How to play STARTREK

You are the Enterprise.

You are in a galaxy containing 8 by 8 Quadrants (Q)
Each Quadrant contains 8 by 8 Sectors (S).
Your position will be stated as Q-nn S-nn, where n is a digit: 1 to 8.
The vertical co-ordinate is always first.

In response to

CAPTAIN?

you type a command (single key). These commands are listed for you if you type space or any other illegal command.

R = Report	S = Short range sensor	L = Long range sensor
G = Galaxy map	P = Phaser	T = photon Torpedo
W = Warp engine	C = Course	E = Exit to basic

Detail of some commands.

Short range sensor

The Quandrant (8 by 8 sectors) which you (Enterprise) are in is displayed.

* - star
E - Enterprise (you)
K - Klingon (the enemy)
B - starbase
. - Vacant Sector

A starbase is a place to refuel with energy, torpedoes and mend all damaged equipment quickly.

Long range sensor and Galaxy map

3 digits are given for each Quadrant.
1st - number of Klingons
2nd - number of Starbases
3rd - number of stars.

The galaxy map requires mapping first!

"?" is displayed on an unmapped Quadrant.

The long range sonsor is relative to you.
You are in the central Quadrant.
The 8 Quadrants around you are displayed.

Course

This is used to compute the course for firing photon torpedoes at Klingons.

Warp Engine

You are stationary until you use your Warp engine. The use of the warp engine uses 1 stardate - no other command will use any time.

To return to the program after an E command type GOTO 120.