STAR

TREK

by

Eric Allman University of California Berkeley

INTRODUCTION

Well, the federation is once again at war with the Klingon empire. It is up to you, as captain of the U.S.S. Enterprise, to wipe out the invasion fleet and save the Federation.

For the purposes of the game the galaxy is divided into 64 quadrants on an eight by eight grid, with quadrant 0,0 in the upper left hand corner. Each quadrant is divided into 100 sectors on a ten by ten grid. Each sector contains one object (e.g., the Enterprise, a Klingon, or a star).

Navigation is handled in degrees, with zero being straight up and ninty being to the right. Distances are measured in quadrants. One tenth quadrant is one sector.

The galaxy contains starbases, at which you can dock to refuel, repair damages, etc. The galaxy also contains stars. Stars usually have a knack for getting in your way, but they can be triggered into going nova by shooting a photon torpedo at one, thereby (hopefully) destroying any adjacent Klingons. This is not a good practice however, because you are penalized for destroying stars. Also, a star will sometimes go supernova, which obliterates an entire quadrant. You must never stop in a supernova quadrant, although you may "jump over" one.

Some starsystems have inhabited planets. Klingons can attack inhabited planets and enslave the populace, which they then put to work building more Klingon battle cruisers.

STARTING UP THE GAME

To request the game, issue the command

/usr/games/trek

from the shell. If a filename is stated, a log of the game is written onto that file. If omitted, the file is not written. If the "-a" flag is stated before the filename, that a file is appended to rather than created.

The game will ask you what length game you would like. Valid responses are "short", "medium", and "long". You may also type "restart", which restarts a previously saved game. Ideally, the length of the game does not affect the difficulty, but currently the shorter games tend to be harder than the longer ones.

You will then be prompted for the skill, to which you must respond "novice", "fair", "good", "expert", "commadore", or "impossible". You should start out with a novice and work up, but if you really want to see how fast you can be slaughtered, start out with an impossible game.

In general, throughout the game, if you forget what is appropriate the game will tell you what it expects if you just type in a question mark.

ISSUING COMMANDS

If the game expects you to enter a command, it will say "Command: " and wait for your response. Most commands can be abbreviated.

At almost any time you can type more than one thing on a line. For example, to move straight up one quadrant, you can type

move 0 1

or you could just type

move

and the game would prompt you with

Course:

to which you could type

0 1

The "1" is the distance, which could be put on still another line. Also, the "move" command could have been abbreviated "mov", "mo", or just "m".

If you are partway through a command and you change your mind, you can usually type "-1" to cancel the command.

Klingons generally cannot hit you if you don't consume anything (e.g., time or energy), so some commands are considered "free". As soon as you consume anything though -- POW!

THE COMMANDS

Short Range Scan

Mnemonic: srscan Shortest Appreviation: s Full Commands: srscan

srscan yes/no

Consumes: nothing

The short range scan gives you a picture of the quadrant you are in, and (if you say "yes") a status report which tells you a whole bunch of interesting stuff. You can get a status report alone by using the *status* command. An example follows:

__Short range sensor scan

Long range scan for quadrant 0,3