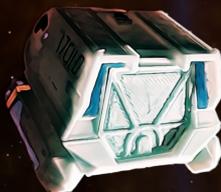
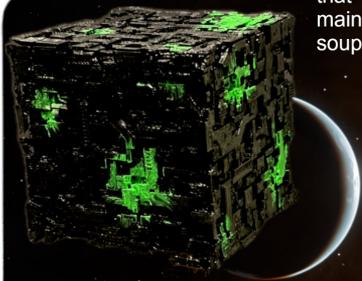


VIC-20

The Friendly Computer

BORG ATTACK

The Borg want to assimilate the Chandrans, to gain their knowledge and then conquer every-known intelligence in the universe! And all that stands between total ruin and maintaining hope for the galaxy is a souped-up shuttlepod and YOU.



**3K RAM
EXPANSION
AND DATASETTE
REQUIRED**

*Joystick and
disk drive
optional*

commodore
COMPUTER

BORG ATTACK!

INSTRUCTIONS FOR USE

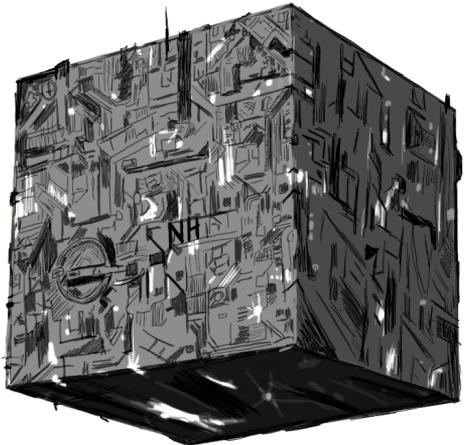
Borg Attack! is a game (very) loosely based on characters and situations described in the television shows *Star Trek: The Next Generation* and *Star Trek: Discovery*.

1. A VIC-20 with standard 3K RAM expansion in the address space \$0400 to \$0FFF ("Block 0") and a Datasette are required. Use of an optional joystick and/or disk drive is recommended.
2. Load the game one of two ways:

TAPE: Insert the cassette side with the version you want to play; Side One is the keyboard-based game, and Side Two is for joystick play. Rewind the tape, press **SHIFT** - **RUN/STOP** on the keyboard and follow the prompts. Leave the PLAY button on the Datasette "down" until the actual game starts.

DISK: Insert the disk into disk drive No. 8 and type

LOAD "BORG ATTACK", 8:
SHIFT - **RUN/STOP**.
Then follow the prompts.



Our story so far...

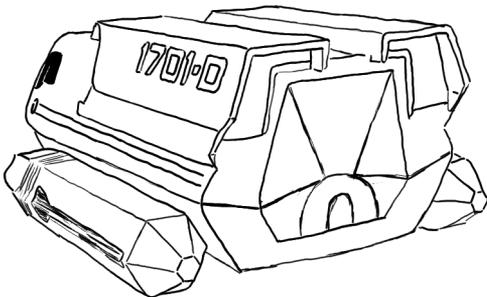


Everyone knows the Borg are the most-feared force in the galaxy, hell-bent on assimilating every intelligent species to create its "perfect collective." And while Starfleet can't be everywhere, it's imperative that it responds immediately to a Borg cube bearing down on the Chandra system.

The fifth planet is home to a unique, non-humanoid species that is exceedingly smart and long-lived, but "glacially slow in their peaceful thoughts," as described by Federation first contact specialist Tam Elbrun. Over the millenia, the Chandrans, who never developed industry, have refined advanced techniques for accessing and navigating the infinite subspace "mycelial network." If they were to be assimilated by the Borg, that closely-guarded knowledge would eventually allow the Borg to absorb all intelligent species in the known universe.

Captain Picard has recommended *you* for a top-secret mission to save the Chandrans. You will pilot a shuttle equipped with secret technology from Section 31, Starfleet's "black ops" group (tech initially developed by USS Discovery, NCC-1031). You have two "multiphasic" torpedoes and shields to (hopefully) confound the Borg. The shuttle also possesses a limited "jump" drive that utilizes the local mycelial network.

The Borg are clever. While the cloaked cube will move relentlessly toward the planet, it will sometimes feint -- zig and zag on its way to Chandra V; it may even stall and 'play possum' -- all to deceive any possible pursuer ... such as you. Your best bet to



save the Chandrans from assimilation is to find the cube early in your mission, so you have some margin for error. But if you find it close to the planet ...

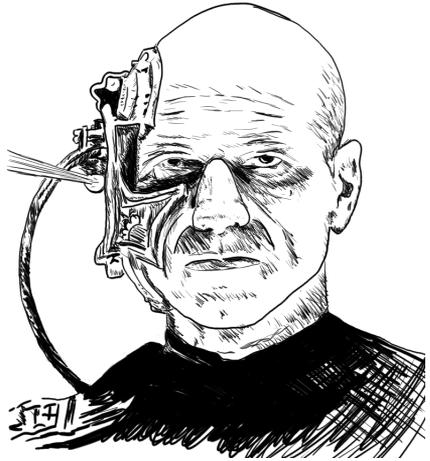
GAME PLAY:

The quadrant is laid out on a 10x10 grid: 0-9, X-Y coordinates. The planet and its space station are at 0,0; the "outer edges" of the quadrant are 0,9 over to 9,9 then down to 9,0. The Borg Cube will first show up there somewhere in the outer rim, and then work its way down-and-to-the-left toward the planet.

The 'jump drive' lets the player pop into and out of any coordinate on the grid. To navigate in the game, when you see the current grid displayed, you may move a "targeting grid" by using either the cursor keys or the joystick. When you have your co-ordinates set, either type a J or hit the FIRE button to make a jump. Sensors will tell you if an "anomaly" is nearby.

One problem is that when you jump, the Borg Cube moves also, so you have to try to anticipate where it will go next. Another problem is that unless the pilot is lucky with a great shot, it will take two successful hits to disable the Borg cube. Unfortunately, the Borg possess superior weapons...

If you survive a return volley after firing on the cube, you have the option to either fire again or jump back to the Chandran base for repair and reload. To jump back to the station, type a J or push the joystick in any direction. But remember: the cube will have moved *twice* if you have to jump back to the station: once when you go there, and once when you leave, so be advised.



HINT:

If you wish to remain in the same sector as you are, for tactical reasons, simply initiate a jump without selecting a different grid in which to jump.

LEVELS:

CAPTAIN: Initial level. The cube will appear somewhere in the outer part of the quadrant no more than two sectors deep. A captain has a 10% chance of making a perfect shot, a 50% chance of a solid hit, and the cube will only move one grid (or none) at a time, due to the captain's experience with the Borg.

LIEUTENANT: Middle level. The cube will appear somewhere in the outer part of the quadrant no more than three sectors deep. A lieutenant has a 10% chance of making a perfect shot and a 65% chance of solid hit, but the cube will move 0, 1, or 2 grids at a time. This reflects the young pilot's reflexes and daring, but lack of experience.

ENSIGN: Highest level. Fresh from the Academy, this player will initially find the cube somewhere in the outer part of the quadrant no more than three sectors deep. An ensign has a 5% chance of making a perfect shot and only a 40% chance of a solid hit. The cube will move 0, 1, or 2 grids at a time. This reflects the ensign's total dearth of experience.

CREDITS:

Game design and programming
by Dave Hassler

Graphic arts and box design
by Nils Andreas

