

STARTREK
INSTRUCTIONS

- COMMANDS: 1-TO MOVE
2-TO FIRE
3-TO RAISE SHIELDS
4-SHORT-RANGE SENSOR SCAN
5-LONG-RANGE SENSOR SCAN

WHEN FIRING AT THE KLINGONS, YOU HAVE TO TAKE A SHORT-RANGE SENSOR SCAN TO FIND OUT WHAT THE TRAJECTORY IS BEFORE YOU FIRE AT EACH KLINGON.

ON LONG-RANGE SENSOR SCANS THE CODE IS:

EX. 1:3
 2:0
 3:0
THE QUADRANT } NUMBER OF KLINGONS
OF THE SCAN } IN EACH QUADRANT
 4:1
 5:1
 6:0
 7:2

NOTE: TO MAKE THE GAME HARDER OR EASIER CHANGE LINE 5
(E=THE TOTAL ENERGY, DECREASE E TO MAKE THE GAME HARDER;
INCREASE E TO MAKE THE GAME EASIER.)

1	2	3	4	5	6	7													
1																			
8	9	10	11	12	13	14	15	16	17	18	19	20							
3								0											2

The quadrant grid and an example of keeping track of the Klingons

STARTREK

NOTE: INDICATES MULTIPLICATION

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5 S=0;F=0; E=300; &(19)=20;&(20)=10
10 CLEAR; NT=3;BC=16;FC=7
15 For A=21 TO 40; @(A)=50;NEXT A
25 A=0
30 CLEAR; GOSUB 100
35 CY=10;PRINT;PRINT#3,A, " KLINGONS"
36 K=A
37 FOR A=1 TO 800; Next A
38 CLEAR
40 PRINT "QUAD", #3, Q, " SEC", #3,T
50 GOSUB 140
60 CLEAR; BC=16; FC=7
65 IF K<1 GOTO 700
70 GOTO 40
100 FOR I= 1 to 20
105 P=RND(2)-1
106 IF P=1 P=RND(3)
108 A=A+P
110 @(I)=P
120 Next I
130 Q=RND(20);T=RND(5);RETURN
140 INPUT "COMMAND:"C
150 IF C=1 GOTO 260
160 IF C=2 GOTO 330
170 IF C=3 GOTO 580
175 IF C=5 GOTO 620
185 CLEAR;CY=0; PRINT "COMPUTER ACTIVE"
190 IF @(Q)#0 CLEAR; GOTO 205
197 PRINT "SENSORS:NEGATIVE"
198 FOR A=1 TO 700; NEXT A
200 RETURN
205 BC=99;FC=0;CX=-20;PRINT"RED ALERT"
220 FOR A=1 TO 800;NEXT A
225 NT=3
230 CLEAR
240 CY=20;PRINT;Z=@(Q);PRINT #3,Z, " KLINGONS IN THIS QUADRANT"
245 IF S<10 PRINT"SHIELDS TOO LOW"
247 V=RND(10);PRINT"TRAJ. IS ",#1,V
248 FOR A=1TO 900;NEXT A
250 RETURN
260 CLEAR;CY=10;INPUT"TO WHICH QUADRANT?"C
270 W=ABS(Q-C)
280 IF W>6W=6
305 E=E-RND(5)*W
310 Q=C;T=RND(5)
320 RETURN
330 IF@(Q)=0RETURN
331 CLEAR; INPUT "TRAJ."X
335 F=1
340 IF X=V GOTO 360
350 F=0
360 Clear;PRINT"PHASERS FIRED"
370 CLEAR
375 E=E-5+RND(10)
380 BC=0;FC=7
385 FOR A = 1 to 45; BOX RND(160)-80,RND(87)-44,1,1,1;NEXT A
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390 X=RND(30)-60;Y=RND(60)-30;A=10;GOSUB 395;GOTO 410
395 BOX X,Y,8,8,3;BOX X-A,Y,12,4,3;Line X-A,Y,4;LINE X-A,Y+6,1
400 LINE X-A,Y,4;LINE X-A,Y-6,1
405 BOX (X-A)-A;5+1,Y+6,8,3,1;BOX(X-A)-A;5+1,Y-6,8,3,1
407 RETURN
410 U=X
415 X=ABS(X);A=-10;GOSUB 395
420 FC=126
430 IF F=0 LINE -X,Y-RND(15),1;FOR A=1 to 200;&(21)=15;NEXT A;
&(21)=0; GOTO 450
440 LINE-X,Y,1;FOR A=1 TO 200;&(21)=15;NEXT A;&(21)=0
441 @(Q+20)=@(Q+20)-3*RND(12);IF@(Q+20)>0 GOTO 450
445 &(23)=255;&(21)=255;FOR A=1 TO 800; NEXT A
447 PRINT "KLINGON DESTROYED";K=K-1
448 @(Q)=@(Q)-1;PRINT #2,K," LEFT"
449 V=0;@(Q+20)=50;&(21)=0;GOTO 248
450 J=RND(10)
460 IF J =1 GOTO 500
470 J=J*RND(2)
480 S=S-J
493 LINE U,Y,4;LINE X,Y,1
495 &(21)=15
497 FOR A= 1 TO 700; NEXT A
498 &(21)=0; GOTO 510
500 LINE U,Y,4;LINE X,Y+RND(15),1;PRINT "MISS"; GOTO 220
510 PRINT "HIT
520 FOR A=1 to 700; NEXT A
525 IF S<1 PRINT "DESTROYED"; GOTO 700
530 PRINT "DAMAGE:",#1,S
531 PRINT #10, @(Q+20)
534 FOR A=1 to 900; NEXT A
535 RETURN
580 INPUT "SHIELDS?"S
590 IF S>E GOTO 580
610 RETURN
620 CLEAR;PRINT "LR SCAN"
621 M=3
623 IF Q-M<1 GOTO 660
624 IF Q-M>20 GOTO 660
625 PRINT Q-M,#1,":",#1,
630 IF@(Q-M)=0 PRINT "0",; GOTO 660
635 IF @(Q-M)> 9 PRINT #1,@(Q-M),;GOTO660
640 PRINT #1,@(Q-M),
660 PRINT
670 M=M-1
675 IF M<-3 GOTO 248
680 GOTO 623
700 CLEAR

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CORRECTIONS FOR STARTREK (LISTING ONLY)

LINE 340 SHOULD BE AS FOLLOWS:

340 IF X=V GOTO 360 - *This correction already made*

NOTE: A GOOD NUMBER TO PUT IN YOUR SHIELDS TO START WITH WOULD BE SOMEWHERE FROM 150 TO 250