SIMUTEK

EXCEPTIONAL SOFTWARE THRU RESEARCH & IMAGINATION

****

PACKAGE ONE

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GRAPHIC-TREK 2000

INVASION WORG1

STAR WARS

SPACE TARGET

SAUCERS

TRS-80
16K LEVEL II

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INTRODUCTION

THANK YOU for buying SIMUTEK soft-
ware. We're sure you'll enjoy all 5 of
of these excellent programs.

All these programs should CLOAD at
approximately $5\frac{1}{2}$ to 6 VOLUMN. You know
your cassettes and Computer's Idiosyncr-
isys, so try loading at a volumn that
your basic programs load at properly.

If for some unknown reason you can-
not CLOAD the programs try the B side of
the cassette. We've taken the precaution
to make 2 copies of each program for you.

If the programs will not load for any
reason just return cassette to us with-
in 30 days and we will send you a new
cassette.

GRAPHIC-TREK 2000

This program written by Michael A. Gariepy

We will begin by explaining the command
console. (What you see on the screen).
Letters tell you paragraph of explanation.

```
STARDATE        (A
CONDITION       (B
POWER           (C
QUADRANT        (D
SHIELDS         (E
TORPEDO         (F
KLINGONS        (G
DAYS LEFT       (H
**************
LONG RANGE SCAN
103    010    011
002    101    201    (I
005    206    005
```

A) STARDATE: Tells you the present date
   of this mission in Federation time.

B) CONDITION: GREEN tells you the quad-
   rant is free of Klingons. RED tells
   you to beware of the Klingon menace!

C) POWER: The present power supply
   available to the Enterprise. You will
   notice that power is consumed at all
   times. FACTORS AFFECTING POWER USE :
   1) WARP DRIVE: Consumes most.
   2) IMPULSE DRIVE: Consumes less.
   3) NUETRAL: Consumes least.
   4) PHASERS: BANK ONE USES 100
                BANK TWO USES 200

POWER IS RESTORED WHEN YOU DOCK WITH A
STARBASE.(STARBASES WILL ALSO FIX DAM-
AGES AND RESUPPLY YOU WITH TORPEDOES)

D) QUADRANT: The GALAXY is an array of
   8x8 QUADRANTS. Outside the GALAXY is
   UNCHARTED SPACE. Layout of the QUAD-
   RANTS IN THE GALAXY IS AS FOLLOWS:

```
   1  2  3  4  5  6  7  8
1  .  .  .  .  .  .  .  .
2  .  .  .  .  .  .  .  .
3  .  .  x  .  .  .  .  .
4  .  .  .  .  .  .  y  .
5  .  .  .  .  .  .  .  .
6  .  .  o  .  .  .  .  .
7  .  .  .  .  .  .  .  .
8  .  .  .  .  z  .  .  .
```

X is at 3-3. Y is at 4-7. Z is at 8-5.

E) SHIELDS: Tells you the amount of power
   presently channelled to the ships pro-
   tective shields.FACTORS AFFECTING SHIELDS:
   1) KLINGON HITS. (DEPENDS ON THE POWER
      OF THEIR TORPEDOE.)

   2) DETONATION OF YOUR TORPEDOES TOO
      CLOSE TO ENTERPRISE, CAUSES ALL
      SHIELD POWER TO BE LOST!
   3) OF COURSE YOU MAY CHANGE SHIELD
      POWER AT ANYTIME.(SEE COMMAND "S")

F)TORPEDOE: NUMBER OF TORPEDOE IN STOCK.
   Torpedoe may be re-stocked at star-
   bases.

G) KLINGONS: The number of KLINGON bad
   guys to be destroyed.

H) DAYS LEFT: The total amount of time
   you have remaining to destroy the
   KLINGONS. As in real life the clock
   is always ticking. Don't waste any
   time!

I) LONG RANGE SCANNER:

The LONG RANGE SCAN gives you constantly updated DATA as to the status of nieghboring QUADRANTS. (YOU ARE LOCATED IN THE CENTER BLOCK ON NUMBERS)

Numbers above center block give you status of QUADRANT above Quadrant you presently occupy. Numbers to right of center give status of the Quadrant to the right of your QUADRANT.

COLUMN of number give you explicit information as to what occupys that QUADRANT.

```
          COLUMNS
        #1  #2  #3
         2   0   5
```

COLUMN 1; Tells you how many KLINGONS are in that quadrant. In illustration above there are two klingons.

COLUMN 2 : Tells you the number of starbases in Quadrant. In Illustration above there are none.

COLUMN 3: Tells you the number of stars in the QUADRANT.

```
***************
LONG RANGE SCAN
102   010   205
005   002   106
104   209   113
```

In this example The quad. you occupy has only 2 stars. The quad. above you has no KLINGONS, no stars and one starbase. The Quad below you has 2 KLINGONS, 9 stars and no starbases. The Quad. below you to the right has 1 KLINGON, 1 starbase and 3 stars. ETC.

Hitting the appropriate key at almost anytime during the game will cause the computer to execute that command. There is no need to use the ENTER key.

		DIRECTION CONTROL KEYS
1) WARP DRIVE	"W"	
2) IMPULSE DRIVE	"I"	
3) EXIT (STOP)	"E"	FOR WARP, IMPULSE AND TORPEDOE CONTROL
4) SHIELDS	"S"	UP "Z"
5) GALAXY MAP	"G"	DOWN "X"
6) PHASERS	"P"	RIGHT ">"
7) REPORT DAMAGE	"R"	LEFT "<"
8) DOCK	"D"	
9) TORPEDOE	" " (SPACE BAR)	

1) WARP DRIVE "W": This is the fastest way to move in any direction.It's even faster then the speed of light! But of course you already knew that! To manuever at warp speeds use the auxilliary control keys above.

2) IMPULSE DRIVE "I": To manuever using Impulse, use the direction control keys above. Primary use of Impulse is for docking. Very few Humans that we know of can dock at Warp speed. Of course the Tritarians of Rotoris can do it easily!

3) EXIT (STOP) "E": This command is use- full for remaining at a fixed position while firing at the enemy or for just trying to figure out what the dufus is going on.

4) SHIELDS "S": Shields are extremely im-
portant. Without shields enemy hits
<u>will</u> do damage to your ship! To eng-
age shields type "S". The computer
will prompt with; "PERCENT OF POWER
TO SHIELDS?? KEYS 0-9 (TIMES 10%)".
This means that if you hit the "1" key
10 % of your power will be diverted
to shields. "4" key will divert 40%
of your power to shields. "8" key will
divert 80% of your power etc......

5) GALAXY MAP "G":
While you travel thru the Galaxy the
computer aboard the Enterprise is
keeping track of the information seen
on the LONG RANGE SCAN. Should you
have trouble remembering where that
last starbase was, or where you have
been previously in the galaxy just
type in "G" to get a readout of the
computers memory.

6) PHASERS "P": Phasers are used to dam-
age or destroy Klingons.(HOPEFULLY
DESTROY). The Phasers use a 2 part
command. First type in "P". The com-
puter will prompt you with; "PHASER
BANK ONE   OR   PHASER BANK TWO".
Merely type in either 1 or 2 to engage
phasers. They are automaticly aimed
by the ships computer.

7) REPORT DAMAGE "R": Gives the order for
the computer to display damage. A neg-
ative number indicates that that spec-
ific function of the ship is damaged.
A zero after a ships function means
it is in operation.(NOT DAMAGED)

---

8) DOCK "D": To dock with a starbase
   you must be in IMPULSE DRIVE. The
   starbase will not respond to the "D"
   order unless you are. Also any enemy
   ships in the quadrant will cause the
   starbase to refuse permission to dock.
       If all the above conditions are
   right then the starbase will open it's
   bay doors and you will see a blinking
   lite. Manuever the ships nose to a
   position directly on the dot and you
   will have achieved a complete DOCK.
       Be carefull not to smash into the
   Starbase, they may not allow you to
   dock!!

9) TORPEDOE " "(SPACE BAR): Firing a torp-
   edoe requires 3 steps:
           1) type in " "(space bar). This
              fires torpedoe.

           2) Use direction control keys to
              navigate the torpedoe to an
              enemy position.

           3) When you are directly at the
              enemy position hit the space
              bar again to detonate torpedoe.

Torpedoe must be dead center of Klingon
to score a kill.
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   ENJOY YOUR GRAPHIC-TREK 2000........

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INVASION WORG

Because instructions are included in
program text, we will just give you
a short summation of commands.

   Invasion Worg is a fast action game
full of complicated strategys against
You! BE CAREFULL. The sly Worg arn't to
be trusted for a second!
   Your mission, should you choose to
accept it is to destroy the Worg menace
at all fronts and to free the Solar System
of the Nasty Worgs from Worga.

1) STATUS REPORT: GIVES STATUS OF A SPEC-
   IFIC PLANET.(YOUR STATUS)

2) TRANSPORT: TRANSPORT FORCES FROM ONE
   PLANET TO ANOTHER PLANET AND SECTOR.

3) INTELLIGENCE: GIVES YOU SHORT READOUT
   OF ALL ENEMY ROBOT AND ALLIED ANDROID
   POSITIONS, AS WELL AS TELL YOU IF
   THERE ARE ENEMY FORCES ON A GIVEN
   PLANET OR PLANETOID.

4) SPY MISSION: GIVES THE ORDER FOR A
   PLANET WITH 10 OR MORE SPACE FIGHTERS
   TO CONDUCT A SPY MISSION AT AN ENEMY
   POSITION. (NOT ALL SPY MISSIONS ARE
   SUCCESSFUL!!).

5) ATTACK: GIVES THE ORDER TO BEGIN FIGHT-
   ING AT ALL FRONTS BOTH YOU AND THE EN-
   EMY OCCUPY.

6) PRINTS OUT THESE INSTRUCTIONS.

NUMERIC FORCES CODES　　　NUMERIC SECTOR
　　　　　　　　　　　　　　　　　　　　CODES

1) ANDROIDS　　　　　　　　1) NORTH

2) SPACE FIGHTERS　　　　　2) SOUTH

3) LASER CANNON　　　　　　3) EAST

4) NUETRINO BLASTERS　　　4) WEST

5) PHOTON BOMBERS

NUMERIC PLANET(OID) CODES

1) EARTH　　　　　　　　6) ASTEROID BETA

2) LUNA　　　　　　　　　7) URANUS

3) VENUS　　　　　　　　8) SATURN

4) MARS　　　　　　　　　9) NEPTUNE

5) ASTEROID ALPHA　　10) PLUTO

E N J O Y

———————————————————————

SPACE TARGET   This is an exciting arc-
ade type game. We suggest you start at
level one and work your way up.
(DON'T FORGET TO HIT SPACE BAR TO DETON-
 ATE YOUR MISSILE WHEN IT REACHES THE
TARGET!!!)
     Complete instructions in program.

SAUCERS   In this game you are looking
through the windshield of your space fi-
ghter and are trying to destroy the enemy
saucers. When they are to your right you
must fly to the right and try and get them
in your sight. Once they're in your sights
fire your LASER BEAM to destroy them.
    The best level you can reach is EXPERT.
    GOOD LUCK ACE......
  Further instructions in program text.

STAR WARS   The object? To destroy the
terrible DEATHSTAR! To do it you must kill
15 to 20 Empire fighters and then Combat
the Dreaded fearful DARTH VADER!! When
you've done all this you must still drop
a torpedoe into the Deathstar and still
manage to escape. GOOD LUCK,YOU'LL NEED
IT!
COMPLETE INSTRUCTIONS WITH PROGRAM.

THANK YOU FOR BUYING SIMUTEK PRODUCTS.

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