

Command T: Load Photon Torpodoes

Photon Torpedo Control will launch a torpedo on a course you specify which will destroy any object in its path. Range is limited to the local quadrant. Expect return fire from surviving Klingons.

Command R : Read Galactic Star Map

The Galactic Records section of the ship's computer responds to this command by printing our a galactic map showing the results of all previous long range sensor scans.

Command Q: Turn In Resignation

This command will terminate the current game and revert back to the system . It will also be mandatory to turn in your resignation when the Enterprise has lost all energy to the deflectors and you have not transferred energy to the shields. You will be prompted in plenty of time to prevent this unless you are overwhelmed with too many hits on your shields.

Startrek was adapted from a 1976 version of the game written for the ALTAIR 1200 and did not work.....I adapted this version for CT Basic and enhanced the game with optics and added various diversions to keep the game from getting boring.....If you have any suggestions to improve the game please let me know and I will give you a copy of the listing. This version is protected in binary format.....

If you wish to print a copy of this text then USE YOUR WORDPROCESSOR to type out the text file:

[f0]<doc>startrek.doc

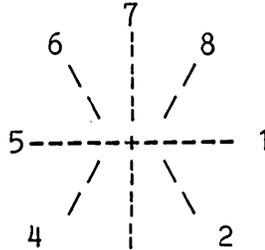
If you wish to install Startrek on your system, then type from the command line:

Submit:
file list:[f0]<sys>hdinstall.sub

Then hit <GO>.....

Startrek will work on any N-GEN system that has the special 9.05 version of Basic.....It will also be put on your disk.

below). To move to the left use a course of 5 (a course of 3.5 is halfway between 3 and 4, a course of 8.75 is three quarters of the way from 8 to 1).



Warp :

One warp moves you the width of a quadrant. A warp of .5 will move you halfway through a quadrant; moving diagonally across a quadrant to the next will require 1.414 warps. Warp 3 will move you 3 quadrants providing nothing in your present quadrant blocks your exit. Once you leave the quadrant that you were in, you will enter Hyperspace, coming out of Hyperspace will place you randomly in the new quadrant. Klingons in a given quadrant will fire at you whenever you leave, enter, or move within that quadrant. Entering a course or warp of zero can be used to return to the command mode. A warp speed of .2 is needed to go from one dot coordinate to the next....

Command S: Short Range Sensor Scan

A Short Range Sensor Scan will print out the quadrant you presently occupy showing the content of each of the 64 sectors as well as other pertinent information. It is a good idea to use this before warping your engines. The display is in an 8 x 8 grid format.

Command L: Long Range Sensor Scan

The Long Range Sensor Scan summarizes the quadrant you are in and the adjoining ones. Each quadrant is represented as a 3 digit number, the first (hundreds) digit is the number of Klingons in that quadrant while the middle digit is the number of Starbases, and the units digit is the number of stars. An entry of 305 means 3 Klingons, no Starbases and 5 stars.

Command P: Fire Phasers

Fire Phasers, the portion of the Enterprise's energy that you specify will be divided evenly among the Klingons in the quadrant and fired at them. Surviving Klingons will retaliate. Phaser fire bypasses stars and Starbases, but is diminished in strength by the distance it travels. The arriving energy depletes the shield power of its target. Energy is automatically diverted to the shields as needed, but if you run out of energy you'll get fried.