GALAXY©...A SPACEWAR GAME

GENERAL -

The "Galaxy" game, as available for The Digital Group, Inc. (DGI) 8080 and Z-80 micro-computer systems is an adaptation of the game "Galaxy" as published by SCELBI Computer Consulting, Inc.   It was adapted to DGI systems by Ted Holdahl - WØPMY - of Loveland, Colorado. Since it is an adaptation, there are some differences in the display. However, the logic of the game is unchanged from the original.

HARDWARE REQUIREMENTS -

"Galaxy" is designed to operate in a 10K 8080 or Z-80 system which has an ASCII keyboard, a video monitor or TV set, and the 1100 baud DGI cassette interface.

SOFTWARE REQUIREMENTS -

"Galaxy" is a self-bootstrapping program. The support routines which are required are a part of the standard DGI 8080 and Z-80 operating systems. This program is designed to run on a DGI system which includes a preprogrammed ROM containing software TV and cassette driver routines. The ROM is provided with the CPU board of every DGI micro-computer system.

OPERATING INSTRUCTIONS -

"Galaxy" is initialized by boot-strapping in the "Galaxy" program from the "Galaxy" cassette. As soon as the read-in is completed, the following message should appear on the screen:

WANT TO GO ON A SPACE VOYAGE?

The game will not begin until the player responds (Y). It should be noted that this exchange is part of the randomizer initialization process. (The system will exercize the randomizer continuously until the player responds).

Immediately after the player responds, the following message will appear on the screen:

YOU MUST DESTROY xx ALIEN SHIPS

IN yy STARDATES WITH zz STATIONS

along with a local scan of the quadrant which currently contains the Enterprise.

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The local scan should be similar to the following:

```
   -1--2--3--4--5--6--7--8
1              *            SD 3046
2        *            +++   CX RED
3                           QD 5,1
4     <*>          *        SC 4,3
5                           EN 4321
6  *           +++          TP 10
7                           SH 2198
8        >1<
   -1--2--3--4--5--6--7--8
COMMAND?
```

<u>LEGEND</u>

*	:A star (Star locations are fixed while the Enterprise is within a quadrant; otherwise they vary continuously within each quadrant).
<*>	:The Enterprise
+++	:A Klingon warship
>1<	:A Starbase
SD	:The current stardate
CX	:Condition of the local quadrant (RED or GRN) depending upon the presence of Klingons
QD	:Galactic coordinates of the current quadrant
SC	:Ships coordinates of the Enterprise within the current quadrant (Read as row,col)
EN	:Total energy in banks
TP	:Torpedoes remaining
SH	:Level of shield energy

After reviewing the situation, the player may begin to issue commands. There are seven possible commands available, and they are performed by keying in their corresponding number to the command request. Should additional data be required in order to complete execution of the command, it will be requested by the program.

According to the story, the voyage of the Starship Enterprise is one of exploration and discovery; therefore, these instructions have been kept to the minimum necessary to allow the player to play the game. There are a few surprises awaiting the player of the game as he explores the universe and fights the battles of Mankind in the future.

A necessary word: When you are running low on energy or torpedoes, try rendesvousing with a Starbase...they just might have what you need!!

<u>COMMANDS</u> -

The commands available to the player are:

0 - MOVE: Used to alter the position of the Enterprise. Requires the
entry of two other values; the move direction (See compass rose)
which is a two-digit value, and a warp-factor which is also
a two-digit value.

1 - LOCAL SCAN: See explanation above.

2 - SHORT RANGE SCAN: Used to view the quadrants immediately surrounding
the Enterprises' quadrant. The format of a short range scan
is as follows:

```
*******************
*     *     *     *
* KBS * KBS * KBS *
*     *     *     *
*******************
*     *     *     *
* KBS * 214 * KBS *
*     *     *     *
*******************
*     *     *     *
* KBS * KBS * KBS *
*     *     *     *
*******************
```

Each square represents a single quadrant. The quadrant con-
taining the Enterprise is in the center. KBS represents a
three-digit number which appears within each square wherein
the digits have the following meaning:

K: Number of Klingons within the quadrant
B: Number of Starbases within the quadrant
S: Number of stars within the quadrant

The 214 within the center square is the KBS representation
of the local quadrant described in detail above.

3 - LONG RANGE SCAN: Used to scan the entire galaxy. The results are
displayed as an 8 by 8 matrix of three-digit numbers in the
KBS format. As in the local scan, the coordinates of any of
the sixty-four quadrants in the galaxy are given in row, col.
format with the 1,1 quadrant in the upper left-hand corner.

4 - SHIELD TRANSFER: Used to transfer energy from the energy banks to
the defensive shield. The amount of energy in the shield
governs its effectiveness. This option requires an additional
four-digit zero-filled number (e.g., 37 units is entered as
0037, etc.) specifying how many units to transfer.

5 - ACTIVATE PHASERS: Used to shoot phasers at a Klingon vessel. This
option requires an additional four-digit zero-filled number
which specifies how many units of energy to use in the phaser
shot.

6 - FIRE PHOTON TORPEDO: Used to shoot a photon torpedo at an enemy ship.
This option requires an additional two-digit direction vector
equivalent to the ones used in ship movements.
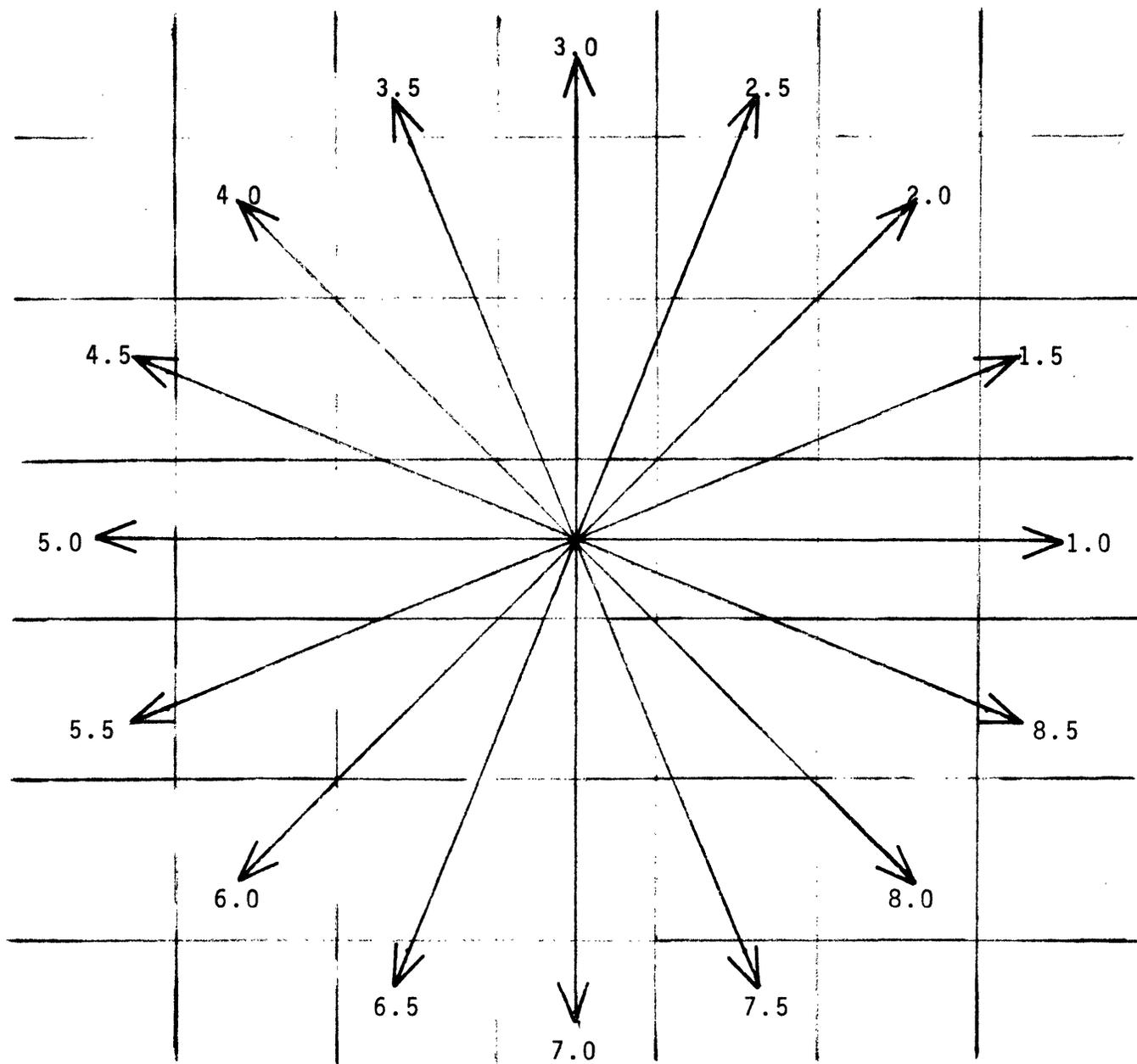
COURSE/TRAJECTORY VECTORS FOR STARSHIP MOVEMENT AND TORPEDOES

COMMANDS -

Ø - Move Starship (Requires two-digit course and two-digit warp factor)

1 - Quadrant Scan (Shows disposition in local quadrant)

2 - Short Range Scan (Shows disposition of surrounding quadrants)

3 - Long Range Scan (Shows disposition of entire galaxy)

4 - Shield Transfer (Transfer nnnn units of energy to shield)

5 - Fire Phaser (Fire nnnn units of energy at local quadrant enemy)

6 - Fire Photon Torpedo (Requires two-digit course)