

STARTREK INSTRUCTIONS

COMMANDS: 1-TO MOVE
2-TO FIRE
3-TO RAISE SHIELDS
4-SHORT-RANGE SENSOR SCAN
5-LONG-RANGE SENSOR SCAN

WHEN FIRING AT THE KLINGONS, YOU HAVE TO TAKE A SHORT-RANGE SENSOR SCAN TO FIND OUT WHAT THE TRAJECTORY IS BEFORE YOU FIRE AT EACH KLINGON.

ON LONG-RANGE SENSOR SCANS THE CODE IS:

THE QUADRANT OF THE SCAN	EX.	1:3	} NUMBER OF KLINGONS IN EACH QUADRANT
		2:0	
		3:0	
		4:1	
		5:1	
		6:0	
		7:2	

NOTE: TO MAKE THE GAME HARDER OR EASIER CHANGE LINE 5
(E=THE TOTAL ENERGY, DECREASE E TO MAKE THE GAME HARDER;
INCREASE E TO MAKE THE GAME EASIER.)

1	2	3	4	5	6	7														
1																				
8	9	10	11	12	13	14	15	16	17	18	19	20								
3									0										2	

The quadrant grid and an example of keeping track of the Klingons