

Star Trek Rules and Notes

(based on the original by Robert Leedum and David Ahl)

1. OBJECTIVE: You are Captain of the starship "Enterprise"™ with a mission to seek and destroy a fleet of Klingon™ warships (usually about 17) which are menacing the United Federation of Planets™. You have a specified number of stardates in which to complete your mission. You also have two or three Federation Starbases™ for resupplying your ship.
2. You will be assigned a starting position somewhere in the galaxy. The galaxy is divided into an 8 x 8 quadrant grid. The astronomical name of a quadrant is called out upon entry into a new region. Each quadrant is further divided into an 8 x 8 section grid.

Quadrant Nomenclature:

	1	2	3	4	5	6	7	8
1		ANTARES				SIRIUS		
	I	II	III	IV	I	II	III	IV
2		RIGEL				DENEK		
	I	II	III	IV	I	II	III	IV
3		PROCYON				CAPELLA		
	I	II	III	IV	I	II	III	IV
4		VEGA				BETELGEUSE		
	I	II	III	IV	I	II	III	IV
5		CANOPUS				ALDEBARAN		
	I	II	III	IV	I	II	III	IV
6		ALTAIR				REGULUS		
	I	II	III	IV	I	II	III	IV
7		SAGITTARIUS				ARCTURUS		
	I	II	III	IV	I	II	III	IV
8		POLLUX				SPICA		
	I	II	III	IV	I	II	III	IV

3. On a section view, the following symbols are used:

	Enterprise
	Starbase
	Klingon
	Star

4. You have eight commands available to you. (A detailed description of each command is given in the program instructions.)

NAV	Navigate the Starship by setting course and warp engine speed
SRS	Short-range sensor scan (one quadrant)
LRS	Long-range sensor scan (9 quadrants)
PHA	Phaser™ control (energy gun)
TOR	Photon torpedo control
SHE	Shield control (protects against phaser fire)
DAM	Damage and state-of-repair report
COM	Call library computer
XXX	Quit the game

5. Library computer options are as follows (more complete descriptions are in program instructions):
 - 0 Cumulative galactic record
 - 1 Status report
 - 2 Photon torpedo course data
 - 3 Starbase navigation data
 - 4 Direction/distance calculator
 - 5 Quadrant nomenclature map
6. Certain reports on the ship's status are made by officers of the Enterprise who appeared on the original TV Show: Spock TM), Scott TM), Uhura TM), Chekov, TM) etc.
7. Klingons are non-stationary within their quadrants. If you try to maneuver on them, they will move and fire on you.
8. Firing and damage notes:
 - A. Phaser fire diminishes with increased distance between combatants.
 - B. If a Klingon zaps you hard enough (relative to your shield strength) he will generally cause damage to some part of your ship with an appropriate "Damage Control" report resulting.
 - C. If you don't zap a Klingon hard enough (relative to his shield strength) you won't damage him at all. Your sensors will tell the story.
 - D. Damage control will let you know when out-of-commission devices have been completely repaired.
9. Your engines will automatically shut down if you should attempt to leave the galaxy, or if you should try to maneuver through a star, a Starbase, or—heaven help you—a Klingon warship.
10. In a pinch, or if you should miscalculate slightly, some shield control energy will be automatically diverted to warp engine control (if your shields are operational!).
11. While you're docked at a Starbase, a team of technicians can repair your ship (if you're willing for them to spend the time required—and the repairmen always underestimate...).
12. If, to save maneuvering time toward the end of the game, you should cold-bloodedly destroy a Starbase, you get a nasty note from Starfleet Command. If you destroy your last Starbase, you lose the game!

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INSTRUCTIONS FOR RFO-Basic! STAR TREK

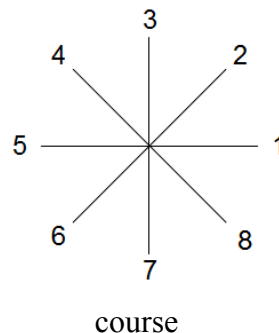


You have the following commands available to you as captain of the starship enterprise:

NAV - warp engine control.

Course is in a circular numerical vector arrangement as shown: integer and real values may be used (thus course 4.5 is half-way between 4 and 5).

Values may approach 9.0, which itself is equivalent to 1.0



one warp factor is the size of one quadrant.

Therefore, to get from quadrant 6,5 to 5,5 you will use course 3, warp factor 1.

Crossing a quadrant edge in small warp increments may allow galactic space-time eddy-effects to throw you off course. Moving costs energy and stardates. Warping away from a starbase dock may destroy it.

SRS - Short Range Sensor Scan

Shows you a plot of your present quadrant. A condensed "status report" will also be presented.

LRS - Long Range Sensor Scan

Shows conditions in space for one quadrant on each side of the enterprise (which is in the center of the scan). The scan is coded in the form "nnn" where the units digit is the number of stars, the tens digit is the number of starbases and the hundreds digit is the number of klingons.

Example: 207 = 2 klingons, 0 starbases & 7 stars.

PHA - Phaser Control

Allows you to destroy the klingon battle cruisers by zapping them with suitably large units of energy to deplete their shield power (remember, klingons have phasers too!).

TOR - Photon Torpedo Control

Torpedo course is the same as used in warp engine control. If you hit the klingon vessel, he is destroyed and cannot fire back at you. If you miss, you are subject to his phaser fire. In either case, you are also subject to the phaser fire of any other klingons in the quadrant.

The library computer command "COM" can optionally compute the torpedo course for you.

SHE - Shield Control

Defines the number of energy units to be assigned to the shields. Energy is taken from total ship's energy. Note that the status display "Total Energy" includes shield energy. There is an energy cost to having the shields up. If docked at a Starbase, you must move a short distance away before raising shields in preparation for entering a quadrant containing klingons.

DAM -Damage Control Report Request

Gives the state of repair of all devices. Where a negative "state of repair" shows that the device is temporarily damaged.

COM -Invoke Library Computer

The library computer contains six options:

- Option 0 = Cumulative Galactic Record.
This option shows the computer history of the results of previous short and long range sensor scans.
- Option 1 = Status Report.
This option shows the number of klingons, stardates, and starbases remaining.
- Option 2 = Photon Torpedo Data.
Which gives the courses and distances to all the klingons in your quadrant.
- Option 3 = Starbase Nav Data.
This option gives the course and distance to any starbase in your quadrant.
- Option 4 = Direction/Distance Calculator.
Enter sector coordinates to receive a course and distance/speed.
- Option 5 = Galactic "Region Name" Map.
This option prints the names of the sixteen major galactic regions referred to in the game.

XXX - to resign your command