TSC Space Voyage

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Instructions for Playing

Space Voyage expects the TSC Random Number generator to be in memory at $A04A. If not part of the S-Record file you load, then the TSC Random Number generator must also be loaded into RAM after loading Space Voyage. Then use the "G" command in MIKBUG or SWTBUG to execute the program (entry address is $100).

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.

When initializing 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 seen by 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!

At startup, five important lines will be output. First is the present star date 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:

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        0
    7       1
  6           2
    5       3
        4
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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 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.
        one's digit   number of Klingons
        ten's digit   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 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 malfunction and place the Enterprise in a random quadrant!

Command 9 - Self Destruct

If you want to give up your mission or decide you can't save the Federation you may self destruct 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!