
TI-TREK**Description**

Author: Texas Instruments

Language: TI-99/4 Basic

Lines: 510

Hardware: TI-99/4 Computer
Disk Controller and Drive
Speech Synthesizer and Speech Editor (optional)

Media: Diskette

In TI-TREK, you are the captain of an interstellar warship, patrolling one of the spiral arms of your home galaxy. Your mission is to clear enemy ships from the 40 quadrants within that sector. You win by destroying all of the enemy ships. If either your ship's power or the time reaches zero before this occurs, you lose.

With the use of the Speech Synthesizer, the Speech Editor Command Module, and a special disk database, TI-TREK becomes the first game of its type to speak, giving you verbal comments on the action as it occurs.

Copyright © 1980, Texas Instruments Incorporated
Program and database contents copyright © 1980, Texas
Instruments Incorporated
See important warranty information at back of book.

STEP 1. If you wish to use speech, be sure you have the Speech Synthesizer unit connected to the computer and the Speech Editor Command Module inserted into the console. (See the owner's manual for product details.)

STEP 2. To load the program, select TI BASIC, type OLD DSK1.TI-TREK and press ENTER. (Note that to use speech, the TI-TREK program must be in the DSK1 drive).

STEP 3. When the cursor reappears, type RUN and press ENTER. In a few seconds, TI-TREK begins. You are asked if speech will be used. Type Y (for YES) or N (for NO). If you type 'Y' and have not connected the Speech Synthesizer and inserted the Speech Editor Module, unpredictable results can occur. If the directions to utilize speech have been followed correctly, a message will ask for the user's patience as the computer sets up the game.

STEP 4. Next you are asked to enter a number from 1 to 5 to select a level of difficulty for the game. The higher the number, the longer and tougher the game is.

SELECTED DIFFICULTY	1	2	3	4	5
Average number of Enemies:	50	70	93	120	150
Average number of Quadrants containing Enemies:	17	20	23	27	30
Amount of time per enemy to complete mission:	10	9	8	7	6
Firing Power needed to destroy enemy	Minimum 50 Average 125 Maximum 200	75 188 300	100 250 400	125 313 500	150 375 600
Attack Damage done by Enemy (Shields Down)	Minimum 90 Average 180 Maximum 270	105 210 315	120 240 360	135 270 405	150 300 450

STEP 5. After a brief delay, the game begins, with a display showing the quadrant in which you are starting the mission. Your ship, enemy ships (if any), stars, and bases are shown. The quadrant number (row, column) appears in the top right-hand corner of the screen. A readout on your ship and its status is displayed to the right of the quadrant.

The bottom of the screen is used for messages and command entry. If you make a mistake while typing your commands, press Shift S (back arrow) and type the correct command. After typing a command, press ENTER. When entering numbers, use only integers. Warning: Any letters used in a numeric response will cause the program to stop.

During most of the contest, the question, COMMAND?, appears below the quadrant. To select a command, type the first letter of one of the following commands.

CHART GALACTIC SECTOR

Pressing C replaces the quadrant with an 8 x 5 rectangle representing all quadrants in the sector. The known contents of each quadrant are displayed as a 3-digit number (XYZ), representing the number of enemy ships(X), bases(Y), and stars(Z). Bases in unexplored quadrants are shown by (?1?). To return to the quadrant, press ENTER.

DOCK WITH BASE

To transfer energy and torpedoes from a base adjacent to your ship, press D. There is no need to drop your force shield for this transfer because the shields merge to form a transfer corridor. You may be attacked while you're adjacent to a base.

FIRE

Press F to fire phasers at enemy ships. These beams can be polarized to curve around stars to reach targets behind them. As this requires some calculations, the aiming is handled by the computer, which selects its targets randomly. You instruct the computer how much energy to expend, however. The ship's computer destroys as many ships as it can with the power allotted and displays a readout of the amount wasted. See the "Selected Difficulty" chart to find the range of energy that can destroy an enemy ship. The enemies fire at you after you attack them.

(SPEECH EDITOR)

C CHART

F FIRE

D DOCK FOR TRANSFER

L LONG RANGE SCAN

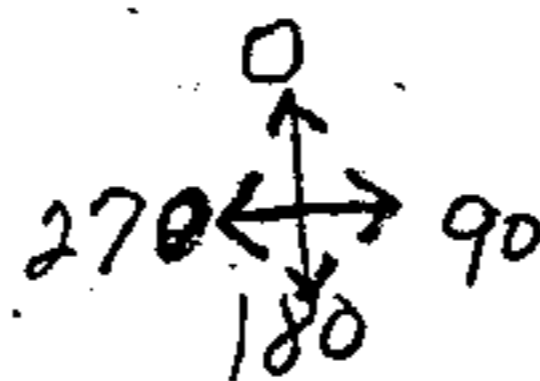
M MOVE WITHIN QUADRANT

S SHIELD

T TORPEDOE

V (3)TORPEDOES

W WARP TO ANOTHER QUADRANT



LONG RANGE SCAN

This command reports the contents of the "nearest" quadrants. When you press L, the information is displayed pictorially in the quadrant display area. It is also stored by the ship's computer to be displayed the next time you use the C command. The display is a 3x3 grid with your current position as the center. If you are on the edge of the galactic sector, the squares showing areas outside the sector are left blank. In all cases, the top row of squares shows the quadrants with row numbers one less than your current position. The bottom row has row numbers one greater. Similarly, the left column of squares shows quadrants with column numbers one less than your current position. The right column has column numbers one greater. When you are finished with the scan, press ENTER to return to the quadrant.

MOVE LOCALLY

Press M to move within the current quadrant for docking with a base ship or before launching torpedoes. You are then asked to enter the distance and direction. A length of 1 moves you one square in the direction desired. You may move as far as you wish provided you do not hit anything or move out of the quadrant. Direction is given in degrees as follows: 0 degrees is towards the top of the display, 90 is to the right, 180 is down, and 270 is to the left. Therefore, you can enter any number between 0 and 360. In addition, the ship's computer monitors the move, stopping your ship if you are about to hit anything or move out of the display area.

SECTOR - ALL QUADRANTS
 QUADRANT { X-SHIPS
 { Y-BASES
 { Z-STARS

QUIT

Pressing Q ends the game. Use this command instead of Shift C to stop the game before its normal completion.

SHIELDS

To raise and lower protective shields around your ship, press S. Shields decrease the effects of enemy fire by a factor of 3 if they are up. They are automatically dropped when you use the Fire command. Also, shields act automatically to neutralize any 'hard' radiation caused by the destruction of stars or bases, whether raised or not.

TORPEDOES

Pressing T fires a torpedo at an enemy ship. Firing torpedoes consumes no power and can be done with shields up. One hit can destroy anything. If you destroy a star base or a star when firing a torpedo, one-quarter to one-third of your ship's power is used by your shields to repel the 'hard' radiation from the explosion. Torpedoes must be aimed manually. Once again, 0 degrees is up, 90 is right, etc.

Note: You have full control of your ship's battle tactics. Your computer will allow you to attack anything, including empty space. Attacking empty space, however, is a waste of time and torpedoes.

VOLLEY TORPEDOES

Pressing V allows you to fire three torpedoes simultaneously against one or more enemy ships. When this command is selected, both a firing angle and an increment angle must be specified. The increment is added to the firing angle of each successive shot. Any increment can be specified from -360 to 360 degrees.

WARP

Press W to move from one quadrant to another. The navigation is handled automatically by computer, just specify your destination quadrant. You can be thrown off course occasionally if you happen to run into a meteor shower or magnetic storm. The enemies fire at you after you move.

The following are the symbols used in the quadrant display:

Your Ship With Its
Shield Down

```

*
* * *   * * *
*       *
* * * * *
    
```

Your Ship With Its
Shield Up

```

*   * *   *
*
*
* * *   * * *
*       *
* * * * *
*
*   * *   *
    
```

Base

```

*   * *
*   * *   *
* * * * * * *
*   * *   *
*   * *
* * *   * * *
    
```

Enemy Ship

```

* *
* * * * * *
* *
* *
* * * *
    
```

Star

```

*
* * *
* * *
* * * * *
* * *
*
    
```

If you are familiar with TI-99/4 BASIC, you may want to make the following optional changes to TI-TREK.

If the program is not being used with the TI-99/4 Color Monitor, the border color may need to be changed because some televisions are susceptible to large patches of black on the screen. To change the border color, line 450 of the program should be changed: 450 CALL COLOR(U,V,2). The '2' inside the parentheses should be changed to the number of the alternate color desired. Once this change is made, the colors of the objects in outer space may need to be changed. The data statements in lines 5440-5490 of the program control these colors. The first number in each of these lines (not the ones in quotation marks) is the color used for the patterns being defined by the data. Change these as needed. The line numbers for each pattern are: 5440, your ship; 5450, enemy ship; 5460, base; 5460, star and explosion; 5470, torpedo and your ship with shields up; and 5480, explosion. See the User's Reference Guide for the numbers corresponding to each color and suggested color combinations.

THREE-MONTH LIMITED WARRANTY
HOME COMPUTER SOFTWARE MEDIA

Texas Instruments Incorporated extends this consumer warranty only to the original consumer purchase.

WARRANTY COVERAGE

This warranty covers the case components of the software package. The components include all cassette tapes, diskettes, plastics, containers, and all other hardware contained in this module ("the Hardware"). This limited warranty does not extend to the programs contained in the software media and in the accompanying book materials ("the Programs").

The Hardware is warranted against malfunction due to defective materials or construction. THIS WARRANTY IS VOID IF THE HARDWARE HAS BEEN DAMAGED BY ACCIDENT OR UNREASONABLE USE, NEGLIGENCE, IMPROPER SERVICE OR OTHER CAUSES NOT ARISING OUT OF DEFECTS IN MATERIAL OR CONSTRUCTION.

WARRANTY DURATION

The Hardware is warranted for a period of three months from the date of original purchase by the consumer.

WARRANTY DISCLAIMERS

ANY IMPLIED WARRANTIES ARISING OUT OF THIS SALE, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE ABOVE THREE MONTH PERIOD. TEXAS INSTRUMENTS SHALL NOT BE LIABLE FOR LOSS OF USE OF THE HARDWARE OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES, OR DAMAGES INCURRED BY THE CONSUMER OR ANY OTHER USER.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you in those states.

LEGAL REMEDIES

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

PERFORMANCE BY TI UNDER WARRANTY

During the three month warranty period, defective Hardware will be replaced when it is returned postage prepaid to a Texas Instruments Service Facility listed below. The replacement Hardware will be warranted for a period of three months from date of replacement. Other than the postage requirement, no charge will be made for replacement. TI strongly recommends that you insure the Hardware for value prior to mailing.

TEXAS INSTRUMENTS CONSUMER SERVICE FACILITIES

Texas Instruments Service Facility
P.O. Box 2500
Lubbock, Texas 79408

Texas Instruments Service Facility
41 Shelley Road
Richmond Hill, Ontario, Canada L4C5G4

Consumers in California and Oregon may contact the following Texas Instruments offices for additional assistance or information.

Texas Instruments Exchange Center
831 South Douglas Street
El Segundo, California 90245
(213) 973-1803

Texas Instruments Consumer Service
10700 Southwest Beaverton Highway
Park Plaza West, Suite 565
Beaverton, Oregon 97005
(503) 643-6758