Salamander Software

DRAGON TREK

FLIGHT MANUAL



INDEX

I.	Loading the Cassette	page 3
II.	Starting the Game	page 3
III.	The Tactical/Status Display	page 4
IV.	Using the Keyboard	page 7
V.	Movement and Docking	page 9
VI.	The Weapons System	page 10
VII.	Hazards	page 10
VIII.	Notes on the Dragon 32 Keyboard	page 11
	Command Summary	Inside Back Cover

Note:
This game requires the use of one joystick which should be plugged into the right joystick socket before switching the computer on.

NOTE: On some Dragons you may be able to speed up the game : type POKE 65495,0 and Press ENTER before running the program. If you do this, you must turn the power to your Dragon off and on before attempting to use your cassette deck.

Should you have any difficulty loading the program from the cassette, please return it, stating the problem, to:

Salamander Software,
17 Norfolk Road, Brighton,
E. Sussex BN1 3AA

© Salamander Software 1982

I. LOADING THE CASSETTE

a) Place the cassette in the cassette player.
b) Type CLOAD and press (ENTER).
c) Press the play button on the cassette player.
d) When the computer responds with "OK", type RUN and press (ENTER).

II. STARTING THE GAME

When you start the game, you will be asked to select the following:

a) Degree of Difficulty. This is rated on a scale of 0 (easy) to 9 (impossible).
b) Length of Game. There are three different lengths of game; 0 (6 × 6 galaxy), 1 (8 × 8 galaxy), or 2 (10 × 10 galaxy).

Remember – Dragon Trek is a real time game. This means that if you go off to make a cup of tea, there may be no ship left when you get back.

III. THE TACTICAL/STATUS DISPLAY

This is the basic display for the game. The top half of the screen is the Tactical display which shows the current position of the Enterprise, stars, starbases and Klingons within the Quadrant. The diagram on the following pages provides a layout and key to this display.

The lower half of the screen is the Status display. This provides you with information regarding the current status of the Enterprise. A key to the information shown on this display follows.

(A) Stardate. This shows the current stardate. If no date is shown, the Status display is damaged and none of the other information shown is accurate.

(B) Galactic Co-ordinates. This shows the Enterprise's position in the Galaxy. The first number is the horizontal co-ordinate and the second number is the vertical co-ordinate.

(C) Photon Torpedoes. One square is shown for each Photon Torpedo remaining.

(D) Docking Indicator. A green D will flash in this box when you are docked at a starbase.

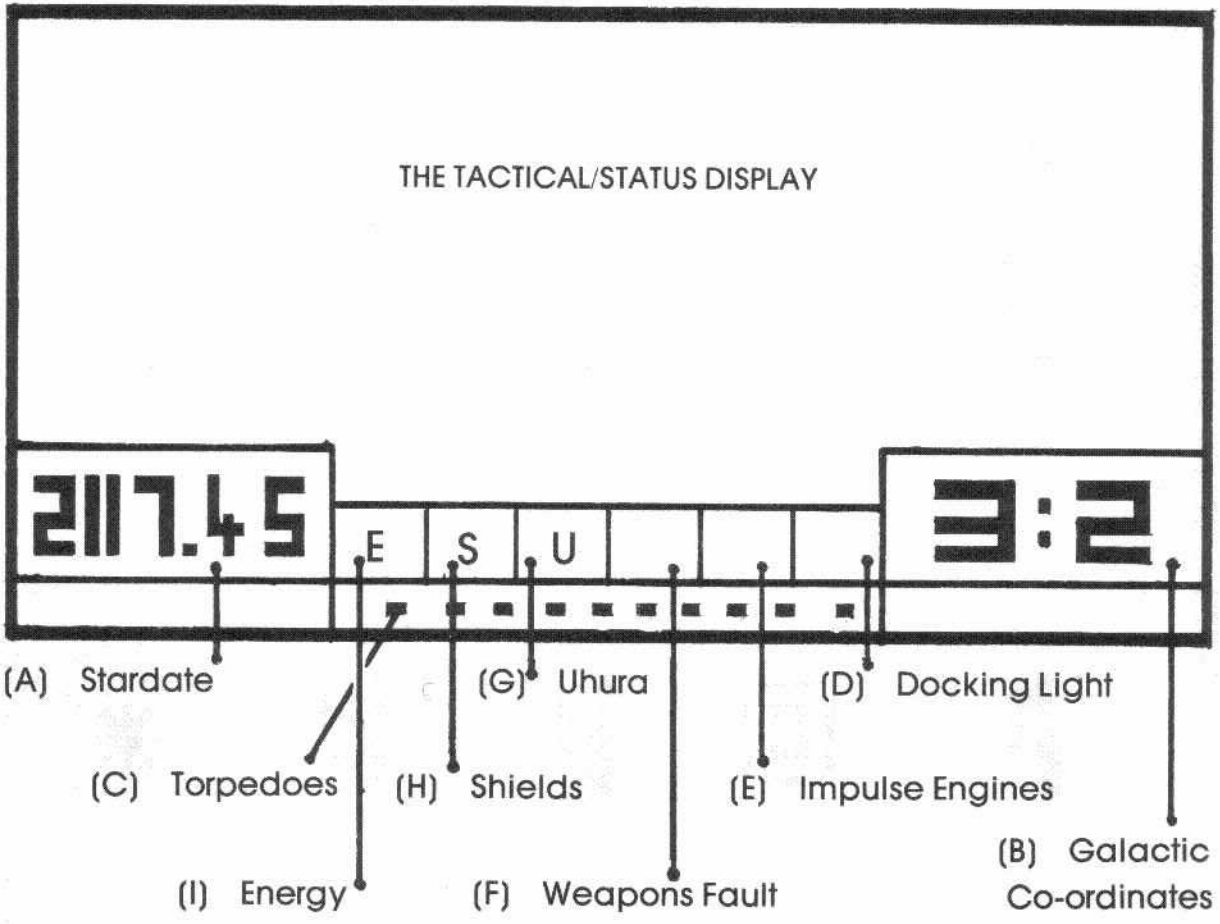
(E) Impulse Engines. A red I will flash in this box if the impulse engines are damaged or you have insufficient energy for impulse drive.

(F) Weapon Fault Indicator. A red P will flash in this square if you attempt to fire your phasers and the phasers are damaged, there are no Klingons to fire at, or you don't have enough energy for the phaser blast. A red T will flash if your photon torpedoes are damaged or you don't have any left.

(G) Lt. Uhura. A green U is normally displayed in this square. If it flashes red then Lt. Uhura has a message for you.

(H) Shield Status. A green S is normally displayed in this square. If shield energy is critically low, it will flash red.

(I) Energy Status. A green E is normally displayed here. If it flashes red, your energy reserves are getting low.


THE TACTICAL/STATUS DISPLAY
2117.45
E
S
U
3:2
(A) Stardate
(C) Torpedoes
(I) Energy
(G) Uhura
(H) Shields
(F) Weapons Fault
(D) Docking Light
(E) Impulse Engines
(B) Galactic Co-ordinates

TACTICAL/STATUS DISPLAY KEY



The USS Enterprise
(or the USS Faerie Queen)



Starbase



Klingon



Klingon Commander



Star

IV. USING THE KEYBOARD

The following is a list of the different keyboard commands.

L Pressing L calls up the Long Range Scan Display. This is a white grid on a blue background numbered with the Galactic Co-ordinates.

A Yellow Square shows the Enterprise's position in the Galaxy.

A White Star shows an empty quadrant.

A Red Star shows there is a supernova in that quadrant.

A Red Square shows that there is an unknown number of Klingons in the quadrant.

A Green Square shows the presence of a starbase in the quadrant.

If a White C is displayed in the top left hand corner of the display then the Long Range Scanners are damaged and what is shown is a computer memory display. To return to the Tactical/Status Display, press the (SPACE) bar.

S This calls up Shield Control. The top half of the screen consists of a computer display which shows: a) Stardate, b) Quadrant Co-ordinates, c) Status (Red if Klingons are attacking, Yellow if energy or shields are low, Green if all systems are go), d) Number of Klingons remaining, e) Energy remaining, f) Shield energy remaining, g) Number of photon torpedoes remaining, and h) the status of the Hyperprobe. At this point, you can enter the amount of energy for the shields – but this function cannot be carried out if the Enterprise is docked or Shield Control is damaged. Press (ENTER) when you have typed in the new shield energy. (←) to erase any error in input, or (SPACE) to return to tactical.

W This engages the Warp Drive. Type in the co-ordinates of the quadrant you wish to warp to (the computer will automatically insert a "," between the numbers for you). This function cannot be carried out when Warp Drive is damaged or the Enterprise is docked. (ENTER), (SPACE), and (←) as above.

U Press this letter in response to the Lt. Uhura light flashing on the Status display and she will tell you what her message is. Press (SPACE) to return to Tactical display.

D This calls up Damage Control which indicates the state of repair of all the major Enterprise control systems on a scale of 0 to 100. Any system which falls below 90, ceases to function. Please note:

a) Severe damage to any system may cause permanent disablement.

b) The Enterprise can *ONLY* repair itself while this function is selected.

c) If Damage Control is damaged, the current state of the devices will not be displayed, but repairs *ARE* underway.

H This launches the Hyperprobe. Type in the co-ordinates that you wish to send the Hyperprobe to. The Hyperprobe, when it returns, will update your Long Range Scan Display with the contents of the quadrant that you send it to. Lt. Uhura will inform you when it returns. (ENTER), (SPACE), and (←) as usual.

C This displays the normal computer status display and a summary of the commands. (SPACE) to return to Tactical Display.

@ Press this key to undock from a starbase (See Docking and Movement).

* This key allows you to abandon ship in times of extreme panic or distress. (Remember to press the (SHIFT) key).

← This key allows you to delete input in various routines.

SPACE This key returns you from any display to the TACTICAL/STATUS Display.

V. MOVEMENT AND DOCKING

Movement

The enterprise may move around the quadrant on impulse power. To move the Enterprise, press the button on the right joystick down and steer with the joystick. Should a quadrant boundary be crossed, the Tactical/Status display will automatically update. Note that using impulse power uses a great deal more energy than Warp Drive.

Docking

Docking with a starbase can be achieved from any angle, simply by trying to move the Enterprise on top of the starbase. Once docked, the green docked light on the status display will flash, shields will be lowered, and energy and photon torpedoes replenished. While docked, you are protected from attack by the starbase's own shields, but your weapons systems, warp drive and shield control are disabled. Damage repair takes place much more quickly while docked.

Remember – Press @ to undock
Reset your shields after undocking

VI. THE WEAPONS SYSTEMS

Phasers

The Enterprise carries computer controlled phasers. These will lock onto and destroy any Klingon within the selected range. Three different ranges are available, and are selected by pressing the keys 1, 2, or 3.

1 = Short Range (cost: 500 energy units)
2 = Medium Range (cost: 1000 energy units)
3 = Long Range (cost: 1500 energy units)

If your phasers are damaged, there are no Klingons in the quadrant, or you have insufficient energy, a red P will flash on the status display. If all the Klingons in the Quadrant are out of range, the phasers will discharge randomly.

Photon Torpedoes

Pressing the 4 key launches a photon torpedo to the *LEFT HAND* side of the Enterprise. Once launched, the right joystick is used to steer the torpedo until it reaches it's target. The torpedo will explode upon contact with any object in the quadrant, or on contact with the quadrant edge. Ensure that the joystick is not facing right when launched, or you may blow yourself up.

VII. HAZARDS

Klingons

These shoot at you, and at the higher levels of difficulty, can manoeuvre around the quadrant and the Galaxy. There are also Klingon Commanders which have new high power phasers and tractor beams.

Black Holes

Extreme caution is advised here, as black holes are undetectable on the Long Range Scanners and are a completely unknown phenomenon.

The Galactic Barrier

A large energy shield surrounds the Galaxy, and this has never yet been penetrated by a Federation Starship.

Supernovae

Supernovae may occur at irregular intervals throughout the game. If you fly the Enterprise into one, or one explodes in the same quadrant as the Enterprise, you will be immediately destroyed.

WARNING – Some stars are unstable and will go nova or supernova if hit by a photon torpedo.

VIII. DRAWBACKS CONCERNING THE DRAGON 32 KEYBOARD

If any key on the keyboard is kept pressed down, the computer sees this as the joystick button being pressed and you will move. Please remember to release the selected key when fully depressed.

If a shifted 0 is pressed by mistake, the keyboard is placed into lower case mode and the Program will not recognize any of your commands until shifted 0 is pressed again.

COMMAND SUMMARY

L	=	Display Long Range Scan
S	=	Shield Control
W	=	Engage Warp Engines
U	=	Page Lt. Uhura
D	=	Damage Control and Repairs
H	=	Launch Hyperprobe
C	=	Computer Display/Command List
Space	=	Return To Tactical/Status Display
@	=	Undock
*	=	Abandon Ship
1	=	Fire Short Range Phasers
2	=	Fire Medium Range Phasers
3	=	Fire Long Range Phasers
4	=	Launch Photon Torpedo

A real time version of the classic space game featuring full colour tactical, status and long-range scanner displays, hyperprobe, the Faerie Queen, Klingons and Klingon commanders, tractor beams, enemy movement, black holes and much more. Choose from ten levels of difficulty and three sizes of galaxy. Comes complete with 16 page flight manual. One joystick required.

DRAGON DATA APPROVED

It is many years in the future, and you are in command of the Federation's most powerful starship, the USS Enterprise. Armed with your phasers and photon torpedoes, your task is to patrol the furthest reaches of the Galaxy, protecting Federation space against the ravages of forces of invading Klingons. Your ultimate mission is to rid the galaxy entirely of the Klingon menace, but beware, they may try and destroy you before you get the chance. In the following pages, you will find all the information you need to command the full might of the Federation's flagship. Your crew awaits you aboard the Enterprise, ready to follow you to the end of the Galaxy on this great mission. Starfleet Command wishes you Bon Voyage and Good Hunting!

