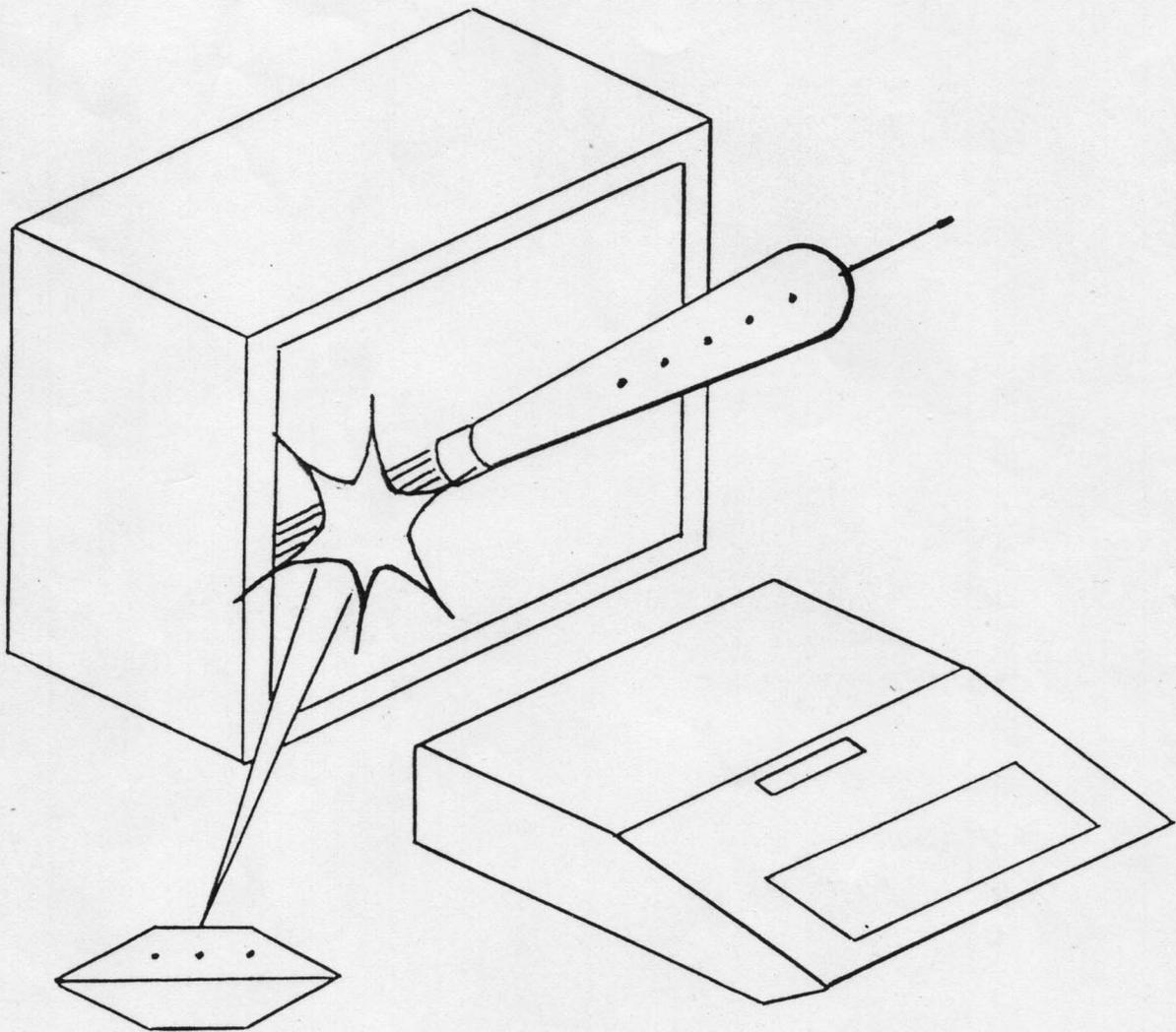


# A STELLAR TREK



A STELLER TREK  
Version 1.0  
Written by Tom Burlew

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## Introduction

A Stellar Trek is a computer game which utilizes the unique features of the Apple ][ Computer to bring to the game enthusiast a colorful, exciting battle simulation. The game requires a 48K DOS 3.2 system with Applesoft in ROM and a color display.

You, as the captain of the starship Enterprise are charged with the safety of the United Federation of Planets. This is not a responsibility lightly taken as the Federation is under attack throughout the galaxy from the Klingon Empire. As if this were not enough, the Romulan Star Empire has joined forces with the Klingons to affect their mutually desired end, the annihilation of the Federation.

The Romulans are not courageous and have not openly declared hostilities and when confronted without their allies they will contend neutrality and merely insist that you depart. However, if you don't leave . . .

There are three kinds of Klingons; ordinary Klingons, which are the majority of those encountered, Klingon Commanders, which are fewer but about three times stronger than an ordinary Klingon, and the Fleet Commander, of which there is only one but who is stronger still than a commander and who, unlike the others, can move throughout the galaxy attacking and destroying anything that might be of use to you. Fortunately, the Fleet Commander exists only in the higher level games. Both Commanders and the Fleet Commander possess a device known as a tractor-beam with which they can lock on to you and pull you from wherever you are to their quadrant where battle will be done.

Your battleground is the entire galaxy. This galaxy is partitioned into 64 quadrants (8 rows by 8 columns), each quadrant in turn is subdivided into 100 sectors (10 rows by 10 columns). Each of these quadrants and internal sectors is identified by their row and column location. For example, the upper right quadrant in the galaxy is identified as Quadrant 1-8, while the lower left sector within a quadrant is identified as Sector 10-1. Information as to the contents of these galactic zones as well as other helpful information is available to you on the primary game display.

You have many command perogatives; movement throughout the galaxy, use of starship weaponry, maintenance of energy reserves, repair of incurred damages, etc. The specific commands available are explained in detail later. It is your responsibility to utilize these options to the advantage of the Federation.

The control of the game is through command inputs via the tactical display. This display is comprised of a short-range scan which provides you with a graphical representation of the quadrant which your Starship occupies, a long-range scan which indicates digitally the contents of the occupied quadrant and those quadrants adjacent, and a status board. This status board provides information regarding the state of the game and various Starship functions. In summary, the tactical display should provide the player with all necessary data to make any tactical decisions.

The distances encountered in space are vast, the time required to traverse them is substantial. By comparison, other activities such as combat require negligible amounts of time. The only other manner in which substantial time may elapse is the REST command which allows a specified amount of time to pass usually to effect damage repairs. Time is important as the Federation will be destroyed should the Klingon Empire be given enough time to carry out it's heinous desire. The actual amount of time required by the Klingons is determined at the beginning of each game based upon the number of Klingons attacking the Federation. This time will fluctuate throughout the game as both Klingons are destroyed, which increases the time left, and stardates are consumed, which decreases the time left.

In addition to Klingons, Romulans and starbases, the galaxy also contains stars, planets and often black holes. Stars may supernova without any provocation and destroy everything in the same quadrant. Stars may also nova or supernova if affected by one of your photon torpedoes. If a star novas, everything in adjacent sectors may be damaged or destroyed. Planets may contain minerals beneficial to your starship, in particular, dilithium crystals which although impure and often unstable, offer a source of energy to your starship. Black holes are known to be gravitation wells but other than that, no guarantees are made.

A Stellar Trek game has 3 major aspects; levels of difficulty, game type, and lengths. The game can be played at 5 different levels of difficulty from Novice through Emeritus. Based upon the final score of a game, promotion to a higher level may be indicated. It is suggested that you begin at the Novice level and allow the game to promote you at the appropriate time. Two types of games exist; regular and tournament. Tournament games can be duplicated and if played the same will result in an identical score. In this manner, different players can compete against each other via tournament game scores. Three game lengths are available; short, medium and long. The length affects the number of Klingons and Starbases in the galaxy. As most games can prove to be lengthy, the FREEZE command will allow the player to save a game to be continued at a more convenient time.

The Stellar Trek concept is a 'tried-and-true' entertainment vehicle. It has been enjoyed by thousands in the past decade and shows no signs of loosing it's appeal. It is not necessary to be totally knowledgable of all the various commands to begin play. In fact, you may very possibly be already familiar with the options available. If you are new to the game, it is suggested that you merely look over briefly the command section of this publication.

We are here to have fun. The Klingons await you, why not start a game now and through it gain the expertise required to become a Commodore Emeritus.

## Operating the Game

A Stellar Trek may be initiated by booting the diskette or by a RUN SSI DOS command. The first time the game is played, the crew of the Enterprise must be selected. This selection procedure will be automatically invoked and you as the captain will select your primary officers. After this initial selection is complete, a short demonstration will be given. Then normal game startup will commence.

All subsequent games can be started in the same manner but crew selection will be replaced with the game continuation option which allows you to resume a previously frozen game. Should you wish to reselect your crew at some time, simply delete the file named SST.CREW from the diskette which will cause the selection process to be invoked the next time the game is started.

Normal game startup is composed of the selection of the game parameters and the definition of the password. Game type, length, difficulty and password are selected and are then used to generate the particular scenario required. Once generated, the situation is summarized, the known galaxy is displayed and the game proper begins.

The tactical display will then appear. This is the display from which all commands are entered. Typically the first commands will be short and long-range scans ( SR & L ). A list of available commands can be obtained at this point by entering a question mark (?) as a command. Once the short and long-range scans are complete, all information required for tactical decisions is displayed. Strategic information regarding the entire galaxy can be obtained via the chart command (C) which displays a symbolic star chart for the known galaxy. Refer to the particular command explanations later in this publication for a complete description of what each command does.

YOU MUST SAVE THE GAME ON  
THE BACK OF THIS DISK

NOTE: In case of Program crash,  
Type text  
Call 24590  
Run SST.MAIN

## Scoring

Scoring is fairly simple. You get points for good things, and you lose points for bad things.

### You gain--

- (1) 10 points for each ordinary Klingon you kill,
- (2) 50 points for each Klingon commander that you destroy,
- (3) 200 points for killing the Fleet Commander
- (4) 20 points for each Romulan that you kill,
- (5) 1 point for each Romulan captured.
- (6) 500 times your Klingon per stardate kill rate (if you lose the game, your kill rate is based on a minimum of 5 stardates).
- (7) You get a bonus if you win the game, based on the rating of the game played as follows;  
Novice=100, Fair=200, Good=300, Expert=400, Emeritus=500.

### You lose--

- (8) 200 points if you get yourself killed,
- (9) 100 points for each starbase that you destroy,
- (10) 100 points for each starship you lose,
- (11) 45 points for each time you had to call for help,
- (12) 10 points for each planet you destroyed,
- (13) 5 points for each star you destroy, and
- (14) 1 point for each casualty you incurred.

In addition to your score, you may also be promoted one grade in rank if you play well enough. Promotion is based primarily on your Klingon per stardate kill rate, since this is the best indicator as to whether you are ready to go on to the next level or not. However, if you have lost 100 points or more in penalties, you will not receive a promotion.

You should probably start out at the novice level, even if you are already familiar with one of the other versions of the Stellar Trek game - but, of course, the level of game you play is up to you. If you want to start out at the "Expert" level, go ahead. It's your funeral. The "Emeritus" game is strictly for masochists.

## Summary of Commands

Command	Device Required	Resource required	Page
ABAN(DON)	Shuttle Craft	Enterprise	16
C(HART)	(none)	(none)	10
CR(YSTALS)	(none)	Dilithium Crystals	21
DA(MAGE)	(none)	(none)	13
DEA(THRAY)	(none)	Enterprise	22
DES(TRUCT)	Computer	(none)	18
D(OCK)	(none)	(none)	16
F(REEZE)	(none)	False hopes	21
H(ELP)	Subspace Radio	A Starbase	18
I(MPULSE)	Impulse Engines	Energy and time	13
A(UTO)	computer	Energy and time	13
L(R SCAN)	Long range sensors	(none)	9
MI(NE)	(none)	(none)	21
M(OVE)	Warp Engines	Energy and time	11
A(UTO)	computer	Energy and time	11
O(RBIT)	Warp or Impulse	(none)	19
P(HASERS)	Phasers	Energy	15
A(UTO)	computer	Energy	15
PHO(TONS)	Torpedo Tubes	Photon Torpedoes	17
PL(ANETS)	(none)	(none)	20
R(EST)	(none)	Time	16
SE(NSORS)	Short range sensors	(none)	19
S(HIELDS)	Deflector Shields	(none)	14
U(p)	same	Energy	14
D(OWN)	same	(none)	14
T(RANSFER)	same	Energy	14
SHU(TTLE)	Shuttle Craft	Enterprise	20
SR( SCAN)	(none)	(none)	8
TERM(INATE)	(none)	No hope	19
T(RANSPORT)	Transporter	(none)	20
W(ARP)	Warp engines	(none)	12



Item	Color	Meaning
k	Green	Operational Energy levels
	Yellow	Energy below 2000 units
	Red	Energy below 1000 units
l	Green	Warp engines operational
	Yellow	Excessive Warp factor
	Red	Warp engines damaged
m	Green	Photon Torpedo tubes operational
	Red	Photon Torpedo tubes damaged
n	Green	Phasers operational
	Red	Phasers damaged
o	Green	Life Support System operational
	Yellow	Life Support System damaged
	Red	Life Support reserves below 1 stardate
p	Green	Deflector Shields operational
	Red	Deflector Shields damaged
q	Red	When shown, indicated shields are up

The long range scan in the lower right portion of the display is a numeric representation of the contents of the quadrants adjacent to the current location. This display can be updated with the Long range scan (L) command. The numbers are interpreted as follows;

ONE's digit = number of stars in quadrant  
 TEN's digit = number of starbases in quadrant  
 HUNDRED's digit = number of Klingons in quadrant

Remember that black holes, planets and Romulans do not show up on long range scans. In the sample given, the occupied quadrant is the one in the middle (it always is) with the number 202. The right hand two (one's digit) indicates that there are 2 stars in the quadrant; the zero (ten's digit) indicates that there are no starbases; and the left hand two (hundred's digit) indicates that there are 2 Klingons in the quadrant. This can be verified by the short range scan which shows the same information. In a similar manner, the quadrant to the upper left (Quadrant 5-4) contains 9 Klingons and 9 stars. The quadrant to the lower right (Quadrant 7-6) contains 2 Klingons, 1 Starbase and 3 stars. Finally the quadrant directly to the right (Quadrant 6-6) contains no Klingons, no starbases and no stars, but... are there any Romulans or a helpful planets? You'll have to enter and check with your short range sensors.

If your long range scan shows a yellow or red block instead of the numbers, then a supernova has occurred in the quadrant (yellow) or that quadrant is outside the known galaxy (red).

## Strategic Display

	1	2	3	4	5	6	7	8	
1	:	:	:	:	:	:	:	:	1
2	:	113:	:	:	:	:	017:	:	2
3	:	:	:	:	:	:	:	:	3
4	:	:	:	:	:	:	***:	:	4
5	:	:	:	:	909:	100:	010:	:	5
6	:	:	:	:	000:	202:	000:	:	6
7	:	:	:	:	300:	004:	213:	:	7
8	:	:	:	:	100:	001:	003:	:	8

POSITION Q(6,5), S(5,1) TIME:20.96  
ENERGY:4350 SHIELDS:1250 KLINGONS:56

This is a typical strategic display obtained by use of the CHART command. It contains as it's primary contents a starchart (top) which is an 8 by 8 matrix containing a numeric indicator as to the contents of each quadrant in the galaxy. These numbers are interpreted the same as those contained in the long range scan (see Tactical Display).

The locations on the chart are filled as long range scans are done of the specific quadrants or if a starbase (quadrants 2-1 and 2-7) is located in the quadrant. Note that this information is the same as that of the long range scan in the Tactical display for the adjacent quadrants. On the chart, three asterisks indicates that a supernova has occured in the quadrant and it's contents have been destroyed.

## Description of Commands

\*\*\*\*\*  
\* MOVE UNDER WARP DRIVE \*  
\*\*\*\*\*

MNEMONIC: M(OVE) A(UTOMATIC) Sector (Quadrant)  
M(OVE) Delta-row, Delta-column

This command is the usual way to move from one place to another within the galaxy. You move under warp drive, according to the current warp factor (see Warp Factor).

There are two command modes for movement; manual and automatic. The manual mode is default, and requires the following format;

M(OVE) Delta-row, Delta-column

The Delta-row and Delta-column are the vertical and horizontal displacements for your starship, in quadrants. Specifying delta-row and delta-col causes your ship to move in a straight line from your current position to the destination implied by delta-row and delta-col. For example;

MOVE 1.1 .2

would cause your starship to move 1.1 quadrants (1 quadrant and 1 sector) in the positive row direction (down) and .2 quadrants (2 sectors) in the positive column direction (to the right).

The following are some examples of various MOVE commands. Each assumes that your current location is Sector 5-1 in Quadrant 6-5.

MOVE COMMAND	RESULTANT LOCATION
MOVE .1 .1	Sector 6 - 2
MOVE 0 .2	Sector 5 - 3
MO -.1 0	Sector 4 - 1
M -.4 .3	Sector 1 - 4
MOV .2 -.2	Sector 7 - 9 of Quadrant 6 - 4
M 1.3 .2	Sector 8 - 3 of Quadrant 7 - 5
MOVE -2. 0.	Sector 3 - 1
M .5 .3	Sector 10 - 4

The automatic mode is requested as follows;

M(OVE) A(UTOMATIC) Srow Scol ( Qrow Qcol )

where Srow, Scol, Qrow and Qcol are the sector and quadrant co-ordinates of the desired destination. Qrow and Qcol are optional and, if omitted, are assumed to be the same as the current quadrant. This command, as with the MOVE manual, moves you in a straight line from your current position to the desired destination. For example, to move to Sector 1 - 7, the following command would be input;

MOVE AUTOMATIC 1 7

or  
MOVE A 1 7  
or even  
M A 1 7

As in the previous examples for manual movement, the following commands would yield like results;

MOVE COMMAND	RESULTANT POSITION
M A 10,5 5,5	Sector 10-5 of Quadrant 5-5
MOVE A 7,3 2,5	Sector 7-3 of Quadrant 2-5
MO AUTO 2 6 5 5	Sector 2 - 6 of Quadrant 5 - 5
M A 8 4	Sector 8 - 4 of the same Quadrant

Automatic movement uses the ships Battle computer. If the computer is damaged, manual movement must be used.

If your warp engines are damaged to a point where repairs would require more than 4 stardates, you must move using Impulse power (see MOVE UNDER IMPULSE POWER).

Remember that all movement (whether manual or automatic) is done in a straight line. If an object is encountered on the path that you have selected, an evasive maneuver of some kind will be necessary. In the case of a star, planet or starbase, an automatic emergency stop will be executed by the Helmsman requiring energy commensurate with your speed. If the object encountered is an enemy, you will be requested to make the decision as to whether to ram the ship or execute the emergency stop. If the object encountered is a Black hole, no action by either the Helmsman or you will save you from whatever fate has in store.

Moving requires both time and energy. Exactly how much time and how much energy is determined by three things; your current warp factor, the distance you move, and by whether your shields are up or down. The higher the warp factor, the faster you move (& less time required). But higher warp factors require more energy. Traveling with your shields up doubles the amount of energy that would normally be used.

Each time you move in a quadrant containing Klingons, they have a chance to attack you.

\*\*\*\*\*  
\* WARP FACTOR \*  
\*\*\*\*\*

MNEMONIC: W(ARP) factor

Your warp factor controls the speed of your starship. The larger the warp factor, the faster you go and the more energy you use per unit of distance.

Your minimum warp factor is 1.0 and your maximum warp factor is 9.0. At speeds above warp 6 there is some danger of causing damage to your warp engines; this damage is larger at higher warp factors and also depends on how far you go at that warp factor.

\*\*\*\*\*  
\* MOVE UNDER IMPULSE POWER \*  
\*\*\*\*\*

MNEMONIC: I(MPULSE) A(UTOMATIC) Sector (Quadrant)  
I(MPULSE) Delta-row, Delta-column

Movement under impulse power is executed exactly as movement under warp drive except that impulse engines are used instead of the warp engines. The impulse engines move you at a speed of 0.95 sectors per stardate (equivalent to about warp factor 0.975) which is far too slow to use except in emergencies.

The impulse engines require 20 units of energy to engage, plus 10 units per sector (100 units per quadrant) travelled. It does not require more energy to travel with shields up as does warp travel.

\*\*\*\*\*  
\* DAMAGE REPORT \*  
\*\*\*\*\*

MNEMONIC: DA(MAGES)

At any time you may ask for a damage report to find out what devices, if any, are damaged and how long it will take to repair each. Note that repairs proceed faster at a starbase.

If you suffer damages while moving, it is possible that a subsequent damage report will not show any damage. This happens if the time spent on the move exceeds the repair time, since (in this case) the damaged device(s) were fixed in route.

Damage reports are free. They require no time and no energy and can be executed with impunity.

\*\*\*\*\*  
\* DEFLECTOR SHIELDS \*  
\*\*\*\*\*

MNEMONIC: S(HIELDS) U(P)  
          S(HIELDS) D(OWN)  
          S(HIELDS) T(RANSFER) units to transfer

Your deflector shields are a defensive device to protect you from alien attacks (and nearby novas). As the shields protect you, they are gradually weakened by the attacks. Maximum shield level is 2500 units of energy. The current energy level determines how effective the shields will be during the next attack. The effectiveness is the per-cent of the attack that will be deflected and is determined by the relationship between the maximum shield capacity and the current level. For example, if your current shield energy is 1250 units, then 50 per-cent of the next attack will be deflected. The shields are then weaker by the number of units that they deflected.

It costs you 50 units of energy to raise shields, nothing to lower them. You may move with your shields up. However, under warp drive, the energy normally consumed by the move will be doubled.

You may not fire your phasers through your shields. However, you may use the High-speed shield control to lower shields, fire phasers, and raise the shields again before the aliens can react. Since rapid lowering and raising of the shields requires more energy than normal speed operation, it costs you 200 units of energy to activate this control. It is automatically activated when you fire phasers while shields are up. You may fire photon torpedoes through the shields, but they may be deflected considerably from their intended course as they pass through the shields (depending on shield strength). While docked, the shields of the starbase protect you from attack, but they also prevent the use of your phasers. You must leave the docking facility if you wish to fire your phasers. Torpedoes may be fired through base shields, but remember that starbase shields are much stronger than those of your starship and therefore may alter the intended course of your torpedoes even more than usual.

You may transfer energy between the ship's energy (given as ENERGY in tactical display) and the shields. TRANSFER may be abbreviated T and the units to transfer is the number of units of energy that you wish to take from the ship's energy and put into the shields. If you specify a negative number, energy is drained from the shields to the ship.

\*\*\*\*\*  
\* PHASERS \*  
\*\*\*\*\*

MNEMONIC: P(HASERS) A(UTOMATIC) max units to fire (NO)  
P(HASERS) (NO)

Phasers are energy weapons. As you fire phasers at aliens, you specify an amount to fire which is drawn from the ship's reserves. The amount of total hit required to kill an enemy is partly random, but strongly tied to your skill level and the type of enemy ship.

The average hit necessary to kill an ordinary Klingon varies from 200 units in the Novice game to 250 units in the Emeritus game. Commanders usually require from 600 (Novice) to about 700 (Emeritus). The Fleet Commander requires from 875 (Good) to 1000 (Emeritus). Romulans have to be hit with from 350 (Novice) to around 450 (Emeritus) units to be killed.

Hits on enemy ships are cumulative as long as you remain in the quadrant. If you should leave, all enemy ships that have not been destroyed recharge in your absence and regain their original strength.

In general, not all that you fire will reach the Klingons. The farther away they are, the less phaser energy will reach them. If a Klingon warship is next to you, he will be hit by about 90 percent of the phaser energy directed at him; a Klingon 5 sectors away will receive about 60 percent, and a Klingon 10 sectors away will be hit by only about 35 percent of the phaser energy directed at him. There is some randomness involved, so these figures are not exact. Phasers have no effect outside the quadrant.

Phasers may overheat (and possibly be damaged) if you fire too large a burst. Firing up to 1500 units is safe. From 1500 on up, the probability of overheating increases with the amount fired.

If you choose to fire phasers using the automatic feature (E.G., P A units (NO)), the battle computer will divide up the indicated UNITS among the enemy ships present with emphasis on destruction and commence firing.

Should you select the manual mode of firing, (E.G. P (NO)), you will decide how much energy to expend on each target. You will be prompted for each enemy warship one-by-one, for the amount of energy to expend on that particular target. If both the battle computer and short range sensors are operational, a sufficient quantity for destruction of the target will be suggested. In any case, you may enter anywhere from zero (0) to your current energy reserves for any given target, however, careful determination is advised. When the expenditures for all targets have been input, firing will proceed.

A safety interlock prevents phasers from being fired through the shields. If this were not so, the shields would contain your fire and you would fry yourself. However, you may utilize the High-Speed shield control to drop shields, fire phasers, and raise the shields again before the enemy can react. Since it takes more energy to raise the shields rapidly after a shot, 200 units of additional energy are consumed whenever this facility is utilized. The High-Speed shield control will automatically be activated if you try to fire phasers with the deflector shields up. By specifying the NO option, the shields are not raised after firing.

Phasers only effect enemy warships. Should a star, starbase, planet, or black hole be in the path of your energy field, it will not be affected.

Occasionally, as with all the devices of man, the High-Speed shield control may malfunction. That is, the shields may either fail to drop before the phasers fire, or fail to raise after you fire. Either of these conditions can be most unfortunate for your starship.

Firing phasers consumes 5/1000 of a stardate per burst.

\*\*\*\*\*  
\* DOCK AT STARBASE \*  
\*\*\*\*\*

MNEMONIC: D(OCK)

You may dock your starship whenever you are in one of the eight sector positions immediately adjacent to a starbase. When you dock, your starship is resupplied with energy, shield energy, photon torpedoes and life support reserves. Repairs also proceed faster at a starbase, so, if some of your devices are damaged, you may wish to stay at the starbase for repairs (by issuing a REST command). If your ship has more than it's normal maximum energy, (which may occur if you have loaded Dilithium crystals) the ship's energy is not changed.

You may not dock while in standard orbit around a planet.

Starbases have their own deflector shields, so you are completely save from attack while docked (as long as the base itself survives). You are also safe from long-range tractor beams.

\*\*\*\*\*  
\* REST \*  
\*\*\*\*\*

MNEMONIC: R(EST) stardates to rest

This command simply allows the specified number of stardates to go by. This is useful if you have suffered damages and wish to wait until repairs have been affected before going into battle.

It is not generally advisable to rest while you are under attack by aliens.

\*\*\*\*\*  
\* ABANDON SHIP \*  
\*\*\*\*\*

MNEMONIC: ABAN(DON)

You may abandon the Enterprise if nessessary. If there is still a starbase in the galaxy, you will be sent there and put in command of a weaker starship, the Faerie Queene.

The Faerie Queene cannot be abandoned.

\*\*\*\*\*  
\* PHOTON TORPEDOES \*  
\*\*\*\*\*

MNEMONIC: PHO(TONS) Sector 1 (, Sector 2, Sector 3)

Photon torpedoes are proximity projectile weapons. Their destructive power is dependent upon their distance from the enemy when they are detonated. The torpedoes will be affected by any object within 1/2 sector of their path. The course of the photon torpedo is determined by the target sector. The torpedo will score a direct hit if it's course is not altered by your shields or the gravitational fields of planets, stars or Black Holes. Gravitational fields take effect when a torpedo passes within 1/2 sector. The course of the torpedo will be deflected unless it passes within .35 sectors, in which case it will detonate. One photon torpedo will usually destroy an ordinary Klingon. But it usually takes two or more to kill a Klingon Commander, Fleet Commander or Romulan. Photon torpedoes can blow up starbases, planets and stars (which may even supernova!) if you aren't careful.

You may fire photon torpedoes singly or in bursts of two or three. Each torpedo is individually targetable.

The following are some examples of photon torpedo commands with the target sectors clarified:

PHOTON COMMAND	TARGET SECTOR(S)
PHOTON 1,1	1 - 1
PHO 1,3	1 - 3
PHOTON 1,1 1,3	1 - 1, 1 - 3
PHO 7,9 10,3	7 - 9, 10 - 3
PHOTON 7,8 7,9 7,9	7 - 8, 7 - 9, 7 - 9
PHO 7.2,9.6	7.2 - 9.6

Sector designations must be 1 to 10 inclusive (and may be fractional), and of course, must be in the same quadrant, as photon torpedoes have no effect outside your quadrant. Remember, photon torpedoes are projectile weapons and therefore follow a path in space. If this path brings it within 1/2 of a sector of ANY object, the torpedo will be affected.

Photon torpedoes consume no energy when fired. However, 2/100 of a stardate elapse for every volley plus 1/100 of a stardate for each torpedo fired. For example, if 3 torpedoes are fired at one time, then 5/100 of a stardate will elapse. However, if 3 torpedoes are fired, 2 in one volley and 1 in another, then 7/100 of a stardate will have elapsed.

\*\*\*\*\*  
\* CALL STARBASE FOR HELP \*  
\*\*\*\*\*

MNEMONIC: H(ELP)

When you get into serious trouble, you may call the nearest starbase for help. Starbases have a device called a Long-Range Transporter which they can use to teleport you to the base in much the same manner that you might transport to and from the surface of a planet only on a much larger scale. This transporter will de-materialize you at your current location and, if all goes well, re-materialize you at the docking facility. Teleportation is instantaneous (it uses no time) and requires no energy from your starship, as the starbase supplies all the energy needed. All you have to do is let them know, via your subspace radio, that you require assistance.

This command should be used only when absolutely necessary. Primarily, it's a matter of pride to starship commanders that they can handle anything that they might get themselves into. And, calling for help is an open admission that inadequacies exist. If you are not the proud type, consider that every call for help detracts from your final game score. If this is still not sufficient to convince you of this command's inadvisability, you should know that the Long-Range Transporter beam of the starbase is not the most reliable and may, after de-materializing you, fail to re-materialize you. This would, of course, end your existence as you know it, and therefore, end the game.

The Long-Range Transporter has no maximum range. But its probability of success diminishes with your distance from the base. If you are in the same quadrant as the starbase, the probability of success is upwards of 90%. This probability decreases at the rate of about 10% per quadrant.

\*\*\*\*\*  
\* SELF-DESTRUCT \*  
\*\*\*\*\*

MNEMONIC: DES(TRUCT)

You may self-destruct, thus killing yourself and ending the game. If there are any aliens in your quadrant, the explosion created by your destruction may take some or all of them with you. The number of enemy warships destroyed is dependant upon your energy reserves, i.e., the more energy, the bigger the bang.

In order to self-destruct, you must remember the secret password. The password is the one that you typed in at the beginning of the game.

\*\*\*\*\*  
\* TERMINATE THE CURRENT GAME \*  
\*\*\*\*\*

MNEMONIC: TERM(INATE)

Immediately cancel the current game. Your score to that point will be computed. Remember that you cannot win by terminating.

\*\*\*\*\*  
\* SENSOR SCAN \*  
\*\*\*\*\*

MNEMONIC: SE(NSORS)

Utilizing the short-range sensors, your science officer gives you a readout on any planet in the current quadrant. Planets are of three classes; M, N and O. Only class M planets have earth-like atmospheres. The science officer informs you if the planet has any Dilithium crystals. Sensor scans require neither time nor energy.

\*\*\*\*\*  
\* ENTER STANDARD ORBIT \*  
\*\*\*\*\*

MNEMONIC: O(RBIT)

To land on a planet, you must first be in standard orbit. You can achieve this in a manner similar to docking at a starbase. Moving to one of the eight sectors immediately adjacent to the planet, you can then enter standard orbit by typing in the ORBIT command. This command will then put you into standard orbit around the planet. Getting into orbit is a maneuver and requires a small amount of time and energy and any enemy warships present may attack.

\*\*\*\*\*  
\* TRANSPORTER-TRAVEL \*  
\*\*\*\*\*

MNEMONIC: T(RANSPORT)

The transporter is a device which can convert any physical object into energy, beam the energy through space, and reconstruct the physical object at some destination. Transporting is one way to land on a planet. Since the transporter has a limited range, you must be in standard orbit to beam down to a planet. Shields must be down while transporting.

The transport command is used to beam a landing party onto a planet to mine Dilithium crystals. Each time the command is given, the landing party (which you lead) moves from the ship to the planet, or visa-versa.

You are advised against needless transporting, since like all devices, the transporter has been known to malfunction at the most inopportune moments.

The transporter consumes negligible time and energy. It's use does not constitute a turn and, hence, the enemy is not given an opportunity to attack.

\*\*\*\*\*  
\* PLANET REPORT \*  
\*\*\*\*\*

MNEMONIC: PL(ANETS)

Your science officer maintains a record of all planets that have been scanned during the game. Upon issuing this command, the officer presents this accumulated information to you.

\*\*\*\*\*  
\* SHUTTLE CRAFT \*  
\*\*\*\*\*

MNEMONIC: SHU(TTLE)

An alternate way to travel to and from planets is to take the shuttle craft Galileo. Because of limited range, you must be in standard orbit to reach the surface of a planet. Shields must be down to launch the shuttle craft.

Unlike transporting, use of the shuttle craft does constitute a turn since time is consumed. The time consumed depends on the orbit altitude and is equal to  $3.0E-5$  \* altitude. Shuttling uses no ship's energy.

\*\*\*\*\*  
\* MINE DILITHIUM CRYSTALS \*  
\*\*\*\*\*

MNEMONIC: MI(NE)

Once you and your landing party are on the surface of a planet with Dilithium crystals, this command will dig' em up.

Mining requires time and constitutes a turn. No energy is used. The time consumed mining is dependent upon the type of planet. Class M planets take from 0.1 to 0.3 stardates, class N take from 0.2 to 0.6 and class O require from 0.3 to 0.9 stardates.

Dilithium crystals contain enormous quantities of energy in a form that is readily released into the ship's power system. It is an excellent idea to mine crystals whenever possible. Once you have mined crystals, and have them safely aboard, you have a supply that will last the entire game. There is no need to go back for more (unless you ABANDON ship).

\*\*\*\*\*  
\* FREEZE \*  
\*\*\*\*\*

MNEMONIC: F(REEZE)

This command allows you to save the game as it is to be continued later. The information for the game is stored in a file with a name designated by you.

\*\*\*\*\*  
\* LOAD DILITHIUM CRYSTALS \*  
\*\*\*\*\*

MNEMONIC: CR(YSTALS)

This is a very powerful command which should be used with caution. Once Dilithium crystals have been placed aboard, this command will instruct the engineering officer (with the assistance of the science officer) to place the raw crystals into the power channel of the ship's matter-antimatter converter. When it works, this command will greatly boost the ship's energy.

Because the crystals are raw and impure, instabilities can occur in the power channel. Usually, the engineering officer can control them. When he cannot, the results are disastrous.

Since using raw Dilithium crystals for this purpose entails considerable risk, Starfleet regulations allow it's use only during Condition Yellow. No time or energy is used.

\*\*\*\*\*  
\* EXPERIMENTAL DEATH RAY \*  
\*\*\*\*\*

MENMONIC: DEA(THRAY)

This command should be used only in those desparate cases where you have absolutely no alternative. The Death Ray uses energy to rearrange matter. Unfortunately, it's working principles are not yet thoroughly understood, and the results are highly unpredictable.

The only good thing that can result is the destruction of all enemies in your current quadrant. This will happen about 5% of the time. Stars and black holes are not affected.

Constituting the remaining 95% are results varying from bad to fatal.

The Death Ray requires no energy or time. But, if you survive, any surviving enemy warships will attack.

The Faerie Queene has no Deathray.