

"Star Trek"

Introduction

In "Star Trek" you control the starship "Enterprise". Your mission is to destroy all the "Klingon" battlecruisers in the galaxy before time runs out.

Operating Instructions

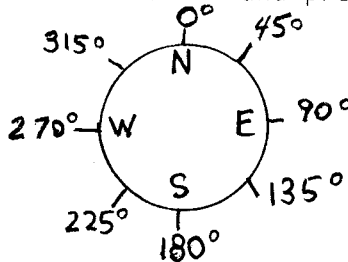
Reset the Bally and load the "Star Trek" program cassette into the machine. This is one player game and all control is done thru the keypad. After loading is complete, the computer will print an "L" (level) on the screen.

- Enter:
1. Novice
 2. Amateur
 3. Intermediate
 4. Professional

and press GO. Next the computer will print an "s" (size). Enter a number from 2-8; (2 means a 2x2 galaxy of 4 quadrants, 8 means a 8x8 galaxy of 64 quadrants). The Bally will then print your mission status and ask you for a command. Enter 1-4 (see commands).

Commands

#1. Warp Engines: Enter a 1, and the Bally will print "Warp Engines", "Course". Enter the compass heading you wish to follow and press GO.



The computer will then print "Power". Enter the amount of power you wish to allot to the engines and press GO. The computer will then move the "Enterprise".

#2 Long Range Scan: Enter a 2 and the Bally will print "Scan", "Quad (x)-(y)", and a series of numbers. This tells you what is in all neighboring quadrants.

EXAMPLE:

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SCAN
Quad 2-2
000 100 030
011 202 200
301 000 001

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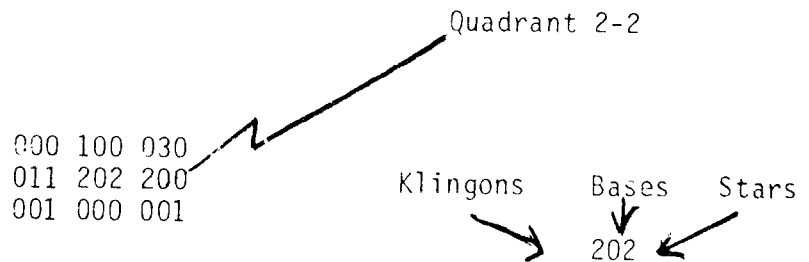
This means you are in quadrant 2-2

Hard-to-read handwritten note to immediate right says:

% (20000) = -22926
 % (-22931) = CR

Handwritten notes:
 % (20000) = -22926
 % (-22931) = CR

Visualize this (the galaxy)



3 Fire Phasers: Enter a 3 and the Bally will print "Fire Phasers", "Power". Enter the amount of power you wish to alot to the phasers and press GO. If there is enough power, the phasers will fire at the Klingon. Note: the Klingon can also fire at you, in which case each attack will deplete some of your allotted energy.

#4 Mission Status: Enter a 4, and the Bally will print:

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Status
Power = 2500
Days = 64
Klingons = 12
  
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This means you have 64 days to kill 12 Klingons, and you have 2500 energy units.

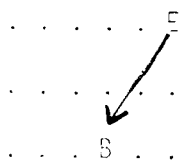
Special Explanations

Quadrant visualization:

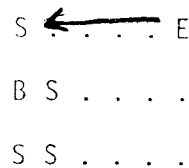
- "." unoccupied sectors (points in space)
- "K" Klingon Battle Crusier
- "B" Star Base (Loading her revitalizes power)
- "S" Star
- "E" Enterprise

Docking at a Star Base:

To dock at a star base, you must move the exact number of sectors to get next to the star base.



Course 225
Power 1



Course 270
Power 4, then Course 225, Power 0

Be careful to periodically check you mission status so that you finish your mission in the allotted time and with some energy reserve.

Good Luck

PRINT "; RUN "; : PRINT % (16384), 1937

PRINT "; &(0)=0; &(1)=0; &(2)=V; &(3)=V; &(9)=19;

% (20120) = 199; RUN "; : PRINT % (16384), 1937

↑
↓

A=10; B=100; J=90; U=46; V=¹⁴³~~15~~; W=80; X=41; Y=0; Z=69

&(0)=0; &(1)=0; &(2)=V; &(3)=V; CLEAR; FC=12; BC=0;
NT=0; &(9)=19

6 INPUT L, S; K=0; D=S X S X 5; FOR E=7 TO S X S + 6; G=RND(12) ÷ (G-L);
K=K+G; @ (E)=G X B + RND(8-L) ÷ 4 X A + RND(L+2); NEXT E; GOSUB 91;

7 INPUT "POWER" L; L=ABS(L); P=P-L; RETURN

8 CLEAR, PRINT " → TELEWARP ←

9 Q=RND(S X S)+6; GOSUB 2; GOSUB J

10 IF 0 ÷ B CX=X; CY=Y; GOSUB W

11 IF RND(V) < 3 GOTO 8

13 F=0 ÷ A; IF RND(A) = 1 PRINT "SOLAR FLARE"; F=RND(B X R); GOSUB 83;
GOTO 16

14 IF RND(A) = 1 PRINT "METEOR STORM"; F=RND(V); GOSUB 83

16 PRINT "COMMAND: "; IF K IF D > 0 IF P > 0 GOTO 25

18 GOSUB J; GOSUB 60; IF K=0 PRINT "A SUCCESS

20 IF K PRINT "A FAILURE

22 IF KP CLEAR; RUN

25 F=KP-U; IF (F < 3) + (F > 6) GOTO 25

27 GOSUB J; GOSUB F X A; D=D-1; GOTO 1

30 PRINT "WARP ENGINES"; PRINT; INPUT "COURSE" I; GOSUB 7; D=D-L ÷ 7

31 M=((I < 180) - (I > 180) - (I=0)) X A; N=((I < J) - (I > J) + (J > 269) + (I > 270))
X A

BRB 32 R=(X+M-36) ÷ 45; T=(Y+N-5) ÷ 45; I=R-T X S; IF L=0 GOTO J+PX(X+M+I,^{←2}
Y+N+1) X (I=0)

} There's no room for this in program
Must be set from top or manual!

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BRB 33 IF PX (X+M-3, Y+N+2) GOTO J
34 L=L-1; CX=X; CY=Y; X=X+M-WXR; Y=Y+N-WYT; IF J=0 TV=U;
CX=X; CY=Y; NT=1; TV=2; NT=0; GOTO 32
36 Q=Q+I; IF Q ÷ B GOSUB W
37 E=Q; GOSUB V; IF E GOSUB Z; GOTO 32
38 GOTO 8
40 PRINT "SCAN"; IF C=C ÷ AXA GOTO U
41 PRINT "QUAD", #0, (Q-7) ÷ S+1, "-", RM+1; FORT=-S TO S
STEP 5; C=C-4; FOR R=-1 TO 1; E=Q+RT; GOSUB V; IF E=0
PRINT "...*...";
42 IF E PRINT #2, @ (E) ÷ B, #0, RM ÷ A, RM,
43 NEXT R; PRINT; NEXT T; PRINT; RETURN
46 PRINT "→ DAMAGED!"; PRINT; RETURN
50 PRINT "FIRE PHASE IS"; IF C=A GOTO U
51 PRINT; IF Q ÷ B = 0 GOTO J
52 GOSUB 7; G=X; H=Y; FOR E=0 ÷ B TO 1 STEP -1; CX=@ (E) ÷ B;
CY=RM-40
54 L=L-30-ABS(G-CX)-ABS(H-CY); IF L < 0 GOTO J
55 T=U; @ (Q)=7; GOSUB B; IF RND(Q)=1 GOTO 54
56 TV=U; @ (Q)=@ (Q)-B; Q=Q-B; K=K-1; NEXT E; GOTO U
60 PRINT "STATUS"; PRINT; PRINT "POWER=", #0, PX(P>0); PRINT
"DAYSE=", #0, D ÷ 4; PRINT "KLINGONS=", #0, K; PRINT; RETURN
BRB 69 BOX 38, 083, 88, 2; O=@ (Q); FOR CY=-30 TO 40 STEP 4; FOR CX=1 TO 71
STEP 4; TV=U; NEXT CX; NEXT CY; CX=X; CY=Y; NT=1; TV=2
71 I=0; FOR F=1 TO 3; I=J ÷ A; G=RM; FOR E=1 TO 6
72 CX=RND(8) XA-A+1; CY=RND(8) XA-40; IF PX(CX-3, CY+2) GOTO 72

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73 :FG@(E) = CXB + CY + 40; TV = ~~B~~ F X17 + F ÷ 3 X26

74 NEXT E; NEXT F; NT = 0; RETURN

80 F = 0; FOR E = 1 TO 0 ÷ B; G = @(E) ÷ B; H = RM - 40; T = RND(V); F = F + T;
N1 &(23) = T; &(2) = J; &(3) = J; GOSUB B; &(2) = V; &(3) = V; NEXT E; GOSUB J

83 PRINT "DAMAGE = ", #0, F; P = P - F; PRINT; C = C + RND(9 + F ÷ V) ÷ AX
(RND(2) X 9 - 8); RETURN

BRB, 90 BOX - 42, 0, 77, 88, 2; CX = 77; CY = 40; RETURN

BRB, 91 P = 2500; C = 0; GOSUB J; GOSUB 60; RETURN

TC
E ✓ 100 LINE G-1, H, 4; LINE CX-1, CY, 3; &(21) = 95; FORT = U - T ÷ 4 TO 2; &(19) = T; NEXT T;
LINE G-1, H, 4; LINE CX-1, CY, 3; &(21) = 0; RETURN

&(21) = VC

143 F = (E - 6) ÷ 5; IF F > 11 THEN GOTO 145; IF R1 = 1 - RM X 2 RETURN

144 E = 0; RETURN