

## PLAY FIELD SPECIFICATIONS

### I. INTERSTELLAR SCALE

#### A. SECTOR

1. Represents the region of the Milky Way Galaxy that contains all of the action of the game.
2.  $250 \times 250$  parsecs ( about  $750 \times 750$  light years ).
3. There is no third dimension to space in the game of Starquest except on planets, where altitude information is used.
4. A scrolling "Star Map" viewable from the starship shows the stars within the Sector.

#### B. SUB-SECTOR

1. Each SUB-SECTOR is a square parsec. [1 parsec =  $3 \times 10^{13}$  kilometers = 30,000,000,000,000 km or about 3 light years].
2. Faster than light (FTL) movement is between SUB-SECTORS.
3. A region of space containing  $36 \times 40$  Sub-sectors ( each Sub-sector is represented by  $2 \times 3$  pixels) and the starship is visible while in the starship on the "Sector Map" which fills the main view screen.

### II. STAR SYSTEM SCALE

\*\*\*\*\* REVISE \*\*\*\*\*

#### A. THE SYSTEM MENU

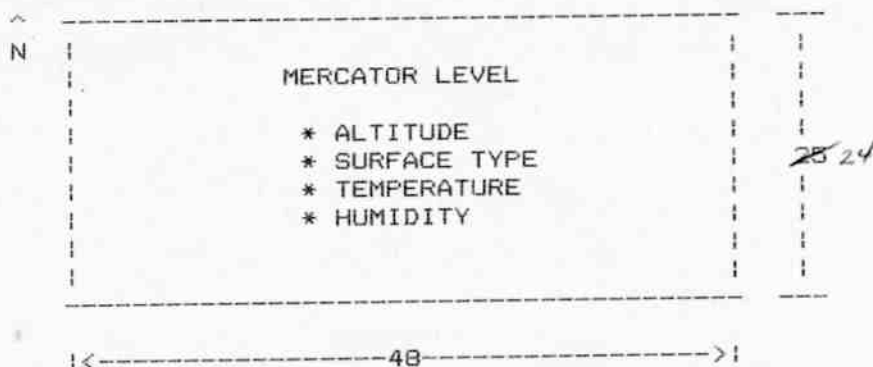
1. A pictorial representation of the star and associated planets which appears in the Main View Screen window.
2. The cursor used for selecting a planet or star to orbit is a single bright dot.

#### B. SPACE ENCOUNTER FIELD

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### III. PLANETARY SCALE

A. MERCATOR MAP - is the highest level planetary map and contains altitude, surface type, temperature and humidity information for the entire planet.



It is assumed that all planets rotate perpendicular to the ecliptic.

B. SURVEY SQUARE - there are 48x25 Survey Squares in the Mercator Map. Each Survey Square equates to 800 x 800 km (on Earth; for simplicity constant on all planets) or 7.5 x 7.5 degrees of arc. Altitude, surface type, temperature and humidity data is generated for each Survey Square.

C. SUB-SURVEY - there are 8x8 Sub-Surveys in each Survey Square. Each Sub-Survey equates to 100 x 100 km. Altitude, surface type, temperature and humidity data is generated for each Sub-Survey.

D. CONTOUR MAP - there are ~~12x12~~ <sup>8x8</sup> Contour maps in each Sub-Survey. *(NOTE: some fudging here, for this to be to exact earth scale this would be 12x12)*  
Each Contour Map equates to 8 x 8 km. Altitude, surface type, temperature and humidity data is generated for each Contour Map.

E. TACTICAL MAP - there are 8x8 tactical maps in each contour map. Each Tactical Map equates to 1x1 km. Altitude and surface type information are generated for each Tactical Map.

F. ICON CELL - there are 9x15 Icon Cells in each Tactical Map. Each Icon Cell equates to 110 x 67 meters. Surface type information is generated for each Icon Cell.