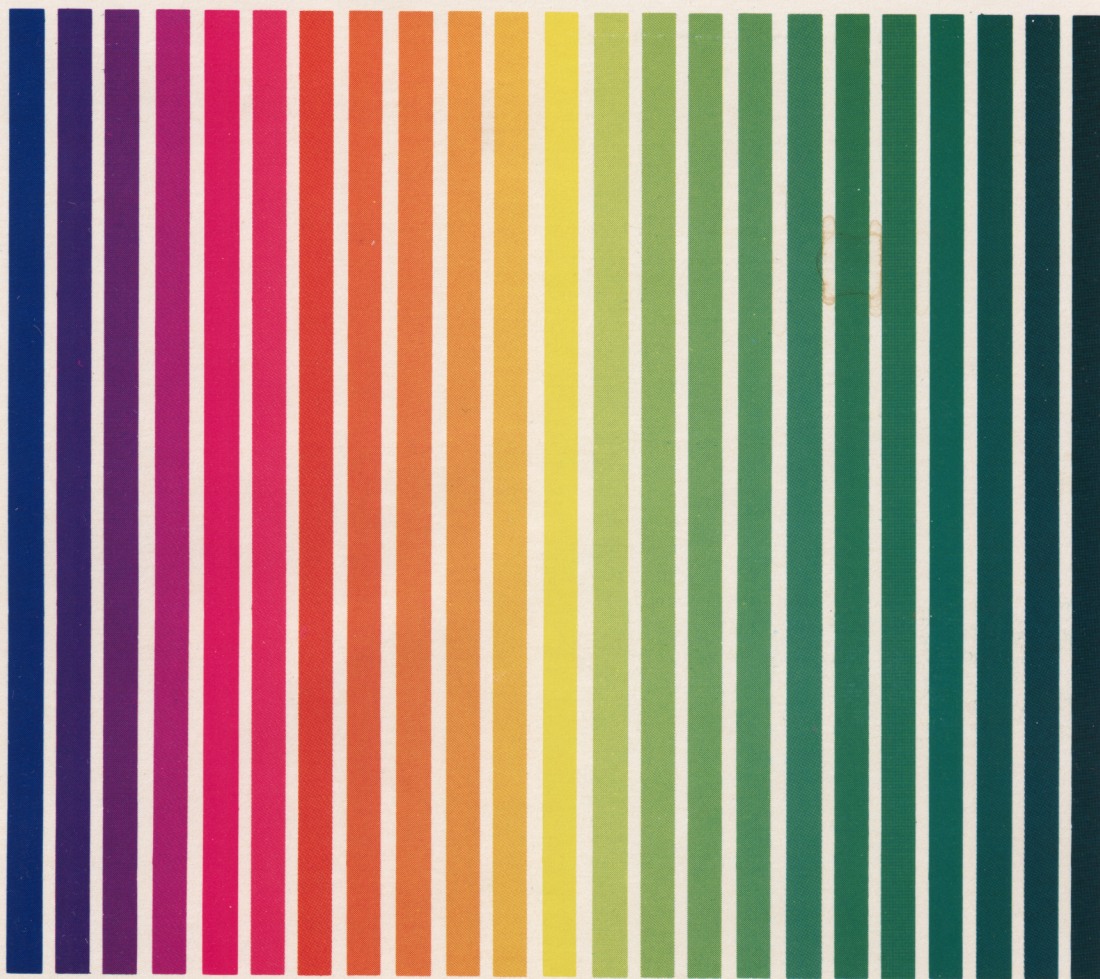


# APX ATARI® PROGRAM EXCHANGE



Bob Polaro

## SPACE TREK

Guide your ship through quadrants to  
destroy the enemy (teens and up)

Cassette: 24K (APX-10015)

Diskette: 32K (APX-20015)

User-Written Software for ATARI Home Computers



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by

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## GAME OVERVIEW

As captain of the U.S.S. Starship, you're our last hope for destroying the invading Oralop spaceships intent on capturing this galactic outpost of democracy! You have limited fuel and only so many stardates (a measure of time in space, like our earth days) in which to complete your mission. Your battlefield is the entire galaxy, which is depicted as 64 quadrants on an 8-by-8 grid. To make your task more manageable, however, you can concentrate on one quadrant at a time. Besides your starship, you might see stars (you can't pass through stars, of course, so you must navigate your starship around them), a friendly starbase on which you can land to recharge your energy and restock your phasers, and Oralops. Here's a final briefing before you embark on your mission. Good luck, Captain!

Move around the galaxy by setting your starship's course. Of course, you expend fuel and time with each move. To locate Oralops or starbases, call for a long-range sensor scan, which shows the number Oralops, starbases, and stars in each quadrant adjacent to your current position. Or call for a galactic report, which summarizes this information for all the quadrants in the galaxy that border quadrants you've occupied.

Your instrument panel (i.e., data display) warns you when Oralops are in your quadrant--the CONDition becomes RED. When you meet an Oralop, you have a number of choices. You can release your photon torpedoes. If you miss, however, the enemy fires his phasers at you, possibly disabling some of your equipment. Or, you can fire your phasers to deplete the enemy's shield power. However, the Oralop always shoots phasers at you first, reducing your defensive shield power. You can also call for a status report on the condition of your equipment. To recharge your energy, restock your photon torpedoes, and repair disabled equipment, find a starbase and dock on it.

Chart your course precisely and weigh carefully the type and amount of weaponry to expend on each Oralop. Doing something foolish like firing your phasers when your shield energy is dangerously low could let the enemy destroy your Starship and subject the Federation to Oralop rule! However, the galaxy is resilient. Simply start another round of SPACE TREK to challenge any Oralop takeover.

## REQUIRED ACCESSORIES

24K RAM for cassette version  
32K RAM for diskette version  
ATARI 410 Program Recorder for cassette  
ATARI 810 Disk Drive for diskette  
ATARI BASIC Language Cartridge

## GETTING STARTED

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. If you have the cassette version of SPACE TREK:
  - a. Connect your program recorder to the computer and to a wall outlet.
  - b. Turn on your computer and your TV set.

c. Slide the SPACE TREK cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.

e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of SPACE TREK:

a. Have your computer turned OFF.

b. Turn on your disk drive.

c. When the BUSY light goes out, open the disk drive door and insert the SPACE TREK diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)

d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.

## THE FIRST DISPLAY SCREEN

After the COPYRIGHT 1981 ATARI notice, you'll see a display like the following:

```

|-----|
|          SPACE TREK          |
|-----|

|-----|
| You must destroy 21 Oralops in |
| 29 stardates with 4 starbases! |
| Good luck Captain!            |
|-----|

|-----|
| PRESS RETURN TO START        |
|-----|
```

Figure 1. FIRST DISPLAY SCREEN

The underlined numbers vary each time you play the game. The computer generates these numbers. You usually face about 20 Oralop spaceships and have around 28 days in which to complete your mission. Press the RETURN key to begin playing. (If you don't like the odds



you face in a particular game, press START at this point instead of RETURN, and this screen will redisplay with another set of numbers!) From now on, enter a number to specify an action or respond to a prompt for data, and then press the RETURN key.

## PLAYING THE GAME

### The battlefield

Your primary goal is to search for and destroy the enemy Oraloop spaceships before you run out of energy and time. Your secondary goals are to use as little time and energy as possible and to keep your equipment intact. The main display contains information for the quadrant your starship currently occupies. Recall that the galactic battlefield is divided into 64 quadrants in an 8-by-8 grid. Figure 2 shows the arrangement of quadrants in the galactic grid.

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

Figure 2. GRID QUADRANTS

Each quadrant, in turn, is divided into 64 sectors, also arranged in an 8-by-8 grid like the one above. A pair of coordinates identifies each quadrant and each sector within a quadrant. The first number indicates the number of units down the grid and the second the number of across across the grid. For instance, quadrant 6,5 (\*) is one quadrant down and two quadrants to the left of quadrant 5,7 (\*\*).

The main display consists has four areas: (1) a graphic display of your starship, plus any starbases, stars, and Oraloops in the quadrant; (2) a data display of the information you need to decide your next move; (3) a list of actions; and (4) the command prompt. Figure 3 shows an example of the main display.

```

(1)                                     (2)
-----
| *                                     | STARDATE 3000
|   <o>                                | ORALOPS 21
|   *                                 | COND RED
|                                     | QUADRANT 6,2
|           HH                        | SECTOR 3,3
|                                     | ENERGY 3000
|   >|<                               | PHOTONS 10
|                                     | SHIELDS 0
-----

(3)
-----
| (1) SET COURSE                      |
| (2) LONG RANGE SENSOR               | 4 3 2 |
| (3) FIRE PHASERS                    | \ / |
| (4) FIRE PHOTONS                    | 5-- --1 |
| (5) SHIELD CONTROL                  | / \ |
| (6) STATUS REPORT                   | 6 7 8 |
| (7) GALACTIC REPORT                 |
| (8) END GAME                        |
-----

(4)
-----
| ENTER COMMAND (9 FOR LIST) ?       |
| -----                             |

```

Figure 3. MAIN DISPLAY

The graphic display (1) is a short-range sensor scan of your current quadrant. In this example, in addition to your spaceship (represented by <o>), the quadrant contains three stars (\*), one starbase (>|<) and one Oraloop (HH). (These symbols are approximations of the actual symbols used in the display.)

To the right of the graphic display is the data display (2). STARDATE indicates your remaining time to complete the mission. ORALOPS shows the remaining enemy spaceships. COND indicates whether you're safe from Oraloops (GRN--for "green"), whether your energy is low (YLW--for "yellow"), or whether one or more Oraloops are in your quadrant (RED). The two numbers following QUADRANT are the coordinates marking your quadrant location within the galactic grid, and the two numbers following SECTOR are the coordinates marking your current position within the quadrant. In this example, you're in the sixth quadrant down and the second quadrant from the left-hand side of the galactic grid. Within this quadrant, you're in the third sector down and the third sector from the left-hand side of the quadrant. ENERGY indicates the total number of units available to move your starship and strengthen your shields. PHOTONS indicates your remaining photon torpedoes. And SHIELDS indicates the amount of shield energy currently allocated for protecting you from enemy attack.

Below these two displays is the list of actions you can take (3). You can move your



starship (1); call for a long-range sensor scan of your position (2); expend some energy units to fire your phasers (3); release one of your photon torpedoes (4); allocate some of your ship's total energy to increase your shield energy (5); call for a display showing your remaining starbases and stardates and the condition of your equipment (6); and call for a galactic report to scan your position relative to all the quadrants (7). To the right of these action commands is the directional rose you use when you set a course, either to navigate your starship or to release your torpedoes.

At the bottom of the display is the prompt for you to enter the number of the action you want to perform next (4). (If you enter 9, nothing happens since this would merely redisplay the list of action commands.)

## THE ACTION COMMANDS

### 1 SET COURSE

Select Action 1 to move your starship, either within a quadrant or to another quadrant. The prompt area then asks you to supply two values: your course direction and your warp factor (distance). The prompts look like this:

ENTER COURSE (1-8) ?

WARP FACTOR (0-8) ?

To indicate the direction in which you want to travel, enter either an integer or a real number in response to the ENTER COURSE prompt. The directional rose in Figure 2 and in the main display shows the direction each integer represents. Real numbers represent a course somewhere between two integers. For example, if you enter 2, your starship would move northeast; if you enter 8.5, your starship would move in a southeasterly direction--halfway between 8 and 1. You can enter values between 1 and 9, but don't enter a 9 itself.

To indicate the distance you want your starship to travel, enter a number between 0 and 8 in response to the WARP FACTOR prompt. An integer represents traveling from a particular sector of one quadrant to the corresponding sector of another quadrant. For example, enter 0 to remain exactly where you are; enter a real number between 0 and 1 to change sectors within the same quadrant; enter 1 to move to the same position in an adjacent quadrant (the particular quadrant depends on the direction you set); enter a real number between 1 and 2 to move to a different sector in an adjacent quadrant, and so on.

Thus, if you're currently in quadrant 6,5 and you want to move to quadrant 4,5, you would specify COURSE 3 and WARP FACTOR 2.

After you enter your two numbers, the graphic and data areas change to reflect your new location, and the main prompt redisplay.

### 2 LONG RANGE SENSOR SCAN

Select Action 2 to study the conditions in each of the quadrants adjacent to your current quadrant. After you enter 2, a scan chart like the one below replaces the command list in the main display. When you're ready to take an action, enter its

number (or enter a 9 to cause the command list to redisplay and then enter your action number). The long-range sensor scan looks like this:

#### L. R. SENSOR SCAN

```

-----
| 008 | 004 | 206 |
-----
| 105 | 123 | 005 |
-----| |-----
| 002 | | | | 118 |
-----| |-----
          v|v
        Or al ops | stars
              v
            starbases

```

Your current position displays in inverse video in the center of the scan. The digits represent the same information in each box. The first digit indicates the number of enemy spaceships lurking about the quadrant, the second digit indicates the number of starbases, and the third digit the number of stars (remember, you can't pass directly through a star).

### 3 PHASER CONTROL

Use Action 3 to try to destroy an enemy spaceship by hitting it with large amounts of energy units that deplete its shield power. Once you pick this action, the enemy fires his phasers at you before you can fire your phasers at him! The number of energy units available to you displays in place of the command list, as shown below, and a prompt asks you to indicate the number of units you wish to use. (Because the phasers lock on target, you don't need to set a course.) The closer you are, the more effective the phasers are. You usually don't need to use more than 300 units at close range.

The following information displays in place of the command list:

```

Phasers locked on target
Energy available = 2085

```

```

-----
NUMBER OF UNITS TO FIRE  ?

```

(The number is an example only.) Once you enter your number, sit back and watch the consequences!

### 4 PHOTON TORPEDO CONTROL

Use Action 4 to try to wipe out an enemy spaceship with one of your photon torpedoes. When you select this action, the command prompt becomes:

```

TORPEDO COURSE (1-9)  ?

```

Enter the course you want your torpedo to take, using the same directional rose you use for set the course of your starship. You may use either integers or real numbers between 1 and 9. Once you enter your course number and press RETURN, you'll see the torpedo travel along the path you specified. If you hit an Oratop, you destroy it completely and thus aren't subject to return fire. If you miss, however, watch out for enemy phaser fire!

(Hint. You can restock your photon torpedo supply by finding a starbase and docking with it.)

## 5 SHIELD CONTROL

Use Action 5 to re-energize your defensive shields. When you enter 5, the command prompt asks you to specify the total number of energy units you wish assigned to your shields. The prompt is:

TOTAL AMOUNT OF SHIELDS ?

Enter any integer between 1 and the number of units indicated for ENERGY in the data display. Once you enter your number, the data display is updated to reflect the transfer of units from ENERGY to SHIELDS. You can also transfer units back to ENERGY by entering a number less than the currently displayed number for SHIELDS. (Hint. You can replenish your energy units by finding a starbase and docking with it.)

## 6 STATUS REPORT

As you pursue the enemy spaceships, you'll probably suffer temporary damage to some of your equipment. Use Action 6 to call for a status report on the condition of your equipment. The display, which replaces the command list, looks like this:

```
stardates left  19
starbases left  7
warp engines    OK
s.r. sensors    OK
l.r. sensors    OK
phaser cntrl    OK
photon tubes    -3.48
shield cntrl     OK
```

The first two lines indicate the time left for you to complete your mission successfully and the number of starbases intact for you to land on to restock your photons and energy units. The remaining lines indicate equipment condition ("s.r." stands for "short-range" and "l.r." for "long-range"). A negative number indicates that piece of equipment is temporarily damaged.

This information displays on the screen for about 10 seconds, after which you return to the main display automatically. If you want to study this information longer, press 6 again. (Hint. You can repair damaged equipment by docking with a starbase.)

## 7 GLACTIC REPORT



As you travel around the galaxy, you'll want a way to keep track of where you found starbases and where you let Oralops remain intact. Use Action 7 to call for a display of this information. The report uses the same format as the LONG RANGE SENSOR SCAN (2), but it reports on all quadrants adjacent to any quadrant you've occupied. Thus, this report becomes more enlightening as you move around. Your current quadrant displays in inverse video. When you're finished studying the report, press RETURN to return to the main display.

## SCORING

You can evaluate your current status at any time by studying the main data display and by calling for a STATUS REPORT (6). You win at SPACE TREK only if you can destroy all the Oralops within the designated number of stardates. If you run out of time or make a foolish move that lets an Oralop destroy your starship, then it's time to swallow your pride and play another round!

## RESTARTING AND REPLAYING THE GAME

If you become discouraged by the powerful Oralops and want to start over, simply press START. You can also play another round after completing a game by pressing START.



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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

---

---

2. If you have problems using the program, please describe them here.

---

---

---

3. What do you especially like about this program?

---

---

---

4. What do you think the program's weaknesses are?

---

---

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5. How can the catalog description be more accurate or comprehensive?

---

---

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Useful (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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---

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8. What did you especially like about the user instructions?

---

---

---

9. What revisions or additions would improve these instructions?

---

---

---

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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