

0	(Starport File Definitions	STARPORT	A
1	(contd.	BANK BANK-TRANS	A
2	(contd.	PERSONNEL CREWMEMBER	A
3	(contd.	CREWMEMBER	A
4	(contd.	ASSIGN-CREW	A
5	(contd.	SHIP-CONFIG TRADE-DEPOT	A
6	(contd.	SHIP	A
7	(File Defs.	starship-hold ELEMENT	
8	(Field init	ELEMENT	
9	(cont'd.		
10	(File Defs.	ARTIFACT	
11	(Field init	ARTIFACT	
12	(cont'd.		
13	(cont'd.		
14	(cont'd.		
15	(File Defs.	SPECIMEN	
16	(Field init	SPECIMEN	
17	(cont'd.		
18	(contd.	ITEMS-FOR-SALE repair elements	A
19			
20	(File Defs.	ANALYZE-TEXT	
21	(Field init	ANALYZE-TEXT	
22	(cont'd.		
23	(cont'd.		
24	(cont'd.		
25	(cont'd.		
26	(cont'd.		

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0 ( Starport File Definitions STARPORT AWK 09/10/84 ) ( contd. CREWMEMBER AWK 09/10/84 )
1 CREWMEMBER FILE# !
2 11 C= BOX CREWMEMBER 0 8 AFIELD ^RACE
3 CREWMEMBER 8 1 AFIELD ^SCI-B CREWMEMBER 13 1 AFIELD ^SCI-M
4 : FIND-ARTH-SYS ( -- ) CREWMEMBER 9 1 AFIELD ^NAV-B CREWMEMBER 14 1 AFIELD ^NAV-M
5 BEGIN INEXT INST-X @ 125 *MAPSCALE * = CREWMEMBER 10 1 AFIELD ^ENG-B CREWMEMBER 15 1 AFIELD ^ENG-M
6 INST-Y @ 100 *MAPSCALE * = AND UNTIL : CREWMEMBER 11 1 AFIELD ^CMC-B CREWMEMBER 16 1 AFIELD ^CMC-M
7 12 C= STARPORT CREWMEMBER 12 1 AFIELD ^MED-B CREWMEMBER 17 1 AFIELD ^MED-M
8 STARPORT 0 ICREATE 2DUP 2C= *STARPORT (STARPORT) 1.5! CREWMEMBER 18 1 AFIELD ^LRN CREWMEMBER 19 1 AFIELD ^DUR
9 *SECS >C SET-CURRENT IOPEN
10 FIND-ARTH-SYS IOPEN INEXT CREWMEMBER 11 15 IFIELD ^NAME CREWMEMBER 26 1 IFIELD ^SCI
11 *STARPORT C> IINSERT CCLR CREWMEMBER 27 1 IFIELD ^NAV CREWMEMBER 28 1 IFIELD ^ENG
12 CREWMEMBER 29 1 IFIELD ^CMC CREWMEMBER 30 1 IFIELD ^MED
13 CREWMEMBER 31 1 IFIELD ^VIT CREWMEMBER 32 2 IFIELD ^STA
14 CREWMEMBER 34 1 IFIELD CREWFILE#
15

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0 ( contd. BANK BANK-TRANS AWK 09/12/84 ) ( contd. ASSIGN-CREW AWK 09/12/84 )
1 17 C= ASSIGN-CREW
2 13 C= BANK ASSIGN-CREW 0 ICREATE 2C= *ASSIGN-CREW
3 BANK 11 4 IFIELD MASTERBALANCE BANK 15 4 IFIELD BALANCE *STARPORT >C SET-CURRENT IOPEN *ASSIGN-CREW C> <INSERT ICLOSE
4 BANK 19 1 IFIELD TFLAG
5 BANK 0 ICREATE 2C= *BANK *BANK *STARPORT IINSERT
6 ASSIGN-CREW 17 3 IFIELD CAPTAIN
7 14 C= BANK-TRANS ASSIGN-CREW 20 3 IFIELD SCI-OFF
8 BANK-TRANS 0 19 AFIELD TRANSTEXT ASSIGN-CREW 23 3 IFIELD NAVIGATOR
9 BANK-TRANS 11 4 IFIELD T-AMT BANK-TRANS 15 2 IFIELD T-DATE ASSIGN-CREW 26 3 IFIELD ENGINEER
10 ASSIGN-CREW 29 3 IFIELD COMM-OFF
11 : !BANK-REC ( $addr len rec# -- ) ASSIGN-CREW 32 3 IFIELD DOCTOR
12 RECORD# ! TRANSTEXT 19 32 FILL >R TRANSTEXT 1+ I CMOVE
13 R> TRANSTEXT C! :
14
15

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0 ( contd. PERSONNEL CREWMEMBER AWK 09/12/84 ) ( contd. SHIP-CONFIG TRADE-DEPOT AWK 05/10/85 )
1 BANK-TRANS FILE# ! 18 C= SHIP-CONFIG
2 * FINE" 0 !BANK-REC " SHIP CONFIGURATION" 1 !BANK-REC SHIP-CONFIG 0 ICREATE 2C= *SHIP-CONFIG
3 * TRADE DEPOT" 2 !BANK-REC " BONUS" 3 !BANK-REC *STARPORT >C SET-CURRENT IOPEN *SHIP-CONFIG C> <INSERT ICLOSE
4 * PERSONNEL" 4 !BANK-REC " INTEREST" 5 !BANK-REC
5 * GAME PURCHASE" 6 !BANK-REC
6 FORGET !BANK-REC
7
8 15 C= PERSONNEL
9 PERSONNEL 0 ICREATE 2C= *PERSONNEL
10 *STARPORT >C SET-CURRENT IOPEN *PERSONNEL C> <INSERT ICLOSE
11
12 16 C= CREWMEMBER
13 *PERSONNEL >C SET-CURRENT IOPEN CREWMEMBER 0 25 *CREATE
14 ICLOSE ICLOSE
15

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9

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0 ( contd. SHIP                                AWK 09/12/84 ) ( cont'd. )
1 20 C= SHIP
2 SHIP 0 ICREATE 2C= *SHIP *SHIP *SECS IINSERT
3 SHIP 13 2 IFIELD XSHIP      SHIP 15 2 IFIELD YSHIP
4 SHIP 17 2 IFIELD XARMOR     SHIP 19 2 IFIELD XENGINE
5 SHIP 21 2 IFIELD XSENSORS   SHIP 23 2 IFIELD XCOMMUNICATION
6 SHIP 25 2 IFIELD XSHIELD    SHIP 27 2 IFIELD XMISSILE
7 SHIP 29 2 IFIELD XLASER     SHIP 31 2 IFIELD XPODS
8 SHIP 33 2 IFIELD XPODS      SHIP 35 2 IFIELD XHOLD
9 SHIP 37 2 IFIELD XACC       SHIP 39 2 IFIELD XMASS
10 SHIP 41 7 IFIELD XREPAIR    SHIP 48 1 IFIELD XFSHIELD
11 SHIP 49 1 IFIELD XASHIELD  SHIP 50 1 IFIELD XSSHIELD
12 SHIP 51 1 IFIELD XPSHIELD  ( SHIP 52 15 IFIELD XNAME )
13 SHIP 67 2 IFIELD XCARGO     SHIP 69 4 IFIELD XSTATUS
14
15

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" IRON....."	12	2	1808	3023	8	!ELEMENT
" LEAD....."	8	1	601	2013	9	!ELEMENT
" MAGNESIUM....."	40	9	922	1363	10	!ELEMENT
" MERCURY....."	64	15	234	630	11	!ELEMENT
" MOLYBDENUM....."	32	7	2890	4885	12	!ELEMENT
" NICKEL....."	20	4	1726	3005	13	!ELEMENT
" PLATINUM....."	80	19	2045	4100	14	!ELEMENT
" PLUTONIUM....."	84	20	914	3505	15	!ELEMENT
" PROMETHIUM....."	60	14	1353	2733	16	!ELEMENT
" RODNIUM....."	88	21	4445	5627	17	!ELEMENT
" SILVER....."	72	17	1235	2485	18	!ELEMENT
" TIN....."	36	8	505	2543	19	!ELEMENT
" TITANIUM....."	48	11	1933	3560	20	!ELEMENT
" TUNGSTEN....."	68	16	3683	5933	21	!ELEMENT
" ZINC....."	28	6	693	1180	22	!ELEMENT

7

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0 ( File Defs. starship-hold ELEMENT ) ( File Defs. ARTIFACT )
1 *SHIP >C SET-CURRENT XARMOR 52 0 FILL XNAME OFF
2 868 XCOMMUNICATION ! 868 XSENSORS ! 100 XARMOR C! 500 XCARGO !
3 ICLOSE *SHIP (SHIP) 1.5!
4
5 *SECS (SHIPBOX) 1.5!
6 *SHIP >C SET-CURRENT 0 INST-Y ! 0 INST-X ! ICLOSE
7 42 0 ICREATE 2DUP TVEHICLE 1.5! *SHIP IINSERT
8 11 23 ICREATE 2DUP 2C= *STARSHIP-HOLD *SHIP IINSERT
9
10 11 17 2 IFIELD CONTENT-VOL
11 11 40 ICREATE >C SET-CURRENT
12 500 INST-DTY ! 0 CONTENT-VOL !
13 CI TVEHICLE 1.5@ IINSERT
14 CI TV-HOLD 1.5! ICLOSE SAVE-BUFFERS FORGET CONTENT-VOL
15

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ARTIFACT 24 1 AFIELD ART-TEXT
ARTIFACT 29 1 AFIELD ART-ANLYZ

: !ARTIFACT (\$ vol val record# --)
RECORD# ! ART-VAL ! ART-VOL !
DROP ART-NAME 24 CHOVE ART-TEXT C! 0 ART-ANLYZ C! ;

8

11

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0 ( Field init ELEMENT ) ( Field init ARTIFACT )
1 26 18 1 AFIELD ELEM-MW      26 18 1 AFIELD ELEM-MELTING
2 26 21 2 AFIELD ELEM-BOILING
3
4 : !ELEMENT ( $ val mw melt boil record# -- )
5 RECORD# ! ELEM-BOILING ! ELEM-MELTING ! ELEM-MW C! ELEM-VAL !
6 DROP ELEM-NAME 16 CHOVE :
7
8 26 FILE# !
9 " ALUMINUM....." 44 10 933 2740 1 !ELEMENT
10 " ANTIMONY....." 56 13 1267 2880 2 !ELEMENT
11 " CHROMIUM....." 52 12 2130 2945 3 !ELEMENT
12 " COBALT....." 16 3 1768 3143 4 !ELEMENT
13 " COPPER....." 24 5 1356 2840 5 !ELEMENT
14 " ENDURIUM....." 100 22 6348 7910 6 !ELEMENT
15 " GOLD....." 76 18 1337 3080 7 !ELEMENT

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ARTIFACT FILE# !

1 " CRYSTAL ORB....."	2	48000	1	!ARTIFACT
1 " CRYSTAL CONE....."	2	48000	2	!ARTIFACT
2 " BLACK EGG....."	1	25000	3	!ARTIFACT
4 " WHINING ORB....."	2	36000	4	!ARTIFACT
5 " FLAT DEVICE....."	3	30000	5	!ARTIFACT
6 " ROD DEVICE....."	3	36000	6	!ARTIFACT
7 " TESSERACT....."	5	60000	7	!ARTIFACT
8 " RING DEVICE....."	2	24000	8	!ARTIFACT
9 " HYPERCUBE....."	4	30000	9	!ARTIFACT
10 " SHIMMERING BALL....."	3	48000	10	!ARTIFACT
12 " RED CYLINDER....."	3	60000	11	!ARTIFACT
13 " DODECAHEDRON....."	4	12000	12	!ARTIFACT
14 " CRYSTAL PEARL....."	1	30000	13	!ARTIFACT
3 " ELLIPSOID....."	1	30000	14	!ARTIFACT

12

15

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0 ( cont'd. ) ( File Defs. SPECIMEN )
1 11 " BLACK BOX....." 4 12000 15 !ARTIFACT
2 0 " AMAZING ARTIFACT....." 10 5000 16 !ARTIFACT 40 C= SPECIMEN
3 0 " ARMALCOLITE RELIC....." 7 2500 17 !ARTIFACT
4 0 " BLADED TOY....." 1 500 18 !ARTIFACT SPECIMEN 0 16 AFIELD SPEC-NAME
5 0 " BLUE BAUBLE....." 1 600 19 !ARTIFACT
6 0 " BUTTONED BOX....." 1 1000 20 !ARTIFACT SPECIMEN 19 2 IFIELD INST-DATE
7 0 " COMPLEX MACHINE....." 18 3200 21 !ARTIFACT SPECIMEN 21 1 IFIELD INST-STARX
8 0 " CUTE DOODAD....." 1 200 22 !ARTIFACT SPECIMEN 22 1 IFIELD INST-STARY
9 0 " FRIGHTENING APPARATUS..." 12 2600 23 !ARTIFACT SPECIMEN 23 1 IFIELD INST-PLAN#
10 0 " GLOWING DISK....." 2 1000 24 !ARTIFACT
11 0 " GOLDEN GLOBE....." 2 1800 25 !ARTIFACT : !SPECIMEN ( spec-name record# -- )
12 0 " HOT P.Y.T....." 1 5000 26 !ARTIFACT RECORD# ! DROP SPEC-NAME 16 CMOVE :
13 0 " HUMMING GIZZY....." 2 1000 27 !ARTIFACT
14 0 " METAL BALL....." 1 200 28 !ARTIFACT
15 0 " MOBIUS DEVICE....." 3 700 29 !ARTIFACT

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13

16

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0 ( cont'd. ) ( Field init SPECIMEN )
1 0 " NICE THING....." 2 300 30 !ARTIFACT SPECIMEN FILE# !
2 0 " OCTAGONAL LENS....." 1 600 31 !ARTIFACT " AMORPHOUS....." 1 !SPECIMEN
3 0 " OVAL OBJECT....." 1 400 32 !ARTIFACT " IRREGULAR....." 2 !SPECIMEN
4 0 " PLASTIC THING-A-MA-JIG.." 2 600 33 !ARTIFACT " SPHERICAL....." 3 !SPECIMEN
5 0 " PRETTY PICTURE....." 1 400 34 !ARTIFACT " RADIAL....." 4 !SPECIMEN
6 0 " PYRAMID DEVICE....." 3 2300 35 !ARTIFACT " BILATERAL....." 5 !SPECIMEN
7 0 " QUIVERING LUMP....." 1 250 36 !ARTIFACT " ANDEBOLD....." 6 !SPECIMEN
8 0 " RUBBER WIDGET....." 1 200 37 !ARTIFACT " TREE-LIKE....." 7 !SPECIMEN
9 0 " SILVER GADGET....." 1 1300 38 !ARTIFACT " BALLOON-LIKE...." 8 !SPECIMEN
10 0 " SMALL OBELISK....." 1 1100 39 !ARTIFACT " ANTELOPE-LIKE..." 9 !SPECIMEN
11 0 " SPIRAL TUBE....." 2 750 40 !ARTIFACT " BIRD-LIKE....." 10 !SPECIMEN
12 0 " STRANGE CLOTH....." 1 400 41 !ARTIFACT " DINOSAUR-LIKE..." 11 !SPECIMEN
13 0 " SURPRISING UTENSIL....." 1 350 42 !ARTIFACT " HUMANOID....." 12 !SPECIMEN
14 0 " THROBBING MASS....." 1 250 43 !ARTIFACT " INSECTOID....." 13 !SPECIMEN
15 0 " TICKING SPHERE....." 3 4500 44 !ARTIFACT " PLANT-LIKE....." 14 !SPECIMEN

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14

17

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0 ( cont'd. ) ( cont'd. )
1 0 " TRANSLUCENT CUBE....." 2 1000 45 !ARTIFACT " BEAR-LIKE....." 15 !SPECIMEN
2 0 " WEE GREEN BLOBBIE....." 1 300 46 !ARTIFACT " REPTILIAN....." 16 !SPECIMEN
3 0 " SHRUGGING ATLAS....." 1 500 47 !ARTIFACT " RODENT-LIKE....." 17 !SPECIMEN
4 0 " PINK TUBE-A-TRON....." 10 5000 48 !ARTIFACT " SLUG-LIKE....." 18 !SPECIMEN
5 0 " ROD'S ARTIFACT....." 0 0 49 !ARTIFACT " SNAIL-LIKE....." 19 !SPECIMEN
6 0 " ALEC'S ARTIFACT....." 0 0 50 !ARTIFACT " SNAKE-LIKE....." 20 !SPECIMEN
7 " SPIDER-LIKE....." 21 !SPECIMEN
8 FORGET !ARTIFACT " TURTLE-LIKE....." 22 !SPECIMEN
9 " ROCK-LIKE....." 23 !SPECIMEN
10 " FUNGOID....." 24 !SPECIMEN
11 " EWOK-LIKE....." 25 !SPECIMEN
12 " STARFISH-LIKE..." 26 !SPECIMEN
13 " ANEMONE-LIKE...." 27 !SPECIMEN
14
15 FORGET !SPECIMEN

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18

21

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0 ( contd. ITEMS-FOR-SALE repair elements      AWK 09/12/84 ) ( Field init ANALYZE-TEXT )
1
2 *ITEMS-FOR-SALE >C+S                          0 " OUR GUESS IS THIS IS SOME DEVICE OF " 1 !ANALYZE-TEXT
3 26 6 ICREATE >BOX                             1 " THE ANCIENTS. BEYOND THAT. WE CAN'T " 1 !ANALYZE-TEXT
4 26 1 ICREATE >BOX                             2 " TELL. " 1 !ANALYZE-TEXT
5 26 4 ICREATE >BOX                             3 " " 1 !ANALYZE-TEXT
6 26 12 ICREATE >BOX                           4 " " 1 !ANALYZE-TEXT
7 26 16 ICREATE >BOX
8 26 20 ICREATE >BOX
9 28 4 ICREATE >BOX                             0 " THIS APPEARS TO BE A BOMB OF SOME " 2 !ANALYZE-TEXT
10 28 5 ICREATE >BOX                            1 " SORT. THE TYPE IS UNFAMILIAR. TO " 2 !ANALYZE-TEXT
11 IOPEN 11 0 1 *CREATE ICLOSE                  2 " ACTIVATE IT. YOU MUST DROP IT. " 2 !ANALYZE-TEXT
12 ICLOSE                                       3 " " 2 !ANALYZE-TEXT
13                                           4 " " 2 !ANALYZE-TEXT
14
15

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19

22

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0 ( cont'd. )
1
2 0 " THIS IS CRAFTED OF ENDURIUM. IT " 3 !ANALYZE-TEXT
3 1 " DOESN'T APPEAR TO HAVE ANY FUNCTION " 3 !ANALYZE-TEXT
4 2 " OTHER THAN BEING DECORATIVE. " 3 !ANALYZE-TEXT
5 3 " " 3 !ANALYZE-TEXT
6 4 " " 3 !ANALYZE-TEXT
7
8
9 0 " THIS WAS FOUND IN THE UNDERGROUND " 4 !ANALYZE-TEXT
10 1 " COLONY. WE'RE NOT SURE WHAT IS DOES. " 4 !ANALYZE-TEXT
11 2 " WE THINK IT HAS SOMETHING TO DO WITH " 4 !ANALYZE-TEXT
12 3 " COMMUNICATION. " 4 !ANALYZE-TEXT
13 4 " " 4 !ANALYZE-TEXT
14
15

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20

23

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0 ( File Defs. ANALYZE-TEXT ) ( cont'd. )
1 57 C= ANALYZE-TEXT
2
3 ANALYZE-TEXT 0 190 AFIELD ANALYSIS
4
5 : !ANALYZE-TEXT ( line# $noopack record# -- )
6 RECORD# ! DROP SWAP 38 * ANALYSIS + 38 CMOVE ;
7
8 ANALYZE-TEXT FILE# !
9
10 0 " EXHAUSTIVE ANALYSIS HAS REVEALED " 0 !ANALYZE-TEXT
11 1 " ABSOLUTELY NOTHING OF INTEREST ABOUT " 0 !ANALYZE-TEXT
12 2 " THIS ITEM. ITS ONLY VALUE LIES IN THE " 0 !ANALYZE-TEXT
13 3 " FACT THAT IT IS OBVIOUSLY OF ALIEN " 0 !ANALYZE-TEXT
14 4 " MANUFACTURE. " 0 !ANALYZE-TEXT
15
0 " THIS APPEARS TO BE A DEVICE OF THE OLD" 6 !ANALYZE-TEXT
1 " EMPIRE THAT PROJECTS AN ENHANCED LASER" 6 !ANALYZE-TEXT
2 " SHIELD AROUND A SPACESHIP. " 6 !ANALYZE-TEXT
3 " " 6 !ANALYZE-TEXT
4 " " 6 !ANALYZE-TEXT

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24

27

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0 ( cont'd. ) ( cont'd. )
1
2 0 " THIS IS A DEVICE OF THE OLD EMPIRE " 7 !ANALYZE-TEXT 0 " THIS IS SOME SORT OF TRANSMITTER. IT " 13 !ANALYZE-TEXT
3 1 " THAT PROJECTS A FIELD WHICH DOUBLES " 7 !ANALYZE-TEXT 1 " IS BROADCASTING CONTINUALLY ON SEVERAL " 13 !ANALYZE-TEXT
4 2 " THE ENERGY EFFICIENCY OF A SHIP. " 7 !ANALYZE-TEXT 2 " BANDS. THE NET EFFECT SHOULD BE THAT " 13 !ANALYZE-TEXT
5 3 " " 7 !ANALYZE-TEXT 3 " IT WILL ATTRACT THE ATTENTION OF " 13 !ANALYZE-TEXT
6 4 " " 7 !ANALYZE-TEXT 4 " ANYONE IN THE AREA. " 13 !ANALYZE-TEXT
7
8
9 0 " THIS IS AN ANCIENT SHIP NAVIGATIONAL " 8 !ANALYZE-TEXT 0 " THIS SEEMS TO BE A DEVICE OF THE " 14 !ANALYZE-TEXT
10 1 " AID. IT WILL IDENTIFY ANY NEARBY " 8 !ANALYZE-TEXT 1 " ANCIENTS. BUT WE CAN'T FIGURE OUT WHAT " 14 !ANALYZE-TEXT
11 2 " CONTINUUM FLUX. " 8 !ANALYZE-TEXT 2 " IS DOES. IT CONTAINS A TERRIFIC AMOUNT " 14 !ANALYZE-TEXT
12 3 " " 8 !ANALYZE-TEXT 3 " OF ENERGY. " 14 !ANALYZE-TEXT
13 4 " " 8 !ANALYZE-TEXT 4 " " 14 !ANALYZE-TEXT
14
15 FORGET !ANALYZE-TEXT

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25

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0 ( cont'd. )
1
2 0 " THIS IS A DEVICE FROM SOME ALIEN SHIP " 9 !ANALYZE-TEXT
3 1 " THAT REDUCES THE TIME REQUIRED TO JUMP " 9 !ANALYZE-TEXT
4 2 " TO HYPERSPACE. IT SEEMS TO FUNCTION " 9 !ANALYZE-TEXT
5 3 " INTERMITTENTLY. HOWEVER. " 9 !ANALYZE-TEXT
6 4 " ***** " 9 !ANALYZE-TEXT
7
8
9 0 " WE CANNOT ASCERTAIN THIS ARTIFACT'S " 10 !ANALYZE-TEXT
10 1 " ORIGIN. IT SEEMS TO PROJECT A VERY " 10 !ANALYZE-TEXT
11 2 " EFFECTIVE HEAT SHIELD. " 10 !ANALYZE-TEXT
12 3 " " 10 !ANALYZE-TEXT
13 4 " ***** " 10 !ANALYZE-TEXT
14
15

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26

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0 ( cont'd. )
1
2 0 " THIS SEEMS TO BE SOME SORT OF FOOD " 11 !ANALYZE-TEXT
3 1 " PROCESSOR. IT SLICES, IT DICES. IT " 11 !ANALYZE-TEXT
4 2 " EVEN MAKES JULIENNE FRIES! " 11 !ANALYZE-TEXT
5 3 " " 11 !ANALYZE-TEXT
6 4 " " 11 !ANALYZE-TEXT
7
8
9 0 " THIS SEEMS TO BE AN ORBITAL SCANNER OF " 12 !ANALYZE-TEXT
10 1 " SOME SORT. WE'RE NOT SURE WHAT IT'S " 12 !ANALYZE-TEXT
11 2 " TUNED TO LOCATE THOUGH. " 12 !ANALYZE-TEXT
12 3 " " 12 !ANALYZE-TEXT
13 4 " " 12 !ANALYZE-TEXT
14
15

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