

# STANDARD OPERATING MANUAL

## 400,000 METRIC TON

### FEDERATED COLONY STARSHIP

#### Model XB-1280



THE KLINGONS ARE COMING, THE KLINGONS ARE COMING!!

Captain's Log: Stardate 3126 - You are the commander of a starship patrolling deep space. Word reaches you that the Klingon Empire has begun to build outposts on the fringe of neutral space. This is a clear violation of inter-galactic peace agreements and you are dispatched to investigate. It is your first command. Do you have what it takes? Can you repel the insurgent Klingons and keep the Universe safe for democracy?

Objective: To accumulate points by seeking out and destroying Klingon outposts and war vessels. Each outpost and war vessel is worth a fixed number of points (described in the next section) and you must use your skills as a captain of a starship and see how many points you can amass before annihilation sets in. (Central Command wishes you the best of luck but regrets that we cannot be with you.) In order to accomplish this your sophisticated starship is equipped with sensors which are capable of detecting and identifying the approach of the enemy; of increasing speed (called warp factor) in order to give chase; and of changing heading so that you are: 1) moving directly toward the enemy, 2) moving in a direction lateral to the enemy, or 3) moving away from the enemy (you chicken). Each of these three sides is equipped with a shield to protect you from an attack. You have at your disposal four (4) renewable photon torpedoes for long range fighting and the more powerful phasers for closer encounters. Remember you are in command. It is up to you to assess the power of the enemy. Only you can make the decision to fight or run.

Before You Begin Play: After you have input the game, the front viewing screen will appear on your TV set. This realistic reproduction will allow you to view deep space and provides you with all the information you will need in order to evaluate your position at any given time. The information concerning your position is listed across the bottom of the screen as follows:

WF = 0      HDG = 0      PHT = 4      PHSR = 1

Where WF stands for warp factor, HDG for heading, PHSR for phasers and PHT for photon torpedoes. In order to enter neutral space - where the Klingons have begun their aggressive activities - it will be necessary for you to change your heading and warp factor. THE KEY PAD WILL BE YOUR CONTROL PANEL.

To Increase Speed: Depress and hold 'words' key. Note that the WF factor at the bottom of the viewing screen will begin to increase in increments of one. When desired speed is reached, release key.

To Decrease Speed: Depress and hold 'print' key. Note that the WF factor at the bottom of the viewing screen will decrease in increments of two. When desired speed is reached, release key.



To Change Heading: Depress and hold the 'red mask' key. The HDG factor at the bottom of the viewing screen will then change from: 1) moving toward the enemy, to 2) moving tangent to the enemy, or 3) moving away from the enemy. Important!! You must be at warp factor 0 before you can change heading.

To Begin Play: Start by pressing the 'red mask' key until the number 1 appears next to HDG under the viewing screen. Proceed by pressing the 'words' key until the desired warp factor is reached. A comfortable speed for a novice is 3. Important!! To enter neutral space you must be at heading 1 and traveling at a warp factor of at least 2.

Next: Your ship is equipped with sensors that will detect and identify the enemy within a range of 3800. This information is displayed in the top center position of the viewing screen (see Fig. 1). You are now ready to MEET THE ENEMY!! As soon as your sensors detect the presence of the enemy you will be notified by a siren. Next the identity of the spacecraft will be flashed over the top of screen. You are now faced with one of three possibilities:

Close Encounters of the 1st Kind: - A Klingon outpost. This presents no problem as it has no movement and no weapons. Just move in for the kill ... 10 pts. Hint: Use this chance to test the ship's maneuverability.

Close Encounters of the 2nd Kind: - Class 1 Cruiser. Be careful. This is no sitting duck. This light, fast, small ship is capable of striking back, not to mention first ... 20 pts. This should present little or no problem to a qualified captain such as yourself.

Close Encounters of the 3rd Kind: - Full Command Battleship. This will be a true test of your ability. This war machine has the ability to inflict heavy damage. Only the experienced captain will be able to defeat this worthy opponent ... 30 pts.

In order that you may assess the position of your opponent, and thus maximize your attack, additional information about him will be printed across the top of the viewing screen (see Fig. 1).

WF: The enemy's warp factor is indicated in the upper left portion of the screen. A minus sign (-) next to the number indicates that the Klingon is attacking! The higher the number, the faster he is coming at you. A plus sign (+) indicates that you have frightened him and he is retreating. The higher the number, the faster he is retreating.

Range: This is indicated by the number in the center at the top of the viewing screen. This information is very important. Once the enemy has appeared in the screen you will notice the range begin to decrease. Look at your opponent's WF. If this is a high negative number, for example, -6, then the range will begin to decrease rapidly. If the enemy WF is decreasing, for example, -6, -5, -4, then the enemy is slowing down in order that he may change heading to begin his retreat. It is important that you understand this inasmuch as range has a direct bearing on your own 'weapons readiness.' It is also possible for the enemy to escape your fury, a situation for which you receive no points.



Relative Power: This information is found in the upper right hand section of viewing screen. It is the power your opponent expressed as a percentage of your own power. As a general rule, an outpost will always be much less powerful than you - for example 33 (meaning 33% of your strength) while a full command battleship will almost always be more powerful than you - say 130 (or 130%) of your power. This number will change with each new encounter. It is this figure you will use to assess the power of the enemy.

#### WHAT HAPPENS NEXT

Well, captain, now that you have learned how to maneuver your ship and identify and evaluate the enemy, it's time you learned how to pull the trigger. Since all weapons are computer aimed, every fire is a hit. You will see the photon torpedoes explode against the enemy's defensive shields. The lower the range the higher the damage. You will see the effect in the enemy's lower power level after every hit. When he no longer has power to maintain his shields, he will be destroyed.

Photon Torpedoes: In order to fire a photon torpedo, press and hold the 'green mask' key. This will release one torpedo. After each firing the number next to PHT on the bottom of the viewing screen will be reduced by one. When this figure reaches zero, it will be necessary for you to wait a short period of time in order for the torpedoes to regenerate. Photon torpedoes are too destructive to use within a range of 2000, and can only be fired directly ahead (HDG #1).

Phasers: This is a highly destructive short range weapon that may only be used within a range of 2800. To fire your phasers, press and hold the 'blue mask' key. You may only use this weapon when the number next to PHSR is 1. After each firing the phaser banks will recharge as follows: -3--2--1--0--1. You must wait until it reaches 1 before using your phasers again.

IMPORTANT! PHOTON TORPEDOES WILL RESPOND ONLY AT HEADING 1, WHILE THE PHASERS WILL FIRE AT HEADING 1 OR 2.

Status Report: After each successful encounter you will receive a SHIP STATUS REPORT. This report will provide you with information concerning the status of the ship's power and the condition of each shield. Since you must take some punishment in order to give some, these figures will decrease after every battle. Central Command urges you not to worry. We have some good news and some bad news. The good news is that the on-board computers will automatically restore a percentage of your power and shields according to your success in battle. For each sixty points you accumulate, a percentage of your power will be restored. The bad news is that since only a percentage of your power is being restored, your ultimate fate will be annihilation. The enemy, after all, is always increasing at the same rate. After you have read and evaluated your damage report simply press any key on your pad, the front viewing screen will reappear and you will be ready for your next encounter. Note that the WF at which you were traveling at the finish of your last battle will remain the same. If this was quite high (4+) it may be advisable to slow down. When the end comes, you will be blown into oblivion. Your score is then printed on the screen and you have the option of crawling into a black hole, or mustering your courage to reengage the enemy to once again make the universe a safe place to live.



## HOW WELL DID YOU DO?

- 0--60 ... Who put you in command? This score clearly indicates janitor status. With you at the helm, the Klingons will be cleaning up all over the place.
- 70-100 ... You're just a student, right? Go back to the university and learn how to fly one of these things before the Klingons blow the university right into nothingness.
- 110-160 ... You are now an experienced second rate officer. With a little more practice you may earn your own ship one day.
- 170-200 ... The universe can now sleep safe. You have attained full five-star commander status.
- 200+... Captain Kirk, eat your heart out.

## SOME NOTES ON STRATEGY

In the beginning you may experience the urge to plow full steam ahead without regard for your own safety or the safety of the crew. This is known as the 'fools rush in' syndrome. In order to ease you into a battle readiness mode, we have provided that your first encounter will always be against an outpost. Because there is no retaliation from this position, you should use the opportunity to get used to the ship's capabilities. Once you have moved in for the kill, you will receive a status report. Since you have not incurred any damage, this report will show the ship at full strength. Your next encounter will probably be against a Class I Cruiser, but may be against a Battleship inasmuch as random factors are involved. After your first fight with a warship your shield power will probably be reduced. It is important that you keep track of this. Once your shields are below 40%, you will be in grave danger. A hit on a buckling shield is very destructive. It is imperative that you change heading to bring another shield to bear. It may even be necessary to retreat. The clever commander knows the strengths and limitations of his ship at all times and evaluates his chances of victory even before he attacks! With some practice a score of 170-200 is attainable. Esoterica Ltd. is eager to answer any questions you may have concerning the operation of your game or about the strategy involved in playing it. (We cannot, however, be responsible for children who run away to join Starfleet Command.) All questions may be addressed to Esoterica Ltd., 3328 Red Fox Run NW, Warren, Ohio 44485. We are also interested in your high score. Just jot it down on a postcard and mail it to the above address. Good luck!! And thanks for flying Starfleet.



## SOME SHORT NOTES ON GOLF

Your miniature six hole putt-putt golf course is designed to provide a fun, fast paced evening of competition for up to four players at a time. While each hole varies in difficulty, each also has a maximum par of six so that time is not wasted while one player chases his ball all over the green. After you have input your golf game, the computer will ask you "How many Players?" Answer by pressing 1-4 on the key pad depending on how many desire to play. At this point the first green will appear. The small box is the ball and the larger box is your putter. Using your joy stick line the putter up with the ball and squeeze the trigger. If you desire to only tap the ball, keep the putter close to the ball, and for harder hits place the putter farther away. No matter where the putter is placed, it will always hit the ball. Balls that are very close to the green must be nudged gently as a hard hit will knock it off the green. When this happens simply press 0 on the key pad. The ball will be returned to tee position and you will be assessed one penalty stroke. All balls go directly to the hole on the sixth shot. When the putter and the ball are far apart, the dial on the joy stick can be turned all the way to the right. This will cause the putter to take larger steps. This has nothing to do with how hard you hit the ball, it is simply a timesaving device. Once you have mastered this course (i.e. the first hole is an easy ace) and you desire new conquests, we would be happy to redesign any or all of the holes to accommodate you. Just return the tape along with \$2.00 plus 50¢ return postage. Indicate the holes to be changed and the direction of difficulty in which the change should be made.

Esoterica Ltd., is interested in hearing from readers about the quality and playability of their tapes. Write to:

ESOTERICA LTD.  
3328 RED FOX RUN NW  
WARREN, OHIO 44485  
PHONE (216) 898-7165



## COMPUTER LISTING FOR MINI GOLF

It is important that this program be input exactly as written here

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1.
2.
3.
5 H=1; CLEAR
6 P=1; NT=3; Q=3
10 B=0; L=0; X=10; Y=10
15 FC=164; BC=89
16 FOR A=1 TO 4; @ (A) =0; NEXT A
20 PRINT "NO. OF PLAYERS"; INPUT V
21 CLEAR
25 GOSUB 9000+HX100
26 CX=-65; CY=40; PRINT #1, "PLYR->", P, " SCORE->", @ (P), " HOLE->", H
27 BOX B, L, 2, 2; BOX X, Y, 4, 4, 2
30 IF (B > 80) - (B < -80) - (L > 40) - (L < -40) @ (P) = @ (P) + 2; B=20; L=0; BOX B, L, 2, 2, 2
33 IF PX (X+JX (P) XQ, Y) = 1 BOX X, Y, 4, 4, 1; X=X+JX (P) XQ
35 IF PY (X, Y+JY (P) YQ) = 1 BOX X, Y, 4, 4, 1; Y=Y+JY (P) YQ
40 BOX X, Y, 4, 4, 2
50 IF TR (P) GOTO 1000
56 Q=KN (P) + 14; IF Q < 30 Q=3
58 IF & (22) = 16 @ (P) = @ (P) + 1; CLEAR; GOTO 25
60 GOTO 33
100 C=ABS (B) - ABS (X); C=ABS (C)
110 T=ABS (L) - ABS (Y); T=ABS (T)
115 IF C > 25 C=25
116 IF T > 25 T=25
120 K=Cx10; M=Tx10
125 @ (P) = @ (P) + 1
126 I=I+1; IF I=6 I=0; GOTO 4000
130 F=20; IF X > Bx1 F=-20
140 G=20; IF Y > Lx1 G=-20
142 NT=3
144 BOX B-(F+10), L-(G+10), 3, 3, 2
145 BOX X, Y, 4, 4, 1
146 MU="3"
147 X=B-(F+10); Y=L-(G+10)
150 FOR A=1 TO 2xC+T
160 IF M > OM=M-(T+2)
165 IF K > OK=K-(C+2)
169 NT=3
170 BOX B, L, 2, 2, 1
173 IF PX (B, L+2) = OG=-G; MU="D"; GOTO 184
174 IF PY (B, L-2) = OG=-G; MU="D"; GOTO 184
175 IF PX (B, L+E) = OG=-G; MU="D"
176 IF PY (B+2, L) = OF=-F; MU="D"; GOTO 184
177 IF PY (B-2, L) = OF=-F; MU="D"; GOTO 184
178 IF PX (B+D, L) = OF=-F; MU="D"

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184 D=K+F; E=M+G
185 B=B+D; L=L+E
187 NT=0
190 BOX B, L, 2, 2, 2
220 IF B < W+3 IF B > W-3 IF L < Z+3 IF L > Z-3 GOTO 4000
230 IF D=0 IF E=0 GOTO 26
250 NEXT A
260 GOTO 26
900 BOX W, Z, 4, 4, 2; BOX W, Z, 2, 4, 1; BOX W, Z, 4, 2, 1; RETURN
1000 BOX 0, 0, 130, 35, 1
1010 B=50; L=0
1020 Q=-42; Z=10; GOSUB 9000
1030 X=58; Y=0; RETURN
1100 BOX 10, 10, 140, 40, 1; BOX -35, 15, 30, 30, 1; BOX -35, -15, 30, 30, 1
1130 B=60; L=15; W=-44; Z=-22
1134 X=70; Y=15
1135 GOSUB 9000
1140 RETURN
1200 BOX 0, -10, 120, 60, 1
1250 B=-50; L=-20; W=45; Z=25; X=-60; Y=-20
1255 BOX 50, 15, 40, 40, 1; BOX -50, -25, 40, 40, 1
1257 BOX -12, 4, 28, 20, 2; BOX 30, -20, 25, 30, 2
1260 GOSUB 9000
1265 RETURN
1300 BOX 20, 20, 70, 30, 1
1310 BOX -30, 0, 50, 70, 1
1320 BOX 20, -25, 70, 25, 1
1330 B=20; L=20; W=30; Z=-20
1340 X=30; Y=20; GOSUB 9000
1350 RETURN
1400 BOX -30, -20, 40, 40, 1
1410 BOX 10, -10, 50, 20, 1
1420 BOX 50, 5, 35, 45, 1
1450 B=-30; L=-20; X=-35; Y=-25
1460 W=60; Z=20; GOSUB 9000
1470 RETURN
1500 BOX -30, -10, 60, 60, 1; BOX 30, 0, 65, 30, 1; BOX -30, 0, 40, 20, 2
1520 BOX 50, 20, 35, 20, 1
1530 B=50; L=20; X=60; Y=20
1540 W=-52; Z=-35; GOSUB 9000
1550 RETURN
4000 FOR A=1 TO 10; NT=3
4002 BOX W, Z, 4, 4, 3; BOX W, A, 2, 2, 3; MU="3"
4005 NEXT A; I=0
4006 CLEAR; P=P+1; NT=0
4010 IF P=V+1 P=1; H=H+1
4020 IF H < 7 GOTO 25
4030 CLEAR
4040 FOR A=1 TO V
4050 PRINT A, @ (A); NEXT A

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## COMPUTER LISTING FOR STAR TREK

It is important that this program be input exactly as written here

1.1

2. BATTLE CRUISER CLASS I CRUISERKLONGON OUTPOSTPHT. TORP. HIT MAIN PHASER HIT

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10 CLEAR ;K=0;H=0;GOSUB 7200
40 R=4100;I=RND (3);X=0;IF K=0I=3
45 S=1;B=0;O=0;P=1000;I+(K+3);NT=0
60 IF Z>0Z=Z-1
70 IF &(20)=32IF W<9W=W+1
75 IF &(20)=16W=W-2;IF W<0W=0
80 IF C=1R=R-(W-S)x10
82 IF C=2R=R+Sx10
85 IF C=3R=R+(W+S)x10
90 D=38-R+100;M=RND (4+Ix2);IF P<20S=S+1
100 IF J>0J=J-1;X=4
105 BOX -10,-30,2,2,3;IFO>1GOTO 120
110 IF R<3800T=I-1;GOSUB 1050
120 IF X=4U=U+1;IF U>10X=0;U=0
130 IF I=3S=0;GOTO 200
140 IF S>-6IF P>Q+20S=S-1
190 IF P>20IF M=2IF R<3700GOTO 700
200 IF &(22)=32IF W=0C=C+1;IF C=4C=1
210 IF F=0IF &(21)=32IF C<3IF Z=0IF R<2800GOTO 500
220 IF &(23)=32IF C=1IF X<4IF R>2000GOTO 7000
230 IF O>1IF R>3800GOTO 40
290 IF F>0F=F-1;Z=1
295 IF B>2GOTO 360
300 BOX 0,1,136,57,1;BOX 0,1,134,54,2;BOX 0,1,130,50,1
330 FC=1;BC=117;FOR A=1TO 15;BOX RND (130)-65;RND (48)-24,1,1,2;NEXT A;B=B+5
360 BOX 0,-30,2,2,3;IF R>3750GOTO 370
364 IF I=2GOTO 366
365 BOX 0,0,2+D*2,2+D*3,2;IF I=3GOTO 367
366 BOX 0,0,2xD+8,D*4+1,2;BOX -D-4,D*4+1,2,D*2+1,2,D*2+1,2
367 CX=-79;CY=40;PRINT S,R,P
370 CX=-75;CY=-39;PRINT #1,"WF=",W," HDG=",C," PHS=", -1xZ+4*4," PH.T.",4-X
410 BOX 10,-30,2,2,3;GOTO 60
500 NT=100;MU="v";FOR A=1 TO 10
510 LINE -25,-25,4;LINE 0,0,2;LINE 25,-25,4;LINE 0,0,2
535 NEXT A;NT=0;P=P-D;Z=4;IF P<0GOTO 2000
540 GOTO 300
700 FOR A=2TO 44STEP 2;BOX 0,0,2xA,A,3;BC=RND (255);NEXT A
760 FC=BC;&(21)=255;T=RND (6);B=0
763 IF R>3750GOTO 40
765 @C)=@C)-2xD;Q=Q-D*2;&(21)=0;CLEAR ;IF @C)<0@C)=0
769 FC=BC+6;IF @C)<35Q=Q-30+@C);CX=-66;CY=10;PRINT "SHIELD",C,@C),"%";
GOSUB 1070
774 IF T=4F=D*2;GOSUB 1050
775 IF T=3J=D;GOSUB 1050
776 IF Q<0PRINT "SCORE",K;STOP

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780 GOTO 300

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1050 CX=-55;FOR A=-24568+Tx15TO -24554+Tx15;TV=%(A);NEXT A
1070 NT=3;&(23)=0;&(21)=230;FOR A=90TO 45STEP -1;&(19)=A;NEXT A;O=O+1
1072 &(21)=0;&(23)=255;NT=0;IF O<5-1GOTO 1070
1075 &(19)=0;RETURN
2000 FOR A=1TO 60;FC=RND (255);NEXT A;FC=1
2005 I=(4-I)x10;H=100;G=G+L;IF G>50G=0;GOSUB 7200
2010 CLEAR ;NT=3;PRINT "SHIP STATUS REPORT";PRINT;PRINT ">$$$POWER",
C,"%
2025 FOR A=1TO 3;PRINT ;PRINT "SHIELD",A,@(A),"%";NEXT A
2030 K=K+L;IF KPCLEAR ;GOTO 40
7000 FOR A=-22TO -2;&(21)=210-A*2;Y=-A*5;BOX 0,A,Y+1,Y+1,2;BOX 0,A,Y+1,Y+1,
1;NEXT A
7050 P=P-D-RND (10);FC=79;&(21)=0
7055 IF P<0GOTO 2000
7060 X=X+1;GOTO 300
7200 Q=100-H+K;Z=0;@(1)=Q;@(2)=75;@(3)=65;RETURN

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