

MINI-TREK
BY FRANK MCCOY 1/7/77

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10 ?=""
20 ?=""
30 W=2500+10
40 D=0-(2/6000+31*W/19)
50 L=10000
60 X=0
70 S=10
80 T=10
90 A=0
100 X=X+1
110 :X)=0
120 #=X<64*100
130 X=1
140 #=2/13*0+X>2*170
150 :X)=2/5*0+X=0*(A<W)+1
160 A=:X)=2+A
170 X=X+1
180 #=X<65*140
190 X=2/64*0+X+1
200 :X)=3
210 E=X-1/8
220 F=X+1
230 #=20000*290
240 J=2/64*0+X+1
250 #=J=X*240
260 :J)=4
270 S=J-1/8
280 T=X+1
290 C=5*(E-5)+(E<5*(S-E))
300 G=T<F*(F-T)+(F<T*(T-F))
310 Q=C<2*(G<2)
320 D=D+1
340 L=Q*10000+(Q=0*L)*(L<10001)
350 ?=""
370 ?="#####"
380 X=1
390 K=0
400 J=1
420 ?="#";
430 C=:X-1*8+J)
440 $=C*14+32+(C=2*15)-(C=3*5)-(C=4*22)
450 K=C=2+K
460 J=J+1
470 #=J<9*430
480 ?="#";
490 #=X<4*750
500 #=X>5*(X*30+400)
510 ?="SECTOR ";
520 ?=E+1
530 ?=F
540 #=750
550 ?="STARDATE ";
560 ?=D
570 #=750
580 ?="ENERGY ";
590 ?=L

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MINI-TREK

PRINT A CARRIAGE RETURN-LINE FEED
PRINT HEADING
SETUP NUMBER OF KLINGONS (10-36)
SETUP NUMBER OF STARDATES
SET INITIAL ENERGY TO 10000
INITIALIZE LOOP COUNTER
POINT STARBASE OUTSIDE OF QUADRANT
" " " " " "
INITIALIZE KLINGON COUNTER
POINT TO NEXT SECTOR IN QUADRANT
CLEAR SECTOR
HAVE ALL 64 SECTORS BEEN CLEARED?
RESET LOOP COUNTER
PROB. OF 2 IN 13 OF A STAR OR KLINGON
PROB OF 1 IN 5 OF STAR BEING KLINGON
IF KLINGON THEN INCREMENT COUNTER
INCREMENT SECTOR COUNTER
SEE IF ALL 64 SECTORS HAVE BEEN SETUP
POSITION ENTERPRISE AT RANDOM
SAVE SECTOR COORDINATES
PROB. OF A STARBASE APPROX 1 IN 4
POSITION STARBASE AT RANDOM
DO IT AGAIN IF ENTERPRISE IN SAME PLACE
SAVE STARBASE COORDINATES
FIND OUT HOW CLOSE THE ENTERPRISE
IS TO A STARBASE
IF CLOSE ENOUGH ENTERPRISE IS DOCKED
INCREMENT STARDATE
SET ENERGY IF DOCKED OR ENERGY IS NEG.
PRINT CRLF
PRINT TOP BORDER OF SCAN
INITIALIZE LINE COUNT OF SCAN
SET UP TO COUNT KLINGONS
INITIALIZE COLLUMN COUNT
PRINT LEFT BORDER
FIND OUT WHATS IN THAT SECTOR
PRINT SPACE, , E, B, OR K
INCREMENT IF KLINGON
INCREMENT SECTOR
IF NOT LAST IN ROW THEN GET NEXT
PRINT RIGHT BORDER
FIRST FOUR LINES BLANK
PRINT THE APPROPRIATE DATA FOR EACH LINE
PRINT THE SECTOR NUMBER
PRINT THE STARDATE
PRINT THE ENERGY REMAINING

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600 #=750
610 ?="KLINGONS "; PRINT THE # OF KLINGONS REMAINING
620 ?=W
630 #=750
640 ?="CONDITION "; PRINT THE CONDITION (RED, GREEN, ETC.)
650 #=Q*690 IF DOCKED
660 #=K*Q*710 IF NO KLINGONS IN VICINITY
670 ?="RED"; IF KLINGONS ARE PRESENT
680 #=750
690 ?="DOCKED"; IF NEXT TO A STARBASE
700 #=750
710 #=L<2000*740 IF ENERGY IS LOW GOTO 740
720 ?="GREEN"; IF NO KLINGONS IN QUADRANT
730 #=750
740 ?="YELLOW"; IF ENERGY IS LOW
750 ?="" PRINT A CRLF
760 X=X+1 INCREMENT LINE NUMBER
770 #=X<9*400 IF NOT LAST LINE THEN REPEAT
780 ?="##### PRINT BOTTOM BORDER OF SCAN
790 ?="" PRINT CRLF
800 #=K*Q*840 IF NO KLINGONS PRESENT THEN SKIP NEXT
810 H=' /250*K FIND OUT HOW HARD YOU GOT ZAPPED
820 ?=H PRINT THE VALUE
830 ?=" UNIT HIT FROM KLINGONS" PRINT MESSAGE
835 L=L-H SUBTRACT VALUE OF HIT FROM ENERGY LEFT
840 #=W*Q*1190 IF NO KLINGONS LEFT THEN YOU WON
850 #=D*Q*(E*8+F)=0)+(L-1)>10000)>1*1210 SEVERAL WAYS TO LOSE
860 ?="COMMAND? "; PROMPT
870 A=? INPUT THE COMMAND #
880 #=A-1>3*860 IF ILLEGAL COMMAND THEN REPEAT
890 #=A>2*(A*20+940) GOTO APPROPRIATE COMMAND ROUTINE
900 #=1060 GOTO THE SECTOR SUBROUTINE
910 #=:0)>1*900 YOU CAN'T JUMP WHERE SOMETHING IS
920 :E*8+F)=0 YOU ARE NO LONGER THERE
930 :0)=3 YOUR NEW LOCATION
940 E=M SAVE NEW COORDINATES
950 F=N " "
960 L=L-G SUBTRACT ENERGY NEEDED TO MOVE
970 #=290 PRINT OUT NEW MAP
980 L=L-( /250+300) LESS ENERGY TO MOVE TO A NEW QUADRANT
990 #=60 SETUP NEW QUADRANT
1000 #=1060 GOTO THE SECTOR SUBROUTINE
1010 #='<7800*1040 RANDOM MISS
1020 W=W-( :0)=2) IF ITS A KLINGON THEN ONE LESS KLINGON
1030 :0)=0 WHATEVER IT WAS IT'S DEAD
1040 L=L-(G*2) SUBTRACT ENERGY NEEDED TO SHOOT
1050 #=290 PRINT OUT NEW MAP
1060 ?="SECTOR? "; SECTOR SUBROUTINE
1070 M=?/10-1 INPUT COORDINATES
1080 N=%
1090 O=M*8+N FIND WHERE THEY ARE IN THE ARRAY
1100 #=O-1>64*840 RETURN TO COMMAND IF ILLEGAL COORDINATES
1110 C=M-E*(M-E)+(N-F*(N-F))*100 SUM OF SQUARES OF TWO DISTANCES
1120 R=! SAVE RETURN ADDRESS
1130 G=C/10 SETUP FOR SQUARE ROOT
1140 #=G*Q*R RETURN IF ZERO DISTANCE
1150 J=G SAVE APPROXIMATION
1160 G=C/G+G/2 CALCULATE SQUARE ROOT
1170 #=GJ*1150 IF NEW APPROXIMATION IS BETTER THEN CONT
1180 #=R RETURN

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1190 ?="YOU WIN!!"
 1200 #=1220
 1210 ?="YOU LOSE!"

IF YOU WON
 SKIP NEXT
 IF YOU LOST

THIS MINI VERSION OF STARTREK HAS ONLY THREE COMMANDS:

1. MOVE TO A DIFFERENT SECTOR
2. MOVE TO A DIFFERENT QUADRANT
3. FIRE AT A GIVEN SECTOR

NOTES: THE FURTHER YOU MOVE OR THE FURTHER AWAY YOUR TARGET THE
 MORE ENERGY IT TAKES

IF YOU RUN OUT OF STARDATES OR ENERGY YOU LOSE

IF YOU ZAP YOURSELF, YOU LOSE

NOT ALL QUADRANTS HAVE STARBASES IN THEM

A SAMPLE PRINTOUT LOOKS LIKE THIS:

```
#####
#          #
#   K      #
#   E      #
#          # SECTOR    33
#KK        # STARDATE  65437
#          # ENERGY   5736
#   B      # KLINGONS  15
#          # CONDITION RED
#####
```

586 UNIT HIT FROM KLINGONS
 COMMAND?