

## STAR TRAIL OPERATING INSTRUCTIONS LOADING

Load the program using LOAD "" or LOAD "S". Loading will take about 4 minutes and the program will then start automatically.

If you need to start the program again later, use GOTO 1. Do NOT use RUN or CLEAR.

## PLAYING INSTRUCTIONS

### GENERAL

You, as Captain of the UK spaceship Endeavour, have to rid the galaxy of the Klingon and Romulen menace. The game is played in a galaxy divided into 16 quadrants:

SOLARA	NAGRO	CRAB	SIRIUS
VIRGO	GEMINI	ORION	VEGA
TRAAL	LEO	SPICA	DRACO
RIGEL	OSIAN	ANGEL	PLUTO

Each quadrant is divided into 4 sectors:

1	2
3	4

So the entire galaxy is like a chessboard — 8 rows by 8 columns. Your position is given either as a name and number (eg Solara 3) or as a row and column (eg 2,1). Furthermore, each of the 64 sectors is split into 64 (8 x 8) locations!

Very frequently, the TV screen will display the 64 locations making up the sector currently containing the Endeavour.

Initially, the spaceship has 5000 units of energy available. Energy is used by defence and attack systems and also for manoeuvring.

You command the Endeavour in its defence of the galaxy and the game ends when:

- all of the aliens are destroyed, or
- you run out of energy, or
- you are drawn into a black hole, or
- you are destroyed.

## COMMANDS

There are ten major commands available to help you control the Endeavour. You indicate which command you wish to have obeyed by typing a two-character code when the message "Enter command (HP=HELP)" appears near the bottom of the TV screen. The codes and commands are:

nv	—	navigation
ss	—	short scan
ls	—	long scan
ph	—	phasers
to	—	torpedoes
sd	—	shields
dm	—	damage
cm	—	computer
rs	—	resign
in	—	instructions.

The two-character code may be typed in upper or lower case letters. Any other values will be ignored and the "Enter command" message repeated.

**NOTE:** Nearly all the typing required from you needs to be ended by pressing the ENTER key. The exceptions are in COMBAT MODE described later and certain introductory screens when a suitable message states that pressing any key will continue the flow of the program.

Typing IN for instructions will enable you to have printed on the TV screen an explanation of each of the commands. A similar description follows in this leaflet. Typing any other command will cause you to be asked further questions before the command is obeyed.

A useful point to remember is that when you type IN, the game effectively stops until you use one of the other commands. This means not only can you remind yourself of the game rules without risking 'attack' from the aliens, but also you can break from the play — perhaps to answer the phone — and return to find the state of the game unaltered.

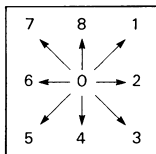
Different commands give different TV displays. It is possible to move directly from one display to another by typing in an appropriate command. Few displays include a list of the major commands. If you need reminding of them, use the HP for HELP command.

It takes one star-date to perform each of your commands. The initial TV displays will indicate how long you have to complete your mission.

### NAVIGATION (NV)

You move within the galaxy by entering two numbers. These are:

- a course or direction.  
This is given as a number between 0 and 8.  
Zero means 'don't move' and will abandon the command.  
The other directions are represented as follows:



Decimal numbers may be used eg 0.5 will be between North (8) and North East (1).

- a warp factor or distance.  
This may be a whole number or a decimal number.  
A warp factor of 2 moves the Endeavour 2 sectors.  
A warp factor of 2.2 moves the ship 2 sectors plus two more squares within its new sector.

If the destination is outside the galaxy, your mission is doomed since the Endeavour will be drawn into a black hole.

Travelling across each square within each sector uses 10 energy units.

Travelling through Klingons, Romulens, stars or starbases shows poor navigation and is not allowed!

### Local Navigation

If your navigation system is damaged, some movement is still allowed. Using local navigation, you may move between one and three squares per star-date.

### SHORT SCAN (SS)

A short scan displays the contents of the 64 squares making up the sector containing the Endeavour.

Status information is also shown on the screen. This includes the CONDITION status.

During condition ALERT, nearby aliens may attack.

In condition OK, the ship is currently safe.

In condition DOCK, the ship is adjacent to a starbase and manual docking can be used to replenish supplies of energy and torpedoes and to carry out repairs.

The short scan display board (of 8 x 8 squares) uses the following symbols:



a Klingon



an injured Klingon



a Romulen



a starbase



the Endeavour



a star

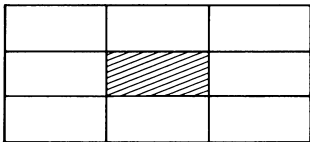


empty space

### LONG SCAN (LS)

This indicates the contents of the sector containing the Endeavour, plus the eight surrounding sectors. The

current sector containing the Endeavour is in the centre of the display.



Each square shows 4 numbers. These indicate in order:

- the number of Klingons
- the number of Romulens
- the number of starbases
- the number of stars

in this sector.

#### PHASERS (PH)

Phasers are a broad-band weapon. They don't require aiming. Phaser power can be set to any whole number between 0 and 100. The greater the phaser power, the more likely they are to hit the aliens. Phasers travel through obstructions to reach Klingons. They do not affect Romulens.

Firing phasers causes your total energy to be depleted by the current phaser power setting.

If you leave a sector having damaged but not destroyed a Klingon, by the time you return to the sector it will have been repaired.

On setting your phasers, you enter COMBAT MODE. This is explained later.

#### TORPEDOES (TO)

Torpedoes are an accurate weapon requiring aiming. They will destroy the first object in their path — a Klingon, a Romulen, a star, or even a starbase!

Torpedoes don't use energy but you are restricted to having only 10 on-board per flight. However, docking renews your supply.

When using torpedoes, you will be asked for a course or direction. This is given in the same way as for navigation (0 to 8). Zero will abandon the command.

Having fired a torpedo, you will be asked for another course until:

- there are no more Romulens in the sector, or
- there are no torpedoes left or they have been damaged, or
- you enter a course of zero.

If Klingons are in this sector, you will then enter COMBAT MODE (see later). If all the aliens in the sector have been destroyed, you will be asked to enter a new major command.

## SHIELDS (SD)

Defence against alien fire power can be improved by setting shields to an energy value between 0 and 500. This must be a whole number.

The higher the shield setting, the better your defences! Docking sets your shields to zero. Reset them later!

## DAMAGE (DM)

Warning messages appear on the TV screen as equipment is damaged by alien fire. The damage command will give you a list of all the equipment used in the game and an indication of its status. For damaged equipment, the time to repair is given in star-dates. Remember, one command takes one star-date to obey. Docking with a starbase will repair all equipment.

## RESIGN (RS)

By means of the resign command, you may abandon your efforts to save the galaxy. You will be given a chance to start a new game if you so wish.

## COMPUTER (CM)

Typing CM for computer gives you a list of computer commands. Select the command you want by means of its two-letter code.

Having obeyed a computer command, note that you stay in computer command mode. This is indicated by the message "Enter computer command (HP=HELP)".

To leave computer command mode and return to major commands, you *must* type HP (for help).

The following sections describe the computer commands

### Captain's Log (lg)

This simply informs you of the time remaining in which to destroy the aliens and how many aliens and starbases exist.

### Galaxy Map (gm)

This display represents as much as is currently known of the contents of all 64 sectors. A 3-digit number is displayed for every sector that would have been shown if long-scans had been done at all stages on your journey. Flashing numbers show the sector you are now in.

The 3 numbers represent:

- total aliens
- starbases
- stars

in this sector.

### Galactic Guide (gg)

This describes the galaxy layout and the symbols used on the displays and explains your mission.

### Compute Course (cc)

The computer will compute a course and warp speed for you to travel between any two sectors in the galaxy. The start and end points are specified by typing the row and column values for the two locations. All four numbers must be entered separately.

### Torpedo Course (tc)

This will provide you with the course information you need to hit each Romulen in the sector you are in.

However, the aliens may be attacking whilst you use the computer. So use this aid with care — it's cheating a little bit!

**NOTE:** To dissuade you from using the computer to calculate courses too much, there is a built in inaccuracy factor. Beware particularly when your destination is near the galaxy edge — you may end up in a black-hole!

## Manual Docking (md)

When the Endeavour is next to a starbase, the condition becomes DOCK. By using manual docking techniques, you must guide the ship into the starbase, whereupon repairs are carried out, torpedoes and energy are replenished, and you are returned to orbit around the starbase. Failing to dock successfully will use up some of your fuel.

To dock, use the direction keys (5 to 8) to move the ship from above the starbase into the hole beneath the starbase.

Having started moving in one direction, you will continue to do so until you press the key for the opposite direction. Pressing the same key twice doubles your speed.

You must dock at slow speed and must not touch any red areas or move off the screen.

## COMBAT MODE

Reference has been made in the descriptions for phasers and torpedoes to Combat Mode.

During combat mode, a short range scan is displayed and you are requested to press:

- p, to activate phasers
- t, to fire a torpedo or
- s, to leave combat mode.

NOTE: You should *not* press ENTER following the letter you choose.

If you press p, your phasers are fired.

If you press t, you will be asked for a torpedo course.

If you press s, to leave combat mode, then the aliens may attack whilst you are attempting to leave the area.

The only other way to leave combat mode is to destroy all the aliens in the sector.

## SCREEN MESSAGES

Informatory messages, such as damage reports, are shown on the screen for 2 to 3 seconds before the program continues.

You may speed the game up by pressing ENTER when you have read the message. The program will then continue straight away.