

COLOR-TREK
REAL-TIME SPACE WAR

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HARDWARE REQUIREMENTS

COLOR-TREK is a machine language program. As such, it runs completely independently of Basic. Therefore, the version of Basic you are using in your system is unimportant. However, due to the length of the program, you must have 16 kilobytes of memory to load and run COLOR-TREK; as such, you must be using either a Level II machine, or must have upgraded your Level I machine to 16K memory. If you have a 4K Level I machine, there are a number of sources of 16K upgrade kits listed in the journals.

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COLOR-TREK SIMULATION INSTRUCTIONS

COLOR-TREK!

You're at the controls of the Allied Space Forces cruiser CENTURIAN, the last battle cruiser in the galaxy. Before you is the nerve-center of the ship - the battle computer display. The evil DARSTANG have invaded the galaxy and you alone must stop them. As you watch the short-range scan, the DARSTANG comb the quadrant searching for you, yet they cannot find you because you have enabled the ship's cloaking device, distorting space around the CENTURIAN.

Ship's energy is running out while you wait. Steeled for action, the order is given - 'CLOAK OFF!' Suddenly, the DARSTANG have spotted you! Even as you rotate the CENTURIAN to fire, they attack! Running on impulse power, your attempts to out-maneuver them fail as they inexorably close for the kill! Undaunted, you fire . . . again and again! The ship's computer displays the results as DARSTANG disappear from the scanner! Space is aboil with DARSTANG and torpedos moving helter-skelter!

The status display flashes from BLUE to ORANGE as you take hit after hit! Damage begins to build as warnings flash... 'IMPULSE ENGINES DAMAGED'... 'WARP DRIVES DAMAGED'... 'TORPEDO TUBES EMPTY'!! You cloak in desperation! Just then the last DARSTANG makes a mistake! Having lost you on his scanner, he turns in a random sweep to try to detect you, only to run into his own torpedo!

The status changes to GREEN - all DARSTANG in this quadrant destroyed, ship damaged. As you request a damage report, the status flashes RED... energy is dangerously low! Damage shows on impulse engines, warp drives and photon tubes!

As you watch with apprehension, you wonder... 'which will run out first - energy or impulse damage?' Will you win? Or will you go down in defeat, as you play....

COLOR-TREK!

A REAL-TIME LIVE-ACTION SIMULATION
FOR THE AVID TREK ENTHUSIAST

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INTRODUCTION

COLOR-TREK is a real-time interactive space war simulation. Every attempt has been made to produce as realistic a simulation as possible. Due to the resulting complexity, it is suggested that these instructions be read several times before attempting to play.

SIMULATION OBJECT

The object of the simulation is to destroy all DARSTANG (detested and itchy vermin!) in the galaxy. The play is lost if ship's energy reaches zero. Energy and torpedos are restored whenever the CENTURIAN is docked. Docking is accomplished by attempting to move into the same sector as a starbase. During the course of play, the DARSTANG (shudder!) implement several battle plans, therefore be advised that they probably will not do what you think they will! The DARSTANG (groan!) battle plans will change at times, so don't rely on what they are doing, especially when uncloaking or warping!

THE GALACTIC MODEL

In COLOR-TREK, the galaxy in which you are fighting is divided into sixteen quadrants. These quadrants form a spherical surface; that is, the galaxy has no "edge". In the galactic scan described later, the quadrants which appear on the edges result from "cutting" open the galaxy and "flattening" it, just as is done with a map of the earth. This plays an important part in the use of warp drives, which will be discussed later.

Further, each quadrant is sub-divided into a twelve sector by thirty-two sector array. Each sector represents the space which may be occupied by one game object (star, base, CENTURIAN or DARSTANG). Unlike warp operation, movement stops at the edge of the quadrant, as the quadrants themselves are not spherical, but are sections of the overall surface.

KEYBOARD OPERATION

In COLOR-TREK, some keys repeat automatically, others do not. The keys which do not repeat must be held depressed until the desired action takes place. This is due to the limitations of the hardware and the structure of the program. The key assignment chart on the last page of the

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manual denotes the keys which do not repeat by a single asterisk (*) to the right of the line.

The keys which repeat do so as long as they are held down. In the key assignment chart, they are marked by a double asterisk (**) to the right of each such entry.

With either type of key, only one key at a time should be depressed. Multiple key closures, due to the type of keyboard encoding used in the color computer, will cause unpredictable results.

SHIPS SYSTEMS

As commander of the Allied Space Forces battle cruiser CENTURIAN, you should familiarize yourself with your ship's systems. The controls available to you are discussed in the following paragraphs.

IMPULSE ENGINES

Movements in the current quadrant are accomplished using impulse engines. Four degrees of movement are available. In reference to the quadrant display (FIGURE ONE), they are up, down, left and right. If the CENTURIAN (whether cloaked or uncloaked) encounters an obstacle, movement stops. If the blocking object is a starbase, the CENTURIAN docks (again, whether the CENTURIAN is cloaked or not).

The CENTURIAN cannot move off the edge of the quadrant. Movement continues as long as the associated key is held depressed, unless an object or quadrant edge is encountered, or damage is sustained to the impulse engines.

WARP DRIVE

To move from one quadrant into an adjacent quadrant, the warp drives must be used. The direction of warp is determined by the direction in which the ship is pointing, as determined by the torpedo tubes, which are considered to be at the front of the ship. Referring to FIGURE ONE again, the CENTURIAN is represented by the 'C' symbol, and the torpedo tubes by the '+' sign.

Each time the warp engines are used (assuming they are not damaged), a one-quadrant warp is accomplished. Referring to FIGURE TWO, if we are in quadrant one with the

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axis shown in FIGURE ONE, the result will place us in quadrant fourteen (See also GALACTIC SCAN for quadrant numbering). As we noted previously, this is due to the fact that the galaxy model is a spherical surface. This wrap-around occurs for all edge quadrants.

Note - the CENTURIAN cannot warp when CLOAKED, nor when energy has decreased below ONE HUNDRED UNITS. Also, when warping a random amount of energy is used, so be aware that you may warp into a quadrant and not be able to get out!

ROTATION ENGINES

The axis of the ship may be rotated both clockwise and anti-clockwise by use of the rotation engines. Eight degrees of movement are allowed, corresponding to the eight sectors adjacent to the CENTURIAN. As indicated in the preceding paragraph, the direction of the CENTURIAN determines the direction of warp. In addition, the direction of fire is also through the axis of the ship. (Again, the axis of the ship is a line through the CENTURIAN and its torpedo tube symbol.) Rotation will continue as long as the associated rotate key is held depressed, unless an object is encountered, or damage occurs to the device.

FIRE CONTROL

Fire control is the only main-line offensive weapon of the CENTURIAN. Each time fire control is activated (assuming the device is not damaged, and torpedoes are available), one photon torpedo is released in the axial direction of the CENTURIAN. the '#' symbol in FIGURE ONE is an in-flight torpedo. The DARSTANG (hated and feared enemies to all the universe!) have this same offensive capability. Note - the CENTURIAN cannot fire when cloaked.

Be aware that a photon torpedo is a mighty weapon. If you or a DARSTANG unleashes one of these powerful devices at a base, or even a star, the object will be destroyed.

Note, also, that, like the impulse and rotation engines, this key repeats as long as held down. Like any automatic weapon, quick exhaustion of ammunition will be the result of slow reflexes on this key!

CLOAKING DEVICE

This secret weapon is the main advantage other than

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speed that the CENTURIAN has over the DARSTANG (gulp..wheeze!). The cloaking device allows the CENTURIAN to become invisible to the enemy. When cloaked, the CENTURIAN is not visible on your scan, so you must remember your position. Also, when cloaked, ship's energy is used at a higher rate than when uncloaked.

During the cloaked state, both the torpedo tubes and warp drives are inoperative. You may, however, dock while cloaked. Also, if you manage to uncloak in the same sector as a DARSTANG (yuck!), the DARSTANG will be destroyed (ain't much of a weapon, but it should be considered!).

DAMAGE CONTROL

During the course of conflict, DARSTANG (dog kickers!) torpedos will inflict damage on the CENTURIAN, temporarily disabling some ship's systems. In order to assess damage and time to repair, the damage control report may be displayed. By hitting the damage control key, the quadrant scan is replaced by the damage control report. This places the CENTURIAN in stasis, in effect freezing the entire quadrant. Energy is used at a higher rate while in stasis, so use caution.

While the damage report is displayed, repairs continue, and the result of any repairs are constantly displayed. If any system is repaired while the report is displayed, a message to that effect will appear, and the damage time for that device will go blank (no damage). To restore the CENTURIAN to real-time, any key on the keyboard other than the damage control key may be depressed. When returning to real time, the position of all objects in the quadrant will be the same as when the report was initiated.

GALACTIC SCAN

The contents of all quadrants in the galaxy may be displayed by using the galactic scan. As in the damage control report, the CENTURIAN enters stasis for the duration of the report. Referring to FIGURE TWO again, the quadrants are displayed as a four-by-four array. Quadrants are numbered with ZERO at the top left and FIFTEEN at the bottom right.

The current quadrant is denoted by a flashing field. The display shows whether or not a base is present in the quadrant by the 'B' character. The number of DARSTANG (groan!) (from zero to fifteen) is also displayed. A sector

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with no number contains no DARSTANG (ulp!). A sector with no 'B' contains no base. As in the damage control report described previously, real-time is restored by hitting any key other than the galactic scan key. Energy is used at a higher rate while displaying the galactic scan.

SHIP'S COMPUTER

During the course of the conflict, it is at times desirable to assess the progress of the TREK. The ship's computer maintains a running count of such logging information as the number of dockings used, number of DARSTANG and CENTURIAN torpedoes fired, number of DARSTANG destroyed, number of CENTURIAN hits, energy used, etc...

As in the damage control report and galactic scan, stasis occurs for the duration of display (no object movement in the quadrant) but energy is used at a higher rate. Both the total energy used and the TREK run-time will continue to be updated during the ship's computer display. Hitting any key other than the ship's computer display key will restore real-time.

SELF-DESTRUCT

If frustration and the sure knowlege that defeat is imminent, or if nature is calling and now is the time, self-destruct is a more honorable way of ending things than simply letting the DARSTANG (grub-eaters!) blow you away! Its effects will be obvious when this key is struck, and are terrible to behold!

It should be noted that it is possible to actually win the game during the self-destruct sequence. Since the total mass-energy conversion of the CENTURIAN wipes out a significant portion of the quadrant, any DARSTANG (garbage can kickers!) within range will also be destroyed.

GENERAL SCREEN DISPLAY

Referring to FIGURE ONE again, the screen is divided into three distinct areas. They are the status display line, the annunciator line and the activity display area.

STATUS DISPLAY

The first is the status display line. This line shows

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ship's energy, the number of photon torpedos left, the total number of DARSTANG (quake!) remaining in the entire galaxy, the current quadrant number, and the status of the CENTURIAN.

The CENTURIAN's status is defined as follows:

STATUS	ENERGY	DARSTANG	DAMAGE
CLEAR	OK	NONE	NONE
GREEN	OK	NONE	PRESENT
BLUE	OK	PRESENT	NONE
ORANGE	OK	PRESENT	PRESENT
YELLOW	LOW	NONE	NONE
RED	LOW	NONE	PRESENT
WHITE	LOW	PRESENT	NONE
TERMINAL	LOW	PRESENT	PRESENT

During play, if the ship's status falls into the last four categories, the status message will begin to flash.

ANNUNCIATOR

The next section of the display is the annunciator line. All messages generated by ship's systems appear on this line. During battle, events occur so quickly that messages may not be visibly displayed. It is a good idea to take frequent damage control checks at these times to determine device availability.

ACTIVITY DISPLAY AREA

The remainder of the screen is devoted to the quadrant scan, damage control report, ship's computer display and galactic scan.

GENERAL INFORMATION

Now that the simulation is better understood, a few practice runs would be in order. The following paragraphs provide the information necessary to load and run COLOR-TREK.

LOADING COLOR-TREK

To load the program, place the cassette in your player and type CLOADM "TREK" followed by the ENTER key. When the

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program has loaded, then type EXEC followed by the ENTER key. At this point, the game start-up/option display should be on your screen.

Note that there are a number of copies of the program on the cassette you received. All are on one side of the cassette. This provides some security in case of tape dropouts, accidental erasures, etc... In case you have trouble loading the first program, simply advance to the next and re-try.

COLOR-TREK START-UP

When COLOR-TREK is started, you are first asked for the option under which you will be playing. The option levels are from ONE through FIVE. Each higher option number will increase the speed of the DARSTANG (good grief!), the rate at which energy drops and the length of time needed to repair damages. Option ONE is a fair challenge for the beginner. Option FIVE (the suicide option) is all but impossible for any but the quickest, most experienced player (to our knowledge, only the author has won a TREK in the suicide option). To enter your option, hold down the desired key (1 to 5) until the display changes.

THE ENDGAME

At the completion of each simulation (whether successful or not), the TREK statistics are presented, along with the appropriate messages. These statistics can be a good indication of the prowess of the player, and are pretty much self-explanatory. For those whose abilities far exceed that of mortal man, the statistics alone are worth playing against.

If you have a printer installed on your computer, this display may be printed for a hard-copy record of your TREK! If, however, you do not have a printer installed, or if it is turned off and you request a print-out, the program will lock up and you will have to reset the computer and re-load the program.

If you wish to start another TREK, you may do so. If not, you should hit the reset button, and then enter a NEW command to restore the computer to Basic.

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TYPICAL GAME DISPLAYS

The following pages include some typical displays of the type which you will encounter during your TREK.

E: 910 T: 11 D: 123 Q: 1 S-ORANGE

** PHOTON TUBES REPAIRED **

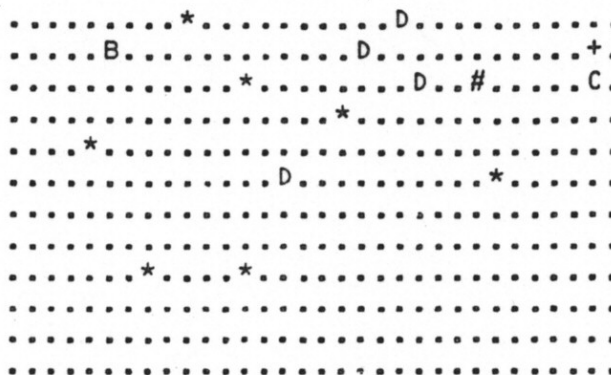


FIGURE 1 - A TYPICAL QUADRANT DISPLAY

In FIGURE ONE above, the symbols are defined as follows:

- B - STARBASE
- C - THE CENTURIAN
- + - PHOTON TORPEDO PORT
- D - DARSTANG DESTROYER
- # - PHOTON TORPEDO
- . - CLEAR SECTOR
- * - STAR

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E: 908 T: 11 D: 123 Q: 1 S-ORANGE

** PHOTON TUBES REPAIRED **

```
*****  
* B 11 * B 4 * B 12 * 12 *  
*****  
* 12 * B 11 * * 14 *  
*****  
* B 7 * 13 * 11 * B 9 *  
*****  
* B 13 * 9 * 6 * B 10 *  
*****
```

FIGURE 2 - A TYPICAL GALACTIC SCAN

In the above scan, each quadrant is identified by two fields of data. The first is the base field. a 'B' in this field denotes a starbase present in the quadrant displayed. The second field indicates the number of DARSTANG in the particular quadrant. The current field is shown in this example by shading, but is a flashing field in the actual game.

As noted previously, energy continues to decrement at an accelerated rate and damages continue to be repaired during the scan.

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E: 895 T: 7 D: 122 Q: 1 S-YELLOW

** CENTURIAN HIT - NO DAMAGE **

PHOTON TUBES: 7
LONG RANGE SCAN: 12
WARP DRIVES:
CLOAKING DEVICE:
ROTATION ENGINES:
IMPULSE ENGINES: 22
SHIPS COMPUTER:

FIGURE 3 - A TYPICAL DAMAGE CONTROL REPORT

In the damage control report above, the devices with no displayed repair time are active and available. Those with damage times will require that repairs be completed before use. The actual time for repair varies for the different difficulty options. Again, energy continues to decrement at an accelerated rate during the report, and repairs visibly continue. In the event that a damaged device is repaired during the display, the current annunciator message will be replaced to reflect the repair.

KEYBOARD ASSIGNMENTS

The following key assignments are used by COLOR-TREK:

WARP TO NEXT QUADRANT	W *
ROTATE COUNTER-CLOCKWISE	E **
ROTATE CLOCKWISE	R **
CLOAK CENTURIAN	U *
UNCLOAK CENTURIAN	I *
GALACTIC SCAN	S *
DAMAGE CONTROL REPORT	D *
SHIPS COMPUTER REPORT	N *
FIRE PHOTON TORPEDO	F **
SELF-DESTRUCT	P *
MOVE CENTURIAN TOWARD LEFT	J **
MOVE CENTURIAN TOWARD RIGHT	K **
MOVE CENTURIAN TOWARD TOP	L **
MOVE CENTURIAN TOWARD BOTTOM	; **

Those lines marked with a single asterisk (*) are keys which do not repeat. Those lines marked with a double asterisk (**) are keys which repeat as long as held down.