

HyperTrek 0.9

As you probably already know at this point, the object of this game is to kill a nasty Klingon ship before it vaporizes the Enterprise. The controls are quite simple with only three buttons. The "Lock" button locks your photon torpedoes on the Klingon. The "Move" button is used to maneuver out of the Klingon's lock on you. And the "Fire" button lets you blast away at the Klingon. Now for some details. Your photon torpedoes-and the Klingon's disruptors-are 100% accurate as long as they are locked on target. The status of your photons and the Klingon's disruptors(locked or not locked) is shown in the left corners. If a weapon is not locked, it must be fired manually and the chance of a hit is only 25%. Once you lock your photons on the Klingon, they will remain locked only until the Klingon moves-at that point the lock will be lost. At every turn, the Klingon has the same three options as you do. After you choose a command, the Klingon chooses its command, but the ship that moves first is randomly chosen. This means that if you try to fire while your photons are locked on target, the Klingon may have navigated out of your lock by the time you fire.

The Enterprise's damage is shown in the lower right with the pretty bar. It will be green, yellow, or red depending on the amount of damage. After 15 hits, the Enterprise will be destroyed. The Klingon's damage is shown at the upper right as a percentage. Every succesful hit on the Klingon damages it randomly from 4 to 10%. It takes an average of 16 hits to destroy the Klingon. Although the Enterprise can withstand only 15 hits, I think this is fair. After all, you are a very intelligent person(you own a Mac), while the Klingon commander is 4 lines of HyperCard code.

As far as I can tell, this stack is bug-free. However, I can't be sure of this since I discovered a new problem just as I was finishing it up. The "animation" is slow but it's the best I can do considering that HyperCard was not designed to do color or animation. It is System 7 and MultiFinder compatible. This stack requires HyperCard 2.0 or later to run.

I have used some resources from other programs in making this stack. The Enterprise and Klingon ship come from Robert Koch's Trek(a very good game). The basic idea for this game and some of the sounds came from a stack called Romulan Battle(I don't know who the author is). The victory sound is from Classic Tennis by Gary Dauphin(music by Mark LeBlanc (another good game)). The color capabilities come from handlers in Ben Diebold's Color Icons/Windows stack. This program is freeware-use and distribut it freely. However, I would like your feedback. I am 15 years old,

and this is my first "real" program. I would appreciate your comments or suggestions.

America Online : BWN
US Postal Service : Brian Nenninger
9934 Courthouse Woods Ct.
Vienna VA 22181

P.S. - But if you really wanted to send me \$100, I wouldn't mind...