

# 3D TIME TREK

## STAR SHIP FEATURES

### LONG RANGE SENSORS PRESS 'L'

The Long Range Sensors are displayed as a 3 x 3 matrix in which you are in the middle block. The block colours show:

Planet	Red
Alien	Blue
Space	Green
Unknown	White
Corrilian	Grey

Each time the Long Range Sensors are used, the Galaxy Map is updated. It is therefore advisable to use them frequently.

Press space bar to return to normal

### THE GALAXY MAP PRESS 'M'

The Galaxy Map shows the entire galaxy in the form of 8 x 8 grid. The explored part of the galaxy using Long Range Sensors is shown by the colour blocks described earlier. You can locate your position in the galaxy by knowing your quadrant position from the Navigation Computer.

Press space bar to leave Galaxy Map.

### BATTLE COMPUTER PRESS 'B'

The Battle Computer gives the ship damage report. It also allows you to allocate energy to the shields or return energy from shields to the energy bank. To transfer energy from the energy banks to the shields - press key 'E', followed by a number between 0 and 9. To transfer energy from shields back to the energy bank - press key 'S', followed by a number between 0 and 9. If transfer requested is greater than the amount available then the transfer will not take place. Repeat by pressing the keys 'E' or 'S' as required.

Press space bar to leave the Battle Computer.

### THE NAVIGATION COMPUTER PRESS 'N'

The computer will display your present position. All your movements in the galaxy are controlled by the Navigational Computer. You may warp to any part of the galaxy by giving the quadrant destination. The quadrant destination is giving as a vertical co-ordinate followed by a horizontal co-ordinate. Your starship will warp to the new location.

On entering the quadrant, the condition of the planet will be displayed. If it is RED prepare for battle.

The Battle Action: JOYSTICK

### PLANET

The Planet is used to replenish the energy tanks and repair damages to the ship. When you reach the planet you must guide your craft to the landing pad. If you crash the energy banks will not be replenished.