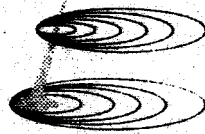


ULTRA-TREK



galactic software ltd.

A Division of GS & WS, Inc.

ULTRA-TREK

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!! WELCOME TO THE WORLD OF ULTRA-TREK !!

This is an all new concept for this type of game and compares to the others about like checkers compares to chess. ULTRA-TREK is a complex logical game intended for the serious contestant. It is doubtful that you will ever master this game, but you will certainly enjoy trying.

This program requires a TRS-80, Level II, 16K.

Load the program as you would load any other Basic program.

ULTRA-TREK is written totally in Basic and will use about
15,500 bytes of RAM.

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INTRODUCTION

The Starship Enterprise was on routine patrol in the Gamma-Ophichi sector. It was somewhat unusual for one of the Twelve Elite Starships to resort to boundary police action, but the entire 49 Sector Quadrant had been the scene of numerous sabotage operations by rings of Klingon agents. The resulting arrests and interrogations revealed little explanation for the upsurge in the treasonous acts. It was therefore necessary to reinforce the existing Federation Sector Task Forces by sending in the Enterprise. It was felt that the presence of so powerful a force would make all potential agents and provocateurs wary of further action.

Gamma-Ophichi was an unusual Quadrant. It was surrounded by several nebulae and the resulting gas clouds made a funnel of clear vacuum which was the only available route to ships traveling faster than light in Hyperdrive (commonly called Warp drive because of its time distortion effect). Since the gas clouds were several parsecs in radius, the funnel was a critical route to all trans-periphery bases and planets. The loss of control of the Quadrant would, in fact, cause all outlying Federation territory to be cut off from normal communication and supply. The effect would be to cause massive reroute around the gas clouds, in whose magnetic anomaly many ships in Federation history had been lost.

It reminded Kirk of the ancient Terran War, called WW II. The Pacific Theater also had a vulnerable jugular, the Panama Canal. If the Japanese could have captured the Canal, the United States would have been forced to route vital supplies around the tip of South America which would have increased the vulnerability of the convoys to a point where the Pacific defense would have collapsed.

It was Kirk's opinion that more warcraft should be amassed and that a Scouting Sortie led by the Enterprise should enter the trans-periphery and cross the boundary into Klingon space to spy out possible pre-invasion build up. Unfortunately, Starfleet Command was on the political hot seat for sending the Enterprise into Gamma-Ophichi in the first place. Certain members of the Federation were practically paranoid over the power of Starfleet Command. They felt that a police action such as Gamma-Ophichi should have been handled by the Council and not the Fleet.

Regardless of Kirk's suspicions, Starfleet Command was in fact ignoring requests from him and were not even making his analysis known to the Council. Because of this action, Klingon sympathizers in the Council made known to the Klingon High Command that the situation in Gamma-Ophichi Quadrant would prove to be a simple "seize and occupy" operation.

Torne Varda, the Klingon Fleet Prefect, was still uncertain. The potential power of the much touted Starships was a great unknown. In limited test engagements eight Klingon warships had not been able to tactically neutralize one Starship. He therefore made the decision to call upon the Romulan Task Force to assist him, and to their mutual advantage destroy the Enterprise.

It was vital that Torne Varda seize Gamma-Ophichi as soon as possible. He was aware that Kirk might cross the boundary at any time, in defiance of Starfleet orders, and broadcast the alarm.

Thus, as soon as Romulan Task Force Delta Gossi 9 arrived, a preliminary assault was launched.

Elements of the Klingon trans-periphery assault force began to attack all sector task force landing stations which folded upon the surprise attack's swift execution.

Kirk began to receive the distress calls. The situation was immediately clear -- total neutralization of the sector police. Kirk sent an L-6 code message to Starfleet Command. Never before had a decision of this magnitude been thrust upon him. To leave the Quadrant would mean the fall of the entire trans-periphery. To remain in spite of such odds might mean the loss of his Command, which was necessary to lead a retaliation effort. The next Starship was a full five weeks from this position. Never having faltered before in a "might" versus a "sure thing" situation, Kirk realized that he would have to fight a guerilla type holding action. Darting throughout the Quadrant, appearing in any of the 49 sectors, destroying hostiles, and retreating. He would walk the brink of total annihilation. He would risk it because total retreat would mean years of bloody, resource devouring, conflict to regain what the Federation had lost. The foothold gained by the enemy would put the Klingon Empire in a catapult which would pierce the vitals of the Federational defense capability. This Quadrant, if lost, would cause the loss of approximately 42% of the Federation's economic base.

Kirk's hastily organized planetary network was able to amass the disposition of the entire combined Klingon/Romulan Fleet. It was also reported that a new technological tour de force was brought in by the Romulan Task Force -- a moving planetoid of considerable mass from which the enemy fleet could indefinitely resupply. It had the code name of Valdor 2. Valdor 2 was detected accidentally by a remote outpost which monitored a close beam transmission detailing Valdor 2's passage through the funnel. Since then no trace had been found.

OBJECTIVES

From the following information, Kirk was able to determine his mission as follows:

OBJECTIVE 1 -- Search out and destroy the Hostile base.

OBJECTIVE 2 -- Destroy at least 30 Klingon ships.

OBJECTIVE 3 -- Destroy at least 15 Romulan ships.

OBJECTIVE 4 -- To reach all objectives by Stardate 100 in order to prevent reinforcement of the enemy fleet.

OBJECTIVE 5 -- Stay very much alive...

YOU ARE CAPTAIN KIRK . . . STARFLEET COMMAND AGREES WITH YOUR PLAN AND WISHES YOU GOOD LUCK...

GAME RULES AND STRATEGY

The first question after running that will be asked is: "Enter read speed as (.5-5) seconds per display-?". This determines how long you wish the battle displays and messages to remain on the screen. Three seconds is usually sufficient. As you become familiar with the game, you may even wish to use fractions of a second.

The game is played on a 7 X 7 grid consisting of 49 sectors (the Gamma-Ophichi Quadrant). Each sector is further divided into 49 coordinates which are also arranged in a 7 X 7 grid. At the beginning of the game you are randomly placed in one of the sectors. Each time you enter or move to a sector, you are placed in coordinates 4,4 which is the center position within a sector. The sector (or short range) situation is always displayed in the upper right half of the screen. Your present status situation is displayed in the upper left half.

The following symbols are used in the sector situation scan display (short range):

E -- Starship Enterprise (that's you, Mac!)
B -- Federation Bases (repair and resupply here)
S -- Supply depots (unmanned caches, supplies, no repairs)
K -- Klingon warships (kill these guys!)
R -- Romulan warships (tougher to kill; do it anyway)
-- Hostile Base (code name Valdor 2)
* -- Stellar mass (star)
. -- void (you know! Interstellar space)

Below this display is the current Stardate and present Alert condition. You will have until Stardate 100 (the mission starts on Stardate 10.5, when Kirk became aware of tactical situation) to complete your mission objectives. The alert conditions are as follows:

GREEN -- No enemy vessels in sector (Whew!)
YELLOW - Enemy present and has detected you (Ohmigod!)
RED ---- Enemy vessels coming down on your throat
(Ouch!)

It should be noted that you cannot leave the sector while in condition RED. However you can move within the sector.

The coordinates are numbered, beginning at the upper left position of the screen which is point 1,1. As you go from top to bottom the "X" coordinate increases. As you go from left to right the "Y" coordinate increases. Coordinates are read and entered (x,y).

SYSTEMS

The upper left half of the screen reflects current ship status. The first two lines are your current position. The first line identifies which of the 49 sectors you're currently in. The second identifies which of the 49 coordinates within that sector that the Enterprise is at.

Next is your present energy levels in units, followed by your shield strength in percent of maximum. The last five lines constitute the damage report on various systems. Condition GREEN means everything is "coming up roses." The following chart delineates damage effect for the systems:

SYSTEM	YELLOW	RED
Life Support	Crew in trouble	Crew dying like maggots
Computer	Readouts inaccurate	Use a calculator
Weapons	Either Phasers or Torpedoes out of service	Spit at the enemy
Warp	Long travel speed now restricted to Warp 5 maximum	Cannot leave sector
Impulse	Travel speed within the sector has maximum of 5	Get out and push!

Damage is repaired by your own crews over a period of time, (therefore any system will eventually come back without you lifting a finger), or system damage will be repaired during docking with Starbase. For the sake of playability there is also a built in repair device for certain situations.

Meanwhile, on the bottom of your screen is displayed the Command Mode. You can get to the Command Mode by Entering "CMD" in any of the six subroutines, except when you are being asked for coordinates. Coordinates must be entered first and then you are allowed to type "CMD" to return to the Command Mode. In most cases however, you will want to finish a subroutine in which case the Command Mode will automatically display.

Now you're probably asking yourself, "Self, how do I play the game?" Fear not, pseudo-Kirk, we are about to tell you.

I: NAVIGATION MODE (Command #1)

When you enter navigation you will be asked:

Long -1 Short -2 Your selection -?

A. First we will examine all happenings under #1 (Long). When you answer "Long" you will be asked the following:

To call up the Long Range Scanners Enter-----1

If you know the coordinates of your query Enter-----2

If you wish to make a Long Range move Enter-----3

OPTION #1 (Long Range Scanners)

The Long Range Scan displays all 49 sectors, each with a 5 digit code number which indicates the contents of that sector. The Scan is actually a computer composite of the reports from the Bases, Scouts, and Observers, all of which Kirk organized upon reaching the Quadrant. Therefore, you know at the start of the game exactly where every hostile and friendly object is located except for Valdor 2 (the Hostile Base which has not been detected).

The first digit of the code is the number of the stars in the sector. The following digits are respectively, bases, supply planets, Romulans, and last but not least, Klingons. The number 51134, for example, would indicate that 5 stars, 1 base, 1 supply planet, 3 Romulans, and 4 Klingons are occupying that sector.

You are then asked for a coordinate. Enter the sector to which you wish to travel. The Short Scan display then resumes, but at the bottom of the screen is displayed the time over energy chart for Warp travel to the sector you requested. From this you can make a choice to determine how fast you wish to travel. Keep in mind that the faster the Enterprise hauls tail, the more coal you burn to maintain that speed, but don't go too slow or you'll run out of time.

OPTION #2 (Query)

This option gives you a time over energy chart without first going to a Long Range Scan for any coordinates, thus saving time and energy. For example, if you know what sector a base is located at you may simply enter the sector coordinates to figure out how fast to get there utilizing minimum energy reserves.

OPTION #3 (Long move)

This option will move you to another sector. You will be asked for sector coordinates. You then will be asked for the Warp factor at which you wish to travel... Remember, the faster you go, the more energy you use but less time elapses. Finding the right trade-off in speed versus energy consumption is one of the main factors towards victory!

B. Now for all happenings under #2 (Short)

After all that, you might have the desire to move within sector. Simply answer the Long/Short question with the Short and enter the coordinates and speed of the move desired. PRESTO! the move occurs. You should note that you cannot make

a short move out of a sector, or to any space occupied by other mass; your navigation computer will not permit it.

In order to dock with a base or supply planet, you use Short move format. It takes TWO moves to dock with either one. First, move to any adjacent coordinate, then move directly on to the base or supply planet.

That covers the navigation section.

II. COMPUTER MODE COMMAND #2

There are four Computer Options. Since they are all displays it only remains to tell you what each option does:

OPTION #1 (All sectors that have been checked)

Tells all sectors visited and in the order you visited them so you can keep tabs on your search for the Hostile Base (Valdor 2).

OPTION #2 (Damage Control Reports)

Tells percent of damage and estimated time to return all systems to GREEN. Also tells any systems which are totally non-functional. (Note: if the Enterprise is 70% down, it is considered destroyed).

OPTION #3 (Supply Status)

Tells days of supply left and the number of Photon Torpedoes left on board. (If supplies run out so does your life! A smart Captain does make sure he has enough supplies).

OPTION #4 (Crew Status)

Tells how many crew are out of action due to injury or out and out death. You may not lose more than 175 crew members without losing the game.

III. DEFENSE MODE (Command #3)

This mode sets your Shield Strength. By the Bye, the higher the percent of Shield Strength, the less susceptible you are to attack. Damaged Shields may only allow 50% maximum deflection; in fact your Shields can go completely dead. Energy stored in Shields can be reclaimed to the energy pool by setting Shield Strength to 0. (Which is not advisable in the presence of the enemy).

IV. WEAPONS MODE (Command #4)

The offensive armament constitutes Phaser Cannon or Photon Torpedoes. In order to shoot Phasers, enter the target coordinates when asked. You must then enter an energy factor between 1 and 10. The minimum energy required is the unit distance to the target coordinate. For example, if you are at 4,4 and the target is at 4,5 the strength required is 1. If, however, you are at 4,4 and your target is at 3,5 the distance is actually 104 so you need 2 as a minimum. (Pythagorean Theorem, you see).

Photon Torpedoes are shot by entering a coordinate only. If you wish to fire the same weapon at the same place all you need do is continue to press the ENTER key. The same sequence will then happen. Also, please note that both your weapons systems will guarantee a kill on a Hostile ONLY if you are directly adjacent to the craft. So, if you need a positive kill, move in there and get it!!!

One further note on the enemies' defense. Romulan craft are tougher to destroy than Klingon craft.

V. SHIP'S LOG MODE (Command #5)

Tells how far along you are toward achieving your mission objectives. To wit:

- 1 Destroy Hostile Base
- 2 Kill 30 Klingons
- 3 Kill 15 Romulans

Only then do you save the Gamma-Ophichi Quadrant.

VI. DISPLAY MODE (Command #6)

Redraws the display. If you are in alert condition GREEN and you need repairs, you will gain two days of repair time by entering Command Mode #6. (It's as if you sat still and repaired for two days).

A WORD OF STRATEGIC CONSIDERATION

- 1 It takes two Stardates to resupply at Starbase.
- 2 It takes one Stardate to resupply at a Supply Planet.
- 3 You will be fully repaired, fueled and supplied with Torpedoes and 15 days of crews supplies at a Starbase.
- 4 From a Supply Planet you will receive only 1000, 2000, or 3000 units of energy and 2, 4, or 6 Torpedoes, and 15 days of crew supplies.
- 5 Also, the Supply Planet has no defense and once you have used it the hostiles will know where it is by your presence, and will destroy it. Starbases remain intact for future use.
- 6 As you travel throughout Gamma-Ophichi on your search and destroy mission, you will develop your own strategies to accomplish your objectives. The best way to command the Enterprise is to experience its capabilities.

Any correspondence in regard to this program can be sent to:

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