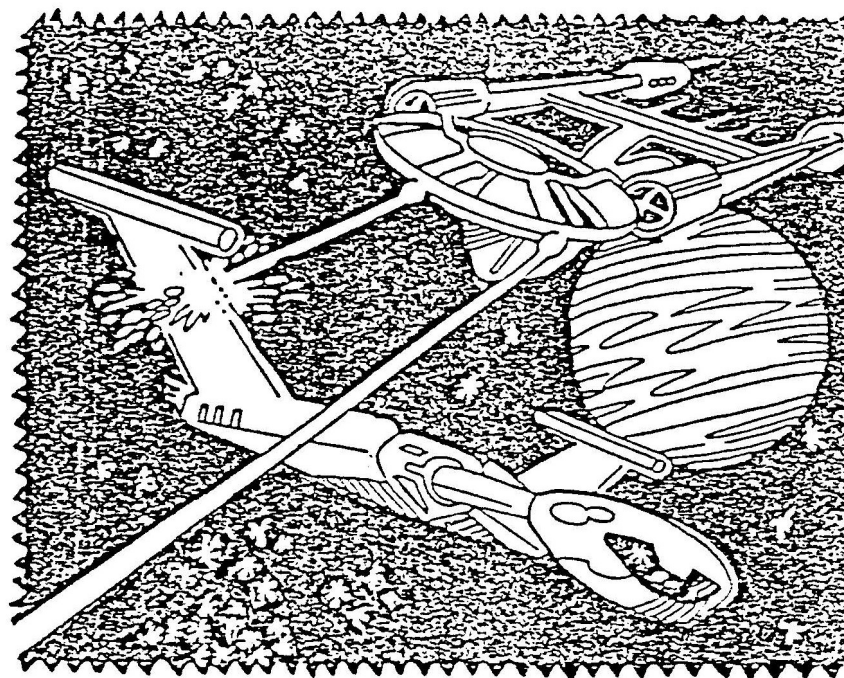# WARP FACTOR X

WARP FACTOR X is a graphics simulation game requiring strategy, fast thinking, an eye for detail, and, above all, experience in knowing all the capabilities of your Starship and its computer. You will begin your adventure into space as a Cadet but your ultimate goal is to become Captain of the Enterprise. To do this you must neutralize the Enemy Planets, form alliances with Neutral Planets, destroy the Enemy Starbases, and eliminate the threat of the Klingons from the Universe. The Klingon is NOT a "Robot". He has the same capability as your Starship but he is also subject to the same problems. You will also find that he is inclined to move around while you're attacking him and may even chase you when you find it prudent to retreat. You must form alliances with Neutral Planets and bring them into the Federation. Many of the planets will have special resources important to the Federation.

Never before has there been a graphics simulation that is so REALISTIC. You will appreciate the attention to detail and the complex inner workings of the program. The programs are supported by eight pages of documentation important to the success of your mission. Your progress through the Galaxy will be recorded and saved for your next adventure into space. WARP FACTOR X includes versions for 32K, 64K,

WARP FACTOR X

THE ULTIMATE GRAPHI SIMULATION GAME

FOR THE TANDY
TRS-80 COLOR COMPUTER

REQUIRES 32K and 1 DISK DRIVE

WARP FACTOR X

ARP FACTOR X is a Startrek type simulation game. You will be ble to select the version of WARP FACTOR X that is programed to un on your specific computer. WARP FACTOR 4 will support the 32K olor Computer while WARP FACTOR 5 is designed to make full use of our 64K disk system. If you have the Color Computer 2 there is lso a special version for you.

ARP FACTOR X is written with some specific concepts in mind:

- Your enemy, the Klingon, has been given the intelligence to react to tactical situations. Most strategic Startrec games will fill the sky with 'robot' Klingons. In WARP FACTOR X there is, usually, only one Klingon active at a time. He is NOT a robot. His actions are based on the tactical situation at the time. His primary goal is to destroy your ship and ultimately you. If while fighting you his ship becomes badly damaged or energy levels fall to critical levels a tactical retreat may be deemed necessary. This means if you think you are about to finish off a Klingon you may be surprised to find he is suddenly moving away at warp speed. An experienced Captain can chase him down and finish him off. When the Klingon is engaged you will find that he will usually move around quite a bit. This makes little difference when using phasers to bring his shields down but does matter when using photon torpedoes since they must be aimed manually. When the Klingon is not in battle with your ship he is capturing planets for the Klingon Empire or destroying Federation Starbases.

As a strategic simulation there must be more than one goal for the ships captain to keep in mind. Aside from destroying Klingon ships, the Captain must find neutral planets, or level 0 Klingon planets, and build alliances with them. Once an alliance is establish science scanning should be initiated. If during the science scan the planet is found to have special attributes , bonus points are added to the captains score. These points help when it comes time for promotion. The Captain must attack level 1 or higher Klingon planets and bring them down to level 0 before a Klingon planet can be brought into the Federation. Enemy Starbases must be destroyed. This all adds up to 'securing the sector'. Once all the strategic tasks have been accomplished and the last Klingon cruiser has been destroyed the sector will be considered 'secure'. The sector will now be considered closed and no further Klingon activity can take place.

Scoring and ranking of players will be maintained. A ranking system using score and Klingon ship counts as a basis for promotions was established. Players scores and ranks are filled on a master data file. Viewing of scores and ranks are possible from the main menu. Real-time operation was the final concept used in writing WARP FACTOR X. Rather than giving each side a "turn", WARP FACTOR X is set up for near concurrent operation. This simply means that the time clock is used to slice a turn for the opposing (Klingon) side every now and then. This time slice will vary with battle or non-battle situations and the ranking of the Captain. As you will see, the pace can get rather hectic.

1

BACKUP COPY

WARP FACTOR X IS A COLLECTION OF SPECIALIZED PROGRAMS AND DATA FILES. A DISK BEING USED FOR WARP FACTOR X WILL HAVE VERY LITTLE SPACE LEFT AND SHOULD BE CONSIDERED DEDICATED TO THE GAME. YOU SHOULD HAVE A MASTER BACKUP DISK AND AT LEAST ONE BACKUP OF THE DISK BEING USED. THIS IS MOST IMPORTANT SINCE YOU CANNOT WRITE PROTECT THE PLAY DISK. UPDATES MUST BE MADE TO THE SECTOR FILES AND THE SCORE FILE. AT VARIOUS TIMES DURING PLAY. TEMPORARY FILES WILL BE GENERATED AND THEN KILLED. IMPORTANT!!!: Be sure to read through all the instructions before beginning WARP FACTOR X. This is a very intricate and complicated game and you will need all the information available to become Captain of your Starship.

LOADING

To load WARP FACTOR X type RUN "WARP". A prompt for the type of computer will be generated. If you have 32K or if you want to specifically run WARP FACTOR 4 select the 32K option. If you have a 64K COCO or a COCO 2 then make the appropriate selection. For the 64K or COCO 2 options WARP FACTOR 5 will be automatically run when the game is initiated. If you have just ended a game of WARP FACTOR 5 and re-run "WARP" then WARP FACTOR 5 will automatically be selected when the game is initiated.

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GETTING STARTED

When the main menu is displayed the following options will be available.

A=LOGIN/STARTUP: If you have played the game before and established Score/ Data file you can sign into a game that will be use as input for Score and Rank information. When you are asked to enter your Starfleet ID number remember to press the <SPACE> bar rather than the <ENTER> key last.

If you are a new player or would like to play under a new name you can establish a Score/Data file by entering the new name you wish to play under at the LOGIN: prompt. You will then be prompted again, for your name and an ID number that will be used to protect your file against unauthorized use.

B=PRACTICE GAME: This allows you to play a game without the normal login. The game is the same as a regular one with the exception that the final score is not recorded. All changes to the sector information, such as a destroyed starbase, is saved. At the start of a practice game you will always warp into sector 1 1 first. It is a good idea to play a few practice games before starting to keep score.

C=VIEW HONOR ROLL: Selecting 'C' will cause the player log to display each player and their statistics. The first player displayed is the senior officer. He holds the highest score total (this is an accumulation of scores for each game played):.

D=INITIALIZE ALL SECTORS: All 18 sectors will be rebuilt with new information. It does not affect scores.

2

THE GAME

There are 2 quadrants each consisting of 9 sectors (1-9). Your mission is to secure each sector of both quadrants. For a sector to become secure the following tasks must be accomplished:

1. All Klingon Starbases must be destroyed.
2. All planets must be allied with the Federation.
3. The last Klingon in the sector must be destroyed. A status display should now display the message "secured". Quadrant/sector 1 1 will always be initialized secure. There will be 10 ally planets and 5 friendly starbases.

•••

POINTS

Points are earned for the following accomplishments:
1. Destroying Klingon bases. Points are earned for each hit upon a base.
2. Destroying Klingon ships. Points are earned for hits upon a Klingon.
3. Building alliances with planets.
4. Science scanning a newly allied planet that reveals significant science find or useful mineral find.

Points are lost when the Klingon does the following:

1. Attacks Federation bases. Points are lost for each hit.
2. Attacks on the Enterprise. Points are lost for each hit.
3. Attacks c llied planets.

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SPACE

Each sector is laid out in a 75X75 point grid network. The enterprise can maneuver any point on the grid that is not being occupied by another object. If the ship attempts to stop on an occupied location a collision will result and the drive system will receive some damage.

There are SPACE STORMS in most sectors. Space storms cannot be detected by your scanner. If the Enterprise enters a space storm damage to most devices will result along with energy loss and a complete neutralizing of the schields. The ship will be displaced to another location. Instruments may operate erratically for a short time.

In addition to fighting the Klingon, Enemy Starbases, and Enemy Planets, you must capture the loyalty of as many neutral and level 0 enemy planets as possible. This not only helps your score but also builds up your repair depots.

THE SHIP

The following devices are available from the command console:

1. WARP drive and IMPULSE drive for maneuvering the Starship.
2. PHASERS and PHOTON TORPEDOES for weaponry.
3. SHIELDS for ship defense.
4. SCANNER for science surveys and local object information.
5. COMPUTER for recalling known relative position data.

All of the above mentioned devices are subject to damage fro enemy attack!!!!!!!!!!!!!!

During most non-graphic commands the status of the Ships Energ cells will be displayed in bar graph form at the top of th screen. If the bar graph turns from BLUE to RED the Ships Energ has fallen to 1000 units or below. When the weapons or driv systems are used the damage status will be displayed in bar grap form with the amount of damage in units. If the damage reache 250 the device will not operate. Repairs will be necessary befor inoperable devices can be used again (see REPAIRS below).

The SHIELDS will protect, to some extent, the ship against attac by enemy forces. The shields have their own energy storag cells. These cells will store a maximum of 2500 units of energy If needed this energy can be charged from or transfered to th ship energy cells. The shield energy is reduced each time th shields absorb energy from an impact of enemy fire. The shield also are damaged to some extent each time they absorb energy fro an impact of enemy fire. It takes extra ship energy to move vi impulse or warp drive if the shields are up. Move with shield down when no enemy forces are present to save ship energy. I phasers are used with the shields up extra energy is consumed fro the ships energy cells to force the shot through the sheilds.

The SCANNER is used to update the ships computer and identify fo the Captain any object, except one, that is within a 10 X 1 target area. As each object is displayed its relative position Y-X to the ship is also displayed. Due to the peculiar energ output of the Klingon ship the Scanner can detect it in a 15 X 1 target area as well as determine ship and shield energy levels The one object the scanner cannot detect is the Space Storm. Whe an impulse or warp move is complete, a "scan" will be performed unless the Klingon has locked on the Enterprise.

The SHIPS COMPUTER is used to locate the relative position (Y-X of a known object in your ships sector. Using this informatic the Captain can keep track of all objects that the Enterprise ha scanned in the sector. This is very useful for keeping track o Klingon attacks on Friendly Planets, Neutral Planets, an Federation Starbases. If the Ships Computer picks up an automati alert beacon from a Federation Starbase under Klingon attack th relative position of the starbase will be displayed with a messag indicating that a starbase is under attack. A klaxon will soun before and after the message is displayed. Sector summaries an status can also be retrieved from its memory banks. The PHOTO TORPEDOES will not be very effective against the Klingon if hi shields are very strong. The lower the shields the stronger th

blast force. The real advantage is that 'ee can be launched at once. Photon torpedoes have been known to disrupt a planets stability on impact due to the extremely concentrated energy release. It is possible to destroy a planet with 1 photon torpedo hit. This is frowned upon by the Federation.

You can DOCK at Friendly Starbases and Friendly Planets. This will replenish your ships energy and your shield energy. The ship and some device damage will be decreased a little for each dock. The Starbase is the best place to dock for power but it costs more points to dock there than at a planet.

To REPAIR your ships devices you must execute the "REPAIR" command. Not all devices are repaired during a dock. Use the repair command to speed up this repair sequence.

When using your drive to maneuver energy will be consumed according to how far you move.; It takes a lot of energy to move with shields up. If you move using warp drive the energy consumption is increased according to the warp factor.

There are other features that you will learn as you go. The idea is to master the game and not let the Klingon and his supporting bases and planets destroy you.

****

SOUND

Sound has been added to help identify certain functions. Following is a breakdown of the sounds you may hear:

1. When a long range scan is in progress a "ping" will be heard for each object plotted.
2. If the computer is not operational a low "tone" will be heard each time a number key is pressed to activate a function.
3. If the Klingon approaches to within 10 locations of the enterprise a "klaxon" will sound to alert you to the danger (RED ALERT).
4. When an attack message is received from a Federation Starbase the "klaxon" will be sounded before and after the message is displayed.
5. When a move is initiated tones will sound each time.

WARP FACTOR 5 ONLY

6. Explosion when the ship is hit by Klingon fire.
7. Phaser fire has an audible reverb.
8. Photon launches have an audible "plop".
9. A ping will be generated when a key is pressed and detected by the computer. If you hear the ping but no character is displayed the Ship Computer will treat it as if it were displayed and act if it is single key command.

****

NEUTRAL PLANETS are planets that are not allied to either the Klingons or the Federation. During a sensor scan they will be displayed as YELLOW BLOCKS. They will normally not attack the Enterprise. Before an alliance can be established the Enterprise must maneuver to within 1 space of the planet.

FRIENDLY PLANETS are used for docking and ship repair during the game. Each dock costs 20 points. Some ship damage is repaired. Torpedoes are partially replenished. Ship and shield energy is increased and minor repairs to ship devices are made. When friendly planets are scanned by the sensors they will appear as BLUE BLOCKS. Friendly planets are built to level 4 when first allied. The Klingon must bring the level down to 0 to capture the planet for the Klingon Empire. The planet can be built back to level 4 by docking. The level is increased by 1 for each dock until level 4 is reached. Be sure to science scan a new allied planet for scientific or mineral resources......more points!!!

FRIENDLY STARBASES are used for ship damage repair and resupplying the ships energy and weapons. Ship energy is restored to 5000 units. Sheild energy is restored to 2500 units. Torpedoes are re-stocked to 10. Each starbase dock costs 250 points. Some device repair is done. Friendly Starbases will appear as a blue "lazy L" when sensor scanned.

ENEMY STARBASES will appear as RED "HATS" with with an astrix during a sensor scan. These bases will fire upon the Enterprise if she moves within 8 locations of the base. They will also notify the local Klingon cruiser of your arrival when within 8 locations. The Klingon uses these bases to repair and re-supply.

ENEMY PLANETS are formerly NEUTRAL or FRIENDLY planets that have been captured by the Klingons and forced into the Klingon empire. They will fire upon the ship when it is within 6 locations. Communication with the local Klingon ship when under attack is a certainty. When scanned an Enemy Planet will appear as a RED BLOCK followed by its build level and an astrix. Before you can form an alliance with an Enemy Planet you must attack until the build level is zero.

The KLINGON is deadly. Once locked on it is difficult to evade him. He will capture your planets and destroy your starbases. The Klingon is subject to the same damage and needs as the Enterprise. Klingons know how to fight and maneuver. You will very seldom find one that doesn't give you a good fight. Note, though, they are not superhuman and weaknesses do exist. They will appear at the top of the sensor scan if they are within 15 locations of the Enterprise.

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COMMAND SUMMARY

Commands can be entered at the command prompt "**?". Sometimes when a key is pressed it may not be displayed or acted upon immediately. This is normal depending on what the Klingon is doing or what the current display mode is being used. If you hear

a ping when the key is pressed but it is not displayed you can assume it has been recognized by the computer and will be acted upon.

Some commands require 2 keys to be pressed to activate. Some of those commands have been placed under computer control using single numeric key entry to activate. If the computer is damaged and not operational the single numeric key will not be active. You must then use the 2 key code to activate the desired function.

SU = SHIELDS UP Remember, when the shields are up it takes much more energy to move the ship.

SD = SHIELDS DOWN Move the ship with the shields down whenever it is safe.

SE = SHIELD ENERTY TRANSFER. This command allows the Captain to transfer energy from the SHIPS ENERGY CELLS to the SHIELDS ENERGY CELLS or vise versa. To transfer energy from ship to shields enter a positive number. To transfer energy from shields to ship enter negative number.

ST = SHIP STATUS This command will display general ship status information. Included in the display is energy, position, shield, ship damage and stardate status. The count of Klingon Ships and starbases destroyed will be displayed followed by the Ship Energy, Sheild Energy, and Ship Damage in bar graph form. When these bars are RED a critical situation is indicated. If the Ships Energy falls below 1000 units that bar will be RED. If the Shield Energy falls below 500 that bar will be RED. If the Ship Damage rises above 2000 units that bar will be RED. The ship is considered destroyed if the Ship Energy reaches zero or the Ship Damage rises above 2500 units.

SS = SCIENCE SCAN. This command will use the ships sensors to do a specialized search of any Friendly Planet, within one location of the ship, for evidence of life forms and mineral deposits. When something of interest is located the Captain is rewarded by an increase in points.

DA = DAMAGE REPORT The damage status of all the ships devices will be displayed in bar graph form followed by the damage level in units. When device damage reaches 250 or above the bar graph will be RED indicating that the device is inoperable. As long as the bar is BLUE the device will still be operational.

R = REPAIR This command will effect some repair over most of the ships devices. A Damage Report wil be displayed after each repair command. Every repair command requires 50 units of ship energy.

SN = SCANS a 10 X 10 area surrounding the Enterprise and displays objects and their relative positions. The Klingon will be seen if he is within 15 X 15 area. His scanner is not as likely to detect the Enterprise beyond 10 X 10 locations. Starbases are shown with their energy output level. Planets are shown with their build level. Note - Spacestorms are not detected.

P = PHASERS. Range = 10 X 10 (+-). The phasers can be aimed and fired by using the 3 following parameters: PWR,Y,X. PWR = Energy level of the phasers (0 - 500 MAX.). The energy is subtracted from your Ships Energy Cells.
Y = Relative position of the target up (+) or down (-).
X = Relative position of the target right (+) or left (-).

If the Phasers are called using the "7" key (see SINGLE KEY COMMANDS below) the Ships Computer, if operational, will automatically lock the Phasers on to the Klingon ship, if in range 10 X 10, or the nearest Klingon object.

- Note - If the Shields are up when the Phasers are fired some extra energy will be depleted from the Ships Energy cells to force the beam through.

TO = PHOTON TORPEDOES. Range = 10X10 (+-). Requires 3 parameters:#,Y,X
# = Number of Torpedoes in burst (1 to 3).
Y = Relative position of target up (+) or down (-).
X = Relative position of target right (+) or left (-).

L = LONG RANGE SECTOR SCAN. This is a graphic display of all objects, except Space Stormes, in the sector. If the Ship Computer is operational Friendly Starbases are displayed as a graphic "T". Enemy Starbases will be displayed in a graphic "hat" form. Scanned planets are displayed as a filled in circle. Objects that have not been scanned are displayed as empty circles. If the Ships Computer is not operational all objects will be displayed as empty circles.

WARP FACTOR 4 - Your Starship location is marked with a "cross" surrounded by a 10 X 10 target square. If the Klingon is within 15 locations of your ship he will be graphically displayed.

WARP FACTOR 5 - Your Starship location is marked with a graphic representation of the starship with a shield halo, if up, and is surrounded by a 10 X 10 target square. If the Klingon is within 15 locations of your ship he will be graphically displayed. If the starship computer is not working everything in the sector will be displayed as an empty circle.

I = IMPULSE DRIVE. Requires 2 parameters: Y,X. The maximum impulse move is six (6) locations for Y or X.
Y = Move up (+) or down (-) relative to current position.
X = Move right (+) or left (-) relative to current position.
A Sensor Scan is preformed after each impulse move.

W = WARP DRIVE. This command allows the ship to make multiple Impulse moves within a sector. Three parameters are required to use Warp Drive: WF,Y,X.
WF = Number of sequential Impulse moves (0-7).
Y = Relative move up (+) or down (-) from 1 to 6 locations for each WARP FACTOR.
X = Relative move right (+) or left (-) from 1 to 6 locations for each WARP FACTOR.

If a WARP FACTOR of 8 or more is used the Y and X parameters have the following meaning:

Y = Quadrant the ship is moving to (1 or 2).
X = Sector number in the Quadrant (1 - 9).

If a WARP FACTOR of 7 or less is used the move will be displayed using the Long Range Sector Scan display. If the Klingon Ship approaches to within 15 locations of the ship he will be displayed in graphic form.

**C = COMPUTER MODE. Information stored in the memory banks can be retrieved using the Computer. Relative location and energy/build information of any known object in the sector can be displayed. A computer controled Long Range Sensor Scan displaying only known objects can be selected. Quadrant/Sector status and known object information can also be displayed. This is useful for keeping track of secured or unsecured sectors and/or object information (only objects that have been previously scanned.)

**A = ALLIANCE. You may form an alliance with a Neutral Planet or level 0 Enemy Planet. You must reduce an Enemy Planet to level 0 by attacking it before an alliance can be formed. You must be within one unit (Y,X) to the planet.

**DO = DOCK/ORBIT. This command will initiate a docking sequence if the ship is next to a Friendly Starbase or establish a secure orbit around a Friendly Planet. Energy and damage levels will be adjusted to some extent.
DOCK - Energy cells will be filled. Ship damage will be reduced to zero. Torpedoes will be fully restocked. Significant amount of device repair will be completed. Each Dock costs 250 points.
ORBIT - Energy cells will be replenished somewhat. Ship damage will be reduced a little. A few Torpedoes will be supplied. Some device repair may be done. Each Orbit costs 20 points.

**Q = QUIT. This command causes the game to end and scores to be logged.

****

The following is a summary of the SINGLE KEY COMMANDS that are available if the computer is operational:

1=SU SHIELDS UP
2=SD SHIELDS DOWN
3=SS SCIENCE SCAN
4=SE SHEILD ENERGY TRANSFER
5=ST STATUS DISPLAY
6=SN LOCAL SCAN
7=P PHASERS
8=TO PHOTON TORPEDOES
9=DO DOCK/ORBIT

NOTE - If an "e" appears before the command prompt this means that the ship energy level has reached a criticaly low level of 999 or less.

NOTE - If an "s" appears before the command prompt this means that shields have been dropped.

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9

PLAYER DATA FILES

A program called "FEDCOR" has been included on the disk. When run this program will ask "HOW MANY RECORDS" to copy. A copy of "FED/DAT" will be generated retaining only the number of records specified. You should always copy at least three.
The reason for this is as follows:

1st record - This is the Senior Officer record
2nd record - Dummy record for "Practice" games
3rd record - The first player file

Generally you will want to add 2 to the number of different players names being used to decide on the number of records to be copied when using "FEDCOR".

WARRANTY
This program is guaranteed to load for as long as you own It. If It ever fails to load for any reason (even If your dog chewed It), simply return It to us for a prompt, free replacement. There is no time limit, and there is no other warranty, expressed or Implied.