

STAR SHIP CONCORD

YOUR MISSION IS TO STRIKE IMMEDIATELY AT ANY AND ALL DENEBAN FIGHTING VESSELS FOUND INSIDE YOUR OCTANT IN ORDER TO PREVENT THE DENEBA NS FROM COMBINING INTO A FLEET LARGE ENOUGH TO THREATEN ARCTURIS COMMAND SUPPLY LINES.

A NUMBER OF SUPPLY BASES ARE BEING TRANSFERRED INTO YOUR OCTANT TO SUPPORT YOUR MISSION. A SEPARATE COM-COM LINK WITH YOUR VESSEL WILL SUPPLY YOU WITH LATEST INFORMATION.

Your TI-99/4 or TI-99/4A monitor screen simulates the two command units of the Starship Concord. The first part is a Command Screen which shows ship status, location and other information. The second part is the Command Console which allows you to communicate with the other parts of the Concord.

The top part of your monitor contains the Command Screen which displays the Concord's status, a display system showing both long-range (surrounding quadrants) and short-range (all sectors in the quadrant) scans, both of which are always updated to display the latest information. It also displays repair information, current location, and fighting status of the Concord's weapons. Below is the Command Screen layout:

QUAD-X,Y		SECT-X,Y
STARBASES-X		XX DENEBA NS
12345678		12345678
1		W 1
2(VIEW)	TIME	V 2 (L.R.)
3(SCAN)	LEFT	L 3 (SCAN)
4	XX.X	P 4
5		T 5
6		I 6
7		S 7
8		C 8
ENERGY: TOT.-XXXX		PHAS.-XXXX
SHIELDS-XXXX		TORPEDOES-XX

The top-most line of the Command Screen contains current location information. Location is shown as X,Y co-ordinates for both quadrants (components of the octant) and sectors (components of a quadrant). The first number is the "Up-Down" location with 1 as the top number and 8 as the bottom. The second number is the "Left-Right" location with 1 as the left-most and 8 as the rightmost. There are 8 x 8 or 64 quadrants in the octant of the galaxy patrolled by the Concord. Each quadrant contains 8 x 8 or 64 sectors.

The second line of the Command Screen contains octant-wide information on the number of Federation Starbases (where you can get re-supplied or repaired) and enemy "Wingships".

View Scan: The middle-left of the Command Screen contains the View-scanners which display current information as to the location of stars, starbases, Denebans and the Concord within your current quadrant. It also shows the tracking of Photon Torpedoes and Phaser blasts. This scan is highly accurate and can be used for "eyeballing" of directions and distances.

The commander of the Concord must remember that the view-scan is to the sector level and can be misleading when firing Photon Torpedoes. The scanners use 4 symbols to display contents of the quadrant.

They are * for stars, * for starbases, a (STARTREK SHIP) for the Concord, and a (Klingon ship) for a Deneban Wingship.

Because the view-scanner is so important to the Concord's functions, an emergency system provides back-up in case of battle damage. Normally, the scans are shown as white on a black background. Whenever the emergency system takes over, the display is white on grey. In addition, Torpedo and Phaser tracking is shut down. If repairs are not made in a timely fashion, the emergency system will itself shut off, leaving the Concord "blind".

Long-Range Scan: The middle-right of the Command Screen contains the long-range scanners computer display. This display is a color/digit encoded presentation of starbases and/or Denebans located within quadrants visited by the Concord or scanned by long range scanners. Whenever the Concord enters a quadrant, its long range scanners will check out all surrounding quadrants.

The results of the scans are displayed by the ship's computer system on the Command Screen.

Information is displayed by showing each quadrant as a red (no starbase) or blue (starbase present) square. The number of Denebans within the quadrant is displayed numerically.

Time Left: This reflects the count-down from 30.0 of stardates left to complete the mission.

Repair Status: The center of the Command Screen contains 8 letters displayed vertically. Each letter represents a part of the Concord. If the letter is in green, that part of the starship is functioning normally. Should the letter be in red, then it is damaged and not functioning. Repairs are begun automatically as soon as damage occurs. When repairs are complete, the letter will turn green again. An audible beep occurs whenever a part of the ship is damaged or repairs completed.

The 8 letters stand for: W-warp engine; V-view scanners; L-long range scanner; P-phaser banks; T-torpedo bays; I-impulse engines; S-shields; C-computers.

The next to the last line reflects total energy available and maximum energy usable in the phasers. If all usable phaser energy is directed in a phaser attack, propulsive energy will have to come from the shields.

The bottom line contains energy used in the shields and the number of Photon Torpedoes available.

Condition Status: The battle-status of the Concord is indicated by the background color of the Command Screen. Red means that Denebans are located in the quadrant. Green means that no enemy is present. Yellow means that there are no Denebans but that energy levels are low.

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Command Console

The Command Screen is separated from the console by a line of dashes. Below this line, a communication between the star ship commander and the Concord is displayed. Communication with the various parts of the starship are via one-letter commands indicating the part of the Concord being communicated with.

The various starship portions are:

N Navigation (via Impulse power)
W Warp Control (long-distance movement)
P Phaser Control
T Torpedo Control
S Shield Control
R Repair Control
C Computer

In addition, the command "V" will refresh the view screen (in case of enemy damage to the entire Command Screen), and "X" will resign your command and end the mission. Details of each of these commands follow.

Navigation: Navigation is responsible for low-speed movement using impulse power. Movement by impulse is limited to warp-factor 1. It is meant for movement between sectors or to nearby quadrants.

Navigation begins by asking for a course direction numbered from 1 to 9. These courses represent the 8 points of a circle, each point is 45 degrees away from the next point. The following diagram explains the course terminology.

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      3
     4   2
    5     1 or 9
     6   8
      7
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Speed is stated in terms of warp factors. For course numbers 1, 3, 5, 7, and 9, a warp factor of 1 will allow the ship to cross one quadrant in one stardate. For course numbers 2, 4, 6, and 8, a warp factor of 1.41 is needed to move the starship from one quadrant to the next.

Because speed is limited to a warp-factor of 1, it may not be possible to maneuver between quadrants on a course of 2, 4, 6, or 8 in a single command. Impulse engines contain emergency back-ups so that even if extremely damaged, it is possible to reach a speed of 0.2 warp.

Phaser Control: Starship energy can be used in many ways. It is used to power Impulse and Warp engines, launch torpedoes, and deflect enemy phasers via the starship's shields. This energy can also be used as an offensive weapon by firing it from the ship's phaser banks. It is controlled by the starship's computers and automatically directed at all enemy vessels located in the quadrant. Phaser power, however, weakens dramatically over distance and the energy required to destroy an enemy target can represent a severe drain on energy stores. Its major advantage is that it is unaffected by stars and can be fired even though other objects may lie in the beam's path.

To allow the beam to be tracked, a colored ranging beam is fired as part of the laser blast. Phaser control will ask for the number of energy units to fire. It will ignore requests for more energy than is available. If no enemy ships are in the quadrant, they will refuse to fire the phaser banks.

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Torpedo Control: Your starship carries a maximum complement of 15 Photon Torpedoes in its bays. These torpedoes will destruct whenever they come into proximity to any dense object such as enemy craft, stars or starbases. They automatically deactivate whenever they leave the quadrant boundary to prevent accidental destruction of objects in a nearby quadrant. Before launch, Torpedo Command will request the torpedo course. It expects a course number of the same type as Navigation. Once fired, the torpedo cannot alter course. If its target moves, the torpedo will continue on its original course. It can be destroyed by enemy fire and is therefore not recommended for long-range firing.

Shield Control: Each starship comes with deflection shields with an automatic control feature.

Once set at a level, the shield will remain at that level unless depleted by enemy fire or reset by the starship commander. It is recommended that shields never go below 500 energy units for each enemy ship within a quadrant. The drain on shield power caused by enemy action depends on enemy strength and distance between the two ships. Deneban vessels usually have 200 to 250 units of energy available for battle. A hit on a Deneban Wingship will result in its energy level lowering and having less ability to damage the Concord.

Repair Control: Repair Control reports the repair/damage status of the rest of the starship. It will display repair/damage statistics for each other area of the starship. The statistics are positive for any area of the ship which has completed repair. The higher the number, the more that area can withstand battle damage. Negative numbers indicate unrepaired damage. The more negative the number, the longer it will take to repair the damage. Repair control also communicates with a starbase whenever the Concord docks. If approved by the commander, all damaged areas will be repaired (but that takes time:).

Computer: The ship's computer contains two functions:

1. It controls the display of long-range scans on the Command Screen.
2. It will compute courses from the starship to the enemy (for accurate torpedo firing) or to a starbase (for docking). The computer will ask for the computation that you want.

Enter a "1" to have it compute torpedo course data, or a "2" to compute starbase course and distance.

Warp Control: In order to move over long distances, the starship contains warp engines which can take the Concord to any quadrant inside the octant in only one stardate. Warp control will request the coordinates of the new quadrant. Hit the ENTER key after each part of the coordinate.

Denebans can move quickly from one area of a quadrant to another. They can move at any time, even after firing a torpedo. They may or may not detect the Concord when it first enters a quadrant but will open fire if you begin to fire or move the starship. There may be up to three Denebans in a quadrant.

The Command Console has been set to prevent the entry of bad data. It will beep if incorrect data is entered. If it should accept bad data, the ship's computer may intercept the command with an emergency override. This tends to cause problems with the Command Screen. If it happens, enter "V" and the Command Screen will reappear.

Usually, if you enter a zero (0) amount, the sequence for this command will abort, and a request for a new command is made.