QBITS GALAXY AD2375

There is Disquiet in the Galaxy as the Republic
First Order seeks to enforce new Taxes on
Interstellar Travel and Trade.

(M)arshal (G)eneral (C)aptain
Choose Skill Level and Side
(A)lliance or (R)epublic

Select Star System and <HyperSpace Jump> to Planet
Attack <?> Annex for WMD/Trade/Tech/Ores/Food/Fuel
Harvest Results and Reassign to Defend your
Star Sytems or use to Attack the Enemy

(G)ame Notes (M)enu

Press Any key

GALAXY ⊙ AD2375

SHIELDS

PHASERS

SHIELDS

PHASERS

WMD **ALLIANCE**
:Land Based

REPUBLIC WMD
Land Based:

Fuel:
Star Systems:

:Fuel
:Star Systems

AD2375 Menu
(M)arshal   (G)eneral   (C)aptain
(N)ew (L)oad (S)ave (H)ighscore (E)xit
(A)lliance / (R)epublic

Commander: Captain

:Game Time

QBITS Introduction

In designing any form of game, the challenge is in getting the right balance between familiarity and ease of use while maintaining a level of difficulty with a variety of actions. Keeping the player engaged and enjoying the opportunities and satisfaction of completing a series of events.

QBITS GALXY AD2375

After choosing which side to play, the aim is to reduce your opponent's Star Systems to Zero. This begins by using the Left / Right Cursors to select an opponent's Star system from the Grid. Stars shown are circled either in Opponent or Player colours. Spacebar activates a Hyperspace jump to Orbit the major planet of the selected Star System.

Star Ship(s) Tactical information is displayed with Galaxy Grid reference on the left side of the screen, with Star System and Planet details on the right. Attack mode uses a random throw of the dice as shown in the circles placed below the areas showing Star and Planet Information

The outcome is a Victory and acquisition of the Star System or an abort due to insufficient WMD's to continue the attack. Victory secures an increase in Star Ships Tactical stock adding to or replacing lost items. The next move is to Transfer from Star Ship to Planet to raise output for a (H)arvest. Transfer from Planet to Star Ship is used to replenish and increase Tactical capability for future encounters.

QBITS AD2375 Tactical

There will be times when an Attack has reduced WMD's to critical levels. To replenish Stock and Weapons Select from the Grid a Star Systems with same colour as your own side. Hyperspace Jump to Orbit, as there is no need to Attack, use Star Ship Stock to increase the (H)arvest yields and build up your Star Ship Stocks. This can be repeated until ready to carry out further Attacks.
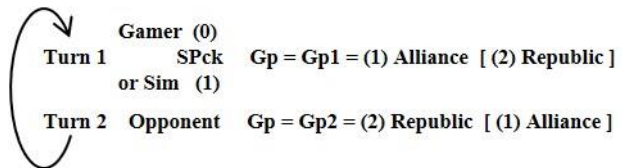
QBITS AD2375 Hazards

The first are views of a passing **Pulsar**, **Twin Star** formation or a **Nebula**, these create time delays limiting game time. Next is an encounter with a **Black Hole** which can incur loss of a Star Ship and crew plus twenty WMDs. **Encounter** is an attack by the Opponents Fighters. Each time this happens you lose a Fuel Cell to charge your Shields and Phasers. However, if you are successful in destroying an enemy fighter your Opponent loses the fighter plus 3 WMD and 1 Fuel Cell. **Time Slip** happens very rarely, but the Tactical Status of each side is swapped. You may have been winning or losing now the tables are turned.

QBITS AD2375 Design

Selection of Side (Alliance or Republic) and Skill level (Marshal or General or Captain) is made from the Main Menu. The side played by the current Player is held by variable Gp. The side chosen for the Gamer is held by variable Gp1 and Computer Opponent held by Gp2.

Simulation code generates the Opponents moves and is used to emulate the moves in Self Play Mode SPck=1 when activated by F1.

Gamer (0)

Turn 1   SPck   Gp = Gp1 = (1) Alliance [(2) Republic]
or Sim (1)

Turn 2   Opponent   Gp = Gp2 = (2) Republic [(1) Alliance]

Identifying and providing convincing Computer Player moves is controlled by a number of randomised variables then restricting the generated result to within meaningful boundaries. See section **Opponent & Simulation Mode, t**his generates inputs to the screen displays showing changes to the Star Ship and Star System Information tables as the Game progresses.

Star acquisition follows the pathways shown below. If selected Star System is Independent or on Opponent's side, you commence with an attack. If successful or Star System already acquired then Transfers can take place to replenish and/or acquire new Tactical Stock.

Abort

SelStar -- HJump – EOorbit ‹   Attack   Victory --- Transfer --- Harvest ---Transfer ----- LOrbit
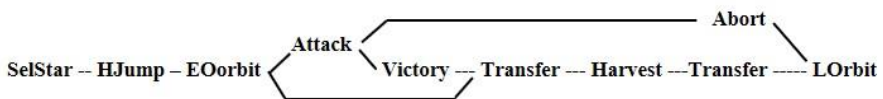
Encounter --- Raise Shields Charge Phasers (costs one fuel Cell)
Destroy the Enemy, Opponent lose fighter + 3 WMD's + 1 fuel Cell

QBITS AD2375 Control Keys

Moat of these are displayed as prompts relative to the actions taking place. Extensive use is made of the Cursor keys and Spacebar. For selection of Main Menu items and some other actions use bracketed single letters such as N/n for (N)ew L/l for (L)oad, H/h for (**H**)arvest etc.

QBITS AD2375 File Management

The set up for loading and running the AD2375 Prog is as one of a group of QBITS Progs selected from a QBITSProgs Menu. On start up the AD2375 Prog therefore expects to set a number of variables with information held by QBITConfig file. These are the gx,gy offsets to run under a QPCII environment a default to return to the QBITSProgs Menu and a number of other devices. The Opening lines of the AD2375 Program should be changed to reflect the user's personal setup.

Having set the screen and file management variables, both (L)oad and (S)ave will be able to offer Data storage to a range of Devices and Files 'AD2375Data_0 to 9'. The File Management carries out basic checks to validate device and filename returning 'DEVICE ERROR' or 'File NOT Found' and when Saving will prompt for 'Overwrite Y/N' if File is found to already exist. If no problems are found AD2375 Prog will Load from or Save to Selected Device and Filename.

```
1000 REMark AD2375_v3 [QBITS GALAXY AD2375 v3 2022]

1002 OPEN_IN#9,'ram2_QBITSConfig':INPUT#9,gx\gy\dn$\dev$\dn%\dm%
1003 DIM Drv$(15,5):FOR d=0 TO 15:INPUT#9,Drv$(d):END FOR d:CLOSE#9

1005 WHEN ERRor
1006   eck=1:CONTINUE
1007 END WHEN

1009 DIM astro$(70,10),astro(70,12)        :REMark Star/Planet 1-70 Info
1010 DIM side(2,6),min(6),max(6)           :REMark Players Info : GTS h:m:s
1011 DIM Gclk$(20),name$(3,10),score(3,3)  :REMark GTS h:m:s  League Table

1013 wck=0:nck=1:pck=0:eck=0               :REMark WMD/New/Load/Save/ERRor checks
1014 Gp=0:Gp1=1:Gp2=2:Gs=0:GSk=3           :REMark Player/Side/Skill
1015 AWMD=0:ASSn=1:AInt=12:APs=0           :REMark Alliance WMD/SShips/Fighters/Planets
1016 RWMD=0:RSSn=1:RInt=12:RPs=0           :REMark Republic WMD/SShips/Fighters/Planets
1017 dt=0:dw=3:ack=1:vck=0:t=1             :REMark Dicethrow:Del WMD:Attack/Transfer

1019 df%=0:ws=1:Mes$='        '            :REMark device file:Warp Speed:Messages
1020 GTS=0:TD1=20:TD2=60:LTck=0            :REMark Game Time:Delays:League Table check
```
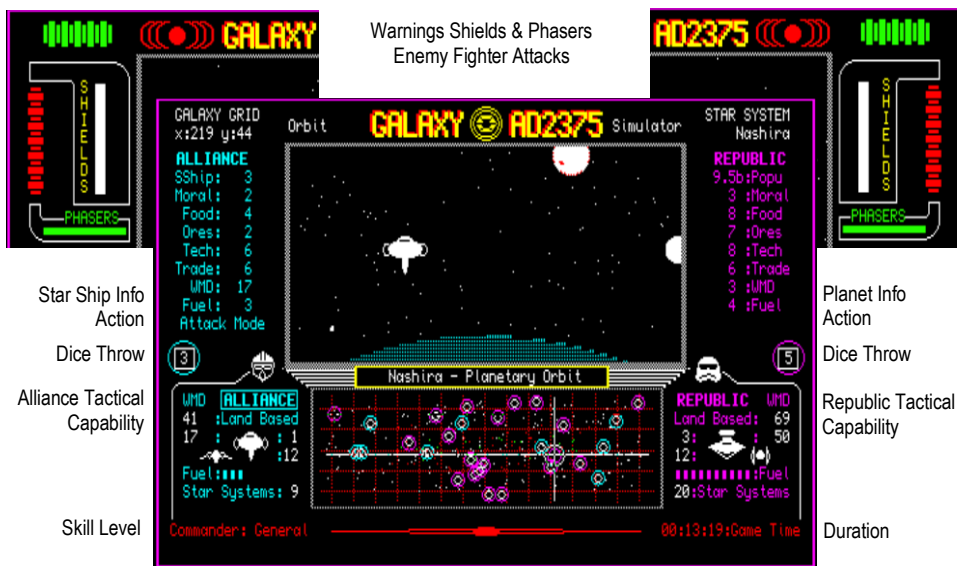
QBITS GALAXY AD2375 Screen Layouts

Warnings Shields & Phasers
Enemy Fighter Attacks

Star Ship Info
Action

Dice Throw

Alliance Tactical
Capability

Skill Level

Planet Info
Action

Dice Throw

Republic Tactical
Capability

Duration

'Yellow' Interactive Mode (F1) Simulation 'Red'

(H)ighscore

1022 REMark **Part 1 SetUp - Intro - Menu**

1024 MODE 4:**Init_Win:GMenu**

1026 **DEFine PROCedure GMenu**
1027 BLOCK#2,62,10,94,6,0:CLS#13:CLS#16
1028 INK#20,2:CURSOR#20,390,230:PRINT#20,'   :Game Time'
1029 CSIZE#13,2,0:INK#13,7:QBold 13,12,56,2,'AD2375 Menu':CSIZE#13,0,0
1030 INK#13,6:CURSOR#13,16,26:PRINT#13,'(N)ew (L)oad (S)ave (H)ighscore (E)xit'
1031 ch=13:**GChoice**:SPck=0:**GIcon:Alliance:Republic**
1032 **REPeat lp**
1033   k=CODE(INKEY$(-1)):ch=13
1034   **SELect ON k**
1035   =77,109:TD2=20   :**GChoice**   :REMark Marshal
1036   =71,103:TD2=40   :**GChoice**   :REMark General
1037   =67, 99:TD2=60   :**GChoice**   :REMark Captain
1038   =65, 97:Gp1=1:Gp2=2 :**GChoice:Init_Stats**   :REMark Alliance
1039   =82,114:Gp1=2:Gp2=1 :**GChoice:Init_Stats**   :REMark Republic
1040   =78,110:mch=1:nck=0 :**Init_New:GAD2375**   :REMark (N)ew
1041   =76,108:   **GLoad**   :REMark (L)oad
1042   =83,115: IF nck=0   :**GSave**   :REMark (S)ave
1043   =72,104:LSCore:PAUSE :**GMenu**   :REMark (H)ighscore
1044   =68   :**LTDefault:LSave** :**LSCore**:PAUSE:**GMenu** :REMark (D)efault Highscore
1045   = 100:**LTReset :LSave** :**LSCore**:PAUSE:**GMenu** :REMark (d) Reset highscore
1046   =69,101   :**GExit**   :REMark (E)xit
1047   =32   : IF nck=0   :**GMapInit:GAD2375**   :REMark Continue Game
1048   **END SELect**
1049 **END REPeat lp**
1050 **END DEFine**

1052 **DEFine PROCedure QBold(ch,cs,cx,cy,str$)**
1053 OVER#ch,1:sl=LEN(str$)
1054 FOR c=1 TO sl
1055   FOR b=0 TO 1:CURSOR#ch,cx+b+c*cs,cy:PRINT#ch,str$(c)
1056 END FOR c:OVER#ch,0
1057 **END DEFine**

1059 **DEFine PROCedure GChoice**
1060 IF TD2=20:Tm$='Marshal':GSk=1:xsk= 38:sk$='(M)':mx=4:my=2
1061 IF TD2=40:Tm$='General':GSk=2:xsk=104:sk$='(G)':mx=6:my=3
1062 IF TD2=60:Tm$='Captain':GSk=3:xsk=170:sk$='(C)':mx=8:my=4
1063 IF Gp1=1:xsd=62:sd$='(A)':ELSE Gp1=2:xsd=140:sd$='(R)'
1064 INK#20,2:CURSOR#20,8,230:PRINT#20,'Commander: ';Tm$
1065 INK#ch,5:CURSOR#ch,62,38:PRINT#ch,'(A)lliance / (R)epublic'
1066 CURSOR#ch, 38,14:PRINT#ch,'(M)arshal (G)eneral (C)aptain':INK#ch,7
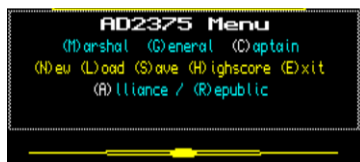1067 CURSOR#ch,xsk,14:PRINT#ch,sk$:CURSOR#ch,xsd,38:PRINT#ch,sd$
1068 IF nck=0:**Write 'To Continue Press Spacebar'**
1069 **END DEFine**

1071 **DEFine PROCedure GExit**
1072 **Write 'Exit Y/N'**:PAUSE:IF KEYROW(5)=64:LRUN dn$:ELSE **Write ''**
1073 **END DEFine**

```
1075 REMark Part 2 Game AD2370

1077 DEFine PROCedure GAD2375
1078 ch=1:CLS#ch:INK#ch,7:FOR i=1 TO 120:POINT#ch,RND(10 TO 200),RND( 5 TO 95)
1079 Gclk=DATE:clk1=DATE+TD1:clk2=DATE+TD2:clk3=DATE:haz=0:haz2=0
1080 SStats:LMap:n=RND(20 TO 50):bx=-9:by=-9:PMap
1081 REPeat lp
1082   GTime:StarMove:BEEP:k=CODE(INKEY$(10))
1083   Write 'Use ←   → to Select Star System':BLOCK#16,16,3,34,4,7
1084   IF DATE>clk1:Hazards              :clk1=DATE+TD1
1085   IF DATE>clk2:Gp=Gp2             :GSide:clk2=DATE+TD2      :REMark Opponent
1086   IF DATE>clk3 AND SPck=1:Gp=Gp1:GSide:clk3=DATE+TD2       :REMark Simulator
1087   SELect ON k
1088   =32 :IF SPck=0                 :Gp=Gp1:GSide            :REMark [SBar] Select Star
1089   =71,103:                        GNotes                 :REMark (G)ame Notes
1090   =77,109:GTS=(DATE-Gclk+GTS)   :GMenu                  :REMark Skill/side/NEW/Load/Save
1091   =192:IF SPck=0 AND n>1 :n=n-1  :Gp=Gp1:SSInfo          :REMark ← Star Left
1092   =200:IF SPck=0 AND n<70:n=n+1  :Gp=Gp1:SSInfo          :REMark → Star Right
1093   =232:IF SPck=0:SPck=1 :GIcon:ELSE SPck=0:GIcon  :REMark F1 Simulator
1094   =236:sn=n :GameTest                            :REMark F2 Graphics Test
1095   =240          :Blackhole:TimeSlip             :REMark F3 cheat-Test
1096   =244          :Encounter:CLS#16              :REMark F4 Cheat-Test
1097   =248:side(Gp1,5)=side(Gp1,5)+10:SStats        :REMark F5 Cheat-Tec/MODs
1098   END SELect
1099 END REPeat lp
1100 END DEFine

1102 DEFine PROCedure GTime
1103 Gclk$=DATE$(DATE-Gclk+GTS):INK#20,2
1104 CURSOR#20,390,230:PRINT#20,Gclk$(13 TO 20)
1105 END DEFine

1107 DEFine PROCedure Write(str$)
1108 PRINT#16,FILL$(' ',16-(LEN(str$) DIV 2))&str$
1109 END DEFine

1111 DEFine PROCedure GMapInit
1112 ch=13:CLS#ch:INK#ch,0,2,3:SCALE#ch,100,0,0
1113 FOR h=12 TO  96 STEP 18:LINE#ch,6,h TO 310,h
1114 FOR v=16 TO 330 STEP 20:LINE#ch,v,3 TO v,98
1115 INK#ch,2:FOR i=1 TO 60 :POINT#ch,RND(60 TO 260),RND(30 TO 70)
1116 INK#ch,4:FOR i=1 TO 30 :POINT#ch,RND(80 TO 240),RND(40 TO 60)
1117 INK#ch,7:FOR i=1 TO 180:POINT#ch,RND(10 TO 300),RND(10 TO 90)
1118 END DEFine
```
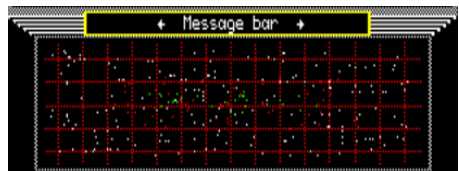
#16

#13

Note: Mode of Play Interactive or Simulation is set by Sim Player check 'SPck' and 'Gp' set to be Player or Opponent.

```
1120 DEFine PROCedure GSide
1121 WMD=side(Gp,5):ack=1:t=1:vck=1:Mes$=' ':INK#2,7:CURSOR#2,348,6
1122 IF SPck=1:PRINT#2,'Simulator'   :GStarSel:GSwap:RETurn
1123 IF Gp=Gp2:PRINT#2,' Opponent':GStarSel:GSwap:RETurn
1124 IF Gp=Gp1:PRINT#2,'   Gamer' :HJump:StarView:EOrbit:GPlay:GSwap
1125 END DEFine
```

```
1127 DEFine PROCedure Hazards
1128 haz=RND(1 TO 6):IF haz=haz2 :RETurn :ELSE haz2=haz
1129 IF haz=1 :BEEP 0, 3, 6,6000,5,0,0,0   :Pulsar      :PAUSE 20
1130 IF haz=2 :BEEP 0, 9,18,3000,5,0,0,15:Binary       :PAUSE 20
1131 IF haz=3 :Encounter
1132 IF haz=4 :BEEP 0,30,33,6000,5,2,5,15:Nebula       :PAUSE 20
1133 IF haz=5 :BEEP 0,12,24,6000,8,6,8,15:Blackhole:PAUSE 20
1134 IF haz=6 AND DATE>clk2
1135  IF Gp1=1 AND APs<RPs+20:RETurn
1136  IF Gp1=2 AND RPs<APs+20:RETurn
1137  BEEP 0,12,32,3000,1,0,11,0:TimeSlip:BEEP 0,1,19,30,8,4,11,0
1138  PAUSE 20:clk2=DATE+TD2
1139 END IF
1140 END DEFine


1142 DEFine PROCedure Pulsar
1143 LOCal px,py,pr:pr=.3:ws=1:Write 'Passing Pulsar'
1144 FOR i=1 TO 32
1145  px=90+i*3:py=90-i*2:pr=i/6:GTime:StarMove
1146  INK 241:FILL 1:CIRCLE px,py,pr   :FILL 0:PAUSE 3
1147  INK   7:FILL 1:CIRCLE px,py,pr*1.1:FILL 0:PAUSE 2
1148  CIRCLE px,py,pr*2,.3,PI/2:PAUSE 2
1149  INK   0:FILL 1:CIRCLE px,py,pr*2 :FILL 0
1150 END FOR i
1151 END DEFine


1153 DEFine PROCedure Binary
1154 LOCal a1,a2,bx,by,rx,ry:ws=1:Write 'Passing Binary Star System'
1155 a1=180:a2=0:rx=12:ry=4
1156 FOR i=1 TO 40
1157  bx=72-i*2:by=50+i/2
1158  x1=bx-rx*SIN(RAD(a1)):y1=by-ry*COS(RAD(a1))
1159  x2=bx-rx*SIN(RAD(a2)):y2=by-ry*COS(RAD(a2))
1160  sx=x1:sy=y1:sr=i/12:Star:a1=a1+6:IF a1>360:a1=0
1161  sx=x2:sy=y2:sr=i/6 :Star:a2=a2+6:IF a2>360:a2=0
1162  PAUSE 2+i/4:INK 0:FILL 1:CIRCLE x1,y1,i/4:FILL 0
1163  FILL 1:CIRCLE x2,y2,i/2:FILL 0:GTime:StarMove
1164 END FOR i
1165 END DEFine


1167 DEFine PROCedure Nebula
1168 LOCal x1,y1,x2,y2,x3,y3,x4,y4:ws=1:Write 'Passing Nebula'
1169 FOR a=1 TO 40
1170  x1=92-a*3:y1=50-a*1.5:x2=90-a*4:y2=48-a*1.1
1171  x3=94-a*3:y3=48-a*1.5:x4=92-a*3:y4=50-a*1.5:OVER -1
1172  INK 0,7,0:FILL 1:CIRCLE x1,y1,a*1.5,.3,PI/2:FILL 0
1173  INK 0,4,3:FILL 1:CIRCLE x2,y2,a,.3,PI/2:FILL 0
1174  INK 0,4,3:FILL 1:CIRCLE x3,y3,a*.7,.4,PI/2:FILL 0
1175  INK 0,2,0:FILL 1:CIRCLE x4,y4,a*.8,.4,-PI/4:FILL 0:OVER 0
1176  PAUSE 4+a/10:INK 0:FILL 1:CIRCLE x1,y1,a*4,.3,PI/2:FILL 0
1177  GTime:StarMove:INK 7:FOR i=1 TO 5:POINT RND(30 TO 80),RND(5 TO 40)
1178 END FOR a
1179 END DEFine
```
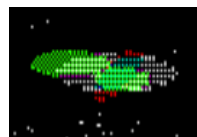
```
1181 DEFine PROCedure Blackhole
1182 x=170:y=92:ws=1:Write 'WARNING! >>> Blackhole <<<'
1183 FOR a=8 TO 20:BHole:x=x-a/3:y=y-a/5:GTime:StarMove:PAUSE 5
1184 IF side(Gp1,5)>40
1185   side(Gp1,5)=side(Gp1,5)-20:Write 'One Ship and Crew Lost'
1186 ELSE
1187   Write 'Taking Evasive Action'
1188 END IF
1189 FOR a=20 TO 15 STEP -1:BHole:x=x+a:y=y-a/2:GTime:StarMove:PAUSE 2
1190 StarMove:SStats
1191 END DEFine


1193 DEFine PROCedure BHole
1194 OVER -1:INK 2:CIRCLE x,y,a*.3,.8,PI/2
1195 ARC x,y+a*.2 TO x-a*.3,y,PI/2 TO x,y-a*.3,PI/2 TO x+a*.4,y,PI/2
1196 ARC TO x,y+a*.4,PI/2 TO x-a*.6,y-a*.6,PI/2
1197 ARC x,y+a*.2 TO x-a*.4,y,PI/2 TO x,y-a*.4,PI/2 TO x+a*.5,y,PI/2
1198 ARC TO x,y+a*.5,PI/2 TO x-a*.7,y-a*.7,PI/2
1199 OVER 0:PAUSE 5:INK 0:FILL 1:CIRCLE x,y,a*4:FILL 0
1200 END DEFine


1202 DEFine PROCedure TimeSlip
1203 Write 'Time Slip':BLOCK#2,60,10,96,6,0:INK 7
1204 FOR a=2 TO  8 STEP 2:CIRCLE 96,50,a*4,.2,PI/2:PAUSE 3
1205 FOR n=1 TO 70
1206   IF astro(n,7)=1:astro(n,7)=2:ELSE IF astro(n,7)=2:astro(n,7)=1
1207 END FOR n
1208 FOR i=1 TO 5
1209   a=side(1,i):side(1,i)=side(2,i):side(2,i)=a
1210 END FOR i
1211 FOR b=16 TO 2 STEP -1
1212   LINE 96-b*3,50 TO 96+b*3,50:LINE 96-b*5,50+b*3 TO 96+b*5,50+b*3
1213   LINE 96-b*5,50-b*3 TO 96+b*5,50-b*3:PAUSE 5
1214 END FOR b
1215 FOR a=1 TO 2:side(a,7)=10:IF side(a,5)<20:side(a,5)=20:END IF
1216 GTime:GMapInit:LMap:bx=-9:by=-9:PMap:SStats
1217 END DEFine


1219 DEFine PROCedure LMap
1220 LOCal n,nx,ny:ch=13
1221 FOR n=1 TO 70
1222   nx=astro(n,8):ny=astro(n,9):INK#ch,7
1223   IF astro(n,7)=1:CIRCLE#ch,nx,ny,3:INK#ch,5:CIRCLE#ch,nx,ny,6
1224   IF astro(n,7)=2:CIRCLE#ch,nx,ny,3:INK#ch,3:CIRCLE#ch,nx,ny,6
1225 END FOR n
1226 END DEFine


1228 DEFine PROCedure PMap
1229 ch=13:INK#ch,7:OVER#ch,-1          :REMark bx by Base Coordinates
1230 LINE#ch,bx,5 TO bx,95:LINE#ch,12,by TO 306,by
1231 CIRCLE#ch,bx,by,3:INK#ch,7:CIRCLE#ch,bx,by,9:OVER#ch,0
1232 END DEFine
```
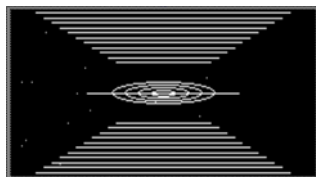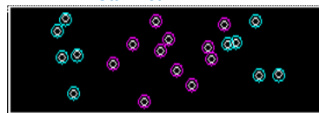
Star List

Star Position Crosswires

```
1234 DEFine PROCedure Encounter
1235 BEEP 0,1,9,100,-5,8,0,0:PMap:bx=-9:by=-9:PMap
1236 Write 'Enemy Fighters Approaching'
1237 ch=2:BLOCK#ch,62,18,94,0,0:BLOCK#ch,62,18,346,0,0
1238 FOR alm=1 TO 12
1239   col=2:IF alm MOD 2=0:col=0
1240   EAS col,41,96:EAS col,123,96:PAUSE 5
1241 END FOR
1242 BEEP 0,60,3,900,1,0,0,0:INK 7:DPS 11:DPS 12
1243 Write 'Abort<Esc>:Target  ←    →  Fire':BLOCK#16,16,3,130,4,7
1244 IF side(Gp1,6)>5:side(Gp1,6)=side(Gp1,6)-2:ELSE side(Gp1,6)=3
1245 RCharge:cs=0:cp=0:SStats:BEEP:turns=RND(3 TO 5):des=0
1246 FOR att=1 TO turns
1247   fx=RND(1 TO 3):IF Gp1=1:CG=fx:ELSE CG=fx+3
1248   xx=fx*60-24+8*RND(-1 TO 1)   :yy=95:tx=95
1249   REPeat act_lp
1250     IF side(1,5)<9 OR side(2,5)<9 OR cs>64 OR cp>64  :EXIT att
1251     IF side(1,6)<2 OR side(2,6)<2 OR AInt<1 OR RInt<1:EXIT att
1252     IF xx<10 OR xx>190 OR yy<5 OR des=1:des=0        :EXIT act_lp
1253     IF fx=1:xx=xx+RND( -3 TO 12)
1254     IF fx=2:xx=xx+RND(-12 TO 12)
1255     IF fx=3:xx=xx+RND(-12 TO  3)
1256     IF SPck=1 AND xx>90 AND xx<100:PFire tx,xx,yy
1257     yy=yy-RND(2 TO 5)
1258     INK 7:Enemy CG:INK 4:PSights tx,yy
1259     k=CODE(INKEY$(5))   :IF yy>30 AND RND(2)=1:FFire xx,yy
1260     INK 0:Enemy CG:INK 0:PSights tx,yy
1261     SELect ON k
1262       = 27:EXIT att
1263       = 32:PFire tx,xx,yy:INK 7
1264       =192:tx=tx-5:IF tx< 20:tx= 20
1265       =200:tx=tx+5:IF tx>160:tx=160
1266     END SELect
1267   END REPeat act_lp
1268 END FOR att
1269 BLOCK#2,62,18,94,0,0:BLOCK#2,62,18,344,0,0
1270 sn=RND(1 TO 70):Gp=Gp1:HJump:DPS 11:DPS 12
1271 END DEFine


1273 DEFine PROCedure EAS(col,ax,ay)
1274 INK#ch,col:FILL#ch,1:CIRCLE#ch,ax,ay,2:FILL#ch,0
1275 FOR a=0 TO .25 STEP .25
1276   FOR b=1 TO 3:ARC#ch,ax-b*2-a,ay+3 TO ax-b*2-a,ay-3,PI
1277   FOR b=1 TO 3:ARC#ch,ax+b*2+a,ay+3 TO ax+b*2+a,ay-3,-PI
1278 END FOR a
1279 END DEFine


1281 DEFine PROCedure RCharge
1282 FOR i=1 TO 8
1283   BLOCK#11,i*8,4,20,90,4   :BLOCK#12,i*8,4,70-i*8,90,4:PAUSE 5
1284   BLOCK#11,8,i*8,60,72-i*8,7:BLOCK#12,8,i*8,18,72-i*8,7:PAUSE 5
1285 END FOR i
1286 END DEFine
```
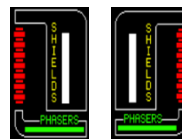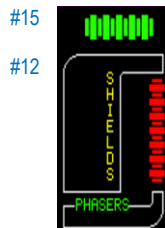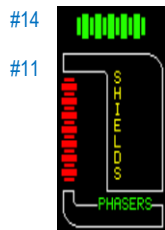
```
1288 DEFine PROCedure DPS(ch)                                                    #14
1289 IF ch=11:CLS#11:INK#11,7:ch1=14:RESTORE 1302:fx1=36:fx2=48:fx4=8
1290 IF ch=12:CLS#12:INK#12,7:ch1=15:RESTORE 1304:fx1=12:fx2=36:fx4=70          #11
1291 CLS#ch1 :FOR i=1 TO 5:BLOCK#ch1,5,14,8+i*10,2,4
1292      FOR i=1 TO 6:BLOCK#ch1,3,10,4+i*10,4,4
1293 FOR i=1 TO 2
1294   READ x1,y1,x2,y2,x3,y3,x4,y4,x5,y5,x6,y6,x7,y7,x8,y8
1295   LINE#ch,x1,y1 TO x2,y2 TO x3,y3:ARC#ch TO x4,y4,PI/2
1296   LINE#ch TO x5,y5 TO x6,y6 TO x7,y7:ARC#ch TO x8,y8,-PI/2:LINE#ch TO x1,y1
1297 END FOR i
1298 FOR i=1 TO 8:BLOCK#ch,8,2,fx4+2,6+i*8,2                                     #15
1299 FOR i=1 TO 7:BLOCK#ch,12,4,fx4,9+i*8,2
1300 INK#ch,4:C URSOR#ch,fx1,80:PRINT#ch,'PHASERS':str$='SHIELDS'              #12
1301 INK#ch,6:FOR i=1 TO 7:CURSOR#ch,fx2,i*9:PRINT#ch,str$(i)
1302 DATA 7,22,13,22,13,16,16,14,64,14,64,2,17,2,7,12           :REMark Phaser #11
1303 DATA 32,22,64,22,64,90,54,100,7,100,7,90,29,90,32,87       :REMark Sheild
1304 DATA 2,2,2,14,51,14,54,17,54,22, 60,22,60,12,50,2          :REMark Phasor #12
1305 DATA 60,100,60,90,38,90, 35,87,35,22,2,22,2,90,12,100      :REMark Shield
1306 END DEFine

1308 DEFine PROCedure FFire(xx,yy)
1309 BEEP 3000,1,19,69,81,4,2,0:INK 2:cs=cs+2:tm=RND(-15 TO 15)
1310 BLOCK#11,8,cs,60,8,0:BLOCK#12,8,cs,18,8,0
1311 Phaser 2,xx,yy-2,95+tm,2:PAUSE 2:Phaser 0,xx,yy-2,95+tm,2
1312 END DEFine

1314 DEFine PROCedure PSights(tx,y)
1315 LINE tx-8,y+8 TO tx-3,y+3:LINE tx+3,y+3 TO tx+8,y+8
1316 LINE tx-8,y-8 TO tx-3,y-3:LINE tx+3,y-3 TO tx+8,y-8
1317 END DEFine

1319 DEFine PROCedure PFire(tx,xx,yy)
1320 BEEP 2000,1,255,200,4,2,0,0:INK 4:cp=cp+4
1321 BLOCK#11,cp,4,84-cp,90,0:BLOCK#12,cp,4,6,90,0
1322 Phaser 4,95,2,tx,yy:PAUSE 2:Phaser 0,95,2,tx,yy
1323 IF tx<xx-1 OR tx>xx+1:RETurn
1324 BEEP 20000,5,12,5,4,0,0:des=1                              :REMark Enemy Destroyed
1325 INK 4:FOR i=3 TO 9  :CIRCLE xx,yy,i :PAUSE 2
1326 INK 0:PAUSE 5:FILL 1:CIRCLE xx,yy,15:FILL 0
1327 FOR i=1 TO 8:POINT RND(xx-9 TO xx+9),RND(yy-9 TO yy+9)
1328 IF Gp1=1:side(2,5)=side(2,5)-3:ELSE side(1,5)=side(1,5)-3
1329 IF Gp1=1:side(2,6)=side(2,6)-1:ELSE side(1,6)=side(1,6)-1
1330 IF Gp1=1:RInt=RInt-1:SStats   :ELSE AInt=AInt-1:SStats
1331 END DEFine

1333 DEFine PROCedure Phaser(col,xs,ys,xt,yt)
1334 INK col:FILL 1:LINE xs,ys TO xt-.5,yt TO xt+.5,yt TO xs,ys:FILL 0
1335 END DEFine
```
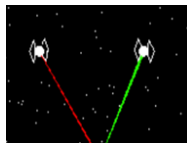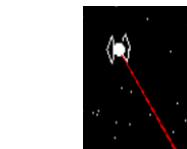
1337 DEFine PROCedure Enemy(CG)
1338   **SELect ON CG**
1339   =1:RF1 1,xx,yy
1340   =2:RF2 1,xx,yy
1341   =3:RF3 1,xx,yy
1342   =4:AF1 1,xx,yy
1343   =5:AF2 1,xx,yy
1344   =6:AF3 1,xx,yy
1345   **END SELect**
1346 END DEFine

1348 DEFine PROCedure AF1(ch,x,y)
1349 CIRCLE#ch,x,y+2,1.2,.6,PI:LINE#ch,x-.5,y+3 TO x-4,y+5
1350 FILL#ch,1:LINE#ch,x,y TO x+4,y-4.5 TO x+3,y-5 TO x-4,y-1 TO x,y:FILL#ch,0
1351 FILL#ch,1:CIRCLE#ch,x-4.5,y+3,3,.3,PI/3:FILL#ch,0
1352 FILL#ch,1:LINE#ch,x-5,y TO x-9,y-2 TO x-11,y TO x-9,y+3 TO x-5,y:FILL#ch,0
1353 CIRCLE#ch,x-4,y,1.2,.6,PI:LINE#ch,x+3,y TO x,y+2
1354 END DEFine

1356 DEFine PROCedure AF2(ch,x,y)
1357 FILL#ch,1:LINE#ch,x-2,y-1 TO x-1,y-4 TO x+1,y-4 TO x+2,y-1 TO x-2,y-1
1358 FILL#ch,0:LINE#ch,x-10,y-1.5 TO x-6,y-.5:CIRCLE#ch,x-4.5,y,1.6
1359 FILL#ch,1:CIRCLE#ch,x,y,2.5
1360 FILL#ch,0:LINE#ch,x+10,y-1.5 TO x+6,y-.5:CIRCLE#ch,x+4.5,y,1.6
1361 END DEFine

1363 DEFine PROCedure AF3(ch,x,y)
1364 CIRCLE#ch,x,y+2,1.2,.6,PI:LINE#ch,x+.5,y+3 TO x+4,y+5
1365 FILL#ch,1:LINE#ch,x,y TO x-4,y-4.5 TO x-3,y-5 TO x+4,y-1 TO x,y:FILL#ch,0
1366 FILL#ch,1:CIRCLE#ch,x+4.5,y+3,3,.3,-PI/3:FILL#ch,0
1367 FILL#ch,1:LINE#ch,x+5,y TO x+9,y-2 TO x+11,y TO x+9,y+3 TO x+5,y:FILL#ch,0
1368 CIRCLE#ch,x+4,y,1.2,.6,PI:LINE#ch,x-3,y TO x,y+2
1369 END DEFine

1371 DEFine PROCedure RF1(ch,x,y)
1372 LINE#ch,x+2,y-3 TO x+3.5,y-5 TO x+5,y+1 TO x+3,y+6.4 TO x+1,y+3
1373 FILL#ch,1:CIRCLE#ch,x,y,2.5:FILL#ch,0
1374 LINE#ch,x-6,y TO x-3,y+6 TO x-2,y TO x-3.5,y-6 TO x-6,y
1375 END DEFine

1377 DEFine PROCedure RF2(ch,x,y)
1378 LINE#ch,x-6,y TO x-4,y+5 TO x-4,y-5 TO x-6,y   :REMark L Wing
1379 FILL#ch,1:CIRCLE#ch,x,y,2.5:FILL#ch,0   :REMark Sphere
1380 LINE#ch,x+6,y TO x+4,y+5 TO x+4,y-5 TO x+6,y   :REMark R Wing
1381 END DEFine

1383 DEFine PROCedure RF3(ch,x,y)
1384 LINE#ch,x-2,y-3 TO x-3.5,y-5 TO x-5,y+1 TO x-3,y+6.4 TO x,y+1
1385 FILL#ch,1:CIRCLE#ch,x,y,2.5:FILL#ch,0
1386 LINE#ch,x+6,y TO x+3,y+6 TO x+2,y TO x+3.5,y-6 TO x+6,y
1387 END DEFine

```
1389 DEFine PROCedure HJump
1390 Write 'Hyperspace Jump to '&astro$(sn):CURSOR 0,43
1391 GTime:wx=96:wy=50:ws=3:INK 241:BEEP 0,9,36,1000,1,0,5,5
1392 FOR a=42 TO 24 STEP -3:CIRCLE wx,wy,a:PAUSE a/4
1393 FOR a=1 TO 15
1394   FOR b=0 TO 3:CIRCLE wx,wy,20+b*15,.6,PI/2
1395   StarMove:BLOCK#2,60,10,96,6,0:INK 241:PAUSE 2
1396 END FOR a
1397 BEEP 0,60,90,3000,1,5,6,6 :FOR a=12 TO 1 STEP -1:ws=a:StarMove:PAUSE 14-a
1398 GTime:SSInfo:INK 7
1399 END DEFine


1401 DEFine PROCedure StarMove
1402 hoz=ws:ver=ws:INK#2,7
1403 CURSOR#2,96,6:PRINT#2,'Warp:';FILL$(' ',2-LEN(ws))&ws
1404 IF ws>0:INK#1,7:FOR w=1 TO ws*2:POINT#1,RND(40 TO 160),RND(30 TO 70)
1405 SCROLL#4,-ver*2:SCROLL#9,ver*2:PAN#6,-hoz*2:PAN#7,hoz*2
1406 PAN#3,-hoz*2:SCROLL#3,-ver:PAN#5 ,hoz*2:SCROLL#5,-ver
1407 PAN#8,-hoz*2:SCROLL#8, ver:PAN#10,hoz*2:SCROLL#10,ver
1408 END DEFine


1410 DEFine PROCedure StarView
1411 Write 'Approching '&astro$(sn):sy=80:sx=16+(astro(sn,11)*40)
1412 FOR r=1 TO 9:INK 0:FILL 1:CIRCLE sx,sy,r*2:FILL 0:sr=r:Star:StarMove:PAUSE 2
1413 END DEFine


1415 DEFine PROCedure Star
1416 INK 7:FILL 1:CIRCLE sx,sy,sr:FILL 0:INK 2,7,3:CIRCLE sx,sy,sr
1417 INK 2:FILL 1:CIRCLE sx-sr/2,sy-sr/3,sr/6,.3,RAD(45):FILL 0
1418 END DEFine


1420 DEFine PROCedure ASS(ch,col,x,y)
1421 INK#ch,col:FILL#ch,1:CIRCLE#ch,x,y,8,.5,PI/2:FILL#ch,0
1422 FILL#ch,1:CIRCLE#ch,x,y+4,4,.6,PI/2:FILL#ch,0
1423 CIRCLE#ch,x-9,y,3,.6,PI:CIRCLE#ch,x+9,y,3,.6,PI
1424 FILL#ch,1:CIRCLE#ch,x,y-5,6,.2,PI:FILL#ch,0
1425 INK#ch,0:LINE#ch,x-2.5,y+4 TO x+2.5,y+4:INK#ch,7
1426 END DEFine


1428 DEFine PROCedure RSS(ch,col,x,y)
1429 INK#ch,col:LINE#ch,x-9,y-2 TO x,y-7.5 TO x+9,y-2
1430 FILL#ch,1:LINE#ch,x-2.5,y+5 TO x+2.5,y+5 TO x+4,y+2.5 TO x+12,y-.5
1431 LINE#ch TO x,y-4 TO x-12,y-.5 TO x-4,y+2.5 TO x-2,y+5:FILL#ch,0
1432 FILL#ch,1:CIRCLE#ch,x,y+8,6,.2,PI/2:FILL#ch,0
1433 INK#ch,0:LINE#ch,x-2.8,y+2 TO x+3,y+2:INK#ch,7
1434 END DEFine
```

```
1436 DEFine PROCedure EOrbit
1437 IF side(Gp,6)>3:side(Gp,6)=side(Gp,6)-RND(1 TO 3):ELSE side(Gp,6)=3
1438 SFuel:Write astro$(sn)&' - Planetary Orbit'
1439 x=96:INK#2,7:CURSOR#2,96,6:PRINT#2,'Impulse '
1440 FOR a=1 TO 18
1441 POINT RND(10 TO 180),RND(60 TO 80):SCROLL -1:GTime
1442 IF astro(sn,11)=1 :x=18+a*3
1443 IF astro(sn,11)=3 :x=182-(a*3)
1444 INK astro(sn,10)  :y=24-a*3
1445 FILL 1:CIRCLE x,y,a*2:FILL 0:PAUSE a/3:INK 0
1446 FILL 1:CIRCLE x,y,a*2:FILL 0
1447 INK 7 :POINT RND(40 TO 160),RND(30 TO 40)
1448 END FOR a
1449 GTime:rx=astro(sn,10)-20
1450 IF rx<8 AND astro(n,11)<>3:c1=5:c3=2.5:ELSE c1=1:c3=1.2:INK#1,7
1451 IF rx>18 AND astro(n,11)=3:c2=6:ELSE c2=1
1452 FILL#1,1:CIRCLE#1,rx,15,c1    :FILL#1,0
1453 FILL#1,1:CIRCLE#1,170+rx,52,c2   :FILL#1,0
1454 FILL#1,1:CIRCLE#1,118+rx,110-rx,c3:FILL#1,0
1455 IF rx<6:INK#1,2:ARC#1,114+rx,112-rx TO 122+rx,108-rx,PI/2:INK#1,7
1456 FOR b=1 TO 14
1457  INK 7:POINT RND(10 TO 180),RND(10 TO 20)
1458  IF Gp=1:x=96-40:y=50:ELSE x=96+40:y=50
1459  INK astro(sn,10):FILL 1:CIRCLE 96,-200+b,198:FILL 0
1460  INK 241:CIRCLE x,y,b-2:LINE x-b,y TO x+b,y:LINE x,y-b TO x,y+b:PAUSE b/4
1461  INK   0:CIRCLE x,y,b-2:LINE x-b,y TO x+b,y:LINE x,y-b TO x,y+b
1462 END FOR b
1463 IF Gp=1:ASS 1,7,56,52:ELSE RSS 1,7,136,52
1464 INK#2,7:CURSOR#2,96,6:PRINT#2,'Orbit   ':BEEP
1465 END DEFine


1467 DEFine PROCedure SFuel
1468 BLOCK#17,60,5,32,45,0:FOR i=1 TO side(1,6):BLOCK#17,3,5,26+i*6,45,5
1469 BLOCK#18,60,5, 6,45,0:FOR i=1 TO side(2,6):BLOCK#18,3,5,68-i*6,45,3
1470 END DEFine


1472 DEFine PROCedure LOrbit
1473 Write 'Leaving Orbit':INK#2,7:CURSOR#2,96,6:PRINT#2,'Impulse '
1474 BEEP 0,60,18,900,1,0,0,0:IF Gp=1:ASS 1,0,56,52:ELSE RSS 1,0,136,52
1475 IF Gp=1:x=60+42-(b*3):y=50:ELSE x=140-42+(b*3):y=55
1476 FOR b=15 TO 1 STEP -2
1477  INK 241:CIRCLE x,y,b-4:LINE x-b,y TO x+b,y:LINE x,y-b TO x,y+b:PAUSE a/2
1478  INK   0:CIRCLE x,y,b-4:LINE x-b,y TO x+b,y:LINE x,y-b TO x,y+b:INK 7
1479  CURSOR 0,80:SCROLL -1,1:PAN#6, -1
1480  CURSOR 2,40:SCROLL  2,2:PAN#7,  1
1481  FOR i=1 TO 3:POINT RND(20 TO 180),RND(10 TO 40)
1482 END FOR b
1483 GTime:CLS#16:DiceCLS:ws=1:FOR a=1 TO 4:StarMove:PAUSE 2
1484 END DEFine
```

```
1486 DEFine PROCedure GPlay
1487 REPeat act_lp
1488  IF APs=0 OR RPs=0:EXIT act_lp
1489  IF ack=1 AND astro(n,7)=Gp:ack=0:Mes$='¾¿ ¼Transfer½':SSInfo
1490  IF ack=1 AND astro(n,5)=0  :ack=0:Mes$='¾¿ ¼Transfer½':Victory
1491  IF ack=1 AND side(Gp,5)>dw+3
1492    Mes$=' Attack Mode ':SSInfo:RollDice:SSInfo
1493  END IF
1494  IF ack=1 AND side(Gp,5)<dw+3
1495    ack=0:Write 'Abort low on WMDs':PAUSE 50:EXIT act_lp
1496  END IF
1497  IF ack=0:ch=11:BLOCK#ch,10,60,74,30,0:CURSOR#ch,74,20+t*10:PRINT#ch,'>'
1498  IF ack=0:ch=12:BLOCK#ch,10,60, 4,30,0:CURSOR#ch, 4,20+t*10:PRINT#ch,'<'
1499  GTime:k=CODE(INKEY$(25))
1500  SELect ON k
1501   =192:TranPS              :REMark Transfer Planet > Star
1502   =200:TranSP              :REMark Transfer Star > Planet
1503   =208:t=t-1:IF t<1:t=6     :REMark Select Food – Fuel etc
1504   =216:t=t+1:IF t>6:t=1
1505   = 32:EXIT act_lp
1506   = 78,104:IF ack=0 AND vck=1:Harvest   :REMark (H)arvest
1507  END SELect
1508 END REPeat act_lp
1509 END DEFine


1511 DEFine PROCedure TranSP
1512 min(5)=16:min(6)=5:FOR i=1 TO 4:min(i)=1+side(Gp,5) DIV 20
1513 max(1)=20:max(2)=8:max(3)=12:max(4)=16:max(5)=16:max(6)=5
1514 IF side(Gp,t)<=min(t) OR astro(n,t)=max(t):RETurn
1515 side(Gp,t)=side(Gp,t)-1:astro(n,t)=astro(n,t)+1:SSInfo
1516 END DEFine


1518 DEFine PROCedure Harvest
1519 ch=12:vck=0:PAUSE 20:BLOCK#ch,90,10,0,90,0:Popu=1+INT(astro(n,12))
1520 astro(n,1)=astro(n,1)+Popu DIV 2 :IF astro(n,1)>20:astro(n,1)=20
1521 astro(n,2)=astro(n,2)+Popu DIV 2 :IF astro(n,2)> 8:astro(n,2)= 8
1522 astro(n,3)=astro(n,3)+Popu DIV 3 :IF astro(n,3)>12:astro(n,3)=12
1523 astro(n,4)=astro(n,4)+Popu DIV 3 :IF astro(n,4)>16:astro(n,4)=16
1524 astro(n,5)=astro(n,5)+astro(n,3) :IF astro(n,5)>16:astro(n,5)=16
1525 astro(n,6)=astro(n,6)+astro(n,3) DIV 3:IF astro(n,6)> 5:astro(n,6)= 5
1526 astro(n,12)=astro(n,1)/2.1:SSInfo
1527 Write 'To leave Orbit press    ':BLOCK#16,16,3,150,4,7:PAUSE 30
1528 END DEFine


1530 DEFine PROCedure TranPS
1531 min(6)=0:FOR i=1 TO 5:min(i)=1
1532 max(1)=20:max(2)=8:max(3)=12:max(4)=16:max(5)=99:max(6)=10
1533 IF astro(n,t)=min(t) OR side(Gp,t)=max(t):RETurn
1534 side(Gp,t)=side(Gp,t)+1:astro(n,t)=astro(n,t)-1
1535 IF astro(n,1)<astro(n,12):astro(n,12)=astro(n,1):PTMoral
1536 Ship=1+(side(Gp,5)DIV 20):SSInfo
1537 END DEFine
```

1539 **DEFine PROCedure SStats**
1540 AWMD=0:APs=0:ASSn=0:RWMD=0:RPs=0:RSSn=0:**SFuel**
1541 FOR i=1 TO 70:IF astro(i,7)=1:APs=APs+1:AWMD=AWMD+astro(i,5)
1542 FOR i=1 TO 70:IF astro(i,7)=2:RPs=RPs+1:RWMD=RWMD+astro(i,5)
1543 IF wck=0:Set_WMD:wck=1
1544 BLOCK#17,20,10,0,12,0:CURSOR#17, 0,12:PRINT#17,AWMD   :REMark All Land WMD
1545 BLOCK#17,20,10,0,22,0:CURSOR#17,0,22:PRINT#17,side(1,5)   :REMark SS WMD
1546 ASSn=1+side(1,5) DIV 21:CURSOR#17,78,22:PRINT#17,' ';ASSn   :REMark All SShips
1547 CURSOR#17,78,32:PRINT#17,FILL$(' ',2-LEN(AInt))&AInt   :REMark All Fighters
1548 CURSOR#17,78,52:PRINT#17,FILL$(' ',2-LEN(APs))&APs   :REMark All SSystems
1549 CURSOR#18,78,12:PRINT#18,FILL$(' ',3-LEN(RWMD))&RWMD   :REMark Rep Land WMD
1550 CURSOR#18,84,22:PRINT#18,FILL$(' ',2-LEN(side(2,5)))&side(2,5) :REMark SS WMD
1551 RSSn=1+side(2,5) DIV 21:CURSOR#18,12,22:PRINT#18,RSSn   :REMark Rep SShip
1552 CURSOR#18,6,32:PRINT#18,FILL$(' ',2-LEN(RInt))&RInt   :REMark Rep Fighters
1553 CURSOR#18, 6,52:PRINT#18,FILL$(' ',2-LEN(RPs))&RPs   :REMark Rep SSystems
1554 **END DEFine**

1556 **DEFine PROCedure Set_WMD**
1557 IF AWMD>RWMD:side(2,5)=20+AWMD-RWMD:side(1,5)=20
1558 IF RWMD>AWMD:side(1,5)=20+RWMD-AWMD:side(2,5)=20
1559 IF RWMD=AWMD:side(1,5)=20:side(2,5)=20
1560 side(1,6)=10:side(2,6)=10:**SFuel**
1561 **END DEFine**

1563 **DEFine PROCedure RollDice**
1564 ch=2:**GTime**:IF SPck=0 AND Gp=Gp1:**Write 'Press any key to Fire'**:PAUSE
1565 xt=RND(80 TO 120):ys=46:IF Gp=1:xs=60:ELSE xs=132
1566 **FOR a=1 TO RND(4 TO 6)**
1567 dx=   5:**DiceA**:PAUSE 4:**DiceB:Phaser 2,xs,ys,xt,12**:BEEP 0,1,19,69,81,43,29,0
1568 dx=159:**DiceA**:PAUSE 4:**DiceB:Phaser 0,xs,ys,xt,12**:BEEP
1569 **END FOR a**
1570 OVER#ch,1:dt1=RND(1 TO 8):dx=5:**DiceA**:CURSOR#ch,dx,dy,-3,-4:PRINT#ch,dt1
1571 dt2=RND(1 TO 8):dx=159:**DiceA**:CURSOR#ch,dx,dy,-3,-4:PRINT#ch,dt2:OVER#ch,0
1572 IF dt1>dt2:astro(n,5)=astro(n,5)-dw:IF astro(n,5)<1:astro(n,5)=0
1573 IF dt1=dt2 OR dt1<dt2:side(Gp,5)=side(Gp,5)-dw
1574 **END DEFine**

1576 **DEFine PROCedure DiceA**
1577 dy=39:l=2.5:INK#ch,0:FILL#ch,1:CIRCLE#ch,dx,dy,3.5:FILL#ch,0:INK#ch,7
1578 LINE#ch,dx-l,dy+l TO dx+l,dy+l TO dx+l,dy-l TO dx-l,dy-l TO dx-l,dy+l
1579 **END DEFine**

1581 **DEFine PROCedure DiceB**
1582 dy=39:l=2.5:INK#ch,0:FILL#ch,1:CIRCLE#ch,dx,dy,3.5:FILL#ch,0:INK#ch,7
1583 LINE#ch,dx,dy+l TO dx+l,dy TO dx,dy-l TO dx-l,dy TO dx,dy+l
1584 **END DEFine**

1586 **DEFine PROCedure DiceCLS**
1587 ch=2:INK#ch,0:dy=39:dx=5:FILL#ch,1:CIRCLE#ch,dx,dy,4:FILL#ch,0
1588 dx=159:FILL#ch,1:CIRCLE#ch,dx,dy,4:FILL#ch,0:INK#ch,7
1589 **END DEFine**

```
1591 DEFine PROCedure SSInfo
1592 SStats:PTInfo:ch=11:IF side(Gp,6)<3:side(Gp,6)=3
1593 IF Gp=1:Gp$='ALLIANCE':ss=RSSn:INK#ch,5:INK#2,5
1594 IF Gp=2:Gp$='REPUBLIC':ss=FSSn:INK#ch,3:INK#2,3
1595 CLS#ch:QBold ch,7,0,0,Gp$:SFuel:CIRCLE#2,5,39,4:SSMoral
1596 PRINT#ch,' SShip:';FILL$(' ',4-LEN(ss))&ss
1597 PRINT#ch,' Moral:';FILL$(' ',4-LEN(smv))&smv
1598 PRINT#ch,'  Food:';FILL$(' ',4-LEN(side(Gp,1)))&side(Gp,1)
1599 PRINT#ch,'  Ores:';FILL$(' ',4-LEN(side(Gp,2)))&side(Gp,2)
1600 PRINT#ch,'  Tech:';FILL$(' ',4-LEN(side(Gp,3)))&side(Gp,3)
1601 PRINT#ch,' Trade:';FILL$(' ',4-LEN(side(Gp,4)))&side(Gp,4)
1602 PRINT#ch,'   WMD:';FILL$(' ',4-LEN(side(Gp,5)))&side(Gp,5)
1603 PRINT#ch,'  Fuel:';FILL$(' ',4-LEN(side(Gp,6)))&side(Gp,6)
1604 CURSOR#ch,4,90:PRINT#ch,Mes$
1605 IF ack=0 AND vck=1:ch=12:CURSOR#ch,0,90:PRINT#ch,'   (H)arvest '
1606 END DEFine

1608 DEFine PROCedure SSMoral
1609 smv=1+INT((side(Gp,1)+side(Gp,2)+side(Gp,3))DIV 7):REMark Ship Moral value
1610 END DEFine

1612 DEFine PROCedure Victory
1613 Write 'Transfer then - (H)arvest':BEEP
1614 side(Gp,1)=side(Gp,1)+astro(n,1)DIV 3  :IF side(Gp,1)>20:side(Gp,1)=20
1615 side(Gp,2)=side(Gp,2)+astro(n,2)DIV 4  :IF side(Gp,2)> 8:side(Gp,2)= 8
1616 side(Gp,3)=side(Gp,3)+astro(n,3)DIV 4  :IF side(Gp,3)>12:side(Gp,3)=12
1617 side(Gp,4)=side(Gp,4)+astro(n,4)DIV 4  :IF side(Gp,4)>16:side(Gp,4)=16
1618 side(Gp,5)=side(Gp,5)+1+INT(astro(n,12)):IF side(Gp,5)>99:side(Gp,5)=99
1619 astro(n,7)=Gp:LMap:vck=1:SSInfo
1620 END DEFine

1622 DEFine PROCedure PTMoral
1623 pmv=1+INT((astro(n,1)+astro(n,2)+astro(n,3)+astro(n,5)) DIV 9)
1624 END DEFine

1626 DEFine PROCedure PTInfo
1627 PMap:ch=12   :Sp$='INDEPENDANT':INK#ch,6:INK#2,6
1628 IF astro(n,7)=1:Sp$=' ALLIANCE ':INK#ch,5:INK#2,5
1629 IF astro(n,7)=2:Sp$=' REPUBLIC ':INK#ch,3:INK#2,3
1630 bx=astro(n,8):by=astro(n,9):Pop$=astro(n,12)
1631 CLS#14:PRINT#14,'GALAXY GRID '\'x:';bx;' y:';by;' '
1632 CLS#15:PRINT#15,' STAR SYSTEM'\FILL$(' ',12-LEN(astro$(n)))&astro$(n)
1633 CLS#ch:QBold ch,7,-2,0,Sp$:CIRCLE#2,159,39,4:PTMoral
1634 IF '.' INSTR Pop$>=0:Pop$=Pop$&'.0'
1635 IF '.' INSTR Pop$+1>0:Pop$=Pop$(1 TO '.' INSTR Pop$+1)
1636 PRINT#ch,FILL$(' ',6-LEN(Pop$))&Pop$&'b:Popu'
1637 PRINT#ch,FILL$(' ',6-LEN(pmv))&pmv&' :Moral'
1638 PRINT#ch,FILL$(' ',6-LEN(astro(n,1)))&astro(n,1)&' :Food'
1639 PRINT#ch,FILL$(' ',6-LEN(astro(n,2)))&astro(n,2)&' :Ores'
1640 PRINT#ch,FILL$(' ',6-LEN(astro(n,3)))&astro(n,3)&' :Tech'
1641 PRINT#ch,FILL$(' ',6-LEN(astro(n,4)))&astro(n,4)&' :Trade'
1642 PRINT#ch,FILL$(' ',6-LEN(astro(n,5)))&astro(n,5)&' :WMD'
1643 PRINT#ch,FILL$(' ',6-LEN(astro(n,6)))&astro(n,6)&' :Fuel':PMap
1644 END DEFine
```

1646 REMark **Opponent & Simulation Mode**

1648 **DEFine PROCedure GStarSel**
1649 **REPeat WMD_lp**   **Note:** Random selection of Star System
1650 sn=RND(1 TO 70):IF WMD>11 AND WMD<50:**EXIT WMD_lp**   Go with any Star System
1651 IF WMD>49 AND astro(sn,7)<>Gp:**EXIT WMD_lp**   Independent or Enemy Stars (for Attack)
1652 IF WMD<12 AND astro(sn,7) = Gp:**EXIT WMD_lp**   Annexed Stars (restock WMDs)
1653 **END REPeat WMD_lp**
1654 n=sn:**SSInfo:PTInfo:HJump:StarView:EOrbit**
1655 IF astro(n,7)=Gp:**GSTrans**:ELSE **GSAtt**
1656 **END DEFine**

1658 **DEFine PROCedure GSAtt**   Attack Mode
1659 Mes$=' Attack Mode ':**SSInfo**
1660 **REPeat Att_lp**
1661 IF side(Gp,5)<astro(n,5)*3 OR side(Gp,5)<6:**EXIT Att_lp**
1662 IF astro(n,5)=0
1663   **Victory**:PAUSE 50:astro(n,7)=Gp:**LMap:GSTrans**:**EXIT Att_lp**
1664 END IF
1665 **RollDice:SSInfo**:PAUSE 50
1666 **END REPeat Att_lp**
1667 **END DEFine**

1669 **DEFine PROCedure GSTrans**   Transfer Mode
1670 Mes$=' ↑↓←Transfer ➡':**SSInfo**
1671 FOR i=1 TO 4:min(i)=1+side(Gp,5) DIV 20
1672 max(1)=20:max(2)=8:max(3)=12:max(4)=16
1673 **FOR t=1 TO 4**
1674 **REPeat SP_lp**   Star Ship to Planet Transfers
1675   PAUSE 5:IF side(Gp,t)=min(t) OR astro(n,t)=max(t):**EXIT SP_lp**
1676   side(Gp,t)=side(Gp,t)-1:astro(n,t)=astro(n,t)+1:**SSInfo**
1677 **END REPeat SP_lp**
1678 **END FOR t**
1679 ack=0:vck=1:**SSInfo**:PAUSE 30:**Harvest**:vck=0:**SSInfo**:PAUSE 30
1680 min(1)=1+INT(astro(n,12)):min(5)=3:min(6)=0:FOR i=2 TO 4:min(i)=1
1681 max(1)=20:max(2)=8:max(3)=12:max(4)=16:max(5)=99:max(6)=10
1682 **FOR t=1 TO 6**
1683 **REPeat PS_lp**   Planet to Star Ship Transfers
1684   PAUSE 5:IF astro(n,t)=min(t) OR side(Gp,t)=max(t):**EXIT PS_lp**
1685   side(Gp,t)=side(Gp,t)+1:astro(n,t)=astro(n,t)-1:**SSInfo**
1686 **END REPeat PS_lp**
1687 **END FOR t**
1688 IF side(Gp,5)>50 AND astro(n,5)<10
1689   astro(n,1)=astro(n,5)+5:side(Gp,5)=side(Gp,5)-5
1690 END IF
1691 **SSInfo**:PAUSE 30
1692 **END DEFine**

1694 **DEFine PROCedure GSwap**   Move to next Turn
1695 **SSInfo:LOrbit**:ws=1:**PMap**:bx=-9:by=-9:n=RND(20 TO 50)
1696 BLOCK#2,60,10,348,6,0:**DPS 11:DPS 12:DiceCLS**:Mes$="
1697 IF APs=0 OR RPs=0:**GEnd**   If Planet count zero Game End
1698 **END DEFine**

```
1700 REMark Part 3 End Game

1702 DEFine PROCedure GEnd
1703 dx=60:dy=80:ws=1:DeathStar:wx=156:wy=28:CSIZE 2,1
1704 IF RPs=0
1705   BEEP 2000,20,30,0,0,0:INK 2:DSDefeat:PAUSE 10:ASS 1,7,50,20
1706   OVER 1:FOR i=1 TO 2:CURSOR 60+i,40:PRINT 'ALLIANCE':OVER 0
1707 END IF
1708 IF APs=0
1709   BEEP 2000,20,30,0,0,0:INK 2:x=56:y=80:DSAttack:PAUSE 10:RSS 1,7,50,20
1710   OVER 1:FOR i=1 TO 2:CURSOR 84+i,40:PRINT 'REPUBLIC':OVER 0
1711 END IF
1712 CSIZE 2,0:INK 7:OVER 1:FOR i=1 TO 2:CURSOR 102+i,60:PRINT 'Victory'
1713 OVER 0:CSIZE 0,0:INK 4:LName:nck=1:GMenu
1714 END DEFine

1716 DEFine PROCedure DeathStar
1717 FOR a=1 TO 16
1718   INK astro(n,10):wx=80+a*4:wy=-46+a*4
1719   FILL 1:CIRCLE wx,wy,50-a*2:FILL 0
1720   INK 248:FILL 1:CIRCLE 20+a*2,90-a,a/3:FILL 0:PAUSE 4
1721   INK   0:FILL 1:CIRCLE 20+a*2,90-a,a/3:FILL 0
1722   FILL 1:CIRCLE wx,wy,50-a*2:FILL 0
1723 END FOR a
1724 INK astro(n,10):FILL 1:CIRCLE wx,wy,14:FILL 0
1725 INK 248:FILL 1:CIRCLE 56,80,9:FILL 0
1726 INK   7:CIRCLE 56,80,9:INK 0:ARC 44,80 TO 68,80,PI/3
1727 INK   7:FILL 1:CIRCLE 58,84,4:FILL 0
1728 END DEFine

1730 DEFine PROCedure DSAttack
1731 FOR a=1 TO 6
1732   INK 2:FILL 1:LINE dx+2,dy+4 TO wx-16,wy-6 TO wx-15,wy-4 TO dx+2,dy+4
1733   FILL 0:PAUSE 3:INK 0:FILL 1
1734   LINE dx+2,dy+4 TO wx-16,wy-6 TO wx-15,wy-4 TO dx+2,dy+4:FILL 0:PAUSE 2
1735 END FOR a
1736 INK 7:FILL 1:CIRCLE dx-1,dy+4,4:FILL 0:BEEP 20000,20,10,2,3,4,5,0
1737 INK 0:FILL 1:CIRCLE wx-16,wy-6,16:FILL 0
1738 INK 7:FOR b=7 TO 10:CIRCLE wx-b,wy-12,b*4,.2,PI/2:PAUSE 5
1739 INK astro(n,10)
1740 FOR c=1 TO 12:FILL 1:CIRCLE wx-40+c*4,wy+RND(-12 TO 4),RND(2 TO 3):FILL 0
1741 END DEFine

1743 DEFine PROCedure DSDefeat
1744 FOR i=1 TO 18
1745   x1=56+RND(-3 TO 3)*5:y1=80+RND(-3 TO 3)*4:LINE dx,dy+2 TO x1,y1:PAUSE 1
1746 END FOR i
1747 INK 7:dx=dx-4:BEEP 20000,12,4,8,0,0,0:PAUSE 10
1748 FOR i=2 TO 4
1749   x1=dx-i*4:x2=dx-i*7:x3=dx+i*7:x4=dx+i*4:y1=dy:y2=dy+3
1750   ARC x1,y2 TO x2,y1,PI/4 TO x3,y1,PI/4 TO x4,y2,PI/4:PAUSE 5
1751 END FOR i
1752 END DEFine
```

1754 REMark **Part 4 League Table**

1756 **DEFine PROCedure LTDefault**
1757 REMark Score League Table
1758 name$(1)='SPlay   ':score(1,1)=5072:score(1,2)=1024:score(1,3)=58
1759 name$(2)='CPlay   ':score(2,1)=3765:score(2,2)=1185:score(2,3)=62
1760 name$(3)='QBITS   ':score(3,1)=3452:score(3,2)=1296:score(3,3)=66
1761 **END DEFine**

1763 **DEFine PROCedure LTReset**
1764 REMark Resets League Table
1765 name$(1)='   ':score(1,1)=0:score(1,2)=0:score(1,3)=0
1766 name$(2)='   ':score(2,1)=0:score(2,2)=0:score(2,3)=0
1767 name$(3)='   ':score(3,1)=0:score(3,2)=0:score(3,3)=0
1768 **END DEFine**

1770 **DEFine PROCedure LScore**
1771 ch=13:GFile$='QBAD2375DLT'
1772 IF LTck=0:**FCheck**:IF pck=0:**LTDefault:LSave**:ELSE **LLoad**
1773 OVER#ch,1:CSIZE#ch,2,0:INK#ch,7:CLS#ch
1774   FOR i=1 TO 2:CURSOR#ch,60+i,2:PRINT#ch,'League Table'
1775 OVER#ch,0:CSIZE#ch,0,0:INK#ch,5
1776 CURSOR#ch,6,16:PRINT#ch,'Skill   Time h:m:s WMD Stars Gamer'
1777 CURSOR#ch,6,28:PRINT#ch,'Marshal'\' Admiral'\' Captain'
1778 FOR a=1 TO 3
1779 HST$=DATE$(score(a,1)):HS2=score(a,2):HS3=score(a,3):INK#ch,3
1780 CURSOR#ch, 60,18+a*10:PRINT#ch,HST$(13 TO 20)
1781 CURSOR#ch,110,18+a*10:PRINT#ch,FILL$(' ',6-LEN(HS2))&HS2
1782 CURSOR#ch,166,18+a*10:PRINT#ch,FILL$(' ',3-LEN(HS3))&HS3:INK#ch,6
1783 CURSOR#ch,192,18+a*10:PRINT#ch,' ';name$(a)
1784 END FOR a
1785 **END DEFine**

1787 **DEFine PROCedure LName**
1788 GTS=DATE-Gclk+GTS:Gclk$=DATE$(GTS):IF LTch=0:**LScore**
1789 IF score(GSk,1)>0 AND score(GSk,1)<GTS:RETurn
1790 IF Gp1=1:score(GSk,2)=AWMD+side(1,5):score(GSk,3)=APs
1791 IF Gp1=2:score(GSk,2)=RWMD+side(2,5):score(GSk,3)=RPs
1792 score(GSk,1)=GTS:BLOCK#20,50,10,390,230,0:LTch=1:**LScore**
1793 OPEN_NEW#99,con_60x10a10x10_10
1794 WINDOW#99,60,10,320+gx,177+gy+GSk*10:PAPER#99,0:CLS#99
1795 INK#99,6:INPUT#99,name$(GSk):CLOSE#99:**LSave**
1796 **END DEFine**

1798 **DEFine PROCedure LSave**
1799 DELETE Drv$(dn%)&'QBAD2375DLT':OPEN_NEW#99,Drv$(dn%)&'QBAD2375DLT'
1800 FOR a=1 TO 3:PRINT#99,name$(a)\score(a,1)\score(a,2)\score(a,3)
1801 CLOSE#99:LTck=1
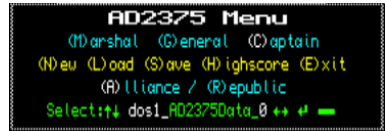1802 **END DEFine**

1804 **DEFine PROCedure LLoad**
1805 OPEN_IN#99,Drv$(dn%)&'QBAD2375DLT'
1806 FOR a=1 TO 3:INPUT#99,name$(a)\score(a,1)\score(a,2)\score(a,3)
1807 CLOSE#99:LTck=1
1808 **END DEFine**

1810 REMark **File Load & Save**

1812 **DEFine PROCedure GLoad**
1813 ch=13:**SelPath**:IF pck=0:BLOCK#ch,250,10,0,50,0:RETurn :ELSE **FCheck**
1814 IF pck=0 OR eck=1
1815   CURSOR#ch,24,50:PRINT#ch,' File NOT Found':CLS#ch,4
1816   PAUSE 30:CURSOR#ch,0,50:CLS#ch,4:eck=0:RETurn
1817 END IF
1818 OPEN_IN#99,Drv$(dn%)&Gf$&df%:pck=0
1819 CURSOR#ch,24,50:PRINT#ch,'Loading';:CLS#ch,4:OVER#ch,1
1820 FOR a=1 TO 70
1821   CURSOR#ch,70+a*2,50:PRINT#ch,'.':PAUSE 1
1822   INPUT#99,astro$(a):FOR b=1 TO 11:INPUT#99,astro(a,b):END FOR b
1823 END FOR a
1824 FOR a=1 TO 2:FOR b=1 TO 5:INPUT#99,side(a,b):END FOR b:END FOR a
1825 INPUT#99,GTS\TD2\Gp1\Gp2\AInt\RInt:CLOSE#99
1826 OVER#ch,0:AT#ch,5,0:CLS#ch,3:nck=0:**GChoice**
1827 **END DEFine**

1829 **DEFine PROCedure GSave**
1830 ch=13:**SelPath**:IF pck=0:BLOCK#ch,250,10,0,50,0:RETurn :ELSE **FCheck**
1831 IF eck=1
1832   CURSOR#ch,24,50:PRINT#ch,'DEVICE ERROR':CLS#ch,4
1833   PAUSE 30:CURSOR#ch,24,50:CLS#ch,4:eck=0:RETurn
1834 END IF
1835 IF pck=1
1836   CURSOR#ch,24,50:PRINT#ch,'Overwrite Y/N':CLS#ch,4:PAUSE
1837   IF KEYROW(5)<>64:CURSOR#ch,24,50:CLS#ch,4:RETurn
1838 END IF
1839 DELETE Drv$(dn%)&Gf$&nf%:pck=0
1840 CURSOR#ch,24,50:PRINT#ch,'Saving':CLS#ch,4:OVER#ch,1
1841 OPEN_NEW#99,Drv$(dn%)&Gf$&df%
1842 FOR a=1 TO 70
1843   CURSOR#ch,70+a*2,50:PRINT#ch,'.';:PAUSE 1
1844   PRINT#99,astro$(a):FOR b=1 TO 11:PRINT#99,astro(a,b):END FOR b
1845 END FOR a
1846 FOR a=1 TO 2:FOR b=1 TO 5:PRINT#99,side(a,b):END FOR b:END FOR b
1847 PRINT#99,GTS\TD2\Gp1\Gp2\AInt\RInt:CLOSE#99
1848 OVER#ch,0:AT#ch,5,0:CLS#ch,3
1849 **END DEFine**

1851 **DEFine PROCedure FCheck**
1852 ch=13:CURSOR#ch,24,50:PRINT#ch,'Searching...':CLS#ch,4
1853 PAUSE 20:DELETE Drv$(dn%)&'FList'
1854 OPEN_NEW#99,Drv$(dn%)&'FList':DIR#99,Drv$(dn%):CLOSE#99
1855 OPEN_IN#99,Drv$(dn%)&'FList'
1856 **REPeat Dir_lp**
1857   IF EOF(#99):CLOSE#99:BLOCK#ch,250,10,0,50,0:pck=0:**EXIT Dir_lp**
1858   INPUT#99,Fchk$:IF Fchk$==GFile$:CLOSE#99:pck=1:**EXIT Dir_lp**
1859 **END REPeat Dir_lp**
1860 **END DEFine**

```
1862 DEFine PROCedure SelPath
1863 ch=13:eck=0:INK#ch,4:BLOCK#ch,12,3,224,54,4 :Gf$='AD2375Data_'
1864 CURSOR#ch, 24,50:PRINT#ch,'Select: ↑↓ ';Drv$(dn%)&Gf$&df%
1865 CURSOR#ch,190,50:PRINT#ch,' ← → ←':BLOCK#ch,2,4,214,52,4:INK#ch,7
1866 REPeat Path_lp
1867  CURSOR#ch, 84,50:PRINT#ch,Drv$(dn%)
1868  CURSOR#ch,180,50:PRINT#ch,df%      :k=CODE(INKEY$(5))
1869  SELect ON k
1870    =192:df%=df%-1:IF df%<0:df%=9
1871    =200:df%=df%+1:IF df%>9:df%=0
1872    =208:dn%=dn%+1:IF dn%>dm%:dn%=0
1873    =216:dn%=dn%-1:IF dn%<1:dn%=dm%
1874    = 10:pck=1:GFile$=Gf$&df%:EXIT Path_lp
1875    = 32:pck=0:EXIT Path_lp
1876  END SELect
1877 END REPeat Path_lp
1878 END DEFine

1880 REMark Game Init Intro & Notes
```
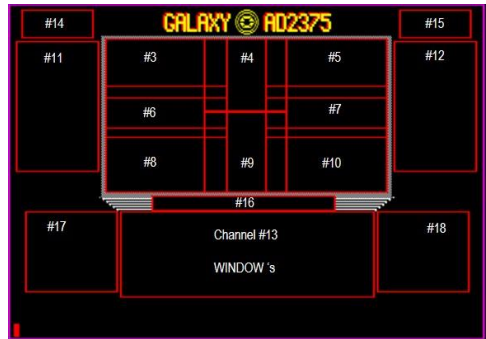


```
1882 DEFine PROCedure Init_Win
1883 OPEN#20,scr_:WINDOW#20,512,256,gx,gy:BORDER#20,1,3:PAPER#20,0:CLS#20
1884 WINDOW#1,496,220,8+gx,10+gy:PAPER#1,0:CLS#1:SCALE#1,120,0,0
1885 GTitle 2,138,8,'QBITS GALAXY AD2375':GIntro
1886 WINDOW#2,500,226,6+gx,4+gy:PAPER#2,0:SCALE#2,100,0,0:INK#2,127:CLS#2
1887 FILL#2,1:LINE#2,30,37 TO 134,37 TO 127,31.5 TO 37,31.5 TO 30,37:FILL#2,0
1888 WINDOW#1,312,124,100+gx,24+gy:BORDER#1,4,248
1889 WINDOW#1,304,118,104+gx,26+gy:SCALE#1,100,0,0:CLS#1
1890 GTitle 2,158,0,'GALAXY   AD2375':Emblem:RESTORE 1892
1891 FOR ch=3 TO 18:OPEN#ch,scr_:READ a,b,c,d:WINDOW#ch,a,b,c+gx,d+gy
1892 DATA 132, 46,104,26,  90, 56,211,26, 132,46,276, 26   :REMark win 3-5
1893 DATA 132, 40,104,62, 132, 40,276,62                   :REMark win 6-7
1894 DATA 132, 50,104,94,  90, 62,211,82, 132,50,276, 94   :REMark win 8-10
1895 DATA  90,100,  8,28,  90,100,414,28, 274,66,120,158   :REMark win 11-13
1896 DATA  78, 22, 14, 4,  78, 22,420, 4, 198,12,154,146    :REMark win 14-16
1897 DATA 100, 62,18,158, 100, 62, 396,158                 :REMark win 17-18
1898 INK#14,7:INK#15,7:INK#16,7 :SCALE#17,70,0,0:SCALE#18,70,0,0
1899 WINDOW#0,500,30,6+gx,224+gy:Init_Stats:DPS 11:DPS 12
1900 sn=20:astro$(sn)='Sol ':astro(sn,10)=228:astro(sn,11)=2
1901 BORDER#13,1,248:BORDER#16,1,6:StarView:StarFleet
1902 END DEFine

1904 DEFine PROCedure GTitle(ch,x,y,str$)
1905 OVER#ch,1:CSIZE#ch,2,1
1906 INK#ch,2:FOR a=0 TO 1:CURSOR#ch,x+a,y :PRINT#ch,str$
1907 INK#ch,6:FOR a=2 TO 3:CURSOR#ch,x+a,y+1:PRINT#ch,str$
1908 OVER#ch,0:CSIZE#ch,0,0
1909 END DEFine
```

1911 **DEFine PROCedure Emblem**
1912 x=82:y=96:INK#2,6:CIRCLE#2,x,y,4:CIRCLE#2,x,y,3.2
1913 FILL#2,1:LINE#2,x-2.5,y TO x-1.2,y+2 TO x+1.2,y+2 TO x+2.5,y
1914 LINE#2 TO x+1.2,y-1.9 TO x-1.2,y-1.9 TO x-2.5,y:FILL#2,0
1915 INK#2,0:FILL#2,1:CIRCLE#2,x,y,1:FILL#2,0:LINE#2,x-2.5,y TO x+2.5,y
1916 LINE#2,x+1.8,y+2 TO x-2,y-2.2:LINE#2,x-1.8,y+2 TO x+2,y-2.4
1917 **END DEFine**

1919 **DEFine PROCedure GIcon**
1920 ch=20:x=74:y=7:IF SPck=0:INK#ch,6:ELSE INK#ch,2
1921 LINE#ch,x-35,y TO x,y+.4 TO x+35,y TO x,y-.4 TO x-35,y
1922 FILL#ch,1:CIRCLE#ch,x,y,3,.3,PI/2:FILL#ch,0
1923 **END DEFine**

1925 **DEFine PROCedure Init_Stats**
1926 CLS#17:INK#17,5:CURSOR#17,0,2:CLS#18:INK#18,3:CURSOR#18,0,2
1927 PRINT#17,'WMD'   :PRINT#18,'   WMD'
1928 **QBold 17,7,25,2,'ALLIANCE'   :QBold 18,7,1,2,'REPUBLIC'**
1929 PRINT#17,' :Land Based'   :PRINT#18,' Land Based:'
1930 PRINT#17,' :   :'   :PRINT#18,' :   :'
1931 PRINT#17,' :   :'   :PRINT#18,' :'
1932 PRINT#17,'Fuel:'   :PRINT#18,'   :Fuel'
1933 PRINT#17,'Star Systems:'   :PRINT#18,' :Star Systems'
1934 **Alliance:Republic:SFuel**:IF Gp1=1:ch=17:x=25:ELSE ch=18:x=5
1935 LINE#ch,x,69 TO x+50,69 TO x+50,57 TO x,57 TO x,69
1936 **ASS 17,7,45,36:AF2 17,22,28**:INK#18,7:**RSS 18,7,40,34:RF2 18,62,28**
1937 LINE#2,2,0 TO 2,29:ARC#2 TO 4,33,-PI/2:LINE#2 TO 18,33 TO 22,36
1938 LINE#2,162,0 TO 162,29:ARC#2 TO 160,33,PI/2:LINE#2 TO 146,33 TO 142,36
1939 **END DEFine**

1941 **DEFine PROCedure Alliance**
1942 ch=2:x=25.1:y=38:INK#ch,7
1943 FILL#ch,1:ARC#ch,x-2.8,y TO x+2.8,y,-PI/1.2:FILL#ch,0
1944 LINE#ch,x+2.8,y TO x+2.5,y-3:LINE#ch,x-2.8,y TO x-2.5,y-3
1945 INK#ch,0:LINE#ch,x-.4,y+.8 TO x-.4,y+2.8:LINE#ch,x+.4,y+.8 TO x+.4,y+2.8
1946 INK#ch,7:LINE#ch,x-.2,y+.8 TO x-.2,y+2.8:LINE#ch,x+.2,y+.8 TO x+.2,y+2.8
1947 ARC#ch,x-2,y-.5 TO x-.2,y-.5,PI:LINE#ch TO x,y-.5
1948 ARC#ch,x+.2,y-.5 TO x+2,y-.5,PI:LINE#ch TO x,y-.5
1949 CIRCLE#ch,x,y-3.2,1.2,.6,PI:LINE#ch,x-2.5,y-3 TO x,y-4 TO x+2.5,y-3
1950 **END DEFine**

1952 **DEFine PROCedure Republic**
1953 ch=2:x=138.6:y=38:INK#ch,7
1954 FILL#ch,1:ARC#ch,x-2.5,y TO x+2.5,y,-PI/1.5:LINE#ch TO x+3,y-3.6
1955 LINE#ch TO x+1.4,y-5 TO x-1.4,y-5 TO x-3,y-3.6 TO x-2.5,y:FILL#ch,0
1956 INK#ch,0:LINE#ch, x-2,y-3.8 TO x,y-3 TO x+2,y-3.8
1957 FILL#ch,1:ARC#ch,x-2,y-.5 TO x-.2,y-.5,PI:LINE#ch TO x-2,y-.5:FILL#ch,0
1958 FILL#ch,1:ARC#ch,x+.2,y-.5 TO x+2,y-.5,PI:LINE#ch TO x-2,y-.5:FILL#ch,0
1959 FILL#ch,1:LINE#ch,x-2,y-5 TO x,y-4 TO x+2,y-5 TO x-2,y-5:FILL#ch,0:INK#2,7
1960 **END DEFine**

1962 **DEFine PROCedure StarFleet**
1963 **ASS 1,7, 44,38:AF1 1, 20,46:AF2 1, 44,58:AF3 1, 66,46**
1964 **RSS 1,7,148,36:RF1 1,124,46:RF2 1,148,56:RF3 1,170,46**
1965 END DEFine

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1967 DATA 'Vega'  ,'Bellatrix','Zibal'  ,'Castor','Naos'  ,'Artos'  ,'Ilad'
1968 DATA 'Tabit'  ,'Diphda'   ,'Elnath' ,'Acrux' ,'Errai'  ,'Cellus' ,'Detrus'
1969 DATA 'Polaris','Homan'    ,'Rigel'  ,'Sabik'  ,'Sarin'  ,'Westron','Zenda'
1970 DATA 'Furud'  ,'Gienah'   ,'Hadar'  ,'Propus','Izar'   ,'Centra'  ,'Nebtron'
1971 DATA 'Enif'   ,'Algol'    ,'Mirzarm','Libeta','Atria'  ,'Panus'  ,'Ulan'
1972 DATA 'Keid'   ,'Kochab'   ,'Lesath' ,'Ankaa' ,'Marsic','Nebus'  ,'Alean'
1973 DATA 'Meissa' ,'Subra     ,'Menkib' ,'Altair','Muscida','Pusan'  ,'Curson'
1974 DATA 'Cursa'  ,'Nashira'  ,'Nunki'  ,'Ogma'  ,'Pollux' ,'Xilon'  ,'Scarb'
1975 DATA 'Sirius' ,'Merack'   ,'Serena' ,'Denab' ,'Tureis' ,'Noran'  ,'Theron'
1976 DATA 'Beid'   ,'Wesen',   'Yildun' ,'Caph'  ,'Zooma' ,'Jarron' ,'Cetrus'


1978 DEFine PROCedure Init_New
1979 ch=13:Ac=0:Rc=0:INK#ch,7:RESTORE 1967
1980 CURSOR#ch,18,50:CLS#ch,4:PRINT#ch,'Initilising';:OVER#ch,1
1981 FOR n=1 TO 70
1982   READ astro$(n):CURSOR#ch,92+n*2,50:PRINT#ch,'.';:PAUSE 1
1983   Popu=RND(4 TO 16)/RND(2 TO 8)      :REMark Population 0.5<>8bn
1984   astro(n, 1)=INT(Popu*2.5)          :REMark Food  max 20
1985   astro(n, 2)=INT(Popu+2)            :REMark Ores  max 10
1986   astro(n, 3)=INT(Popu*1.5)          :REMark Tec   max 12
1987   astro(n, 4)=INT((Popu+astro(n,2))/2) :REMark Trade max 20
1988   astro(n, 5)=INT((Popu+astro(n,3))/2) :REMark WMD   max 20
1989   astro(n, 6)=INT(astro(n,2)/3)      :REMark Fuel Cells
1990   astro(n, 7)=0 :REMark Side 0=Independent 1=Alliance 2=Republic
1991   astro(n, 8)=n*4+15                 :REMark x Grid coordinate
1992   astro(n, 9)=RND(10 TO 90)          :REMark y Grid coordinate
1993   astro(n,10)=RND(24 TO 46)          :REMark Planet Colour
1994   astro(n,11)=RND(1 TO 3)            :REMark Solar System
1995   astro(n,12)=Popu                   :REMark Population max 10bn
1996 END FOR n
1997 n=RND( 5 TO 65):astro(n,7)=1:astro(n,5)=12:astro(n,6)=10
1998 n=RND(35 TO 45):astro(n,7)=2:astro(n,5)=12:astro(n,6)=10
1999 REPeat Count_lp
2000   n=RND(20 TO 50):IF Rc<9 AND astro(n,7)=0:astro(n,7)=2:Rc=Rc+1
2001   n=RND( 5 TO 30):IF Ac<9 AND astro(n,7)=0:astro(n,7)=1:Ac=Ac+1
2002   n=RND(40 TO 65):IF Ac<9 AND astro(n,7)=0:astro(n,7)=1:Ac=Ac+1
2003   IF Ac=9 AND Rc=9:EXIT Count_lp
2004 END REPeat Count_lp
2005 FOR n=1 TO 70 :IF astro(n,7)>0 AND astro(n,5)<3:astro(n,5)=3
2006 FOR s=1 TO 2 :side(s,1)=4:side(s,2)=2:side(s,3)=6:side(s,4)=6
2007 OVER#ch,0:AInt=12:RInt=12:sch=0:GMapInit:LMap:GTS=0:nck=0
2008 END DEFine
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2010 **DEFine PROCedure GIntro**
2011 FOR Stars=1 TO 250:INK RND(2 TO 7):POINT RND(0 TO 280),RND(0 TO 140)
2012 CSIZE 0,0:**RESTORE 2017**:ch=1:FOR a=1 TO 12:**READ i,c,r,str$:MPrn :**PAUSE 5
2013 **ASS 1,7,40,72:RSS 1,7,160,70:**PAUSE
2014 FOR a=1 TO 20:BLOCK 12+a*20,200,240-a*10,20,0:PAUSE 2
2015 **END DEFine**

2017 DATA 5,110, 30,'There is Disquiet in the Galaxy as the Republic'
2018 DATA 5,126, 40,'First Order seeks to enforce new Taxes on'
2019 DATA 5,156, 50,'Interstellar Travel and Trade.'
2020 DATA 3,158, 74,'(M)arshal (G)eneral (C)aptain'
2021 DATA 6,166, 86,'Choose Skill Level and Side'
2022 DATA 3,173, 98,'(A)lliance or (R)epublic'
2023 DATA 5, 96,122,'Select Star System and <HyperSpace Jump> to Planet'
2024 DATA 5, 96,132,'Attack <?> Annex for WMD/Trade/Tech/Ores/Food/Fuel'
2025 DATA 5,116,142,'Harvest Results and Reassign to Defend your'
2026 DATA 5,132,152,'Star Sytems or use to Attack the Enemy'
2027 DATA 3,186,170,'(G)ame Nates (M)enu',7,206,192,'Press Any key'
2028 DATA 2, 26, 70,'(F1) Simulation Mode (F2) Graphics Check'
2029 DATA 2, 26, 80,'(F3) Timeslip Check - Swap Sides/Assets'
2030 DATA 2, 26, 90,'(F4) Enemy Encounter (F5) Tech/WMD Cheat'
2031 DATA 5, 50,104,'(D)efault - Highscore - Reset(d)'

2033 **DEFine PROCedure GNotes**
2034 ch=1:INK 6:CURSOR 76,4:PRINT 'GALAXY AD2375 Game Notes':INK 4
2035 RESTORE 2023:FOR a=1 TO 5:READ i,c,r,str$:c=c-96:r=6+a*10:MPrn
2036 RESTORE 2028:FOR a=1 TO 4:READ i,c,r,str$:MPrn
2037 INK 7:OVER 1:CURSOR 96,56:PRINT 'G   M':OVER 0
2038 PAUSE 500:CLS:FOR i=1 TO 120:POINT RND(10 TO 200),RND(5 TO 95)
2039 **END DEFine**

2041 **DEFine PROCedure MPrn**:INK i:CURSOR#ch,c,r:PRINT#ch,str$:**END DEFine**
:
2043 **DEFine PROCedure GameTest**
2044 **Pulsar:Binary:Nebula:Blackhole:TimeSlip:HJump:StarView**
2045 SPck=1:**EOrbit:RollDice:SSInfo:LOrbit:Encounter**
2046 FOR n=1 TO 70:astro(n,5)=RND(5 TO 12):astro(n,7)=Gp1
2047 **LMap:SStats**:ch=1:nck=1:SPck=0:**GEnd**
2048 **END DEFine**