
T R E K K I E

SIMPLE INSTRUCTIONS FOR TREKKIE

This game was written using TURBO and runs under AtariDOS 2.0 only. Boot the Disk holding the [Option] Key Down (Basic OFF). If you don't disable Basic you will be presented with the Turbo Menu telling you to press [Option] to Boot (which will disable Basic and Reboot the disk), [Select] for DOS (which loads in Atari DOS 2.0), or [Start] to Rerun (doesn't do much).

This adventure takes place long before the Klingon Empire joined the Federation of Planets, and so a massive Klingon invasion force is now threatening the Federation. Your objective is to destroy all the Klingon ships before they reach the planet Earth.

After the TREKKIE Title screen appears, you are prompted to Press [Start] to begin game play. Admiral Komack will now brief you on your Mission.

After your briefing by the Admiral, press [Start] to set up your game options. You can choose to have Mines in a Sector, Klingons firing Drones, and Klingons using their ship's Cloaking Devices. You then

choose the Level of Play. Answer [Y] or [N] to the questions and [1], [2] or [3] for Level of Play. (I would suggest [N],[N],[N] and [1] for the first few tries!)

The Stardate is 2791.5 and you have until Stardate 2996.4 to complete your mission. That gives you a total of 204.9 Stardays to do your duty! Good Luck!

Game Graphics are fairly simple when compared to today's 16-bit Graphics, but the Enterprise does indeed look like the Enterprise and the sound effects are not too bad either. Throughout the game play you will be receiving messages from various members of the Enterprise's crew. You would be wise to heed these messages if you wish to survive to fight another battle!

A few keys will give you vital information during game play and help you to search out and destroy the Klingons. These keys are:

[E] = Displays the Reactor Power (the Energy Remaining) in a ship's status report, along with readouts on the following: Shield Energy, Phasor Energy, Torpedos, Hull Damage, Crew, Life Support, Transporter, Weapon Lock, Long Scan, Short Scan, and Warp Drive.

[L] = Long Range Scanner. Shows where everything is on a Sector display. Letters indicate the contents of a sector, as follows: P=Planet, K=Klingon(s), B=Base, and M=Mines (if chosen).

[P] = Phasor Energy. You can set the amount of Power to the Phasors. To fire the Phasors, simply point the joystick in the direction you wish to fire while pressing the fire button. The ship does not have to be facing the enemy to fire.

[R] = Shows Stardate Time.

[S] = Shield Energy. You can set the amount of Power to the Shields.

[W] = Warp to another Sector. Using the Long Range Scan you can choose your destination and then Warp to that Sector. Watch out that you don't use too much power warping around the universe!

[D] = Docking. Fly directly up to a Base (in other words, bump into it) and, once the all clear sounds, Chekov will inform you that "Orbit has been achieved" and the ship is ready to Dock at your command. Now press [D] to receive additional Energy for the ship's reactor. Note: a Base may only be accessed once during the course of the game.

[T] = Transporter. Fly directly up to a planet (in other words, bump into it) and Ensign Tumari will inform you that they are now ready to beam up additional supplies and crew from the planet. Press [T]. Note: a planet may only be accessed once during the course of the game.

Don't take chances!! When ship's energy is low, heed the advice of your crew and retreat to a Base at

once to obtain more fuel. You may also need to visit planets to obtain supplies and crew.

When the ship is heavily damaged, immediately warp to either an empty sector or a Base, and allow time for repairs to be made. Repairs are undertaken by Scotty and the crew during the course of the game and, as time passes, you'll be informed of repairs having been completed.

The game ends when all the Klingons have been destroyed or in the event that the Enterprise is heavily damaged and the fuel supplies are 100% depleted.

Note: you must reload the game to play again.

(Editor's note: I still haven't figured out how to use the Torpedos or the Short Range Scan yet, but the game may still be played without them. Perhaps you'll have better luck accessing them.)

NOW, IT'S YOUR TURN TO GO WHERE NO MAN HAS GONE BEFORE... Good Luck!

ADDITIONAL NOTES ABOUT THE GAME

This game is freely available on many BBS systems. The company that released it in 1985 is no longer in business and the game has been since placed in the Public Domain. I doubt that anyone would pay more than the cost of a P.D. disk for

the program today, but all the same, it should give you several of hours of enjoyment.

The game was created using many different modules that are called up as required throughout game play. There are DAT files to set up the screens, LOADER for the PIC files, and SHOW for the MEMO'S and MISSION for the Admiral's briefing.

Throughout game play you will be receiving messages from various members of the illustrious crew of the Enterprise. These are the MEMO files on the disk. If you load them into a Text Editor (like AtariWriter or TextPro), you can even change what they say!