THE NEW STARSHIP VOYAGES
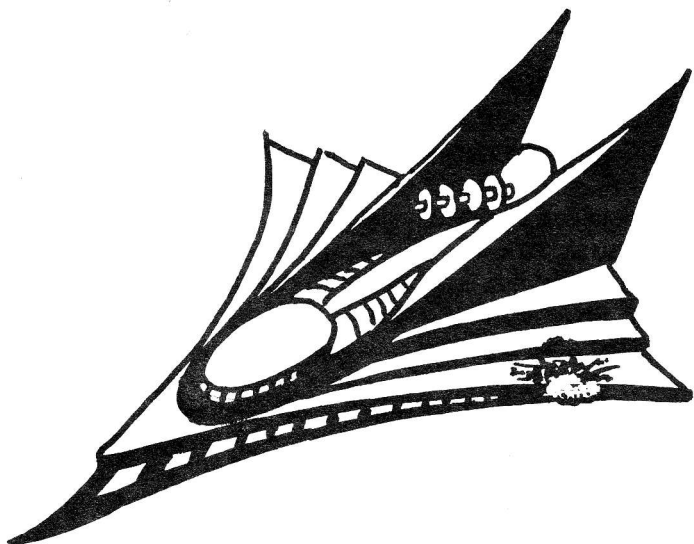
INSTRUCTION MANUAL

I. INTRODUCTION

A. <u>Game Summary</u>- This is a "trek" type space war. You play the part of a starship commander. Your mission is to seek out and destroy the evil "Rogue" battle craft that have infested your galaxy. You have numerous options available.   GOOD LUCK.

B. <u>Special Features</u>-
1. Action Sounds and Graphics.
2. Three weapon types.
3. Moving enemy craft.
4. 3D galaxy.
5. Six difficulty levels.

C. <u>Instruction Manual Design</u>- This manual was purposely designed to give only enough information to get you started. Experience has shown that much of the fun in playing "trek" games is in discovering for yourself all the little techniques and subtleties.

II. HOW TO LOAD AND RUN

This program will operate on a TRS-80*
Model I or III, 16K, and level II or
model III BASIC. When you turn on your
computer set MEMORY SIZE to 28435. On
Model III answer Cass ? with "L".
CLOAD the program. LIST it to make sure
you have a good load. There are two
or more offloads on the same side of
the cassette. If one does not work, then
try another. RUN the program. It will
break after a few seconds. RUN it again
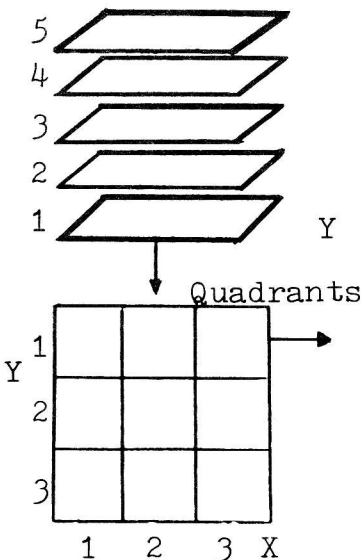and the game will start.

III. GALAXY, QUADRANTS, and SECTORS

A. Galaxy- You can choose a galaxy of
2, 3, 4, or 5 levels. Each level is
divided into 9 quadrants and each
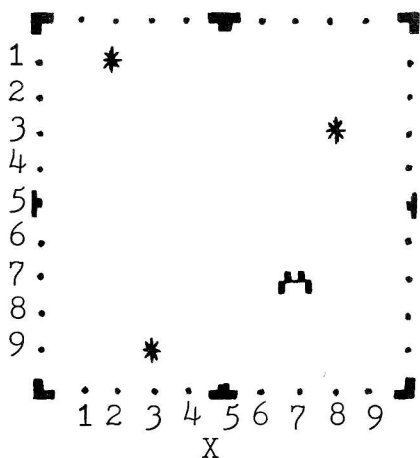quadrant is divided into 81 sectors.

B. Quadrants- The quadrants are design-
ated by (L,Y,X): level, Y coordinate, and
X coordinate.

C. Sectors- Each sector in the quadrant
is designated by (Y,X) coordinates.

Galaxy Levels

Quadrant Map
(video display)

Y

Quadrants

Y

The spacecraft symbol
is on sector (7,7)

(2)

IV. WRAP AROUND

You cannot navigate outside of the
galaxy because of wrap around. If you
go up from level 5 you will end up on
level 1. If you move off the right
side of quadrant (1,1,3) you will enter
the left side of quadrant (1,1,1), and
so on.

V. DIFFICULTY FACTOR

The greater the difficulty factor the
greater the challenge. The following
are affected by the difficulty factor:
a) Torpedo range and warp drive energy
b) Phaser hit probability
c) Time factors per enemy craft
d) Amount of resupply during docking
e) Number of stars and enemy craft
f) Damage caused by enemy weapons

VI. STATUS REPORT

1. LEVEL - The galaxy level you are in.
2. QUADRANT - The quadrant you are in.
3. TIME FACTORS - Time factors left.
4. ALERT CONDITION - Warns of enemy
   craft in your quadrant.
   - GREEN - No enemy craft.
   - YELLOW - One enemy craft.
   - RED -   Two or more enemy craft.
5. ENERGY UNITS - Amount of energy left.
6. PHOTON TORPEDOES - No. of torp. left.
7. SCANNER PROBES - No. of probes left.
8. CORBOMITE DEVICES - No. left.
9. BATTLE CAPABILITY - The % fighting
   worthiness of your starship and the
   deflector screen condition.
   (U = screens up D = screens down)
10. ENEMY REMAINING - No. of enemy craft
    in the galaxy.

VII. VECTOR ANGLES

You can choose any angle
between 0 and 360 degrees.
Use the Battle Computer to
figure out angles for you
automatically.

0 or 360°
270°   90°
180°
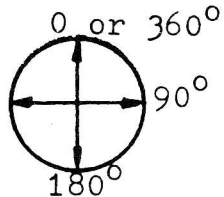
VIII. COMMAND LIST

You must enter all commands by number.

Command No.	Description	Time Factors
1	Warp Drive	1
2	Hyperspace	2
3	Photon Torpedoes	1
4	Phasers	1
5	Corbomite Devices	2
6	Battle Computer	0
7	Dock	1
8	Galaxy Map	0
9	Short Range Scan	1
10	Long Range Scan	1
11	Star Map	0
12	Anti-Cloak	1
13	Surrender	0
14	Reprint Display	0
15	Deflector Screens	1
16	Torpedo Spread	1

Note: Input errors will also cost you one Time Factor each.

IX. COMMAND FUNCTIONS

1. Warp Drive: This is used for travel between quadrants. Below 500 Energy Units or 30 % Battle Cap. you will automatically revert to emergency impulse drive. You can't go above warp 15.

2. Hyperspace: This is used to jump from one galaxy level to another. (50 Energy Units are required.)

3. Photon Torpedoes: This is your most powerful tactical weapon and cannot be deflected by the enemy. Torpedo range drops from 8 sectors at difficulty factor 1, to 6 sectors at difficulty factor 6.

4. Phasers: This weapon is not 100% reliable, but it can be aimed at any sector in the quadrant; ie, around stars. Use the Battle Computer to help you determine energy needed for a given % kill probability.

(4)

5. Corbomite Devices: This is the ultimate weapon as it destroys all craft in the designated quadrant. It leaves behind a Corbomite Dead Zone (CDZ) that you can pass through but don't stop in it

6. Battle Computer: This will help you in determining angles for launching torpedoes and for navigating. It also helps in firing Phasers.

7. Dock: This will resupply you with Energy units, Torpedoes, and Battle Capability. To dock you must:
a) be in the same quadrant as the starbase, b) be in a sector adjacent to the starbase, c) have deflector screens down.

8. Galaxy Map: This displays a three digit code for each quadrant in the galaxy. If you have scanned a quadrant the first digit will give starbase status (1=yes 0=no); the second digit will give No. of stars; and the third digit will give No. of enemy craft. If a quadrant hasn't been scanned you will get "???" displayed.

9. Short Range Scan: This will scan all the quadrants on your current galaxy level. It gives a display similar to Galaxy Map.

10. Long Range Scan: This uses a scanner probe to scan any quadrant in the galaxy. A galaxy map will be produced to show the status of the scanned quadrant.

11. Star Map: This shows a small box for each object on your current galaxy level (all nine quadrants). Your starship will be the blinking box.

12. Anti-Cloak: This is used to detect the cloaked enemy craft.

13. Surrender: This is used to give up.

14. Reprint Display: This is used to reprint the display if you accidently scroll the video display.

<u>15. Deflector Screens:</u> This is used to put the deflector screens up or down. With screens up Energy Units are drained by enemy hits on your starship. With screens down your starships Battle Capability will drop during battle because of damage.

<u>16. Torpedo Spread:</u> This allows you to launch torpedoes from a starting angle to a final angle. The spread always fans clockwise. The angle increments are automatically calculated. You must have at least two torpedoes on board.

X. STARBASE

There is only one starbase per game. If it is attacked during the game you must rescue it...soon!

XI. ENEMY CRAFT

There are five types of enemy craft. The " + " is the weakest and the "Cloaked" craft is the strongest.

XII. SHIP GRAPHICS

It is up to you to figure out the different symbols for each craft. If you wish to modify the ship symbols, modify program line 165. Each set of 3 data numbers represents one symbol.

XIII. MISSION REPORT

At the end of the game a statistical report will be given.

XIV. SOUND

To get action sounds, connect a "cheapie" speaker-amp to the middle pin of the cassette connector. Radio Shack sells a low price speaker-amp which will work just great.