

# SPACEWAR

A CoCo 1 Basic Space/strategy game designed by **Jim Jewett**, circa 1983

SPACEWAR is a live action text-based Space – Strategy game that plays using single key entry commands (see Command list below). Action takes place “in the background” until you enter your commands.). Game Play begins with you the captain logging into the bridge of your starship. The Security Code is “00010”. This takes a minute while the mission parameters are getting set up.

The Mission parameters are to enter the Delta Quadrant and **establish planetary bases** to support the 10 starbases already there. Shortly after you begin your mission, Central Command reports **enemy activity entering the quadrant**. The enemy is bent on the destruction of your star bases and it's up to YOU as the only ship in the quadrant, to **quell the enemy incursion**. You can use the star bases to refuel and repair your ship. You will need to 33hunt down and defeat the enemy.

## Mission Notes and Strategy

While your primary mission is (was) to **establish planetary bases** (command **C**) within the 100 x 100 sector Quadrant, you can bolster your defenses by putting planetary bases close to the star bases, because then, they can assist in defending the star bases from attack. Once into the mission, you will be busy battling the enemy to keep them from destroying your bases.

Keep a close eye on your **Ships Status** (command **R**) especially during battles. You can usually get in two rounds of fighting before needing to retreat to a star base for fuel and repairs. You can transfer power to/from Ships energy and the Phasers & Shields as needed. Check your planetary bases (command L, or #) to see where **Fueling Stations** are located as this may prove helpful. Note that traveling at warp with shields up will use more ships energy! Traveling at excessive warp speeds (above 8 will risk warp core damage!) You can check status and sensors while at warp.

Listen to the **sounds your Ship makes**. A steady <BEEP...BEEP> indicates clear “skies”, while a more aggressive <BEEP-BEEP...BEEP-BEEP> indicates that the enemy is in range and you will want to take measures to deal with the threat, shields up and weapons at the ready.

Using the **List Telemetry command** <L> PLCLO will only list Enemy and Neutral Planets. To look for Colonized planets use the Scanner command <#> or the <L> PL command.

Note that the **stars in the quadrant are sometimes unstable** and may go Nova without much warning. Use the Long Range Scanner command <shift> # to look for unstable stars and avoid them if possible. Stars that go Nova will damage bases, ships and planets, and your ship!

Note that **Neutral** and **Enemy Planets** will take shots at you if you stray too close.

**The Enemy fleet contains 10 vessels** and while their primary targets will be the Star Bases, be WARNED that once they defeat a star base, they WILL come after you! Some of the ships are more heavily shielded and have greater fire power, you'll find this out during battle.

Your **Score at the end of the game** contains the following :

<b>SCORE:</b>	Based on how many star bases and planet colonies are remaining
<b>Performance:</b>	This Percentage rating is based on your performance and how many “screw-ups” or poor decisions you make during the battles.
<b>RATING:</b>	is a rating from 1-10 and is based on the score and performance.

**Good Luck Captain... the inhabitants of Delta Quadrant look to you to protect and defend them!**

## Command List

### SHIP STATUS -----

**R** **Report** on ships' condition. Below is the list of report items:

```
--SHIP STATUS--  
  
**STATIONARY**  
STARDATE          1062 : 0  
ALERT STATUS:     GREEN  
LOCATION:          30  75  
ENERGY:           )  
WARP DRIVE:       ) OPERATIONAL  
TORPEDOES:        )  
SHIELD ENERGY:  ->  
PHASER ENERGY:  )
```

Alert Status is either <GREEN>, <YELLOW> (damage, low energy reserves), or <RED> actively engaged with the enemy.

Shields are identified as "+" Shields UP or "-" Shields DOWN

You have 7 Stardates within which to defeat the enemy.

**P** **Position** – location/bearing within the Quadrant coordinate system

```
SIR, BEARING: 30  75
```

**X** **Distress Signal** activation. Will search for bases within 45 clicks and will tow your ship back to base for refueling and repairs. Available when either Ships energy or Shields fall below 20% (<YELLOW> Alert Status)

### TELEMETRY AND SCANNERS -----

**#** **Short range Sensor Scan**,– lists the objects within 8 clicks of your position.

**<shift> #** **Long range Sensor Scan** – lists the objects within 17 click of your position.

**L** **List** – Telemetry function lists specific objects within the quadrant at any range:

Usage:

- <L>...PL for all **Planets** (Colonized, Enemy or Neutral)
- <L>...PLCLO lists Closest Planet (Enemy or Neutral only)
- <L>...SH for all **Ships** (Enemy ships)
- <L>...SHCLO lists Closest Enemy ship (your next target as it were)
- <L>...BA for all **Bases** (Friendly Starbases)
- <L>...BACLO lists the Closest Base
- <L>...BAP lists the closest Base with Shield Protection - This will be Very handy during the later stages of the battle.
- <L>...Specific enemy ships by entering the first two letters of the Enemy ship name, or the entire name (i.e. "VI" or "VIPER")

**Telemetry Screen** Your **main text screen** will feed you with incoming telemetry about activity within the quadrant, such as enemy attacks on bases and planets, stars that go nova, enemies establishing bases, and other valuable information. Be watchful! Sometimes the screen hangs (pauses) while the computer performs calculations in the background to track all the activity, so please be a little patient!

**V**

**Viewscreen** showing the entire Quadrant. Press <V> again to exit.

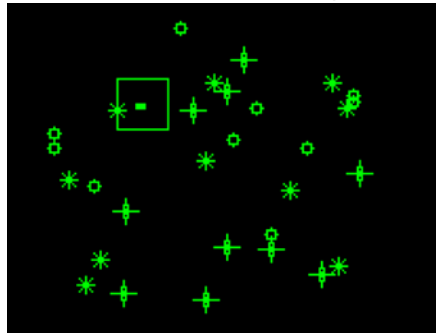
<#> or <shift> # will show Sensor Scan regions within quadrant as rectangles.

(see below)

The Quadrant is 100 x 100 sectors (or clicks) in size. Looking at the map. 0,0 is the lower left, and 100, 100 is the upper right so you can roughly estimate distances.

Key:

- O Planet
- + Starbase
- \* Star
- Enemy Ship
- Your ship



Each new game presents a different Quadrant layout.

**M**

**Move** – within the Quadrant at warp speed.

<M>...enter destination coordinates X , Y. ... enter Warp Speed (1 – 10)

Ship will drop out of warp when arriving at destination.

**H**

**Halt** ships' movement and drop out of warp at any time.

WEAPONS-----

**\$**

**Shields** - <\$>...UP or + to raise shields.

>\$>...DO or – to lower shields.

Keep shields up during battle or risk further damage to Ships systems.

<shift> \$

**Transfer Power** TO shields or FROM Ships energy reserves

+ 200 max units to shields from ships energy, provided 200 units are remaining.

- 200 max units from ships energy to shields, provided 200 units are remaining.

**T**

**Targets** within range – lists enemy ships only within 8 clicks.

<1>

**Photon Torpedos** – 10 max. range 8 clicks. Enter target coordinates.

Recommend using Phasers first to weaken enemy shields, then finish them off with the torpedoes.

<2>

**Phasers** – range 8 clicks max, for targets in range. Target lock is automatic.

<shift> 2

**Transfer Power** TO Phasers or FROM Ships energy reserves

(CoCo keybd) + 200 max units to phasers from ships energy.

Or <"> (std) - 200 max units from ships energy to phasers.

**S**

**Smart Drone activation.** This is a single use drone and will target a specific enemy Ship, by name, anywhere in the Quadrant. Drone velocity is warp 2.

Usage: <S>...enter security code... enter name of ship to target. Saving this drone until later in the battle may prove wise, unless desperate measures are needed.

## SHIP FUNCTIONS -----

- D**            **Dock** at a Starbase for refueling and repairs. Must be adjacent to base's Coordinates, within 1 click. While Docked, Star Base shields will protect your ship, but only if the base shields are above 50%, otherwise you are vulnerable to attack.
- C**            **Colonize planets** – 4 colonies establishes a Planetary Base. Colonizing uses ships main energy, so be mindful and plan accordingly.
- B**            **Rebuild colonies** or bases damaged by enemy fire or stellar novae.
- F**            **Fuel your Ship** at any Planetary Base with **Re-fueling capability**. Planet fueling Stations. Check for locations using command <L> PL  
only replenish Ships' main energy and do not make repairs to your ship.

<end of transmission>