



# STAR TREK

# StarTrek 990007

1. **StarTrek.** A game exclusively played on computers, inspired by the TV series. It is up to you to rid the galaxy of the evil Klingons!
2. **Lunar Lander.** Land your module on the moon before your fuel supply is exhausted. Be careful, you might crash.
3. **Shoot.** Artillery game for two players. Each selects amount of gun powder and firing angle. Shoot!
4. **Tic-Tac-Toe.** A three-dimensional version of the familiar game.



**CompuColor® Corporation**

## IMPORTANT INFORMATION

A. For extended media life of your diskette—take the following precautions:

1. Do not put fingers on the precision surface.
2. Insert the diskette carefully into the disk drive.
3. Keep the diskette far from magnetic field which will erase the diskette.
4. Store the diskette in the jacket when not in use.
5. Handle the diskette with care. Bending and folding will damage it.
6. Diskettes are best stored at temperatures ranging from 10° to 52° C or 50° to 125° F.
7. Do not leave diskette in disk drive while turning your CompuColor II ON or OFF.

B. ALL COMPUTER PROGRAMS ARE DISTRIBUTED ON AN "AS IS" BASIS WITHOUT WARRANTY.

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## STAR TREK STRATEGY

The game Star Trek has become very popular, and the version created for the COMPUCOLOR II is among the most exciting ever played. The colors and graphics make it come alive for you, the user, Captain of the Enterprise. The game is easy to play and has a simple strategy, but because it is quite unlike any board games you might have played, it does take some getting used to. The first information you are asked to supply is the Star Date, and as you play several games you will see that the degree of difficulty of the game you get is a result of the Star Date you select. So, if you play a game and get destroyed, but you think you have a new strategy, just enter the star date of that game, and the same number of Klingons, Star Bases, and stars will be allotted at the start of the game. Some players have favorite games that they play over and over. If you really like a challenge---try Star Date 5!

The Galaxy is divided into an 8 by 8 quadrant grid which is in turn divided into an 8 by 8 sector grid. The position of the Enterprise is graphically shown on the short-range sensors, and its coordinates appear in large yellow characters in the screen's upper left corner.

The long-range sensors display the position of the Enterprise in a blinking number. The other numbers on the sensors give information about stars, (the number of which in any quadrant is displayed in yellow) Klingons, (displayed in red) and star bases (number of stars displayed in green). The contents of all adjacent quadrants are also visible, and as the Enterprise moves throughout the galaxy, and you know the exact location of all Klingons, stars, and Star Bases.

It is important, as you have no doubt discovered during play, to learn the location of any star bases as soon as possible in the game. When the Enterprise comes within 1 sector of a Star Base, the shields are dropped, the Condition is "Docked", and all energy is fully restored. For this reason, many players prefer to avoid Klingons completely until a Star Base is located and they have a ready source of energy.

You will notice that when the game first starts, the status (appearing at the right of the screen), is CONDITION RED. This danger signal is given because there is no energy in the shields, and any Klingon attack would destroy the Enterprise. The first move of every game should be to put some units of energy in the shields. You will discover by trial and error the amount of energy needed to withstand the usual Klingon attack. Putting too much energy in the shields will severely limit your mobility, while putting in too little will leave you vulnerable to Klingon attack. Once the shields are prepped, you are ready to travel the universe in search of Klingons. Your ultimate goal, of course, is to rid the Galaxy of the evil Klingons, and control the area for the Federation.

The commands listed in the lower right of the screen are all that are needed to play the game. They are:

### 0 - Warp Engine Control

Course is in a circular numerical vector arrangement as shown in Figure 2. Integer and real values may be used. Therefore, course 1.5 is halfway between 1 and 2. A vector of 9 is automatically changed to 1. After choosing course, warp speed is selected. A warp factor of 1 is the size of one quadrant. Therefore, to get from quadrant 6,5 to 5,5 you would use course 3, warp factor 1.

1 - **Shield Control**

Defines the number of energy units to be assigned to the shields. The energy is taken from the total ship's energy.

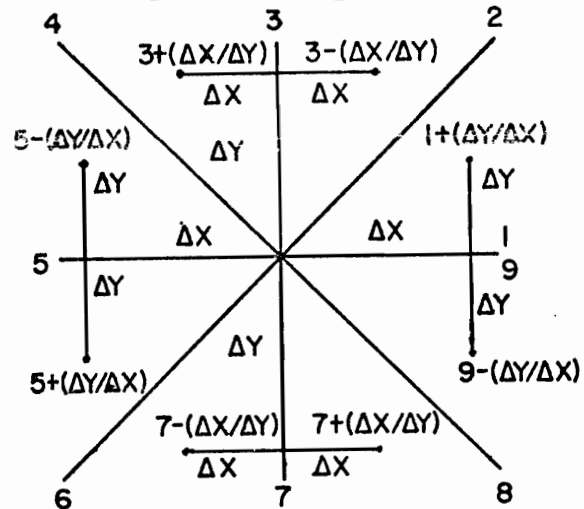
2 - **Phaser Control**

Allows you to destroy the Klingons by hitting them with suitably large numbers of energy units to deplete their power. The phasers are wide-range weapons, and require no target calculations.

3 - **Photon Torpedo Control**

Torpedos must be precisely aimed using the same course selection described in command O. Note the fate of Klingons after a direct hit!

The movement in the Star Trek game must be carefully planned because it is confusing at first. You use the ship's computer to lay in your course, and even though the distance and direction are mathematically calculated, you must determine the course yourself, and unless you stay ahead of the computer you're liable to end up lost in space! The course is computed as shown below:



There are a few details about which you should know in order to become an effective starship Captain. The first is that the status of devices, as shown in the lower right of the screen, can greatly affect your odds in any particular game. If the sensors go down, the displays will not be updated, and Klingons can move into your quadrant unannounced. It is important to be very careful to navigate AROUND stars. Attempting to go through a star that is visible on your short-range sensor screen will stop the ship at the point where it encounters the star. If a Warp Engine shut down appears on the Device Status record, your speed will be severely curtailed. It will take the elapse several plays for Scotty to fix the engines, but eventually they will again be operable.

Klingons do not have to remain in the quadrant where you first encounter them. Each time you issue a command, Klingons within a distance of 3 quadrants may converge on your quadrant up to a maximum of 9 Klingons. It will take some practice to become truly adept at this challenging game, but with a little cleverness and some patience you will soon be a skilled player.