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Brief Strategy for Playing Space Voyage

The object of Space Voyage is to kill all the Klingons in the universe and save the federation. Due to the infinite game combinations possible, there is no direct, sure-fire approach to winning. Some hints and ideas on strategy can be offered however.

At the start of the game you will be told the number of Klingons existing in the universe (the number you must destroy also), the stardate (the date at which your mission starts), your current position in the universe (quadrant and sector), and the number of years your mission will last (this number added on to the stardate will give you the date at which the game ends. The current date can be kept track of by noting it on short range scan displays.)

Before you can destroy Klingons you must first move the Enterprise into a quadrant containing some. The best way to locate them is using the long range scanners. When found, use the warp engines to move into the quadrant. The short form instruction sheet contains a sample grid which should be used to mark down the locations and quantity of all known Klingons (when seen by the short or long range scan). Supernovas and the starbase should also be marked. As Klingons are destroyed, cross them off the chart.

Condition "Red" will exist when in a quadrant containing Klingons. At this time, phasers or photon torpedoes must be used to destroy them. Ramming (moving the Enterprise into a Klingon) will also destroy a Klingon but is not recommended. If shields are down or damaged, phasers should probably be used. Otherwise, use the torpedoes if still left.

It is important to remember that you are playing against time and energy. When either is used up, you lose. Energy can be restored by docking with (moving up next to) the Starbase. If you are in a quadrant reasonably close to the one your base is in, use warp engines to move up to the base. Otherwise you might try the teleporter, which, if functioning, should put you in the quadrant containing the base. Do not do excessive moving about the universe unless absolutely necessary, for this uses excessive time and energy.

One note on Klingon attacks should be mentioned. When your shields are up, the Enterprise is protected but the shield energy will decrease by the amount of energy fired by the enemy. If shields are down, internal energy is used when attacked and the possibility of a device being damaged also exists.

Before attempting to play, be sure that the four pages of instructions preceding the program listing have been read and understood. As more games are played, you will develop your own strategies for playing. This is just as much a part of the game as the actual playing. Good luck!

LOCN B1 B2 B3

*TSC SPACE VOYAGE

*

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* INSTRUCTIONS FOR PLAYING

*

* AFTER ENTERING SPACE VOYAGE YOU MUST ENTER THE TSC
 * RANDOM NUMBER GENERATOR AT LOCATION A04A. THEN
 * USING MIKBUG (A REGISTERED TRADEMARK OF MOTOROLA
 * INC) GO TO USER PROGRAM AT LOCATION 0100 HEX.

*

* SPACE VOYAGE IS A VERY COMPLEX SPACE SIMULATION
 * GAME. YOU ARE PUT IN COMMAND OF THE STARSHIP
 * ENTERPRISE AND YOUR MISSION IS TO RID THE GALAXY
 * OF ALL ENEMY KLINGON SHIPS. AT THE START OF THE
 * GAME YOU WILL BE INFORMED OF THE LOCATION OF YOUR
 * STARBASE. IT IS IMPORTANT THAT YOU KNOW ITS
 * POSITION AT ALL TIMES. NEXT YOU MUST ENTER A THREE
 * CHARACTER PASSWORD. THIS WILL BE NEEDED IF YOU
 * WISH TO EXECUTE THE SELF DESTRUCT SEQUENCE ANYTIME
 * DURING YOUR MISSION.

*

* NEXT, FIVE IMPORTANT LINES WILL BE OUTPUT. FIRST IS
 * THE PRESENT STARDATE FOLLOWED BY THE NUMBER OF
 * KLINGONS IN THE GALAXY. YOU MUST DESTROY ALL OF
 * THESE TO SAVE THE FEDERATION! THE NEXT LINE TELLS
 * YOU THE NUMBER OF SOLAR YEARS YOU WILL HAVE TO
 * COMPLETE YOUR MISSION. FINALLY THE LAST TWO LINES
 * INFORM YOU OF YOUR CURRENT QUADRANT AND SECTOR
 * LOCATIONS IN THE GALAXY.

*

* THE GALAXY IS DIVIDED INTO 64 QUADRANTS. SEE THE
 * SHORT FORM INSTRUCTION SHEET FOR DETAILS OF THE
 * COORDINATES. EACH QUADRANT IS SIMILARLY DIVIDED
 * INTO 64 SECTORS.

*

* FOLLOWING IS A LIST OF DEVICES AND HOW TO USE THEM.

*

*COMMAND 0 - WARP ENGINES

* COURSE= AN INTEGER NUMBER FROM 0 TO 7. THE NUMBERS
 * START WITH 0 AT THE TOP AND GO CLOCKWISE:

*

*

*

*

*

*

*

*

* WARP FACTOR= A REAL NUMBER FROM 0 TO 9. IF THE
 * NUMBER ENTERED IS AN INTEGER (NO DECIMAL POINT)
 * THE DISTANCE TRAVELLED WILL BE THAT NUMBER OF

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* QUADRANTS. TO TRAVEL WITHIN A QUADRANT A DECIMAL
 * POINT MUST BE ENTERED FIRST, THEN THE NUMBER OF
 * SECTORS TRAVELLED EQUALS THE NUMBER ENTERED AFTER
 * THE DECIMAL POINT.

* WARP .1 = MOVE 1 SECTOR
 * .5 = 5 SECTORS
 * 1 = 1 QUADRANT
 * 2 = 2 QUADRANTS

* EXAMPLE: IF YOU ARE IN QUADRANT 1-1, SECTOR 1-1
 * AND ENTER A COURSE OF 2 AND WARP FACTOR 3 YOU
 * WILL END UP IN QUADRANT 4-1. WHEN YOU CHANGE
 * QUADRANTS, THE POSITIONS OF ALL OBJECTS IN THE
 * QUADRANT (INCLUDING THE ENTERPRISE) WILL BE
 * RANDOMIZED TO SIMULATE 3-D TRAVEL.

* NOTE: EVERY USE OF THE WARP ENGINES TAKES TIME
 * AND IS PROPORTIONAL TO THE WARP FACTOR USED.
 * IF THE ENTERPRISE IS BLOCKED BY SOMETHING
 * DURING INTRA-QUADRANT TRAVEL IT WILL STOP IN
 * FRONT OF IT AND WASTE TIME. IF THE OBJECT IS A
 * KLINGON, THE KLINGON WILL BE DESTROYED AND THE
 * ENTERPRISE BADLY DAMAGED.

* COMMAND 1 - SHORT RANGE SCANNERS

* THE SHORT RANGE SCANNERS DISPLAY A DETAILED VIEW
 * OF THE CURRENT QUADRANT. THE ENTERPRISE LOOKS
 * LIKE AN 'E' ON THE SCREEN. KLINGONS APPEAR AS
 * A 'K', THE STARBASE AS 'B', AND STARS AS '*'. TO
 * DOCK WITH YOUR BASE, YOU MUST FIRST MOVE TO ONE
 * OF THE 8 ADJACENT SECTORS THEN PERFORM A SHORT
 * RANGE SCAN. DOCKING REPLENISHES ALL ENERGY, SHIELD
 * AND PHOTON LEVELS. WHILE DOCKED SHIELDS ARE
 * LOWERED BUT THE BASE SHIELDS PROTECT YOU. THE
 * 'CONDITION' DISPLAYED ON THIS SCAN CAN BE 'DOCKED',
 * 'GREEN' WHEN NO KLINGONS ARE THREATENING, 'RED'
 * WHEN THERE ARE KLINGONS, AND 'YELLOW' IF YOUR
 * ENERGY REACHES A DANGEROUSLY LOW LEVEL (300 UNITS
 * OR LESS). IF CONDITION YELLOW EXISTS YOU SHOULD
 * RETURN TO YOUR BASE IMMEDIATELY!

* COMMAND 2 - LONG RANGE SCANNERS

* THESE SCANNERS DISPLAY THE OBJECTS IN THE 8
 * SURROUNDING QUADRANTS AS WELL AS THE CURRENT
 * QUADRANT. THIS INFORMATION IS COMPILED BY THE
 * COMPUTER AND DISPLAYED AS A 4 DIGIT NUMBER FOR
 * EACH QUADRANT.

* THE ONE'S DIGIT IS THE NUMBER OF KLINGONS
 * TEN'S STARS
 * HUNDRED'S BASES
 * THOUSAND'S SUPERNOVAS

* EXAMPLE: 0121 MEANS NO SUPERNOVAS, 1 BASE,
 * 2 STARS, AND 1 KLINGON.
 * A SUPERNOVA CAN APPEAR AT ANY TIME AND IN ANY
 * QUADRANT. IF IT DOES ALL OBJECTS IN THAT
 * QUADRANT WILL BE DESTROYED! IF THE ENTERPRISE
 * ENTERS A QUADRANT CONTAINING A SUPERNOVA, IT

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- * WILL BE DESTROYED.
- *
- *COMMAND 3 - PHASERS
- * ANY PORTION OF THE AVAILABLE ENERGY CAN BE FIRED
- * USING THE PHASERS. THE BATTLE COMPUTER DIVIDES
- * THIS AMOUNT AMONG THE KLINGONS OF THE QUADRANT
- * AND DETERMINES THE VARIOUS DIRECTIONS OF FIRE.
- * EACH KLINGON HAS A CERTAIN UNKNOWN AMOUNT OF
- * ENERGY (EACH ONE DIFFERENT) AND THIS IS THE
- * AMOUNT NEEDED TO DESTROY THEM. IF TOO LITTLE
- * ENERGY IS FIRED YOU WILL ONLY DAMAGE THE KLINGONS
- * AND MUST FIRE AGAIN.
- * NOTE: SHIELDS MUST BE LOWERED TO FIRE PHASERS.
- *
- *COMMAND 4 - PHOTON TORPEDOES
- * INITIALLY YOU WILL HAVE 15 PHOTON TORPEDOES. ONE
- * TORPEDO DESTROYS WHATEVER IT HITS. THE RANGE OF
- * TORPEDOES (LIKE PHASERS) IS LIMITED TO THE
- * CURRENT QUADRANT. THE COURSE OF A TORPEDO IS
- * SET THE SAME WAY AS THAT OF THE ENTERPRISE. IF
- * THE TORPEDO MUST TRAVEL A LONG DISTANCE TO ITS
- * TARGET IT MAY RUN OUT OF ENERGY BEFORE REACHING
- * IT..
- *
- *COMMAND 5 - DAMAGE REPORT
- * THE DAMAGE REPORT LISTS THE MAIN DEVICES AND
- * THEIR STATE OF REPAIR. DEVICES ARE ONLY LISTED
- * IF DAMAGED. THE NUMBER APPEARING BESIDE THE
- * DEVICE IN THE STATUS COLUMN INDICATES THE
- * NUMBER OF SOLAR YEARS WHICH MUST PASS BEFORE
- * THAT DEVICE IS REPAIRED. DEVICES ARE NONFUNCTIONING
- * WHEN DAMAGED. THE EXCEPTION TO THIS IS THE WARP
- * ENGINES WHICH MAY ONLY BE USED FOR SECTOR MOVES.
- * DAMAGE CAN OCCUR ANY TIME A KLINGON ATTACKS AND
- * SHIELDS ARE DOWN OR WHEN A KLINGON IS RAMMED.
- * NOTE: ALL DAMAGES ARE REPAIRED WHEN DOCKED.
- *
- *COMMAND 6 AND 7 - ENERGY SHIELDS
- * SHIELD STRENGTH IS A MEASURE OF HOW MUCH ENERGY
- * THE SHIELDS CAN WARD OFF DURING ATTACKS. IT IS
- * PRINTED AFTER SHIELD STATUS DURING A SHORT RANGE
- * SCAN. WHEN ATTACKED SHIELD STRENGTH IS LOWERED
- * AND THE EFFECT IS CUMULATIVE. WHEN THE STRENGTH
- * REACHES ZERO THE SHIELDS ARE DISABLED AND MAY BE
- * REGAINED BY DOCKING. COMMAND 6 RAISES THE SHIELDS
- * AND USES 200 UNITS OF SHIELD ENERGY.
- * COMMAND 7 LOWERS THE SHIELDS.
- *
- *COMMAND 8 - TELEPORTER
- * THE TELEPORTER INSTANTANEOUSLY TRANSPORTS YOU TO
- * YOUR BASE AND OPERATES ON ENERGY FROM THE BASE.
- * IT CAN BE USED AN UNKNOWN NUMBER OF TIMES BUT
- * NOT UNTIL 12 SOLAR YEARS HAVE PASSED. AFTER
- * ANY USE IT MAY BECOME DAMAGED BUT WILL NOT SHOW
- * ON THE DAMAGE REPORT. ANY TIME USED IT MAY

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* MALFUNCTION AND PLACE THE ENTERPRISE IN A RANDOM
 * QUADRANT!
 *
 * COMMAND 9 - SELF DESTRUCT
 * IF YOU WANT TO GIVE UP YOUR MISSION OR DECIDE
 * YOU CANT SAVE THE FEDERATION YOU MAY SELF
 * DESTRICT THE ENTERPRISE. UPON ENTERING THIS
 * SEQUENCE YOU WILL BE ASKED FOR THE PASSWORD ENTERED
 * EARLIER. SINCE YOU ARE THE CAPTAIN YOU SHOULD BE
 * THE ONLY ONE WITH THIS INFORMATION. IF THE WRONG
 * WORD IS ENTERED THE SEQUENCE WILL BE ABORTED,
 * OTHERWISE DESTRUCTION WILL RESULT!
 *
 *
 * WHEN INITIALLIZING THE GAME YOU WILL BE ASKED
 * 'S OR L ?'. THIS IS FOR SHORT OR LONG VERSION.
 * IT IS RECOMMENDED THAT ONLY SHORT VERSIONS BE
 * PLAYED AT FIRST SINCE LONG ONES TEND TO BE VERY
 * DIFFICULT.
 *
 * WHEN PLAYING IT IS A GOOD IDEA TO KEEP TRACK OF
 * ALL QUADRANTS SFEN PY THE LONG RANGE SCAN. THIS
 * LETS YOU KEEP TRACK OF WHERE YOU HAVE BEEN AND
 * WHERE THE KLINGONS ARE LOCATED. A SAMPLE
 * GRID FOR THIS PURPOSE APPEARS ON THE SHORT FORM
 * INSTRUCTION SHEET.
 *
 * SEVERAL UNEXPECTED EVENTS MAY HAPPEN DURING YOUR
 * MISSION. A SPACE STORM WILL DAMAGE YOUR SHIELDS.
 * SUPERNOVAS MAY APPEAR AT ANY TIME. SOME KLINGONS
 * HAVE THE ABILITY TO MASK THEMSELVES FROM A SHORT
 * RANGE SCAN (BUT NOT LONG RANGE SCAN). IT WILL
 * PROBABLY BE NECESSARY TO USE PHASERS TO DESTROY
 * THESE KLINGONS. WHEN USING YOUR WARP ENGINES, IF
 * YOU TRY TO LEAVE THE GALAXY (GO BEYOND THE
 * STATED BOUNDARIES) YOU WILL BE TOLD 'GALAXY
 * LIMIT' AND HALTED. IF THIS IS ATTEMPTED THREE
 * TIMES DURING YOUR MISSION THE ENTERPRISE WILL BE
 * DESTROYED!
 *
 * --- GOOD LUCK ON YOUR MISSION ---
 *

ORG 10020

* TEMP STORAGE AREA

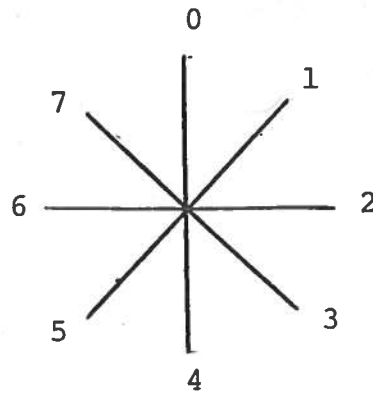
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0026	SECKLN	RMB	i

SHORT FORM INSTRUCTIONS

I. COMMAND LIST:

- 0 = WARP ENGINES
- 1 = SHORT RANGE SCAN
- 2 = LONG RANGE SCAN
- 3 = FIRE PHASERS
- 4 = PHOTON TORPEDOES
- 5 = DAMAGE REPORT
- 6 = RAISE SHIELDS
- 7 = LOWER SHIELDS
- 8 = TELEPORTER
- 9 = SELF DESTRUCT

II COURSE DIRECTION:



III. INFORMATION TO BE KEPT DURING GAME:

BASE LOCATION: _____
 PASSWORD: _____
 INITIAL STARDATE: _____
 NUMBER OF KLINGONS: _____
 NUMBER OF YEARS: _____
 END TIME = STARDATE + YEARS: 1 77

IV. QUADRANT AND SECTOR COORDINATES:

USE DURING GAME TO KEEP TRACK OF KLINGONS AND BASE

6062
 64
 6404
 6468
 64
 6532

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5					1			
6								
7								
8								

6532

COMMAND: 1

```

. . . . . * . . . S. DATE: 1481.1
. . . . . . * . . CNDTN: DOCKED
. . . . . . * . . QUDRVT: 4-3
. . . . . E . . . SECTOR: 6-4
* . * . . . B . . ENERGY: 3000
. . . . . . . . . KLINGONS: 31
. . . . . . . * . SHLDS: 3000 DN
. . . . . . . . . TORPEDO: 15

```

COMMAND: 2

SCAN FOR Q4-3

```

0051 0014 0011
0020 0160 0052
0060 0000 0060

```

COMMAND: 0

```

COURSE: 6
WARP FACTOR: .1

```

COMMAND: 0

```

COURSE: 0
WARP FACTOR: 1

```

COMMAND: 1

```

. . . . . . K S. DATE: 1482.0
E . . . . . . . CNDTN: RED
. . . . . . . . . QUDRNT: 4-2
. . . . . . . . . SECTOR: 1-2
. . . . . K . . . ENERGY: 2609
. . . . * K . . . KLINGONS: 31
. . . . . K . . . SHLDS: 3000 DN
. . . . . . . . . TORPEDO: 15

```

COMMAND: 3

```

ENERGY AVAILABLE: 2609
ENERGY = 100
ENEMY DAMAGED

```

310 UNITS HIT ENTERPRISE

COMMAND: 5

```

DEV STAT
SHL 1

```

269 UNITS HIT ENTERPRISE

COMMAND: 3

DAMAGED

264 UNITS HIT ENTERPRISE

COMMAND: 5

```

DEV STAT
PHS 3
SHL 1

```

318 UNITS HIT ENTERPRISE

COMMAND: 9

```

PASSWORD.. XYZ
ENTERPRISE DISINTEGRATES
MISSION A FAILURE

```

PLAY AGAIN? N

*