

DYNACOMP

STARTREK 3.2

This is the classic Startrek simulation, but updated and enhanced with several new features. For example, the Klingons are no longer complacent invaders who only return phaser fire. They now shoot at the Enterprise without warning while also attacking starbases in other quadrants. Also, the Klingons now attack with both light and heavy cruisers, and move when shot at! The situation becomes hectic when the Enterprise is besieged by three Klingon heavy cruisers and a starbase S.O.S. is received! The Klingons get even!

NORTH STAR

STARTREK 3.2

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STARTREK 3.2 is an extended and greatly enhanced version of the popular program that many have enjoyed on the larger computers. You will find DYNACOMP's changes and additions to bring new dimensions to this already fascinating game. The required user input and computer response have been designed to make for easy play allowing you, the captain, more freedom to concentrate on the objectives, rather than the mechanics.

Your enemy, the Klingon Empire, has sent a sophisticated task force to invade and conquer the Federation. This task force includes both light and heavy cruisers. Although the light cruisers can inflict significant damage to the Enterprise, they are largely meant as decoys to waste the resources of the Enterprise, such as the all-important photon torpedoes. Before a battle starts, you have no idea of whether the Klingon warship on your screen is a heavy or light cruiser. Once the battle starts, it soon becomes apparent what the armament of the Klingon really is. The situation to fear is a joint encounter with three Klingon heavy cruisers.

Klingon captains have improved their command capabilities during the years of conflict with the Federation. They no longer wait to be attacked before engaging. Rather, they are more aggressive and often open fire first. Sometimes they open with a weak attack, misleading you into thinking phaser fire will be sufficient for destruction. After wasting phaser energy you only then find that you are in battle with a heavy cruiser which, if you are not close enough, can be defeated only with photon torpedoes.

However, even at this point the Klingons are tricky; they move! Chances are that your previous short range scan (made before the last phaser volley) is no longer valid and a new scan is required to establish the photon torpedo trajectory. Yet, while you are getting this scan, the Klingon may be closing in on you and firing!

In addition, a few Klingon cruisers are equipped with a deflection device which partially protects them from photon torpedoes. Thus you may find that even though you know the Klingon's position exactly and have launched a torpedo accordingly, it may miss! An attack from another direction is required. An attack from another direction is also necessary when the Klingons hide behind stars.

Another new feature is that starbases are no longer inviolate. While you are in one quadrant fighting Klingons, their comrades may be attacking a starbase in another quadrant. In time, that starbase will fall unless rescued. If you lose your starbases to the Klingons, it may be difficult to complete the mission within the required time.

So far it may seem that the Enterprise has a formidable challenge; an almost impossible one. However, the Enterprise is the most powerful starship ever built and has superior weaponry and defenses. It outclasses any Klingon warship. It is one against many when three heavy cruisers engage with the Enterprise and only the Enterprise's unique photon torpedoes give it the edge.

The following pages show sample runs of STARTREK 3.2, along with comments. After reviewing these notes, it will become apparent how extensive and exciting this simulation is. DYNACOMP wishes you luck and is sure you will enjoy this program.

Sample run for the North Star version of STARTREK 3.2. All other versions are very similar to this one. The user responses are underlined. All inputs must be completed with a carriage RETURN (or ENTER).

RUN

STARTREK 3.2

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DYNACOMP
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DO YOU WISH INSTRUCTIONS?Y
STATUS:

MOST OF THE FEDERATION FLEET IS AT THE FAR SIDE OF THE UNIVERSE ENGAGED IN A STAND-OFF WITH THE ROMULANS. THE KLINGON EMPIRE HAS TAKEN THIS OPPORTUNITY TO ATTACK FROM THE REAR WITH A TASK FORCE. ONLY THE ENTERPRISE IS AVAILABLE TO REPEL THE THREAT. LUCKILY, THE STARBASES ARE STILL INTACT AND ARE AVAILABLE FOR DOCKING, REPAIRS AND OUTFITTING.

THE KLINGON TARGET IS EARTH. IF EARTH FALLS, SO WILL THE EMPIRE. CONTINUE?Y

THE ENTERPRISE IS ALSO VITALLY NEEDED AT THE ROMULAN FRONTIER, THUS PLACING A TIME LIMIT AFTER WHICH IF THE ENTERPRISE CAN NOT RETURN TO THE LINE THE ROMULANS MAY BE TEMPTED TO LAUNCH A FULL INVASION. THE ENTERPRISE MUST QUICKLY DESTROY THE KLINGON FORCE AND RETURN TO THE LINE!

CONTINUE?Y

ENTERPRISE COMMAND STRUCTURE:

W: WARP DRIVE. WARP 1 MOVES YOU ONE QUADRANT; WARP 1.5 MOVES YOU 1.5 QUADRANTS; ETC. THE ANGLE IS SPECIFIED USING THE DIAGRAM SHOWN BELOW. DO NOT WARP THROUGH STARS.

CONTINUE?Y

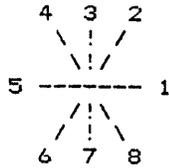
Your choices are "Y" and "N". If this is your first session, carefully review these instructions.

The output device is very likely a video display. To avoid having lines scroll off the screen before they are read, pauses have been inserted. If you wish to remove this pause, delete the prompt line (it is very near the end of the program).

The prompt response can be any character. For some machines a simple RETURN is sufficient.

This is how you move about the universe.

Large warp values bring with them the risk of damage to a number of starship functions. Also, attempting to warp into Klingon or Romulan space can lead to damage. The automatic controls on the Enterprise stop it from warping through stars and thereby destroying itself.



The direction of travel is encoded according to the diagram to the left. Intermediate (non-integer) values are permitted, but they must be in the range 1 to 8.9.

CONTINUE?Y

Q: SCAN NEARBY QUADRANTS FOR STARBASES (B), STARS (S) & KLINGONS (K).

This gives you a nine quadrant scan for Klingons, stars and starbases. This is very important for locating Klingons.

P: FIRE PHASERS. THE COMPUTER WILL AIM AND FIRE EQUAL ENERGY BLASTS AT EACH KLINGON IN THE AREA.

You may allocate any energy level desired within the bounds of your reserves. Energy can be shifted from the shields even. The effect of photon fire falls off with distance.

T: FIRE PHOTON TORPEDOES. THESE MUST BE AIMED BY EITHER YOU OR THE COMPUTER.

If you hit a Klingon with a photon torpedo, he will surely be destroyed. If you hit a starbase, the explosion will obliterate everything in the quadrant, Enterprise also.

S: CHANGE ENERGY TO SHIELDS.

CONTINUE?Y

R: REPORT ON GENERAL INFORMATION.

The library computer is available for several tasks as shown below.

*OPTION 1. DAMAGE REPORT. - VALUES INDICATE FAILURE.

Damaged functions and the estimated repair times are displayed.

*OPTION 2. DIRECTIONS OF SHIPS IN YOUR QUADRANT.

The computer will calculate the torpedo trajectories.

*OPTION 3. QUADRANT SCAN.

Quick review of the quadrant.

*OPTION 4. DISPLAY OF AVAILABLE COMMANDS.

If you forget how to control the Enterprise, the computer will help.

*OPTION 5. STARBASES UNDER ATTACK BY KLINGONS.

This displays the quadrants in which starbases are being attacked by Klingons. If the base is destroyed, it will be dropped from the list.

CONTINUE?Y

X: QUIT.

Resignation.

CONTINUE?Y

THE ENTERPRISE IS ON STATION IN THE BESEIGED TERRITORY AND ALL SYSTEMS ARE BEING BROUGHT UP TO FULL CAPACITY. TAKE COMMAND.

You have just arrived in the treasured territory and the ships systems are being brought up to power. However, for some reason your shields are slow in coming up and you are a bit vulnerable at this stage.

CONTINUE?Y

COMMAND: ?P

ENERGY AVAILABLE = 2898
 PHOTON ENERGY TO FIRE: ?200
 KLINGON HIT WITH 44 UNITS
 ** ENTERPRISE HIT: 44 UNITS **

COMMAND: ?P

** ENTERPRISE HIT: 41 UNITS **
 ** ENTERPRISE HIT: 102 UNITS **

ENERGY AVAILABLE = 2698
 PHOTON ENERGY TO FIRE: ?400
 KLINGON HIT WITH 126 UNITS
 ** ENTERPRISE HIT: 152 UNITS **

** ENTERPRISE HIT: 98 UNITS **

COMMAND: ?R

INFORMATION COMPUTER READY

COMPUTER FUNCTIONS AVAILABLE:

- 1 = DAMAGE REPORT
- 2 = TARGET TRAJECTORIES
- 3 = SHORT RANGE SCAN
- 4 = LIST COMMAND SUMMARY
- 5 = STARBASE ATTACK LIST

OPTION: ?3

DISPLAY OF QUADRANT (2, 2)

```

-----
|                                     | Q |
|                                     | U |
|          I-I                       | A |
|      <*>                           | D |
|                                     |   |
|                                     | 2 2 |
|                                     |   |
|-----|
  
```

STARDATE: 3501 TIME LEFT: 29

CONDITION: RED

KLINGONS: 23

STARBASES: 10 ENERGY: 2298

TORPEDOES: 6 SHIELDS: 686

COMMAND: ?5

THESE ARE THE LEGAL COMMANDS:

```

W = COURSE CONTROL      4 3 2
Q = NINE QUADRANT SCAN  \ ! /
P = PHASER CONTROL      \ ! /
T = TORPEDO CONTROL    5-----1
S = SHIELDS             / ! \
R = REPORT              / ! \
X = RESIGNATION         6 7 8
  
```

COMMAND: ?R

INFORMATION COMPUTER READY

We will save our torpedoes and use phasers. This is usually a reasonable strategy when faced with a lone light cruiser. The phaser fire will not be divided among several targets, and light cruiser have low shield power.

Unfortunately, the Klingon had sufficient shield power to withstand our attack. However, his return fire indicates some damage.

I think we made him angry. He is attacking! Danger! We have been tricked. By the magnitude of this phaser blast it must be a heavy cruiser.

It certainly is a heavy cruiser. We hit him solid and he returned with an even heavier blast.

Time to change strategy. Let's check his position.

Son-of-a-gun! He is closing in on us and his phasers are becoming more effective.

Panic. I just gave an illegal command.

We will go to the computer and get the photon torpedo trajectory.

COMPUTER FUNCTIONS AVAILABLE:

- 1 = DAMAGE REPORT
- 2 = TARGET TRAJECTORIES
- 3 = SHORT-RANGE SCAN
- 4 = LIST COMMAND SUMMARY
- 5 = STARBASE ATTACK LIST

OPTION: ?T

INPUT ERROR-RETYPE

?2

TARGET VECTOR: 2

COMMAND: ?T

TORPEDO COURSE ANGLE: ?2

KLINGON STARSHIP DESTROYED!

COMMAND: ?Q

LONG RANGE SCAN: QUADRANT 2 2

OK 1B 2S ! 3K 0B 4S ! OK 0B 5S

3K 0B 1S ! OK 0B 1S ! OK 1B 3S

OK 0B 3S ! OK 0B 3S ! OK 1B 4S

S=STARS B=STARBASES K=KLINGONS

COMMAND: ?W

COURSE ANGLE: ?5

WARP FACTOR (0-8): ?1

***** ENEMY IN QUADRANT *****
CONDITION RED

DISPLAY OF QUADRANT (2, 1)

```

-----
|      I-I      |      |      Q      | |
|                |      |      U      |
|      <*>      |      |      A      |
|      O        |      |      D      |
|                |      |      |      |
|                |      |      2 1    |
| I-I          | I-I  |      |      |
|                |      |      |      |
-----

```

STARDATE: 3502 TIME LEFT: 28

CONDITION: RED

KLINGONS: 22

STARBASES: 10 ENERGY: 2295

TORPEDOES: 5 SHIELDS: 686

COMMAND: ?P

** ENTERPRISE HIT: 60 UNITS **

** ENTERPRISE HIT: 239 UNITS **

** ENTERPRISE HIT: 59 UNITS **

ENERGY AVAILABLE = 2295

PHOTON ENERGY TO FIRE: ?1800

KLINGON HIT WITH 150 UNITS

KLINGON HIT WITH 212 UNITS

KLINGON HIT WITH 120 UNITS

** ENTERPRISE HIT: 12 UNITS **

Another input error. But the computer is forgiving.

Now we know the trajectory. Let's launch.

Got him. It sure took us long enough. Are there other Klingons nearby?

Six Klingons in sight. Also, there are three starbases. We could attack three of the Klingons and then refuel.

We will attack the Klingons in the quadrant to the left.

There sure are enough of them. It will be difficult destroying the starbase at the lower left as the photon torpedo may not clear the star.

Two of the Klingons are reasonably close. Perhaps phasers will be effective.

They are not waiting to be hit. The battle is on. One of the Klingons is definitely a heavy cruiser.

We may be in trouble with that heavy cruiser. We had better hit hard and fast.

Several good, solid hits on the Klingons. But not enough for a kill.

** ENTERPRISE HIT: 86 UNITS **
 ** ENTERPRISE HIT: 11 UNITS **
 ** ENTERPRISE HIT: 2 UNITS **
 ** ENTERPRISE HIT: 27 UNITS **
 ** ENTERPRISE HIT: 3 UNITS **
 ** ENTERPRISE HIT: 7 UNITS **
 ** ENTERPRISE HIT: 12 UNITS **
 ** ENTERPRISE HIT: 5 UNITS **

COMMAND: ?R

INFORMATION COMPUTER READY

COMPUTER FUNCTIONS AVAILABLE:

- 1 = DAMAGE REPORT
- 2 = TARGET TRAJECTORIES
- 3 = SHORT RANGE SCAN
- 4 = LIST COMMAND SUMMARY
- 5 = STARBASE ATTACK LIST

OPTION: ?2

TARGET VECTOR: 6
 TARGET VECTOR: 3.4
 TARGET VECTOR: 6.18
 COMMAND: ?I

TORPEDO COURSE ANGLE: ?6

YOU ARE SHOOTING AT A STAR!
 TORPEDO MISSED.

** ENTERPRISE HIT: 23 UNITS **
 ** ENTERPRISE HIT: 81 UNITS **
 ** ENTERPRISE HIT: 19 UNITS **

COMMAND: ?I

TORPEDO COURSE ANGLE: ?3.4

KLINGON STARSHIP DESTROYED!

** ENTERPRISE HIT: 7 UNITS **
 ** ENTERPRISE HIT: 14 UNITS **
 ** ENTERPRISE HIT: 25 UNITS **

THE ENTERPRISE IS DESTROYED.

THE FEDERATION WILL FALL.

READY

If they ever stop firing, we better do something smart.

Get the torpedo trajectories and start launching.

Curious. Two of the Klingons have almost the same bearing. In the scan above they were widely separated. They are moving!

With two ships in this direction, a hit is assured.
 The Klingons are out-smarting us. Two of them are now hiding behind that star.

We will pick off the Klingon in the open, and then retreat to refuel.

Got him. Now to pull back.

Our shields were low and the last Klingon attack broke through.