

The play of this game is based loosely on SUPER STAR TREK and TREK 80.

The long range sensor scan (LRSS), short range sensor scan (SRSS), energy remaining, torpedoes remaining, shield strength, time left to complete mission, number of Klingons left, number of starbases left, and current quadrant number are continuously displayed. The foreground color (FC) is a display of condition and can be red or green. Many contrasting background colors (BC's) can be used, 7 & 0 both work well.

The Klingons have the ability to move, this feature is controlled by the note time (NT). If the NT is greater than 9 the Klingons can move. The standard non-moving NT is 1 and the standard NT for moving is 257 (note! NT's of 1 and 257 are equivalent in speed). A heavily damaged Klingon can not move. When a Klingon is moving they may momentarily disappear from the SRSS.

Input is from pistol grip #1. Select input with knob or joystick and enter it with the trigger. If too many commands are cancelled or too many shots are fired off screen, the message "RFX" will occur. Type CLEAR; GOTO 1500" to continue. Movement beyond a quadrant boundary sends you to the next quadrant in that direction. There is full wrap-around at top, bottom, left, & right.

Long range sensors are

First Digit - # of Klingons - 0 to 4 default  
 Second Digit - # of Starbases - 0 or 1 default  
 Third Digit - # of Stars - 0 to 9 default

## STAR TREK III 11.2

### General (2 of 2)

Phaser Fire has a cumulative affect.

To dock with a Starbase; land on it. A Starbase supplies 5 torpedoes and 500 units of energy. A Starbase is emptied in one use. These features can be changed by changing line 120 in the program.

Space can be from 2x2 to 8x8 quadrants by changing line 10, and can be expanded to 9x9 by deleting line 10 and typing in the values manually each time the game is played.

Values on line 10 can be changed to your choice (Consult Variable List).

Line 12 initializes all the quadrants in space and can be changed. The process in use is: 1/3 of the quadrants have 1-9 Klingons, Each quadrant has 1 chance in 2xU of having a Starbase, Each quadrant has 0-9 Stars.

There are a couple of extra bytes for changes, SZ must be  $\geq 254$  for 8x8 and  $\geq 288$  for 9x9.

You must destroy all Klingons before running out of energy or time.

Good Luck!

You can warp "over" objects but you can't shoot through them.

Comment statements (o's) must be deleted to run the program.

# STAR TREK III 11.2

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## Variables

- A } X Y COORDINATES OF ENTERPRISE
- B }
- C } TOTAL NUMBER OF KLINGONS
- D } TEMPORARY VARIABLE
- E } ENERGY
- F } X Y MOTION INCREMENT
- G } }
- H } C.Y VALUE OF COMMAND LINE
- I } TEMPORARY VARIABLE
- J } TEMPORARY VARIABLE
- K } NUMBER OF QUADRANTS (U<sup>2</sup>)
- L } @ NUMBER FOR LAST QUADRANT (K-1)
- M } TEMPORARY X Y COORDINATES
- N } }
- O } NUMBER OF TORPEDOES
- P } CURRENT QUADRANT NUMBER
- Q } TEMPORARY VARIABLE
- R } PARAMETER PASSED TO SUBROUTINES
- S } SHIELD STRENGTH
- T } CURRENT TIME
- U } DIMENSION OF SPACE (√U)
- V } NUMBER OF KLINGONS IN CURRENT QUADRANT
- W } PARAMETER RETURNED FROM SUBROUTINES
- X } NUMBER OF STARBASES IN CURRENT QUADRANT
- Y } NUMBER OF STARS IN CURRENT QUADRANT
- Z } SPEED
- XY } TOTAL NUMBER OF STARBASES
- NT } NOTE TIME & CONTROL OF KLINGON MOVEMENT

# STAR TREK III 11.2

## Command List

- 1 - Navigate the Enterprise.  
Speed (1-11 Units)  
Energy Used is 4 units/unit  
Course (Joystick)  
No Course Cancels Command
- 2 - Fire Phasers  
Units to Fire (1-86 Units)  
Course (Joystick)  
No Course Cancels Command
- 3 - Fire Photon Torpedoes  
Course (Joystick)  
No Course Cancels Command
- 4 - Set Shield Strength  
Unit Strength (1-86 Units)
- 5 - Surrender  
Pull Trigger to Start a New Game  
To Cancel Surrender - Instead of  
Pulling Trigger, Press (H), then  
type CLEAR; GOTO 15 (92)

```

Line #          Statements(s)          Comments
-----
1
2
3 STAR TREK III
4
5
10 E=4000,Q=25,T=30,U=8
    K=64,L=63
12 CLEAR C=0,XY=0,FOR Q
    F=TO L,IF=(RND*(3).Z2).X,RND*(.6
4).IF=RND*(2XU)=3).S=C+I,X
Y=XY+J,Q(Q)=I,XI,QI,FI,QI+RND
(LI)=1,NEXT Q,I,P,RND*(L)
15 H=32,BOX 37,3,78,26
    BOX 37,-14,78,58,1,BOX
50 8,54,71,1,FOR I=KTO KT
63,Q(I)=32,NEXT I,GOSUB 90
    Q(Q)=69
16 R=(Q-K)=8,A=RM,GOSUB
950,IF V FOR I=1 TO V,GOSUB
900,Q(Q)=16.457,NEXT I
17 IF Y FOR I=1 TO Y,GOSUB
900,Q(Q)=42,NEXT I
18 IF X GOSUB 900,Q(Q)=66
20 FOR I=1 TO J,CX=31-IX
    CX=3,FOR DEP=1 TO P+1,QEQ
+IXU,Q=Q+K*(QSQ)-X*(Q*4),P
PRINT #3,Q(Q),NEXT J,NEXT
I
25 FOR I=ATO 7,M=0,GOSUB
420,FOR I=AT 7,IF K+D+N*B
+DE*(I),IF NTR,IF DZ999,IF
RND (5)=30*(I)=32,GOSUB 900
    Q(Q)=D
30 JN=0(I),NEXT J,NEXT N
    ES=106+(N=0)*89,IT=1,DEY
X(RND*(20)+2A)-3X,IF V,ES
E=S-(D*Q)*D
40 CX=0,CXEL,PRINT "ENG
    Y,E,CXEL,PRINT "TRIP" QIS
X=1,PRINT "SHUD",S,CXEL,PR
    X=1
    
```

DO NOT ENTER A SPACE BETWEEN LINE # AND STATEMENT. THIS IS DONE BY THE UNIT  
 USE OF SHADED AREA IS FOR 2ND OR MORE LINES OF MULTI-LINE STATEMENTS

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Line #          Statements(s)          Comments
-----
1 INT "TIME",T,CXEL,PRINT "X
LN$," S
45 CXEL,PRINT "BASE",XY,
CXEL,PRINT "QUAD",P,IF SE0
CXEL,PRINT "WIND",GOT 7A
50 CXEL,PRINT "WIN",GOT 7A
    "CMR?",S=0,GOSUB 850,JS
70 PH,GO 50+W*X50
    "LCS"
70 R=9,GOSUB 850,GO 7A
100 PRINT "SPEED",R=25,G
    GOSUB 850,ZW,GOSUB 850,EE
+Z*4,R=0,GOSUB 850
110 IF Z=OP=P-UX(NC0)+UX(
N*7)-(M*0)+M*7,P=PT+KX(P
Q)-K*(P>L),GO 7A 15
120 IF Q(D)=60=O+5,E=E+5
    Q,X=X-1,XY=XY-1,GOSUB 930
    GO 7A 140
130 IF Q(D)#32,GOT 20
140 Q(B*X+A+K)=32,A=M,B=N
    Q(D)=69,GOT 20
150 PRINT "UNITS",R=3,GO
    SUB 850,IF W>E,GOT 50
160 GOSUB 930,E,E,W,W-W-R
    ND(W+3+1)
170 GOSUB 970,IF Q(D)=32F
    OSUB 430,IV=35,GOT 170
180 IF Q(D)<7,GO 7A 20
190 Q(X)=Q(P)-W*512,IF Q(
    P)<250,GOSUB 930
195 GOT 20
200 IF Q<16,GOT 50
210 GOSUB 420,IF Q=1
220 GOSUB 970,IF Q(D)=32G
    OSUB 420,IV=43,GOT 220
230 IF Q(D)>7,GOSUB 930
240 GOT 20
250 PRINT "SHLD",R=3,GO
    SUB 250,S,W,GO 7A 0
    
```

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Line #          Statements(s)          Comments
-----
    "
    "
    " S, TOS
    for "win"
    Inn-
    Comment
    "
    " or LOS
    Restart Game
<1> Movement
    inn- speed E
    if cross- to
    another quadrant-
    set up
    if hit- star-
    -tr- enemy
    "
    " Crash- avoid move
    move on
    ERSE
<2> Phasers
    Inn-out-
    source
    fire
    trace
    off or hit
    M E
    N E
    "
<3> Proton Torpedoes
    Let course fire
    trace-
    off or hit
    hit
<4> Set shield
    S-rev-
    
```

Line #	Statements(s)	Comments
300	GO TO 60	> Quit
420	CX = -7 + M * 6, CY = 37 - N * 8, RETU, RN	Locate on SRSS
430	Z = I, R = Z	Weapons - speed = 1
440	M = A, N = B, C, Y = H, PRINT "S OURSE"	"COURSE"
450	IF TR(1) = 0 GO TO 450	Joy stick
460	F = JX(1) * 2, G = -JY(1) * 2, IF F = 0 IF G = 0 GO TO 50	Input Routine
470	RETURN	"
850	W = E(28) / R + 1, PRINT #3, W, IF TR(1) PRINT #3, RETURN	Input RN Value
860	CX = CX - 18, GO TO 850	
900	Q = RND(64) + 1, IF Q(9) = 32 RETURN	Find an empty location in quadrant
905	GO TO 900	
920	Q(D) = 32, V = V - 1, C = C - 1	Destroy a Klingon
930	Q(P) = V * 100 + X * 10 + Y, RETURN	Update LRS Values
950	V = Q(P) / 100, X = RN + 10, Y = RN, RETURN	Decode LRS Values
970	M = M + F, N = N + G, IF M > -1 IF M < 8 IF N > -1 IF N < 8 D = M * 8 + M + K, RETURN	Movement Iner. Routine
980	Z = 0, IF R GO TO R	"
990	RETURN	"

MORE LINES OF MULTILINE STATEMENTS

LINE UNIT