

## **Boldly go where no watch has gone before! For free!**

In Space Trek, you're the captain of a starship tasked with destroying all enemies in your quadrant. But you have a limited amount of time, energy, and weapons. Can you rise to the challenge?

You start out in a random sector of your quadrant, with stars, enemies, and bases displayed on the main grid. You can freely move around the current sector using impulse engines, but traveling to a different sector uses the warp drive and takes time off your clock. So plan your movements carefully!

You have phasers and 10 torpedoes to attack with. Torpedoes are more powerful, but they can stray off course and miss the target, especially over long distances. Phaser damage decreases over longer distances, but they always fire straight towards the target. Both weapons require line of sight and may hit something other than what you're aiming at.

Enemies fire disruptors, which work just like phasers, and they can only shoot once. But all enemies in a sector will attack you at the same time. Your shields will absorb most of the attack, but if they go down, you'll take significant damage to your torpedoes, phasers, or warp core. Damaged torpedoes are more likely to fly off course, damaged phasers do less damage, and damaged warp drives require more time to travel between sectors. Each system can completely break, requiring repairs before they can be used at all.

### **Setting up the game:**

When starting a new game, you select the grid size (4-8), the difficulty (easy, medium, or hard), and whether shields should raise automatically around enemies. The difficulty level alters the number of enemies, bases, and days you have to complete your mission, and everything scales with the grid size. I recommend only choosing a grid size under 6 if your watch screen is small, as the game won't be quite as fun. Once you've made your selections, tap Engage to warp into a random sector of your quadrant and begin your mission!

### **Playing the game:**

The main grid shows your ship and any stars, enemies, and bases in the current sector. Everything is tap and confirm, meaning when you tap something, you'll get buttons to refine your choice or confirm your action. If you tapped the wrong square in the grid, no problem, just tap again. Nothing happens until you confirm your actions with the buttons.

Tap an empty square to move to that location using impulse engines. But be careful, because each time you move, any enemies in the sector will fire on your ship. If there's a base in the sector, you can move to an adjacent square and then tap the base to dock with it. Docking replenishes your torpedoes and energy, and fully repairs any damage, but it costs time to do so.

Tap an enemy ship to initiate an attack! Choose between torpedoes or phasers, and then between 1 or 2 shots. If you choose 2, you'll take both shots even if the first one destroys the

enemy. Phasers draw from the ship's energy, so make sure you have enough, and that it's not all dedicated to shields. Each time you attack, any remaining enemies in the sector will have a chance to attack you back!

Below the main grid is the quadrant display, which shows details of all scanned sectors. Green squares represent enemies, and blue squares represent bases. To warp to a different sector, tap the quadrant display to bring it up in the main grid. Then tap the new sector you wish to warp to and confirm the action with the button. Warping costs time, especially if your warp core is damaged. Enemies do not travel between sectors, but if you leave a sector and return to it, they'll be in a new place and fully repaired.

To the right of the quadrant display is the torpedo, phaser, and warp core status. As you take damage, the bars will go down, representing damage to those systems. If they go red, then the system becomes unusable. Tapping on this area will give you the option of repairing the systems, but it will cost you time depending on how bad the damage is.

To the right of the status display is the number of days and enemies remaining. When either of these go to 0, the game is over. Obviously, you want the enemy count to go to 0 first!

The left side of the display shows your torpedoes, and the right side shows the ship's energy and shields. Tapping the energy bar allows you to adjust your shield strength. If you have auto shields enabled, you'll automatically raise your shields to 50% whenever you encounter an enemy. Having more or less shields doesn't impact how much damage you take; you just need to make sure they don't run out!

**Good luck, captain! Live long and prosper.**

This game is inspired by the original text-based Star Trek game for the Sigma 7 mainframe written way back in 1971! [https://en.wikipedia.org/wiki/Star\\_Trek\\_\(1971\\_video\\_game\)](https://en.wikipedia.org/wiki/Star_Trek_(1971_video_game))