

# StarFlite 3.5

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## History

StarFlite 3.5 was released by Lance Micklus Inc. in 1980 and was the last version of a number of classic "Star Trek" games produced. The same game was also released by Adventure International under the name "Star Trek 3.5"<sup>1</sup>.

Text based and graphically simple "Star Trek" games, mostly written in BASIC, are part of computing history and many such games were developed from, as early as 1971<sup>2</sup>.

This is a faithful reproduction of the original StarFlite game, as experienced on the TRS-80 microcomputer<sup>3</sup> back in 1980 and has been reproduced for modern mobile devices.

## Reproduction

The original game required keyboard input, but this reproduction has its own on-screen button interface to simplify operation.

Yes, the graphics simplistic and blocky - that's exactly how they were on the original computer screen, and they were not in colour!

The sound effects were, at the time, produced by amplifying the cassette drive line signal and, consequently, were very limited in effect. Those same sounds have been authentically reproduced.

This game has been faithfully reproduced and adapted to mobile devices, as a not-for-profit enterprise by Voidware Ltd. with the permission of Lance Micklus Inc.

The graphics and sound limitations of this product are deliberate and reflect the original game experience. In the time before fancy graphics, game play was important. Are you good enough to be commended by the obdurate Admiral Fitzpatrick?

Have fun playing!

Voidware.

## Original Game Instructions

The sections below are a reproduction of the original game instructions, only slightly modified to reflect minor user-interface changes in this version.

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<sup>1</sup> <http://www.retrobits.net/atari/aitrek.shtml>

<sup>2</sup> see [http://en.wikipedia.org/wiki/Star\\_Trek\\_\(text\\_game\)](http://en.wikipedia.org/wiki/Star_Trek_(text_game))

<sup>3</sup> <http://en.wikipedia.org/wiki/Trs80>

# StarFlite 3.5

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*by Lance Micklus*

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This version of StarFlite includes the following changes and improvements:

- Action sound effects.
- 10% faster execution time due to improved code optimization.
- Up to 30% faster display times for long and short range sensor scans.
- Smoother command flow.
- Multiple moves when using impulse engines during non-combat situations.
- A reduction of some unnecessary screen display.
- Improved Kling battle logic for greater challenge.

Plus these standard features:

- A three-dimensional galaxy made up of 192 quadrants.
- A galaxy made up of various types of stars, planets, black holes, and a pulsar.
- A mission which involves both exploration and combat.
- Animated visual displays.
- Extensive commands.
- Load and save game.

## Introduction

You are a star ship commander who is exploring a new area of the galaxy called Omega VI. It is known to have several class M (Earth like) planets, several large stars and black holes, a pulsar, and star bases. It has recently been invaded by Kling war ships.

Your mission is as follows:

1. You are to explore the entire Omega VI region of the galaxy and to collect as much data about it as you can in your ship's computer.
2. You are to locate all of the class M planets in the Omega VI region. After locating these planets, you will orbit them so landing parties can be beamed down to collect more detailed information.
3. You will stop the Kling invasion of Omega VI by destroying all of the Kling warships located in this area of the galaxy.
4. You must complete you mission and return to StarFlite Command no later than star date 2500.

## The Game Board

For the purposes of the game, Omega VI is a section of the galaxy which is divided up into 192 quadrants. The galaxy is three dimensional - making it 8 by 8 by 3. Each quadrant is made up of 64 sectors which are two dimensional - making them 8 by 8.

StarFlite Command headquarters are located in the star base at quadrant 7,7,2. Docking (explained later) at this star base concludes the game.

There are 20 Kling warships and 5 class M planets. Although these numbers are fixed, the location of each of these items is set up randomly at the beginning of each game. Thus, each game is different. Class M planets are always located in quadrants which contain only one star and one planet.

Four of the quadrants contain either black holes or class O (very large) stars. Entering any of these quadrants destroys your star ship and ends the game.

Finally, there is one pulsar. Because the pulsar gives off so much radiation, all of the quadrants surrounding it cannot be scanned with long range sensors. These quadrants will appear on your display as space noise. You may - and should - explore them, but you should never enter the quadrant where the pulsar is or the ship will be destroyed.

## Short Range Sensors

This display shows you the location of everything in the quadrant where your star ship is located. Positions are shown in X-Y format, where X is the horizontal location, and Y is the vertical location. The upper left corner is location 0,0 and the lower right corner is location 7,7.



In the above sample display, your star ship is located at sector 3,3 and the star base at sector 0,6.

## The Main Menu

After you have seen the short range sensor scan, press the (ENTER) key to go to the main menu. It consists of 12 major commands, plus 1 invisible command (not shown in the menu).

Star Ship and Crew

Awaiting your orders, Captain

```
0 Status
1 Damage Control
2 Science Computer
3 Ship's Computer
4 LR Sensors
5 SR Sensors
6 Impulse Engines
7 Warp Drive
8 Phasers
9 Photon Torpedoes
10 Alert
11 Repair
Orders?
```

## Status Command

A good command for you to start to learn is the Status command. Press the "0" key then hit (ENTER). You will get a display that looks like this:

```
Status Report:
-----
Stardate: 2200.3
Energy: 3990
Condition: Green
Quadrant: 7,7,2
Sector: 2,2
Photon Torpedoes: 3
```

This display gives you the basic information you need regarding the status of the ship. Pay especially close attention to the energy level as you play the game. If it ever goes below zero, you will lose the game.

## Damage Control

To get a damage control report, select item 1 from the main menu. This tells you which main components of the ship are operational and which are not. Please note that Damage Control itself can become inoperative. If this happens, you will receive no warnings, notifications, or other information on the status of the other major components of the ship.

**Communications here...**

**Damage Control reports the following:**

Damage Control	OPERATIONAL
Science Computer	OPERATIONAL
Ship's Computer	NEARLY OPERATIONAL
LR Sensors	**INOPERATIVE**
SR Sensors	OPERATIONAL
Impulse Engines	OPERATIONAL
Warp Drive	OPERATIONAL
Phasers	**INOPERATIVE**
Photon Torpedoes	OPERATIONAL

In the above sample display, the Ship's computer is out of service but can be expected back in service shortly. The long range sensors and Phasers have been damaged. Repairs on those two items are a long way from completion.

## Science Computer

The science computer identifies each item in the quadrant your star ship is currently located in. There are two items of special interest to you.

The first is the identification of any planets in your quadrant. Class G planets are not suitable for human life. Class M planets are suitable for human life. When a planet is identified as Class M, you should orbit that planet. Orbiting a Class M planet implies that a landing party was beamed down to the surface and then returned to the ship - completing one aspect of your mission.

The second function of the science computer is to identify Kling warships. The important information you need to know is how much energy each warship has. During a battle situation, the science computer will automatically display this information - unless the science computer is damaged.

## Ship's Computer

Part of your mission is to obtain as much information as you can about the Omega VI region of the galaxy. This information is stored in the ship's computer. Thus, the ship's computer stores what is known about Omega VI and this information base is continually being added to as the game progresses.

#### **Ship's Computer Command Functions:**

- 0 Data base scan to locate Kling warships**
- 1 Data base scan to locate star bases**
- 2 Data base scan to locate Class F stars**
- 3 Data base scan to locate planets**
- 4 Data base scan to locate unexplored areas**
- 5 Long range sensor scan from data base**
- 6 Quadrant detailed display**

Selecting item 0 from this menu will tell you where all of the Klings, found to date, are located.

Selecting item 1 from this menu will tell you where all of the star bases, found to date, are located.

Selecting item 2 from this menu will tell you where all of the Class F stars (small stars), found to date, are located.

Selecting item 3 from this menu will tell you where all of the planets found to date, both Class G and Class M, are located.

Selecting item 4 from this menu will tell you which areas of Omega VI are still lacking in information. Since your mission is to explore the entire Omega VI region, this item should turn up nothing if your mission is to be a total success.

Selecting item 5 from this menu will produce a long range sensor scan for any area of the Omega VI region, based on the data currently stored in the ship's computer. The words "NO DATA" will appear in any quadrant which has never been scanned. When using this command, the program will prompt for the quadrant location which should appear in the center of the display. Assuming you reply with 1,4,1, you will then see a long range sensor scan as it would appear if your star ship were located at quadrant 1,4,1, based on currently available data. The regular long range sensor scan, based on the actual location of your star ship, will be explained later.

Selecting item 6 from this menu will prompt for a quadrant location. Enter a valid quadrant location and the ship's computer will give you all known details of that particular quadrant. This is a good way to check and see if a class M planet has been entered into the ship's computer as being explored.

The ship's computer is your friend. It gives you important information which you need to complete your mission. But, remember one thing. The ship's computer is only going to tell you about those things it knows about. When you start a game, if you request a long range sensor scan of the area around quadrant 1,1,1, you will see nothing but "NO DATA" because there is no data available about that area. Later, when you fly your star ship over to that part of the galaxy, the ship's computer will obtain information about these quadrants and store them in its data base for later recall.

At the end of the game, StarFlite Command will analyze all of the data in your ship's computer. Your rating as a commander will be based, in part, according to the completeness of this data compared to the actual galaxy you were exploring.

## Long Range Sensor Scan

Selecting item 4 from the main menu displays the long range sensor scan. This scan shows you what is located in each of the quadrants around you. The quadrant you are currently in will always be in the middle.

This scan differs from the long range sensor scan obtained from the ship's computer in the following way: Long Range Sensor Scan (#4-main menu) shows you what is really out there, all around you, right now. The scan from the ship's computer shows you what the long range sensor scan would look like if your star ship were located someplace else - based on the current data.

One very significant thing happens when you make a long range sensor scan. All of the data displayed on the screen is also stored in the ship's computer for later recall. This is how the ship's computer obtains its information. The rest of the information is obtained from the science computer.

Since part of your mission is to document as much as you can about Omega VI, you should always use your long range sensor at least one time whenever you move your star ship to another location.

2	3	4	
void space noise pulsar	void space noise space noise	void void K 0 B 0 S 2 P 2	0 1 0 2
K 0 B 1 S 1 P 2 space noise space noise	void space noise space noise	void void void	0 1 1 2
void void void	class 0 star void K 1 B 0 S 0 P 0	K 0 B 1 S 2 P 1 void void	0 1 2 2
LONG RANGE SENSOR SCAN		Quadrant 3 1 1	
(ENTER) to continue. =>? _			

Above is a typical long range sensor scan. You are located in the center, 3,3,1. There are star bases at quadrants 2,1,0 and 4,2,0. There is 1 Kling at quadrant 3,2,2. The *Pulsar* is located at 2,0,2. Notice that all of the quadrants surrounding the *Pulsar* are shown as "space noise". Because of the radiation given off by the *Pulsar*, the long range sensors are unable to pick up the details of any quadrant which is adjacent to the *Pulsar*. You must explore these by moving your star ship to each of the quadrants and picking up the detail with your science computer.

Any areas shown as UNKNOWN QUADRANT are areas outside of Omega VI and outside of the playing field. You may not go to these areas of the galaxy.

## Warp Drive

Every person who is a fan of science fiction knows that a star ship can fly many times faster than the speed of light. This is accomplished by using a special type of propulsion unit called a warp drive engine. Warp drive is used to move great distances quickly.

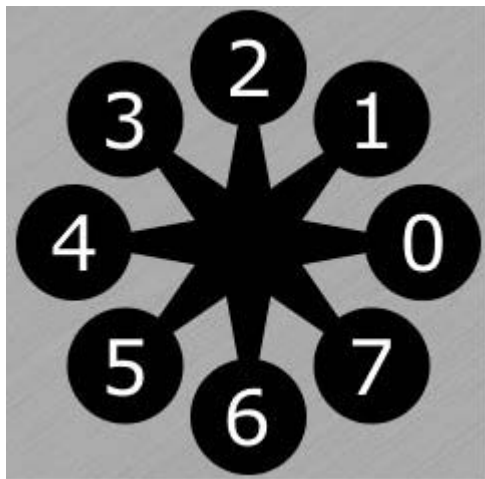
Assuming you're at quadrant 7,7,2 and you wish to go to quadrant 5,6,1, you would select item 7 from the main menu. The program will prompt for the location of the quadrant you wish to go to, and then ask for the warp speed. Any warp speed from 1 to

8 will be acceptable. The higher the warp speed, the less time (star dates) it will take to reach your destination. You will, however, use up your ship's energy much faster than you would have at a low warp speed. While low warp speeds do save energy, you will use up more time (star dates) to reach your destination. Since you only have until star date 2500 to reach your destination, you must learn to use your energy and time wisely.

When using the Warp Drive, you may travel to any quadrant you wish so long as you have enough energy. The powerful navigational computers aboard your star ship will automatically navigate around obstacles.

## Impulse Engines

Your star ship also uses a second type of propulsion unit which is called an impulse engine. These smaller less powerful engines are designed for low speed manoeuvring. Use your impulse engines to manoeuvre within a quadrant. The engines are engaged when item 6 from the main menu is selected. The short range sensors will be automatically displayed and the program will prompt for a heading. Use the following compass:



The heading must be a number from 0 to 8. Next, you'll be asked to enter the speed. Enter an integer number from 1 to 8. The number you enter is approximately equal to one space.

You can orbit a planet by simply moving your star ship such that it tries to occupy the same space as the planet. When you orbit a Class M planet, it implies that you have beamed a landing party down and explored it. This is an important part of your mission.



You can also dock at a star base by doing the same thing. When you dock, your ship will be refuelled, repairs are speeded up, and you will be restocked with photon torpedoes. DO NOT DOCK AT THE STAR BASE LOCATED IN QUADRANT 7,7,2 until you are ready to terminate the game and report back to StarFlite Command.

You **cannot** use your impulse engines to go through something. If you do, a collision will result causing damaged to the ship. If you collide with a star base, instead of docking, the incident will be reported to StarFlite Command and will affect your rating as a captain in a negative way.

You cannot orbit or dock to a Kling warship.

You may use your impulse engines to move to another quadrant if you wish. Do not try to move your star ship outside of the Omega VI region. It is surrounded by an energy barrier and a collision will result.

## Phasers

Selecting item 8 from the main menu will fire the ship's Phasers. The Phasers use energy from the ship's main power source to derive their energy. Before firing the Phasers, the program will prompt for the amount of energy to be used each time the Phaser banks fire. You may use as little or as much energy as you want, so long as you will still have some energy left after firing.

Phasers are self-aiming. They automatically lock onto and fire at any Kling warship located in the same quadrant as your star ship. The destructive power of the Phaser blast decreases with distance. This means that when you are considering how much power to divert to the Phaser banks, you must take into account the amount of distance between you and the enemy as well as the strength of his energy levels.

The Phasers do not always hit their target. Kling warships are smaller and less powerful than star ships, but can manoeuvre rapidly. As a result, they often can avoid a Phaser hit.

The Phasers scan the entire quadrant and will try to lock onto and fire at each Kling they pick up. However, the Phasers will not fire if there is an object between your star ship and the Kling warship.

## Photon Torpedoes

This is the second type of weapons system aboard your star ship. The ship carries a maximum load of 3 Photon torpedoes. Docking at any star base automatically restocks your star ship with 3 Photon torpedoes.

To fire a Photon torpedo, select item 9 from the main menu. You will automatically see a short range sensor scan. The program will then ask for the direction that the torpedo should be aimed. This will be a number from 0 to 8 (see compass diagram above). The torpedo will then be fired at the target.

The advantages of Photon torpedoes are that they are very powerful and usually will destroy any target they hit. Furthermore, they use no energy from the ship to unleash their force.

The disadvantage of using Photon Torpedoes is that they must be aimed and will fire at only a single target. Extreme caution must be used because if a Photon Torpedo hits anything other than a Kling warship, that object will be destroyed. StarFlite Command regulations prohibit the destruction of planets, stars, and, naturally, star bases. If you violate this regulation, the game immediately terminates.

Like Phaser fire, Klings can also manoeuvre themselves out of the way of the torpedo's path. Thus, a well aimed torpedo may not always hit the target. Powerful as Photon torpedoes are, it is possible, on rare occasions, for a Kling to survive a direct hit - usually with extensive damage.

Experienced players have found that the Klings like to position themselves between your star ship and some other object. As a result, a torpedo which misses the enemy, hits the object in back of him. Be careful! Don't let the Klings trap you this way.

## Alert

Your star ship operates at one of three levels of alert status. To change the alert status of the ship, select item 10 from the main menu, then indicate which one of the three alert conditions you want the ship in.

- **GREEN** - This is the normal alert status of the ship. The shields of your star ship are down and minimal power is drained from the energy supply reserves during any single term. If your star ship is hit by Kling fire power, damage to the ship will be extensive.
- **RED** - At the other extreme is condition red which is the full battle ready condition. The deflector shields of your star ship are up to full power and give maximum protection from Kling fire power. However, this greatly increases the overhead on your star ship's energy reserves. The amount of energy used up on any one turn greatly increases as compared to condition green.
- **YELLOW** - This is a battle watch level of alert status. The deflector shields are maintained at a moderate level. If hit by Kling fire power, damage will still be extensive but not nearly as great as would occur in condition green. When the ship is in a yellow alert status, it will automatically switch to condition red if Klings are located in the quadrant. Still, it's a better idea to be in condition red if you know you are going to be attacked. The reason is that the Klings may fire at you first BEFORE the ship switches over to condition red automatically; thereby increasing any damage done to the ship during the first volley.

## Repair

Selecting item 11 from the main menu simply uses up a turn to speed repairs being made to damaged components of the ship.

## Load And Save Game

This command is not shown on the main menu. However, if you should want to save the present game, or restart a previously saved game, just enter 99 from the main menu, then answer the prompts.

## Playing The Game

Using your long range sensors (#4-main menu), you should make a scan to gather data and then pick a quadrant to fly to. Using the warp drive (#7-main menu), you will fly to that quadrant and then take another long range sensor scan.

Sooner or later, you will see a quadrant which catches your eye. Perhaps it contains only one star and one planet. Using your warp drive, you will fly to that quadrant and then use the Science computer (#2-main menu) to determine if the planet is Class M. If it is, you will then use your impulse engines (#6-main menu) to move your star ship toward that planet to achieve orbit.

The battles with the Klings are the most interesting aspect of the game. Before using your warp drive to move the ship to the quadrant where the Klings are located, make sure you put the ship on red alert (#10-main menu). Then, enter the quadrant where the Klings are located and try to destroy them using your Photon torpedoes and Phasers. Don't leave the battle area unless you have to because you're running low on energy. The Klings cannot recharge themselves until your star ship leaves.

## Expert Player Features

As you become an expert at playing the game, you may wish to speed up the pace. Two features are included for expert players.

The first feature is an event skipper. Some of the displays are controlled by a waiting loop within the program. To break the loop and skip on to the next event, simply press the (ENTER) key or tap the display.

The second feature skips the main menu display. When the program prompts you to "ENTER to continue", you may enter any command from the main menu. Later, at the time the program would normally display the main menu, it will pick up your command and immediately go on.

## Playing To Win

With a little luck, a perfect command rating is possible provided you complete your mission and return before star date 2500. While you do not have to fly your star ship to every quadrant in Omega VI, you do have to pick up basic data about each quadrant with your long range sensors. Quadrants near the pulsar, however, must be visited individually since space noise prevents the long range sensors from picking up any details. Finally, you must destroy all of the Klings and have orbited all 5 Class M planets. Your mission is completed when you return and dock at the star base located in quadrant 7,7,2.

Good luck Captain!

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