digit defines the number of Starbases, and the Units digit defines the number of Stars in the quadrant. A typical display might be:

103	6	2
0	14	8
0	0	0

The ENTERPRISE is in the middle quadrant of the scan, together with 1 Starbase and 4 Stars.

3. PHASER CONTROL:

Allows you to destroy a Klingon by hitting him with a suitably large number of energy units to deplete his shield power. A supplementary instruction must be keyed-in to define the amount of energy expended. Note that the shield energy of the Klingon starship is set at 200 units. Also keep in mind that when you shoot at a Klingon he is going to shoot right back at you; so keep up your Shield Energy at all times (See Command 5).

**4. PHOTON TORPEDO
CONTROL:**

Allows you to destroy a Klingon by hitting him with one of the ENTERPRISE'S stock of Photon Torpedoes. This time, the supplementary instruction is the direction (vector) in which the torpedo has to be aligned in order to hit the target. Direction is set as described for Warp Engine Control (See Command Code 0). Unless you are sure that you have an exact vector for firing a Photon Torpedo, it is best to ask the Library Computer to calculate the vector for you. (See Command 7, Option Code 2). If you miss, the Klingon is going to be mighty sore at you and will hit you hard with its phasers. Beware of stars interposed between the ENTERPRISE and its target, because you don't want to waste torpedoes on obstructions.

5. SHIELD CONTROL:

Defines that part of available energy assigned to maintain the ENTERPRISE'S Shields. Shield energy is subtracted from the total ship's energy, leaving a balance to be used for fighting Klingons. A supplementary instruction defining the number of energy units to be assigned to Shields must be keyed-in when Command Code 5 is used.

6. DAMAGE CONTROL
REPORT:

Gives the state of repair of all weapons and devices. A state of repair of less than zero indicates that the device is temporarily damaged.

<u>e.g. Device</u>	<u>State of Repairs</u>
SR SENSORS	.85
LR SENSORS	1.5556
PHASER CONTROL	5.45566690924
PHOTON TUBES	0
SHIELD CONTROL	4.074653025939
COMPUTER	-6.07122359E-.2

Often, the state of repair of a damaged device improves if you move to another quadrant.

7. CALL ON
COMPUTER:

Calls on the ENTERPRISE'S Library Computer to perform any one of three Options:

OPTION 0 = Cumulative Galactic Record

This shows the computer memory of all previous Long Range Sensor Scans, and records the "Conditions in Space" (See under Command Code 2) for those quadrants for which a LR Sensor Scan has been requested earlier in the game.

N.B. It follows that, when you move the ENTERPRISE into a quadrant, or destroy a Klingon in a quadrant, you should immediately request a LR Sensor Scan so as to record the most up to date "Condition in Space" for the quadrant in the memory banks of the Library Computer. The LR Sensor Scan is also useful for finding out at any time where you are in relation to Klingons and Starbases in adjacent quadrants.

OPTION 1 = Status Report

This shows the number of Klingons, Stardates and Starbases left, and also reproduces the Damage Control Status Report obtainable by means of Command Code 6.

e.g. NO. OF KLINGONS LEFT = 8
NO. OF STARDATES LEFT = 14
NO. OF STARBASES LEFT = 6

DEVICE STATE OF REPAIR
(as detailed under Command Code 6)

OPTION 2 = Photon Torpedo Data

This calculates and displays the trajectory (vector) to be specified when firing a Photon Torpedo at any Klingon which might be in the quadrant occupied by the ENTERPRISE. (Note that more than one Klingon can be present in the quadrant, in which case a separate vector calculation is made for each Klingon). The distance between the ENTERPRISE and its target is also shown. (Note that the nearer you are to the target, the more shield energy you need in order to absorb the Klingon's riposte).

e.g. DIRECTION = 1.525
DISTANCE = 2.2360670931

COMMANDS
(As listed under Command Code 1)

CONCLUSION

If you have scanned and then studied these notes, you now know as much as you are likely to learn without actually playing the STARTREK game itself. Line up patiently in front of the WANG 2200 Computer, and when your turn comes to play, have these notes handy as a reference. For the first couple of tries, you would be wise to have an experienced player beside you.

The WANG 2200 Terminals will be attended by Barbarella girls who have custody of the booking schedules. You would be wise to book a specific time in advance to be sure of a full quarter hour's playing time.

When booking time on a particular terminal, or before commencing play, members will be required to give their Name and Convention Number to the Barbarella girl in charge of the booking schedule.

