

***** 3-D STAR TREK *****

NORTON SOFTWARE proudly presents 3-D STAR TREK, a high resolution adventure game in outer space.

As the captain of the Star Ship 'ENTERPRISE', your mission is to destroy Klingon battle cruisers. However, the onboard navigational computer has broken down and the TI-99/4 backup unit must be used.

When you type in RUN, the initialization sequence will begin and in about 1 minute, the universe will have been created. You will now see the ship's stern and bow viewing screens. Your keen sense of sight will now notice numbers around these viewing screens. The numbers on the horizontal axis indicate your X coordinate and the vertical ones indicate your Y coordinate. Your position in the (X,Y) coordinate system may be calculated using these numbers. The ship is always at the center of the viewing screen. It's X position is the number at the center of the X axis and it's Y position is the number at the center of the Y axis.

The position of all other objects on the viewing screen can be calculated by reading their distance from the edge of the screen. You will notice that all of the numbers along an axis are not shown but instead only the edges and center are displayed. By remembering that there are only 3(three) numbers between the edge and the center, an object's position can be estimated according to its placement between the edge and the center of the screen.

Now comes the fun part. As you look out the viewing screen, you will be looking out into space, the Z coordinate. You may notice stars, Klingons or even a starbase. Their size depends on their relative distance from your ship. The bow screen shows what is in front of while the stern screen displays objects behind your ship. The screen on the right is your bow while the left one is your stern. It may take a while to get used to the idea of 3-dimensional space, but it's fun once you have mastered it.

Below the viewing screens are rows of data which display your present position (X,Y,Z) the stardate, number of photon torpedoes remaining, and the number of Klingons still remaining.

BRIEF SUMMARY OF COMMANDS AVAILABLE

- 1- Navigation
- 2- Fire weapon
- 3- Multiple target firing
- 4- Locate Klingons
- 5- Fuel to energy conversion
- 6- Locate starbase
- 7- End game

DETAILED DISCUSSION OF COMMANDS

1- NAVIGATION

You will be asked for your coordinates in the form XX YY ZZ. At the start of the game, you are at coordinates 00 00 00. Suppose you want to set to position 06 06 06, you would travel at a velocity of 10. If you wanted to go to 00 00 06, you would travel at a velocity of 6. If your chosen velocity is too small, you will be at some point before your destination along your vector of travel. If you choose a velocity that is too great, you will overshoot your destination.

2- FIRE WEAPON

The purpose of navigation is to search for Klingons. If you happen to find one, it is a nice idea to try to shoot it, for the Klingon will fire at you.

After you have entered your command, you will be asked for your choice of weapon.

Weapon #1---is the phaser banks. If you select this weapon, you will be asked for the amount of energy that you wish to use. Remember that your ship's energy will decrease by the chosen amount. If you run out of energy, your ship will be destroyed.

Weapon #2---is the photon torpedoes. You will be asked for the coordinates in the form XX YY ZZ. Note: It usually takes more than one shot to destroy a Klingon. Once you have fired at a Klingon, other enemy craft will attempt to come to its rescue.

3- MULTIPLE TARGET FIRING

This command is used to attack multiple targets. You will be asked for the number of targets that you wish to fire at. The coordinates of these targets must then be inputted. Command two is then used to fire at the multiple targets. Hint: It is a good idea to use weapon #2 with this command.

4- LOCATE KLINGONS

Scenario: You are fighting Klingons. You only have 10 photon torpedoes between starbases. Question: Isn't it much better to let the TI-99/4 calculate exact Klingon positions? Good,

we thought you would see it our way! The Klinson data will be displayed in the form XX YY ZZ # EEE. XX YY ZZ are the coordinates of nearby Klinsons, #=number of photon torpedoes remaining and EEE is the Klinson energy.

5- ENERGY TO PHOTON TORPEDO CONVERSION

This command allows you to convert between energy and photon torpedoes and vice versa. Note: You can't carry more than 10 torpedoes at a time.

6- LOCATE STARBASE

You may find that your ship is run down and low on energy. At this point, it would be a nice idea to look for a starbase to restore fuel and replace weapons. This command gives you the coordinates of the nearest starbase in the format XX YY ZZ. Note: Once you have refueled at a starbase, it will self destruct (quietly) after you have left.

7- END GAME

To be used only in dire emergencies (such as supper, sleep or work), or when you have destroyed your last Klinson.

Your final score will depend on how many Klinsons you have killed and how long it took you to destroy them.

NORTON SOFTWARE wishes you the best of luck in saving the universe from the menacing Klinsons.

A NOTE CONCERNING THE FORMAT FOR TYPING IN COORDINATES

Coordinates are typed in the following format, XXsYYsZZ where s is a space. If you type the coordinates in wrong you will have to type the coordinates in again. You will have to type all the coordinates in again if you were in multiple missile fire mode.

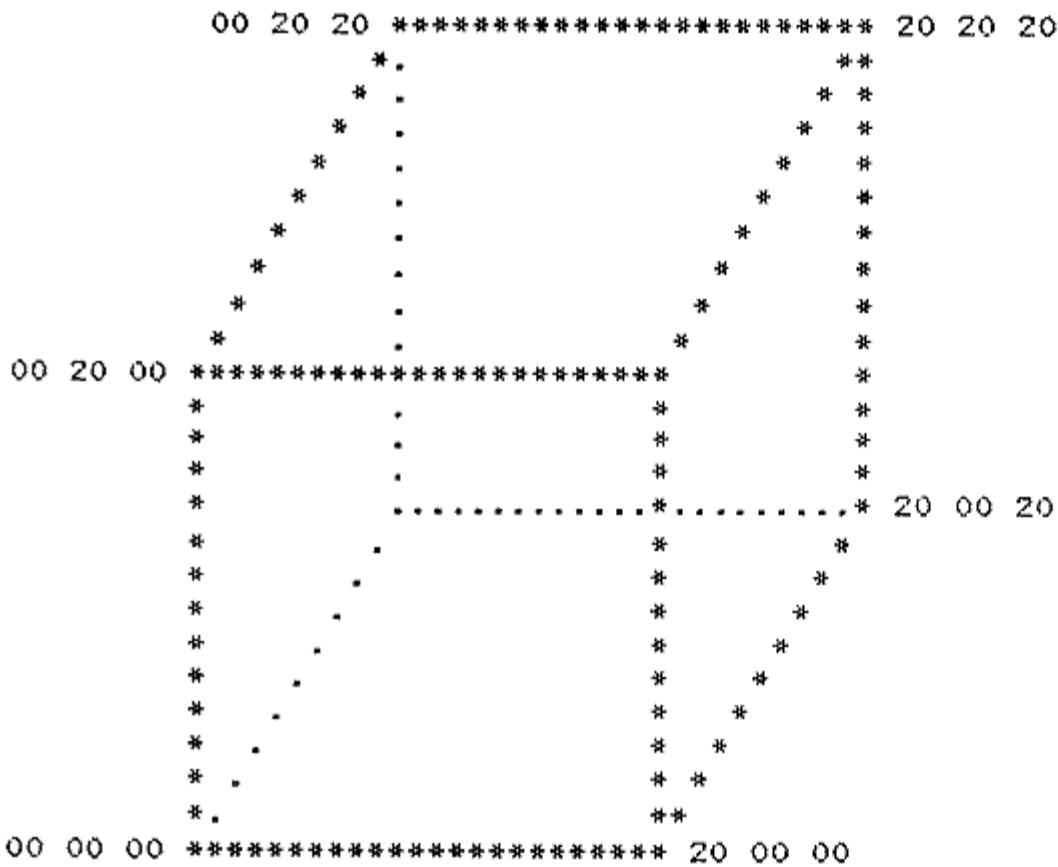


FIG. 1

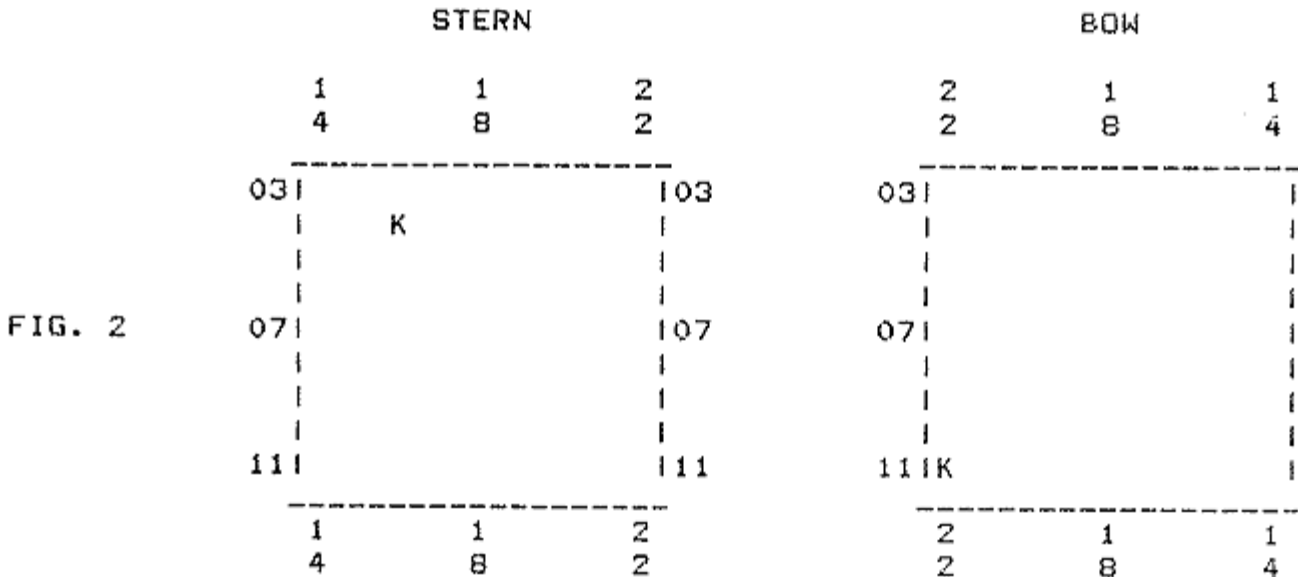
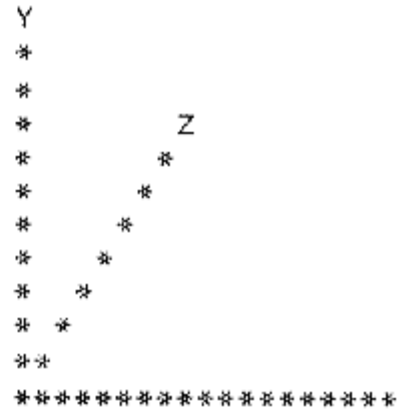


FIG. 2

THERE IS A KLINGON IN FRONT OF YOU AT 22 11 ZZ
 AND ONE BEHIND YOU AT 16 04 ZZ. YOUR LOCATION
 IS 18 07 ZZ.
 (ZZ IS THE DISTANCE IN THE Z COORDINATE)
 THE UNIVERSE IS A CUBE 20 BY 20 BY 20. IF YOU GO
 OUTSIDE THESE PARAMETERS YOU WILL BE IN A VOID.

HOW TO LOAD THE TAPE

SIDE A contains..... 3-D STAR TREK

SIDE B contains..... 3-D STAR TREK (BACKUP COPY)

-Type in OLD CS1

-Follow directions that the computer automatically gives you

-After the tape is loaded, type in RUN

TROUBLESHOOTING

If the following messages come up...

"ERROR NO DATA FOUND" or

"ERROR DETECTED IN DATA".

Possible causes may be...

-Recorder is not connected properly to computer.

-Volume is too low or too high.

-Tone control is too low or too high.

-Battery in tape recorder is low.

These programs are guaranteed to load. If this tape refuses to load, try out one of your own tapes. If your tape also refuses to load, the problem is with your recorder. If yours does load and ours doesn't, send it back and you will receive another copy as a replacement.

WE GUARANTEE IT.