



# STELLAR SEARCH



OWL-WARE

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## Briefing

Captain, the Federation has recently recovered a space probe of unknown origin. By careful study of its trajectory, we have traced it back to the quadrant from which it was sent. Unfortunately, this quadrant contains several Black Holes which are distorting the sensors making it impossible to locate the specific sector within the quadrant. Your mission is to locate the race which has sent the probe and to establish friendly relations with the aliens. From information obtained from the probe, it appears that this race is peaceful and will make valuable members of the Federation.

We have reason to believe that the Klingons also have found a probe and are searching for the sector. They will no doubt cause you problems. Good luck, Captain!

## Loading Instructions

This program consists of a series of 5 programs including the introduction. You should play each section of the game in sequence the first time through, but you can always go to any section of the program to replay or jump ahead.

To load the tape version, rewind the tape and press PLAY on the recorder. Type CLOADM "INTRO" and (ENTER) to load the introduction. To load other sections of the tape, use the fast forward to go to the following locations:

<u>Program</u>	<u>CCR-81 Recorder</u>	<u>CTR-80 Recorder</u>
INTRO	5	5
TREK1	40	55
TREK2	90	115
TREK3	140	160
TREK4	200	205

To load the disk version of this program, start with the introduction. Type LOAD "INTRO", R and the introduction will load, start, and load a machine language data file. The INTRO can be used to load any portion of the program or you can type LOAD "TREKX", R where the X stands for Sections 1 - 4.

### Playing Hints

This game must be thought of as a series of puzzles to be solved rather than as an arcade game (although there are a number of fast action portions). You must learn what to do.

In all portions of the game you must tell the computer what to do. The possible commands you can use will vary from section to section within the game, and even within a game section itself. In all portions of the game you can get a Help which lists all legal commands by pressing (H). During the help session you are taken out of real time until you press (H) again. For the first two portions of the game there is additional help available in the form of a computer report. Press (R) for that report.

During TREK1 you must find the section where the alien race is located. You must have combat with the Klingons to get there. You are in hyperspace in the start and a grid is shown where the only thing known is the location of your Starbases. There are 6 possible types of action possible including the finding of the aliens. If you complete this section too soon, you might replay.

TREK2 is a high resolution graphic adventure. You play in real-time and must solve the puzzle by doing the correct series of actions in response to all conditions. Only one series of actions will work.

TREK3 is a text adventure. All of the commands are listed and explained when you press the (H) key. You can also press the (@) for additional hints but you will have to earn them! You will examine (X), use (U), and open (O) things. Please note that if you wish to open something, you must employ the open (O) command and not the use (U) command. If it can be opened and you have located the correct "key," it will open with the (O). If you have never played a text adventure, use the (H) as needed. This one is not hard as these go.

TREK4 is a series of small craft maneuvers. You get instructions as needed.

If you have problems with this game and need help, send 50 cents in stamp or coin and indicate how large a hint you want. Good luck and good hunting!

#### Game Design

The tape version of this program contains almost 86K making it one of the largest programs for the TRS-80 Color Computer. It is divided into 16 separate files including the loaders and covers, and therefore will run on any 32K color computer. This program is a graphic/text adventure/arcade combination. We feel that the graphics used sets a new standard for this or any current micro-computer.

OWL-WARE has developed a system of control of the "false" color in PMODE4 called the COLORTROLL. This now adds to the color computer fully-controlled color against the black of space. No other space games use this control.

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