

# STAR WARS

**RUNS ON A TANDY TRS-80 IN 24K**

**BY LANCE MICKLUS**



Message from Star Fleet H.Q. Star Date 2000.

Orders for Captain James T. Kirk, Starship Enterprise.

1) Collect data on Sector Omega VI. Sector is divided into 192 quadrants for exploratory purposes (8x8x3 quadrants).

2) Preliminary reports indicate 5 Class M planets in the sector. Locate, orbit and gather data on each of them.

3) Intelligence reports 20 Klingon warships in sector. You are to locate and destroy them.

4) You are to complete your mission and report to Starbase in Quadrant 7,7,2 by Star Date 2500.

Star Fleet Command

| 6        | 7             | 8            |     |
|----------|---------------|--------------|-----|
| void     | void          | Unknown Quad | 0   |
| K1B0S1P1 | void          | Unknown Quad | 1 5 |
| void     | void          | Unknown Quad | 2   |
| void     | void          | Unknown Quad | 0   |
| K0B1S1P1 | void          | Unknown Quad | 1 6 |
| K0B0S1P1 | K0B0S2P2      | Unknown Quad | 2   |
| void     | void          | Unknown Quad | 0   |
| void     | K0B1S2P1      | Unknown Quad | 1 7 |
| void     | Star Fleet HQ | Unknown Quad | 2   |

LONG RANGE SENSOR SCAN QUADRANT 7 6 1  
Hit (ENTER) to continue

The sample display, above, shows what a typical Long Range Sensor scan might look like. It was taken when the ship was located at quadrant 7,6,1 which is the quadrant in the middle of the display. There's a Klingon, one star and one planet in quadrant 6,5,1. Do you see the starbase in quadrant 6,6,1? If you do, good. That means you know how to interpret the Long Range Sensor Scan. The right-most column is all "Unknown Quadrant" because they are not in the galaxy. In other words, they don't exist.

# Star Trek: The Klingon Game

First, you must never forget the Prime Directive: You should not shoot at anything except Klingons, otherwise you will go to jail.

Also, you want to be careful manoeuvring your ship. If you collide with a star-base they will complain to Star Fleet Command. This will result in a loss of points, making it impossible to get a perfect score.

If you want to play to game to lose, try flying into a quadrant where there is a black hole or a class O star. The ship will be destroyed immediately and the game terminated. Another effective method is to ignore your crew and ship's reports, and just keep flying until you run out of energy.

The only honourable way to die is to be destroyed in a Klingon battle.

In this simulation of the Starship Enterprise, you will work with two computers — the ship's computer and the science computer. Their function, and that of the long range sensors, is of prime importance to the game.

To achieve your first objective, your ship's computer must have information about the number of Klingons, starbases, stars and planets in each quadrant of the galaxy. More detailed information is not necessary to achieve object number one, but may be helpful to you.

Each time you operate your long range sensors, the data displayed on the screen is also transferred and stored in the ship's computer.

The ship's computer can also provide you with information. It can scan its data bank to locate any area of the galaxy for which it does not have any basic data.

When Klingon vessels are encountered it's time to use the Phasors or the Photon torpedoes. Phasors aim themselves, but sometimes they miss. Also, Phasors use up energy from those big 4,000 gallon gas tanks.

The destructive power of the Phasors decreases with distance. On the other hand, Photon torpedoes destroy anything they hit, and they use no power; but you must aim them.

The Klingons shoot back. That's why you go to RED alert and get those deflector shields up. At least if they do hit you, the damage is minimized.

You will be notified of any damage to the ship by Damage Control. That is unless they are themselves damaged. If you want the full report, use the Damage Control command. You can also use a turn to speed repairs to the

ship by using the Repair command.

After you've destroyed all of the Klingons, you will want to go back to condition GREEN. That way your deflector shields will be at a minimum power to save energy.

You might have noticed that there is an alert condition which is YELLOW. This is a standby battle ready condition that brings the shield power up part way to offer some protection from Klingon fire power, and yet still conserves energy. Why ever use condition YELLOW? Because quadrants near the Pulsar show up as noise on the LONG RANGE SENSOR scan.

Whenever you are on YELLOW alert or RED alert, you get a status report automatically each turn.

The science computer is the counterpart of the long range

sensors. It provides both you and the ship's computer with detailed information about the quadrant. This includes the classification of stars and planets, and the location and energy level of Klingons.

Since long range sensors only scan the immediate adjacent quadrants, you're going to have to move the ship. This is the function of the Warp Drive. This command lets you move from one quadrant to another, and automatically navigates around things like stars and black holes. You must provide the destination quadrant and the speed in warp units. The faster you go, the more energy you use. The slower you go, the more time (stardates) your trip will take.

You can think of the Enterprise as having a 4,000 gallon gas tank. By using the Status command, you can find out how much fuel

# STAR TREK



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you have left. You must keep your eye on this, lest you run out of fuel. To get more gas, or fuel, you must dock at a starbase.

To do this, you must first find a starbase by using your long range sensors, the ship's computer or a combination of both. But, don't try to dock at the starbase in quadrant 7,7,2 or you'll end the game — probably in disgrace. Use your Warp Drive to fly to the quadrant where the starbase is located.

Now you must manoeuvre the ship within the quadrant. This is the function of the Impulse Engines. You must supply the direction and speed. Use the compass below to give the direction. A unit of speed is approximately equal to one space. To dock, you must try to move the Enterprise into the same space that the starbase occupies. But don't try to move through it, or a collision will result. When that happens, other things will go wrong for you and a perfect score will no longer be possible.

After a successful docking, good things will happen. For one, you'll get a full fuel supply. Also, your stock of torpedoes will be set back to three, and most damage to the ship repaired.

But let's say you have plenty of fuel and your long range sensors turn up a quadrant with a planet; go to that quadrant using your warp drive. Now use

the science computer to classify the planet(s). If it is an unexplored class M, then you will want to explore it. To do this, simply orbit the planet the same way you would dock to a starbase. Once orbit is achieved, the planet will be classified as an explored Class M planet and points scored. When you have orbited all five class M planets, objective number two will have been achieved.

You are now ready for objective number three, called "Kill the Klingons". First you've got to find them. If you've been doing much exploring, that won't be hard. They'll show up on the long range sensor scans. You must now get ready for battle.

First, you must put the deflector shields up to full power. Use the Alert Command and go to condition RED. Next, use the Warp Drive to enter the quadrant where the Klingons are.

A Pulsar is a giant static maker. The static is so strong near the Pulsar that the Long Range Sensors can not detect what is in the quadrant. Therefore, you must go to the quadrant using your Warp Drive to see if anything is there.

Don't be surprised if you suddenly find some Klingons. They know you can't see them from any distance, so, they like to lurk in the Pulsar noise, ready for a surprise attack.

Some players like to explore the noise quadrants in condition YELLOW to conserve energy and yet be ready for a surprise attack. Others prefer to explore these areas in condition RED.

One other thing you will find in the galaxy is a void. That's what the Long Range Sensors will display when they scan a quadrant which has nothing in it. Otherwise, it will display the number of Klingons (K), Starbases (B), Stars (S) and Planets (P).

Now I'm going to let you in on a little secret. If you should return to Basic, and want to continue, you can get back to the command level by typing GOTO 1 (ENTER). This is only to be used if, for some reason, the program

should stop unexpectedly. It gives you a way to restart the game. Except for such an emergency, it should not be used.

Because it can take up to two hours to play an entire game, a save-game load-game feature has been added. When you are at the command level, type 1. The program will ask whether you are saving the current game, or loading a previously saved game. (Your cassette recorder should be ready prior to using this command.)

If you have only 16K of memory then in addition to omitting all REMarks, you will also want to delete the Disk I/O routines in Lines 40000-40400.

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1 IF C1<>0 THEN 27
2 RANDOMIZE: CLEAR 100: DEFINT A, E, P, S, W, U, V, Z: DIM A(299): RESTORE: CLS
3 FOR I=0 TO 10: PRINT TAB(70); "I";: NEXT
4 PRINT TAB(70); "STAR TREK (R) III, VERSION 3.4 - BY LANCE MICKLUS
5 PRINT (R) TM PARAMOUNT PICTURES CORPORATION
6 PRINT "COPYRIGHT NOVEMBER 1979 - LANCE MICKLUS, INC.
7 PRINT "BURLINGTON, VT., 05401 - ALL RIGHTS RESERVED
8 U=25: V=14: I=5: GOSUB 387
9 U=100: V=25: I=1: GOSUB 387
10 U=80: V=12: I=4: GOSUB 387
11 READ B$, J: IF J<>999 THEN 11
12 P=RND(191)-1: IFA(P)<>0 THEN 12
13 READ J: IF J<>0 LET A(P)=J: GOTO 12
14 P=RND(150): M=P: IFA(P)<>0 THEN 14

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15 GOSUB328:GOSUB340
16 FORB=A(256)-1TOA(256)+1:FORC=A(257)-1TOA(257)+1
17 FORD=A(258)-1TOA(258)+1
18 GOSUB325
19 IFP<>-1LETA(P)=10*FIX(A(P)/10)-5
20 NEXTD:NEXTC:NEXTB:A(M)=-4
21 P=RND(191)-1:IFA(P)<>0THEN21
22 READA(P):IFA(P)<>0LETA(P)=-A(P):GOTO21
23 FORN=0TO190:IFAN=0THENA(N)=-1
24 NEXTN:A(256)=7:A(257)=7:A(258)=2:A(276)=3
25 E=3999:T=2200:H=2470:Q=0:A(191)=1006:S=0:C1=0.785398
26 A(259)=3:A(260)=3:A(261)=1:GOSUB191
27 ONERRORGOTO0:CLS:RESTORE:PRINTCHR$(23)
28 PRINT"ENTERPRISE AND CREW":PRINT"AWAITING YOUR ORDERS, CAPTAIN."
29 READB$,J:PRINTTAB(5)J:PRINTTAB(9)B$:IFJ<>11THEN29
30 D=99:INPUT"Orders";D
31 IFD<0THEN463
32 IFD>11ORINT(D)<>0THEN27
33 IFD>4THEN35
34 OND+160SUB314,91,77,248,278:GOTO36
35 OND-460SUB410,282,176,232,225,64,104
36 GOSUB341:GOSUB325:IFABS(A(P))<10000THEN42
37 GOSUB208
38 IFA(261)=2LETA(261)=3:GOSUB69
39 IFA(268)=0ANDA(271)=0LETO=3:GOSUB80
40 IFA(271)=0GOSUB410
41 GOTO44
42 B$="SPACE STORM"
43 IFRND(100)=160SUB71:GOSUB111
44 IFA(261)>160SUB314
45 T=T+.2:E=E-A(261)*A(261)*10
46 IFE<0THEN437
47 J=1:GOSUB104
48 IFT<HTHEN27
49 CLS:PRINTCHR$(23):PRINT#384,"STAR FLEET COMMAND REQUESTS"
50 PRINT"ENTERPRISE RETURN TO"
51 PRINT"STARBASE 7,7,2":H=H+10:GOSUB335:GOTO27
52 GOTO27
53 CLS:RESTORE:N=2500-T:IFN<0THENS=S+N*10
54 FORP=0TO191:IFA(P)<0THEN56ELSESE=S+1
55 IFA(P)-(FIX(A(P)/10)*10)=9LETS=S+20
56 NEXTP
57 READB$,Z:IFI<>425THENS7
58 IFS<ZREADB$,Z:GOTO58
59 PRINT#256,"RATING:";INT(S/4.91)
60 PRINT:PRINT"ADMIRAL FITZPATRICK HERE...":PRINT
61 PRINTTAB(5)"CAPTAIN, AFTER REVIEWING YOUR LOG AND DATA TAPES,"
62 PRINT"I AM GOING TO RECOMMEND TO STAR FLEET THAT YOU BE "B$".
63 PRINT:PRINT:END
64 CLS:PRINTCHR$(23)
65 PRINT#320,"1 - GREEN":PRINT#2 - YELLOW":PRINT#3 - RED
66 INPUT"Enter condition code";N
67 IFN<1ORN>3ORINT(N)<>NTHEN66
68 A(261)=N:IFN=1RETURN
69 RESTORE
70 READB$,J:IFJ=20<>A(261)THEN70
71 A$=INKEY$:CLS:PRINTCHR$(23)
72 B$=STRING$((30-LEN(B$))/2,"")+B$
73 FORK=0TO4:PRINT#512,B$:FORJ=0TO200:NEXTJ
74 PRINT#512,CHR$(30):FORJ=0TO200:NEXTJ
75 IFINKEY$<>CHR$(13)THENNEXTK:RETURN
76 FORK=0TO0:NEXTK:RETURN
77 CLS:IFA(268)<>0LETI=2:GOTO101
78 IFA(271)<>0LETI=5:GOTO101
79 D=0
80 FORP=192TO255:IFA(P)=18ORA(P)=0THEN89
81 IFO=3ANDA(P)<25THEN89

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82 CLS:U=62:V=14
83 FORZ=0TORND(5)+2:PRINT#RND(512)+63,"*";NEXTZ
84 GOSUB419:GOSUB386:GOSUB328
85 PRINT:PRINT"OBJECT AT";STR$(B);STR$(C);" IS A ";B$;".
86 IFA(P)<25THEN88
87 PRINT"READING";A(P)-25;"UNITS OF ENERGY."
88 GOSUB421
89 NEXTP
90 RETURN
91 CLS:RESTORE:READB$,Z
92 IFA(267)<>0LETI=1:GOTO101
93 PRINT"LT. UHURA HERE..."
94 PRINT"DAMAGE CONTROL REPORTS THE FOLLOWING:"
95 FORZ=267TO275:READB$,J:PRINTTAB(14)B$,
96 IFZ=275ANDA(276)=0PRINT"## INOPERATIVE ##":GOTO100
97 IFA(Z)=0PRINT"OPERATIONAL":GOTO100
98 IFA(Z)<10PRINT"NEARLY OPERATIONAL"
99 IFA(Z)>9PRINT"## INOPERATIVE ##"
100 NEXTZ:GOTO335
101 CLS:PRINTCHR$(23):RESTORE
102 READB$,J:IFI<>JTHEN102
103 PRINT#320,B$;" INOPERATIVE":GOTO421
104 FORN=1TOJ:FORZ=267TO275
105 IFA(Z)=0THEN110
106 A(Z)=A(Z)-RND(5):IFA(Z)>0THEN110
107 A(Z)=0:RESTORE:IFA(267)<>0THEN110
108 READB$,J:IFI<>Z-266THEN108
109 CLS:PRINT#320,CHR$(23);B$;" OPERATIONAL":GOSUB421
110 NEXTZ:NEXTN:RETURN
111 FORJ=1TO4-A(261)
112 Z=266+RND(9):IFA(Z)<>0THEN117
113 A(Z)=RND(25)*J:IFA(267)<>0THEN117
114 CLS:PRINTCHR$(23):RESTORE
115 READB$,J:IFI<>Z-266THEN115
116 PRINT#320,"DAMAGE TO ";B$:GOSUB421
117 NEXTJ:RETURN
118 CLS:P=X*B+Y+192:U=30:V=14
119 GOSUB386:GOSUB419:Z=338:M=I
120 PRINT:PRINTTAB(25)"sector:";X;Y
121 B$=" "":IFI=1ANDI=560SUB166:GOTO125
122 B$="-":IFI=5THEN60SUB166:GOTO124
123 Z=338:B$="":GOSUB166
124 B$="":GOSUB166
125 L=L*4
126 IFO=1THEN130
127 IFRND(2)=1LETI=J1-X:K1=K1-Y:GOTO130
128 FORZ=1TOSQR(((X-J1)[2]+((Y-K1)[2]))):L=L*.6:NEXTZ
129 X=J1:Y=K1:GOTO134
130 GOSUB426
131 X=X+J1:Y=Y+K1
132 IFX<0ORX>7ORY<0ORY>7LETP=-1:CLS:GOTO141
133 L=L*.6
134 P=INT(X)*8+INT(Y)+192
135 IFA(P)=0THEN131
136 IFO=2RETURN
137 CLS:V=15:IFA(P)=18LETO=28
138 IFO<>1ANDI=5ANDA(P)<25LETP=-1:GOTO142
139 IFO<>1ANDI=1ANDA(P)<>18LETP=-1:GOTO142
140 GOSUB386
141 IFO=2RETURN
142 GOSUB419:PRINT:PRINTTAB(25)"sector:";INT(X);INT(Y)
143 B$=" "":IFM=5ANDQ=160SUB170:GOTO147
144 B$="-":IFM=560SUB170:GOTO146
145 B$="":GOSUB170
146 B$="":GOSUB170
147 D=0:L=INT(L):IFP=-1ORI=0RETURN
148 GOSUB378
149 IFM=5ANDI<>1THEN60SUB159:GOSUB421:GOTO439

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150 IF I<>5 THEN 155
151 GOSUB 174: E=E-L
152 IFL-A(261)*75>0 GOSUB 111: L=L-A(261)*75: GOTO 152
153 IFE=0 RETURN
154 GOTO 438
155 IF I<>1 THEN 159
156 A(P)=A(P)-L: IFA(P)>25 RETURN
157 GOTO 159
158 IFL<100 RETURN
159 PRINT TAB(20); B$; " DESTROYED"
160 FOR N=0 TO 30
161 RESET(21+RND(17), 12+RND(5)): SET(21+RND(17), 12+RND(5))
162 NEXT
163 A(P)=0: GOSUB 341: GOSUB 325
164 A(P)=ABS(A(P))-10000: S=S+10
165 RETURN
166 FOR N=1 TO 380
167 PRINT N, B$: FORM=1 TO 3: NEXT M
168 NEXT N: IF Q=1 PRINT 338, " "
169 RETURN
170 FOR N=380 TO 338 STEP -1
171 PRINT N, B$: FORM=1 TO 3: NEXT M
172 NEXT N: IF Q=1 PRINT 338, " "
173 PRINT 640, "": RETURN
174 FORM=1 TO INT(L/50): PRINT CHR$(23);: FORM=1 TO 5: NEXT M
175 PRINT CHR$(28);: FORM=1 TO 5: NEXT M: NEXT M: GOTO 173
176 CLS: IFA(273)<>0 LET I=7: GOTO 101
177 GOSUB 341
178 PRINT CHR$(23): PRINT 320, "CHEKOV HERE..."
179 INPUT "COURSE (X,Y,Z)"; B,C,D: GOSUB 325
180 IF P=-1 THEN 179
181 INPUT "WARP FACTOR (0-8)"; K: IF K=0 THEN RETURN
182 IF K<0 OR K>8 OR INT(K)<>K THEN 181
183 L=SQR(((A(256)-B)[2]+((A(257)-C)[2]+((A(258)-D)[2]))
184 IFE-100>L*K*K THEN 189
185 CLS: PRINT 320, CHR$(23); "Scott here...": PRINT
186 PRINT "SORRY CAPTAIN,": PRINT "BUT WE JUST DON'T HAVE"
187 PRINT "ENOUGH ENERGY."
188 GOTO 421
189 E=E-L*K*K: T=T+2*L/K: GOSUB 340
190 J=INT(L*L/K): IF J>0 GOSUB 104
191 GOSUB 341: GOSUB 325: GOSUB 331
192 IFA(266)=0 LET A(266)=B: A(P)=FIX(ABS(A(P))/10)*10+8
193 IFA(265)>0 AND A(266)=1 LET A(266)=7: GOSUB 329
194 B=X: C=Y: D=Z: GOSUB 326
195 IFA(266)>1 AND A(266)<5 THEN 430
196 IFA(266)>7 LET A(265)=A(265)-1
197 FOR N=192 TO 255: A(N)=0: NEXT A: P=18
198 FOR N=262 TO 265
199 IFA(N)=0 THEN 205
200 IF N=262 LET M=RND(1500)+250
201 IF N=263 LET M=20
202 IF N=264 LET M=19
203 IF N=265 LET M=3
204 GOSUB 404: A(N)=A(N)-1: GOTO 199
205 NEXT N
206 IFA(266)>7 LET M=2: GOSUB 404
207 R=0: GOTO 410
208 FOR R=192 TO 255
209 IFA(R)<25 THEN 224
210 X=INT((R-192)/8): Y=R-192-(X*8): X1=X: Y1=Y
211 IFRND(2)>1 THEN 217
212 J1=SGN(A(259)-X): K1=SGN(A(260)-Y)
213 IF K1 THEN J1=2-RND(3): K1=2-RND(3) ELSE J1=J1*(RND(2)-1): K1=K1*(RND(2)-1)
214 IF X+J1>0 AND X+J1<=7 LET X1=X+J1
215 IF Y+K1>0 AND Y+K1<=7 LET Y1=Y+K1
216 IFA(X1*8+Y1+192)=0 LET Z=A(X1*8+Y1+192): A(X1*8+Y1+192)=0: X=X1: Y=Y1
217 IF K1 THEN 224
218 J1=A(259)-X: K1=A(260)-Y
219 X1=X: Y1=Y: J2=J1: K2=K1: Q=2: GOSUB 130
220 IF P=-1 THEN 222
221 IFA(P)<>18 THEN 224
222 X=X1: Y=Y1: J1=A(259): K1=A(260): Q=0: L=RND(A(R)*.7)
223 IFL>100 LET A(R)=A(R)-L: GOSUB 118
224 NEXT K: K1=0: RETURN
225 CLS: IFA(275)<>0 OR A(276)=0 LET I=9: GOTO 101
226 Q=1: GOSUB 410
227 INPUT "TORPEDO DIRECTION (0-8)"; I: PRINT TAB(18); " "
228 IF I<0 OR I>8 THEN 227
229 K1=-1: GOSUB 208
230 J1=COS(I*.785): K1=-SIN(I*.785): GOSUB 341
231 A(276)=A(276)-1: Q=1: L=8000: GOTO 118
232 CLS: IFA(274)<>0 LET I=8: GOTO 101
233 PRINT CHR$(23): PRINT 320, "SULU HERE..."
234 INPUT "ENERGY"; Q: IF Q<=0 RETURN
235 PRINT "PHASERS LOCKED ON TARGET."
236 FOR R=0 TO 250: NEXT R
237 FOR R=192 TO 255
238 IFA(R)<25 THEN 247
239 K1=-1: GOSUB 208
240 X=INT((R-192)/8): Y=R-192-(X*8)
241 J2=X: K2=Y
242 J1=X-A(259): K1=Y-A(260): GOSUB 341
243 Q=2: GOSUB 130: Q=0: J1=J2: K1=K2: L=0: GOSUB 341
244 IF P=-1 THEN 246
245 IFA(P)<25 THEN 247
246 IFE-100>0 LET E=E-D: GOSUB 118
247 NEXT R: RETURN
248 CLS: RESTORE: IFA(269)<>0 LET I=3: GOTO 101
249 READ B$, J: IF J<>50 THEN 249
250 PRINT "SHIP'S COMPUTER COMMAND FUNCTIONS:"
251 PRINT TAB(4); J-50; " DATA BASE SCAN TO LOCATE "; B$
252 IF J<>54 READ B$, J: GOTO 251
253 PRINT TAB(5); "5 LONG RANGE SENSOR SCAN FROM DATA BASE"
254 PRINT TAB(5); "6 QUADRANT DETAILED DISPLAY"
255 PRINT: INPUT "Enter function"; Q
256 IF Q<0 OR Q>6 OR INT(Q)<>Q THEN 248
257 IF Q<5 THEN 259
258 ON Q-4 GOTO 275, 270
259 CLS: RESTORE
260 READ B$, J: IF J<50<>0 THEN 260
261 PRINT "ENTERPRISE CURRENTLY LOCATED AT: "A(256)A(257)A(258)
262 PRINT "DATA BASE SCAN FOR "B$:
263 FOR P=0 TO 191
264 IF Q=4 AND A(P)<0 THEN 268
265 IFA(P)<0 OR Q=4 THEN 269
266 GOSUB 331
267 IFA(262+Q)=0 THEN 269
268 GOSUB 328: PRINT B; C; D,
269 NEXT P: PRINT: GOTO 335
270 INPUT "Enter quadrant (X,Y,Z)"; B,C,D: GOSUB 325
271 IF P=-1 THEN 270
272 GOSUB 331
273 IFA(P)<0 PRINT "No data available.": GOTO 421
274 GOTO 342
275 INPUT "enter quadrant (X,Y,Z)"; U,V,W: CLS
276 PRINT 904, "LONG RANGE COMPUTER QUADRANT SCAN of "; U; V; W;
277 R=1: GOTO 352
278 CLS: IFA(270)<>0 LET I=4: GOTO 101
279 U=A(256): V=A(257): W=A(258): R=0
280 PRINT 899, "LONG RANGE SENSOR SCAN"; PRINT 938, "Quadrant"; U; V; W;
281 GOTO 352

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282 CLS:IFA(272)<>OLETI=6:GOTO101
283 Q=1:GOSUB410
284 INPUT"HEADINGS (0-8)*;I:IFA(271)=OPRINTTAB(18)" *;
285 IFI<00R1>8THEN284
286 J1=COS(I#C1):K1=-SIN(I#C1):GOSUB426
287 INPUT"SPEED (0-9)*;J:IFA(271)=OPRINTTAB(18)" *;
288 IFJ<00R1>9THEN287
289 IFJ=0RETURN
290 GOSUB341:A(X#B+Y+192)=0
291 FORI=1TOJ:X=X+J1:Y=Y+K1
292 GOSUB424:GOSUB326
293 B$="ENERGY BARRIER"
294 IFP=-1LETE=RND(E):GOTO302
295 IFB<>A(256)ORC<>A(257)THEN305
296 W=A(INT(X)#8+INT(Y)+192):B$="COLLISION"
297 IFW<>20THEN301
298 IFJ-I>1LETS=S-100:GOTO302
299 IFA(A(256)#8+A(257)+A(258)#64)=1006THEN53
300 A(276)=3:E=4000:GOTO304
301 IFW=0THEN305
302 IFJ-I>16GOSUB71:GOSUB111:W=0:GOTO304
303 IFW<>2ANDW<>3ANDW<>19GOSUB71:GOSUB111
304 X=X-J1:Y=Y-K1:GOSUB424:GOTO306
305 NEXTI
306 X=INT(X):Y=INT(Y):A(X#8+Y+192)=18
307 IFB<>A(256)ORC<>A(257)GOSUB340:GOTO191
308 GOSUB340:Q=1:GOSUB410
309 IFW=20RW=30RW=19THEN312
310 IFE=4000PRINT"docked":PRINTTAB(18)" *;GOSUB336:T=T+1:J=2:GOTO104
311 GOTO336
312 IFW=26GOSUB341:GOSUB325:A(P)=FIX(ABS(A(P))/10)#10+9
313 PRINTTAB(16)"orbit":PRINTTAB(18)" *;GOTO336
314 CLS:PRINTCHR$(23)
315 PRINT@266,"STATUS REPORT:":PRINTTAB(5)STRING$(14,"-")
316 PRINTTAB(5)"STARDATE:"T
317 PRINTTAB(5)"ENERGY:"E
318 B$="GREEN":IFA(261)=2LETB$="YELLOW"
319 IFA(261)=3LETB$="RED"
320 PRINTTAB(5)"CONDITION:"B$
321 PRINTTAB(5)"QUADRANT:"A(256)A(257)A(258)
322 PRINTTAB(5)"SECTOR:"A(259)A(260)
323 PRINTTAB(5)"PHOTON TORPEDOES:"A(276)
324 GOTO335
325 IFD<00RD>2LETP=-1:RETURN
326 IFB<00RB>7ORC<00RC>7LETP=-1:RETURN
327 P=B#B+C+64#D:RETURN
328 D=INT(P/64):B=INT((P-D#64)/8):C=P-D#64-B#8:RETURN
329 A(P)=A(262)#1E4+A(263)#1E3+A(264)#1E2+A(265)#10+A(266)
330 RETURN
331 A(266)=ABS(A(P)):K=1E4
332 FORN=0TO3
333 A(262+N)=INT(A(266)/K):A(266)=A(266)-A(262+N)#K:K=K/10
334 NEXTN:RETURN
335 PRINT
336 IFQ=1LETO=0:RETURN
337 PRINT"Hit (ENTER) to continue.";
338 A$=INKEY$
339 IFINKEY$<>CHR$(13)THEN339ELSECLS:RETURN
340 A(256)=B:A(257)=C:A(258)=D:A(259)=X:A(260)=Y:RETURN
341 B=A(256):C=A(257):D=A(258):X=A(259):Y=A(260):RETURN
342 CLS:PRINT@384," *","coordinates:";B;C;D
343 PRINT" *","KLINGONS:"A(262),"STAR BASES:"A(263)
344 PRINT" *","STARS:"A(264),"PLANETS:"A(265)
345 RESTORE:IFA(266)>6ORA(266)<2LETB$="None":GOTO347
346 READB$,J:IFJ=30<>A(266)THEN349
347 PRINT" *","ASTRONOMICAL FEATURE:"B$:RESTORE
348 IFA(266)<7LETB$="none":GOTO350
349 READB$,J:IFJ=30<>A(266)THEN349
350 PRINT" *","SCIENTIFIC INTEREST:"B$:PRINT:PRINT
351 GOTO336
352 PRINT@64.
353 FORC=V-1TOV+1:FORD=W-1TOW+1:FORB=U-1TOU+1
354 GOSUB325
355 IFP=-1PRINT" unknown quadrant *;GOTO367
356 IFR=0ANDABS(A(P))-(INT(ABS(A(P))/10)#10)<>5THENA(P)=ABS(A(P))
357 IFR=1ANDA(P)<OPRINT" no data *;GOTO367
358 IFR=1ANDA(P)=5THEN360
359 IFABS(A(P))<>16GOSUB331:GOTO361
360 PRINT" void *;GOTO367
361 IFA(266)=2PRINT" large black hole *;GOTO367
362 IFA(266)=3PRINT" class O star *;GOTO367
363 IFA(266)=4PRINT" pulsar *;GOTO367
364 IFR=0ANDA(266)=5PRINT" space noise *;GOTO367
365 IFA(266)=6PRINT" Star Fleet HQ *;GOTO367
366 PRINT" K*A(262)*B*A(263)*S*A(264)*P*A(265)" *;
367 NEXTB:PRINT" *;D:NEXTD:PRINTCHR$(26);NEXTC
368 PRINT@8,U-1;PRINT@28,U;PRINT@47,U+1;
369 PRINT@253,V-1;PRINT@509,V;PRINT@765,V+1;
370 PRINT@979,"*";I=191
371 FORZ=1536TO16192STEP64
372 IFZ=16192LETI=143
373 POKEZ,1:POKEZ+19,1:POKEZ+38,1:POKEZ+57,1
374 NEXTZ
375 FORZ=15425TO15487
376 IFPEEK(Z)=32POKEZ,140:POKEZ+256,140:POKEZ+512,140:POKEZ+768,140
377 NEXTZ:GOTO336
378 I=0:B$="a tribble"
379 IFA(P)=2LETI=4:B$="class M planet"
380 IFA(P)=3LETI=4:B$="class G planet"
381 IFA(P)=18LETI=5:B$="star ship"
382 IFA(P)=19LETI=3:B$="class F star"
383 IFA(P)=20LETI=2:B$="star base"
384 IFA(P)>24LETI=1:B$="Klingon warship"
385 RETURN
386 GOSUB378
387 ONI+16GOTO388,401,399,395,392,389
388 RETURN
389 FORZ=U-7TOU-1:SET(Z,V-1):NEXTZ
390 FORZ=U-4TOU+5:SET(Z,V+1):NEXTZ
391 FORZ=U+1TOU+7:SET(Z,V):NEXTZ:SET(U-3,V):RETURN
392 FORZ=U-3TOU+3:SET(Z,V-1):SET(Z,V):SET(Z,V+1):NEXTZ
393 RESET(U-3,V-1):RESET(U+3,V-1):RESET(U-3,V+1):RESET(U+3,V+1)
394 RETURN
395 FORZ=U-2TOU+1:SET(Z,V):NEXTZ
396 FORZ=V-1TOV+1STEP2
397 SET(U-2,Z):SET(U+1,Z):SET(U-3,Z):SET(U+2,Z)
398 NEXTZ:RETURN
399 FORZ=U-5TOU+5:SET(Z,V+1):NEXTZ
400 SET(U,V):SET(U-2,V-1):SET(U-1,V-1):SET(U,V-1):RETURN
401 FORZ=U-5TOU+5:SET(Z,V):NEXTZ
402 SET(U-5,V-1):SET(U-4,V-1):SET(U+4,V-1):SET(U+5,V-1)
403 SET(U-1,V+1):SET(U,V+1):SET(U+1,V+1):RETURN
404 B=RND(8)-1:C=RND(8)-1:D=3
405 FORU=B-1TOB+1:FORV=C-1TOC+1
406 IFU<00RU>7ORV<00RV>7THEN408
407 P=B#U+V+192:IFA(P)<>0THEN404
408 NEXTV:NEXTU
409 GOSUB326:A(P)=M:RETURN
410 CLS:IFA(271)<>OLETI=5:GOTO101
411 A$=INKEY$:GOSUB341:GOSUB325:A(P)=ABS(A(P))
412 PRINT:FORC=0TO7:FORB=0TO7
413 P=B#B+C+192:PRINT" - ";
414 IFA(P)<>OLETU=B#16+7:V=3#C+4:GOSUB386

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415 NEXTB:IFINKEY<>CHR(13)THENNEXTC:GOSUB419ELSE418
416 PRINT#650,"SHORT RANGE SENSOR SCAN of quadrant";
417 PRINTA(256);A(257);A(258):PRINTTAB(18)" ";:GOTO336
418 CLS:PRINTTAB(18)" ";:FORC=0TO0:NEXTC:RETURN
419 PRINT#0,STRING$(63,"=");:PRINT#576,STRING$(63,"=");
420 RETURN
421 A$=INKEY$:FORN=0TO700
422 IFINKEY<>CHR(13)THENNEXTN:RETURN
423 CLS:FORN=0TO0:NEXTN:RETURN
424 X=B#B:X=B-INT(X/8):X=X-B#8:Y=C#C:Y=C-INT(Y/8):Y=Y-C#8
425 RETURN
426 IFABS(J1)>ABS(K1)LETK1=K1/ABS(J1):J1=J1/ABS(J1):GOTO428
427 J1=J1/ABS(K1):K1=K1/ABS(K1)
428 J1=FIX(J1#1000+.5#SGN(J1))/1000
429 K1=FIX(K1#1000+.5#SGN(K1))/1000:RETURN
430 CLS
431 B$="LARGE BLACK HOLE":IFA(266)=3LETB$="CLASS 0 STAR"
432 IFA(266)=4B$="PULSAR"
433 B$="AFTER FLYING INTO A "+B$
434 PRINT#320,"ON STARDATE";STR$(T);", ";B$+", "
435 PRINT"THE ENTERPRISE & CREW WERE LOST TO SPACE."
436 PRINT:PRINT:END
437 CLS:B$="AFTER DEPLETING ITS ENERGY SUPPLY":GOTO434
438 CLS:B$="WHILE DOING BATTLE AGAINST THE KLINGONS":GOTO434
439 CLS
440 PRINT#448,"Destruction of a ";B$;" is grounds for court-mart
ial."
441 PRINT:PRINT"You are relieved of your command."
442 PRINT:PRINT:END
443 DATA"STATUS",0,"DAMAGE CONTROL",1,"SCIENCE COMPUTER",2
444 DATA"SHIP'S COMPUTER",3,"LR SENSORS",4,"SR SENSORS",5
445 DATA"IMPULSE ENGINES",6,"WARP DRIVE",7,"PHASERS",8
446 DATA"PHOTON TORPEDOES",9,"ALERT",10,"REPAIR",11
447 DATA"KLINGON WARSHIPS",50,"STAR BASES",51
448 DATA"CLASS F STARS",52,"PLANETS",53
449 DATA"UNEXPLORED AREAS",54
450 DATA"GREEN",21,"YELLOW ALERT",22,"RED ALERT",23
451 DATA"black hole",32,"0 star",33,"pulsar",34
452 DATA"space noise",35,"Star Fleet HQ",36,"G planet",37
453 DATA"unexplored M planet",38,"explored M planet",39
454 DATA"PROMOTED",425,"DECORATED",350,"REASSIGNED",290
455 DATA"DEMOTED",190,"RESIGNED",-1,"EXECUTED",-32000
456 DATA"E",999,30111,31111,30101,20121,20201,20001
457 DATA10001,10111,10211,10321,10221,-99
458 DATA110,110,110,110,110

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459 DATA1111,1111,1211,1121,1121
460 DATA3,3,2,2
461 DATA121,121,211,211,311,311,321,321,221,221
462 DATA121,121,211,211,311,311,321,321,221,221,0
463 CLS:IFPEEK(16396)=201THEN480ELSEPRINT#640,"";LINEINPUT"Ente
r filespec -> ";A$
464 IFLEN(A$)=0THEN27
465 LINEINPUT"(L)oad or (S)ave a game? ";B$
466 IFLEN(B$)=0THEN27ELSEB$=LEFT$(B$,1)
467 IFB$<>"L"ANDB$<>"S"GOTO27
468 ONERRORGOTO479:IFB$="L"THEN474
469 OPEN"D",1,A$
470 PRINT#1,E,H,T,S
471 FORN=0TO279STEP10
472 PRINT#1,A(N);A(N+1);A(N+2);A(N+3);A(N+4);A(N+5);A(N+6);A(N+7
);A(N+8);A(N+9)
473 NEXTN:CLOSE:GOTO27
474 OPEN"I",1,A$
475 INPUT#1,E,H,T,S
476 FORN=0TO279STEP10
477 INPUT#1,A(N);A(N+1);A(N+2);A(N+3);A(N+4);A(N+5);A(N+6);A(N+7
);A(N+8);A(N+9)
478 NEXTN:CLOSE:GOTO27
479 CMD"E":CLOSE:GOSUB421:RESUME27
480 PRINT#639,
481 INPUT"(CL)OAD OR (CS)AVE A GAME ";B$
482 IFLEN(B$)<2THEN27ELSEB$=LEFT$(B$,2)
483 IFB$<>"CL"ANDB$<>"CS"THEN27
484 IFB$="CL"THEN491
485 PRINT"PREPARE RECORDER - THEN <ENTER>"
486 IFINKEY<>CHR(13)THEN486
487 PRINT"SAVING GAME...":PRINT#-1,E,H,T,S
488 FORN=0TO279STEP30
489 PRINT#-1,A(N);A(N+1);A(N+2);A(N+3);A(N+4);A(N+5);A(N+6);A(N+
7);A(N+8);A(N+9);A(N+10);A(N+11);A(N+12);A(N+13);A(N+14);A(N+15)
;A(N+16);A(N+17);A(N+18);A(N+19);A(N+20);A(N+21);A(N+22);A(N+23)
;A(N+24);A(N+25);A(N+26);A(N+27);A(N+28);A(N+29)
490 NEXT:GOTO27
491 PRINT"PREPARE CASSETTE...":INPUT#-1,E,H,T,S
492 FORN=0TO279STEP30
493 INPUT#-1,A(N);A(N+1);A(N+2);A(N+3);A(N+4);A(N+5);A(N+6);A(N+
7);A(N+8);A(N+9);A(N+10);A(N+11);A(N+12);A(N+13);A(N+14);A(N+15)
;A(N+16);A(N+17);A(N+18);A(N+19);A(N+20);A(N+21);A(N+22);A(N+23)
;A(N+24);A(N+25);A(N+26);A(N+27);A(N+28);A(N+29)
494 NEXT:GOTO27

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# STAR

# WARS