

The object is simple: You are the captain of the E. You have been assigned a 3 year mission to seek and destroy K battle cruisers, with the help of Bs scattered across the galaxy.

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:   :   :   :   :   :   :   :   :   :
:   :   :   :   :   :   :   :   :   :
:  :3  :2  :5  :   :   :   :   :   :
:  :14 :4  :8  :606:7 :   :   :   :
:  :3  :6  :404:4  :6  :   :   :   :
:   :   :6  :4  :4  :3  :   :   :   :
:   :   :   :   :   :   :   :   :

```

```

COMMAND?
QUADRANT 5-4      SECTOR          7-8
                1 YEARS          2.92
                2 STARDATE       3424.0
*              K  3 CONDITION     RED
*              4 SHIELDS         50%
                5 SHIELD ENERGY 2215
K  K *          6 AVAIL ENERGY  2470
                K E7 PH TORPS     10
*              8 KLINGONS        43
1 2 3 4 5 6 7 8 BASES           2
                COURSE NOT SET.

```

How to read the navigation array: The hundreds digits represent the number of Klingons occupying a sector, the tens digits are the starbases and the units are the stars. You are equipped with photon torpedo tubes, phaser arrays, a navigation and tactical computer as well as a full complement of the best star fleet officers of the Federation.

A short help file found somewhere on Google:

APPLE TREK COMMANDS -- Compiled by Paula -- Rev.3/80

```

-----
FIRING ANGLES
-----
315  0  45
  \  |  /
   \| /
270---E---90
  /  |  \
 /   |   \
225 180 135

MAIN MENU COMMANDS
-----
1--Navigation
2--Shield Energy
3--Damage Report
4--Phasers
5--Photon Torpedos
6--Load Photons
7--Ships Computer ---->
8--Probe
9--Self Destruct

COMPUTER COMMANDS
-----
1--Compute Quadrant
2--Lock Phasers
3--Lock Photon Torpedos
4--Lock Course
5--Compute Trajectory
6--Return To Main Menu

```

Game playing tips: Entering a command of 0 will bring up the command list. If you Lock Course in the Computer you can move while firing Torpedos or Phasers to try to dodge Klingon Torpedos.