

# "Star Trek"

## Introduction

In "Star Trek" you control the starship "Enterprise". Your mission is to destroy all the "Klingon" battlecruisers in the galaxy before time runs out.

## Operating Instructions

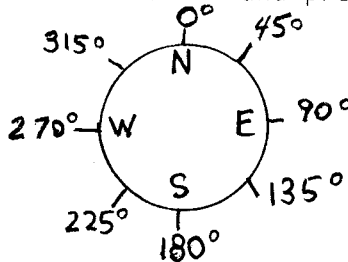
Reset the Bally and load the "Star Trek" program cassette into the machine. This is one player game and all control is done thru the keypad. After loading is complete, the computer will print an "L" (level) on the screen.

- Enter:
1. Novice
  2. Amateur
  3. Intermediate
  4. Professional

and press GO. Next the computer will print an "s" (size). Enter a number from 2-8; (2 means a 2x2 galaxy of 4 quadrants, 8 means a 8x8 galaxy of 64 quadrants). The Bally will then print your mission status and ask you for a command. Enter 1-4 (see commands).

## Commands

#1. Warp Engines: Enter a 1, and the Bally will print "Warp Engines", "Course". Enter the compass heading you wish to follow and press GO.



The computer will then print "Power". Enter the amount of power you wish to allot to the engines and press GO. The computer will then move the "Enterprise".

#2 Long Range Scan: Enter a 2 and the Bally will print "Scan", "Quad (x)-(y)", and a series of numbers. This tells you what is in all neighboring quadrants.

EXAMPLE:

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SCAN
Quad 2-2
000 100 030
011 202 200
301 000 001

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This means you are in quadrant 2-2

Hard-to-read handwritten note to immediate right says:

% (20000) = -22926  
 % (-22931) = CR

*Handwritten notes:*  
 % (20000) = -22926  
 % (-22931) = CR



PRINT "; RUN "; : PRINT % (16384), 1937

PRINT "; &(0)=0; &(1)=0; &(2)=V; &(3)=V; &(9)=19;

% (20120) = 199; RUN "; : PRINT % (16384), 1937

↑  
↓

A=10; B=100; J=90; U=46; V=<sup>143</sup>~~15~~; W=80; X=41; Y=0; Z=69

&(0)=0; &(1)=0; &(2)=V; &(3)=V; CLEAR; FC=12; BC=0;  
NT=0; &(9)=19

6 INPUT L, S; K=0; D=S X S X 5; FOR E=7 TO S X S + 6; G=RND(12) ÷ (G-L);  
K=K+G; @ (E)=G X B + RND(8-L) ÷ 4 X A + RND(L+2); NEXT E; GOSUB 91;

7 INPUT "POWER" L; L=ABS(L); P=P-L; RETURN

8 CLEAR, PRINT " → TELEWARP ←

9 Q=RND(5 X 5)+6; GOSUB 2; GOSUB J

10 IF 0 ÷ B CX=X; CY=Y; GOSUB W

11 IF RND(V) < 3 GOTO 8

13 F=0 ÷ A; IF RND(A) = 1 PRINT "SOLAR FLARE"; F=RND(B X R); GOSUB 83;  
GOTO 16

14 IF RND(A) = 1 PRINT "METEOR STORM"; F=RND(V); GOSUB 83

16 PRINT "COMMAND: "; IF K IF D > 0 IF P > 0 GOTO 25

18 GOSUB J; GOSUB 60; IF K=0 PRINT "A SUCCESS

20 IF K PRINT "A FAILURE

22 IF KP CLEAR; RUN

25 F=KP-U; IF (F < 3) + (F > 6) GOTO 25

27 GOSUB J; GOSUB F X A; D=D-1; GOTO 1

30 PRINT "WARP ENGINES"; PRINT; INPUT "COURSE" I; GOSUB 7; D=D-L ÷ 7

31 M=((I < 180) - (I > 180) - (I=0)) X A; N=((I < J) - (I > J) + (J > 269) + (I > 270))  
X A

BRB 32 R=(X+M-36) ÷ 45; T=(Y+N-5) ÷ 45; I=R-T X S; IF L=0 GOTO J+PX(X+M+1,  
Y+N+1) X (I=0) <sup>← 2</sup>

} There's no room for this in program  
Must be set from top or manual!

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BRB 33 IF PX (X+M-3, Y+N+2) GOTO J
34 L=L-1; CX=X; CY=Y; X=X+M-WXR; Y=Y+N-WYT; IF J=0 TV=U;
CX=X; CY=Y; NT=1; TV=2; NT=0; GOTO 32
36 Q=Q+I; IF Q ÷ B GOSUB W
37 E=Q; GOSUB V; IF E GOSUB Z; GOTO 32
38 GOTO 8
40 PRINT "SCAN"; IF C=C ÷ AXA GOTO U
41 PRINT "QUAD", #0, (Q-7) ÷ S+1, "-", RM+1; FORT=-S TO S
STEP 5; C=C-4; FOR R=-1 TO 1; E=Q+R+T; GOSUB V; IF E=0
PRINT "...*...";
42 IF E PRINT #2, @ (E) ÷ B, #0, RM ÷ A, RM,
43 NEXT R; PRINT; NEXT T; PRINT; RETURN
46 PRINT "→ DAMAGED!"; PRINT; RETURN
50 PRINT "FIRE PHASE IS"; IF C=A GOTO U
51 PRINT; IF Q ÷ B = 0 GOTO J
52 GOSUB 7; G=X; H=Y; FOR E=0 ÷ B TO 1 STEP -1; CX=@ (E) ÷ B;
CY=RM-40
54 L=L-30-ABS(G-CX)-ABS(H-CY); IF L < 0 GOTO J
55 T=U; @ (Q)=7; GOSUB B; IF RND(Q)=1 GOTO 54
56 TV=U; @ (Q)=@ (Q)-B; Q=Q-B; K=K-1; NEXT E; GOTO U
60 PRINT "STATUS"; PRINT; PRINT "POWER=", #0, PX(P>0); PRINT
"DAYS=", #0, D ÷ 4; PRINT "KLINGONS=", #0, K; PRINT; RETURN
BRB 69 BOX 38, 083, 88, 2; O=@ (Q); FOR CY=-30 TO 40 STEP 4; FOR CX=1 TO 71
STEP 4; TV=U; NEXT CX; NEXT CY; CX=X; CY=Y; NT=1; TV=2
71 I=0; FOR F=1 TO 3; I=J ÷ A; G=RM; FOR E=1 TO 6
72 CX=RND(8) XA-A+1; CY=RND(8) XA-40; IF PX(CX-3, CY+2) GOTO 72

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73 :FG@(E) = CXB + CY + 40; TV = ~~B~~ F X17 + F ÷ 3 X26

74 NEXT E; NEXT F; NT = 0; RETURN

80 F = 0; FOR E = 1 TO 0 ÷ B; G = @(E) ÷ B; H = RM - 40; T = RND(V); F = F + T;  
81 &(23) = T; &(2) = J; &(3) = J; GOSUB B; &(2) = V; &(3) = V; NEXT E; GOSUB J

83 PRINT "DAMAGE = ", #0, F; P = P - F; PRINT; C = C + RND(9 + F ÷ V) ÷ AX  
(RND(2) X 9 - 8); RETURN

90 BOX - 42, 0, 77, 88, 2; CX = 77; CY = 40; RETURN

91 P = 2500; C = 0; GOSUB J; GOSUB 60; RETURN

100 LINE G-1, H, 4; LINE CX-1, CY, 3; &(21) = 95; FORT = U - T ÷ 4 TO 2; &(19) = T; NEXT T;  
LINE G-1, H, 4; LINE CX-1, CY, 3; &(21) = 0; RETURN

&(21) = VC

143 F = (E - 6) ÷ 5; IF F > 11 THEN GOTO 145; IF R1 = 1 - RM X 2 RETURN

144 E = 0; RETURN