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INSTRUCTIONS FOR

TREK

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LOADING INSTRUCTIONS FOR TREK

You may skip steps 1 - 3 if BASIC is already loaded.

- 1) Turn on computer.
- 2) Put BASIC tape in drive.
- 3) Press RESET button

After BASIC is loaded:

- 4) Put TREK tape in drive.
- 5) Type LOAD GAME and touch RETURN
- 6) After game loads, type RUN and touch RETURN

OFFICER'S MANUAL FOR TREK

OBJECTIVE: Seek out and destroy the Klingon invasion before your time runs out.

COMMANDS: WARP PHASERS TORPEDOES QUIT

STARTING: The computer will ask for your rank. This determines the total number of Klingons in the galaxy, and the number per quadrant. The higher your rank, the more difficult the game will be. You have 35 years to accomplish your mission and there will be two starbases in the galaxy. You will then be asked for a galaxy number. If you choose rank 3 and galaxy 906, for example, in the future you can play that EXACT SAME GALAXY by choosing rank 3 and galaxy 906.

SCANNERS: Scanners are located on the upper left of your screen. They display the 64 sectors of the quadrant that you are in. Klingons are represented by numbers (1-5), stars by '*', starbases by 'O', your ship by 'E'.

GALACTIC MAP: Located on the upper right of the screen. It displays the 64 quadrants of your galaxy. Unexplored quadrants appear as '+'. Whenever you enter a new quadrant, your sensors "explore" the surrounding eight quadrants (as well as the one you're in). Numbers

represent the number of Klingons (0-5) in known quadrants. Your ship appears as an 'E'. If there is a starbase in a known quadrant, that quadrant's data will appear in reverse video.

WARPING: You will be asked for a direction. Use the direction finder in the upper center of your screen. You can be blocked only by items within your quadrant; once you leave your quadrant you go into hyperspace until you reach your destination.

After direction, you will be asked for power. Going from one sector to the next takes 1 unit. Quadrants are 8 units wide and high, and about 11.3 units diagonally.

If you warp into or within a quadrant with Klingons, they will shoot at you. Your battle computer (center of screen) shows how much energy each Klingon has (EGY), and the damage they just did you (DMG). If your computer is damaged, you will not get a report on the Klingons' strength in battle. Also, if your computer is damaged and you warp into a star, starbase, or Klingon, you will lose 1,000 units of energy because the computer couldn't prevent the collision.

Warping is the only thing that costs you time. Each time you warp, you lose one year. Warping uses energy; it's the same as the power you use.

DOCKING: When you dock with a starbase, you resupply your energy and torpedoes. Any damage is repaired when you dock at a starbase. In order to dock, you must be in the same quadrant and in one of the sectors touching the starbase.

PHASERS: Phasers are energy weapons. The farther away from the Klingons you are, the less effective they are. Klingons shoot back if you don't kill them. Only Klingons in your quadrant are affected. You will not be able to use your phasers if they are damaged. Energy is evenly divided among the Klingons. If there are two Klingons and you use 1,200 energy units, you are firing 600 energy units at each of them.

TORPEDOES: You must aim these, but if they hit they are 100% effective. You can only shoot one torpedo at a time, and any surviving Klingons in your quadrant will shoot back. Torpedoes are only good within your quadrant. Klingons do not carry torpedoes. Torpedoes can also be used to destroy stars and starbases.

QUITTING: You can QUIT at any time. The computer will ask you ARE YOU SURE? Answer YES if you are.

DAMAGE: Your ship can be damaged for a variety of reasons. A damage report is displayed on the lower right corner of your screen at all times. It is also possible for your damage to be repaired ahead of schedule. If your SCANNERS or GALACTIC MAP are damaged, they will not display anything. If PHASERS or TORPEDOES are damaged, you can't use them. If WARP POWER is damaged, you cannot use more than 2 units of power while warping.

WINNING: You win if you wipe out the Klingon invasion before you run out of time or energy.

LOSING: You lose if you run out of time or energy.

GOOD LUCK. THE GALAXY IS DEPENDING ON YOU!