

DECWARS Version 1.0, June 12, 2020

Introduction and Overview of the Game of DECWARS. Modeled after the original game Decwar written by Bob Hysick and Jeff Potter at the University of Texas at Austin in the 1970's.

DECWARS is a real time space battle game designed to be played by an unlimited number of people. The object of the game is to destroy all enemy bases and planets, before the enemy does the same to you. Each person plays on a separate terminal, and enters the game by:

```
telnet decwars.com 1701 from the command line
      or
Using a telnet client of your choice going to
decwars.com port 1701
      or
https://decwars.com and selecting the play option
```

Players are free to enter and leave the game as desired. There currently is no charge for playing the game.

Besides the enemy (Coalition or Empire), the following may also be a threat to your ships well being:

1. Archerons are nasty beasts that beginners are better off without. However, if you're the only person playing, the Archeron is your only competition. Archerons tend to make for shorter games. Archerons can be turned off during game play or upon start of the game by administrators.

2. Black holes are annoying, since if you are displaced into one, you're dead. They also tend to gobble up stray torpedoes. Black holes can be turned off during game play or upon start of the game by administrators.

There are two primary opposing forces in the galaxy - Coalition forces and the Empire forces. As you enter the game for the first time, you will be assigned a side you'll join. If you wish, you can change sides by placing a set side x in an initial command. If quit or are subsequently destroyed and later reenter the game, you automatically rejoin your old side.

Your ship name is the username you log on with. Usernames/ship names are limited to 6 characters in length.

Due to continuous espionage activities, present front-line ships of the Coalition and the Empire are identical in strength and weaponry. These ships can move from sector to sector using either warp or impulse engines, can attack enemy installations and ships using either photon torpedoes or phasers, and can defend themselves against such attack using their deflector shields. All ships also possess sub-space radios which keep them in touch with friendly star bases and other ships.

The various devices of a ship are subject to damage. This damage may be due to enemy attack or to over use. These damages, unlike total ship damage (see ship attributes below), may be repaired while underway. If damage on a device is less than 300 units, its performance is degraded. If damage is 300 or more units, the device is inoperative. A ship possesses the following devices:

1. Warp Engines -- These engines are the normal mode of travel for star ships. The maximum speed is warp factor 6, with warps 5 and 6 there is a 25% risk of potential damage to the engines. If warp engines are damaged (less than 300 units) the maximum speed is warp factor 3. Warps  $\leq 4$  have a 5% risk of damage.

#### NOTE

One warp unit is equivalent to one horizontal or one vertical grid movement. A diagonal movement is equivalent to the hypotenuse of the horizontal and vertical sides.

2. Impulse Engines -- These engines are basically for emergency use while the warp engines are critically damaged. Impulse engines move the ship at warp factor 1. There is a 5% of damage of impulse engines each time they are used.

3. Photon Torpedo Tubes -- Used to fire photon torpedoes. If these tubes are damaged, the accuracy of torpedo bursts is impaired. The maximum torpedo range is 10 sectors. There is a 10% chance of the torpedo misfiring and receiving damaged. Torpedoes may not track accurately, 10% possibility of inaccuracy per sector shot of torpedoes. A photon torpedo hit will always cause a planet to loose 1 build.

4. Phaser Banks -- Each ship possesses two phaser banks, with a single phaser control. Damage to this phaser control or to the ship's computer reduces the strength of the phaser hit. The size of the hit is inversely proportional to the distance from the target. Maximum range is 10 sectors vertically, horizontally, or diagonally. There is a 50% chance that a phaser hit on a planet will cause the planet to loose a build, although phasers cannot destroy planets or bases.

5. Deflector Shields -- The deflector shields of a ship protect it from damage from phaser and photon torpedo hits, and shield it from the energy released when a star goes nova. The percent shield strength indicates the percent of the incoming hit which will be nullified. In addition, strong deflector shields may deflect photon torpedoes with little or no damage.

NOTE: If a ship's shields are up, the amount of energy expended during movement is doubled.

6. Computer -- The ship's computer is used for computed firing, computation during ship movement, for phaser control and other automated actions. If the computer is damaged, navigation during warp and impulse movement becomes inexact. If inoperable, computed functions will not work. If generic names (star, Planet, base is used with computed commands, it evaluates to "closest", while if an object name is provided it is explicitly computed to that objects address.)

7. Life Support -- If the life support units of a starship are inoperative, the ship must either repair this damage or dock within 5 star dates. If this is not accomplished, the crew will die. For the time life support is inoperative, the prompt will revert to a warning message.

8. Sub-Space Radio -- The sub-space radio is used to communicate with other ships, of either side. Bases under attack also use the sub-space radio to call for help and notify their team's ships of their destruction.

9. Tractor Beam -- The ship's tractor beam is used primarily to tow damaged friendly objects away from danger. The beam can not be used unless both objects have lowered their shields.

In addition to the individual devices discussed above, a newly commissioned ship (or a fully repaired and rearmed older ship) possesses the following attributes:

1. 5000 units of ship energy. Ship energy is used during movement and phaser firing. It is also decreased each time the ship gets hit with phasers or photon torpedoes, or transfers energy to/from it's shields. If this quantity ever reaches zero, the ship dies. A ship possessing 1000 units of ship energy or less automatically goes to yellow alert, and a warning prompt is shown instead of the default prompt.

2. 2500 units of shield energy. This energy is stored in the ship's shields (whether up or down), and is separate from the ship energy. However, energy may be transferred between these two energy reserves as needed. If shields are up, their energy is decreased each time the ship gets hit.

3. Zero units of ship damage. During battle, a ship collects hits from enemy installations and ships. If these accumulated hits ever reach 2500 units of damage or greater, the ship is destroyed. Ship damage may be reduced only by docking.

The default galaxy is arranged in a grid of 75 by 75 sectors. Players can move freely throughout the galaxy in search of enemies, which come in several categories:

1. Archeron. This can be the most dangerous thing to come up against, and fortunately there is a maximum # of Archerons in the game at any given time. The Archeron moves around concealed by his cloaking device until he comes across a suitable target (Coalition or Empire ships or ports) which he immediately proceeds to attack. An infinite supply of torpedoes and energy make him a formidable foe. If you kill one, another will eventually appear somewhere in the galaxy.

2. Enemy ship. This is the second most dangerous thing to come across, since all enemy ships are backed by human intelligence. All ships are created equal, and so the outcome of a clash between two ships is usually due to skill on its captain's part, although some other factors do come into play.

3. Enemy base. These aren't dangerous unless you come within range (4 sectors) since they are immobile. If you ARE foolish enough to get within range, however, their overwhelming phaser power will quickly pound you into rubble! Destroying a base is useful primarily because this removes it from use by your enemy (bases are used as supply stations and as a refuge in times of stress). A damaged star base will slowly build itself back to full strength if it is not completely destroyed.

4. Enemy planet. These are just like enemy bases, except that they are weaker (how much weaker depends on how many fortifications the enemy has built on them), and they can be captured. Their firing range is only two sectors, and they can re-supply the enemy less rapidly than can a base.

5. Neutral planet. While these aren't strictly classified as enemies, they will take pot shots at you (their range is also 2 sectors), so be wary of them. You can capture neutral planets and win them over to your side.

When playing the game, all commands can be abbreviated to the east number of characters to make it unique, (you can use the shortest unambiguous abbreviation). For a list of commands type:

HElp	(type the full command)
HE	(type the abbreviated command)

hel ? (type the abbreviated command)  
HELP \* (type the abbreviated command)

and for a description of an individual command type:

HELP [command] (example: HE MOVE)

The help on individual commands will be read from this help file  
The legal commands are:

1. BASES -- List information on friendly and known enemy bases.
2. BUILD -- Develop installations on a planet, and eventually build it into a base. The planet must first be captured.
3. CAPTURE -- Win a neutral or enemy planet over to your side.
4. DAMAGES -- List damaged devices and their current status.
5. DOCK -- Dock at an adjacent base or planet. This increases your energy, replenishes your torpedoes, repairs your ship a little, and reduces your ship damage.
6. ENERGY -- Transfer energy between two ships.
7. GRIPE -- Record bugs, comments, suggestion, etc. in the file DECWARS.GRP, which is periodically reviewed by the implementor.
8. HELP -- List or describe the legal commands.
9. IMPULSE -- Move using impulse engines.
10. LIST -- List various information about ships, bases, and planets.
11. MOVE -- Move using warp engines.
12. NEWS -- Tell about any new features or enhancements described in the file GAM:DECWARS.NWS.
13. PHASERS -- Fire phasers at a target.
14. PLANETS -- List information on friendly and known enemy and neutral planets.
15. POINTS -- List your score breakdown so far.
16. QUIT -- Get out of the game.
17. RADIO -- Turn ship's sub-space radio on or off; ignore or restore communications from individual ships.
18. REPAIR -- Repair your damaged devices a little.
19. SCAN -- Display the galaxy with the default range set to maximum (10 sectors in each direction from your ship).

20. SET -- Set various input and output defaults.
21. SHIELDS -- Transfer energy to or from your shields; raise or lower your shields.
22. SRSCAN -- Display the galaxy with a default range of 7 sectors (1 greater than the maximum warp factor).
23. STATUS -- List your ship's current status and supply levels.
24. SUMMARY -- List various information on ships, bases, and planets.
25. TARGETS -- List targets (enemies within range) and their current locations.
26. TELL -- Send messages to other ships using the sub-space radio.
27. TIME -- List information on run time and elapsed time.
28. TORPEDOES -- Fire photon torpedoes at a target.
29. TRACTOR -- Use tractor beam to tow friendly ships.
30. TYPE -- List current input, output, and game characteristics.
31. USERS -- List the names and other information known about the players currently in the game.
32. ADMINISTRATOR -- Administrative actions for the system

#### General INPUT information

Input words must be separated by spaces.

The input line must be terminated with <CR> or <LF>.

Multiple commands may be given on a single command line by separating the commands with / (slash).

The Enter key entered as the first character in response to the command prompt repeats the previous command line.

This is useful when building a planet, docking, repairing, firing torpedoes, etc.

Any object name cannot be abbreviated. Object types (stars, planets, bases, etc may be able to be abbreviated.)

Any command or keyword can be shortened to the shortest unambiguous abbreviation, which is never more than 2 characters.

- Many commands require a coordinate as an argument (PHASERS, TORPEDOES, CAPTURE, BUILD, etc.). The required coordinate(s) can be specified in one of three ways:

Absolute - the coordinate input type, which is simply an absolute vertical position (y) followed by an absolute horizontal position (x). The coordinate may be preceded by the keyword ABSOLUTE, but this isn't necessary if the default coordinate input type has been changed by SET IOFMT Absolute.

Relative - the keyword RELATIVE, followed by a relative vertical distance and a relative horizontal distance. A positive distance is either up or right, and negative is either down or left. The absolute coordinate is computed by adding the relative distances to your current position. The default coordinate input type is relative. If you want to change your default coordinate input type to relative,

## SEt IOFMT Relative

Computed - the keyword COMPUTED followed by a object name. The coordinate used is the location of the given object. This type of coordinate computation requires an operational ship computer.

## General OUTPUT information

The SET OUTPUT LONG/MEDIUM/SHORT command controls the length of text output throughout the game. In particular, Medium or Short hit messages received during battle are greatly reduced in length when compared to the Long format. Unfortunately, these shorter forms are not as self-explanatory as the Long form. The following are some equivalent Long, Medium and Short hit messages:

```
- Archeron (a3) @1-57 -1 1 98.68% makes 50 unit phaser hit on Star (s364) @2-57 0 1
96.68%
```

```
a3 @2-55 0 -1 66 unit phaser on s364 @2-57 0 1
```

```
a3 28 P * s364
```

Note: The relative coordinates appear due to a SET IOFMT BOTH command. The star's shields are 96.68% of max strength.

## The DECWARS PRE-GAME feature

DECWARS provides a Pre-game feature to allow:

- New players to view the help file without entering the current game.

- Experienced players to check the status of a current game before choosing a side and ship.

- Players to submit Gripes without entering the game.

- Players to communicate with other players.

The commands currently active within the Pre-game section are:

```
Activate Gripe Help Login Exit News
Points Register Summary Time Users Quit Recover
```

Being in the pre-game can be recognized from the 'pregame>' command prompt.

## ACTIVATE the game

Syntax: Activate

The ACTIVATE command (valid only in the pre-game) is used to exit the pre-game section and enter the normal ship setup stage. You must be logged in in order to activate. There are no parameters to the activate command

## GRipe

Syntax: Gripe [{word ... word}]

Add a comment, bug report, suggestion, etc. to the top of file DECWARS.GRP. Type in your comments, then press enter. Each gripe is preceded with a header that includes the Date, User, IP address of the user submitting the gripe. To view gripes just type GRipe.

Examples:

Gripe (Display existing gripes)  
GRipe Please improve the help system! (Submit a gripe)

HELP

Syntax: Help [command]

Give general help info, a list of available commands, or a detailed description of a particular command or keyword. The following conventions are used in the detailed descriptions:

The first line contains the keyword that help is being given for.

The syntax line (second line) lists the portion of the keyword required to make it unique in caps, and the remainder of the keyword in lower case, followed by any parameters (if the keyword is a command).

Optional parameters are enclosed in [] (square brackets).

Required parameters are enclosed in <> (angle brackets).

Repeated parameters are enclosed in {} (ellipses).

Any parameter that must be typed in literally is started in capital letters and continued in lower case. The upper case letters signal the shortest unambiguous abbreviation (the shortest abbreviation may change slightly, depending on context).

Examples:

H Give general help info.  
H \* List all available commands.  
H H Give Help on the Help command.  
H SH Give help for the SHIELDS command.

LOgin

Syntax: LOgin <username> <password>

Allows the user to authenticate to the system. This is required prior to entering and playing the game. See registration or recovercommands on how to create an account or recover your password.

EXit

Syntax: Exit

Log off the system and disconnect. There are no parameters for the exit command.

News

Syntax: News

Provide information about any new features or enhancements. There are no parameters for the news command.

Points

Syntax: Points

List scores breakdown so far in the game. Also shows cumulative totals for each side.

Register

Syntax: REgister <username> <email address>

Register to use the system. Usernames must be 6 or less characters, with no special characters allowed. After you enter your command you will be emailed a temporary password. To change your password, see the set password command.

Examples:

REgister Wolf john@doe.com

Summary

Syntax: SUmmary[SHips, Bases, Planets, Stars, Black Holes]

List various information on ships, bases, and planets.

Examples:

Example: SUmmary

Example: SUmmary SHips

Example: SUmmary Bases

Example: SUmmary Planets

Example: SUmmary Black

Time

Syntax: TIme

List information on server, current and run time.

Users

List all ships currently logged in. Include ship name, and IP address they are logged on from.

QUit

Syntax: QUit

Leave the game and close the connection

Recover

Syntax: RECover <email address>. You will be sent a recovery password.

Recover your lost password to use the system. You will be sent an email with a recovery password. Once logged on you can change your recovery password with the set password command.

Example:

Recover John@doe.com

Some general HINTS

When in doubt, use the on-line help system. See the help on HELP for more information.

Use multiple commands per line (separate commands with /).

Once you're in a danger area, things can happen faster than you can react to them. Plan your action ahead of time, before you enter a danger area.

Use computed coordinates to make things easier, and move around a lot if you're fighting someone for strategy.

Computed coordinates give a fantastic tactical advantage over entering coordinates.

Use the enter key to repeat commands (see the help on ENTER). It's just a convenience when building planets, etc., but in battle, and combined with multiple commands per line and/or computed coordinates (such as PH C B/M R 1 0 or TO 1 32

45), it can make or break your career as a star ship captain.

Don't get within range of an enemy base, unless you enjoy being pounded into rubble. You can kill a base just as well from 1 sector outside it's range (use the WARNING keyword on SCAN to see the range of an enemy base or set the default to warning).

Don't waste your energy and torpedoes firing at friendly ships and bases. If you're not sure if it's friendly or not, type HELP SCAN for a list of what's what. You can also use the TARGETS command to see which enemies are lurking about (see the help on TARGETS and LIST).

Don't make it a habit of sitting next to stars; photon torpedoes can turn them into novas, which are extremely destructive. Conversely, if you notice an enemy ship or base adjacent to a star, take advantage of the situation!

One sure way to locate enemy ships is to watch for newly captured enemy planets by using the PLANETS or LIST command.

In general, don't waste photon torpedoes battering at a target with 85-100% shields. The chances are good that they will just be deflected harmlessly away. Use your phasers to weaken the shields, then use torpedoes to finish him off. This is especially true when attempting to destroy an enemy starbase.

Use the SET command to personalize the output to your own tastes. That way you'll be guaranteed to have the output set right each time you play a game.

To always see the range and direction of any object listed (in hit messages, output from the LIST command, etc.), SET IOFMT BOTH. (The range is the magnitude of either delta y or delta x, whichever is larger.)

#### Commands that take real time

Many of the commands are designed to take a certain amount of real time. This is done to help equalize the game when there are different speed typists in the game. Commands that take time also automatically perform a repair command. The delay varies based on the commands function. Commands that take time:

```
BUILD (1 + 1 for each BUILD of planet) * 500 * Milliseconds
CAPTURE (1 + 1 for each BUILD of planet) * 500 * Milliseconds
DOCK 1 * 500 * Milliseconds
IMPULSE 1 * 500 * Milliseconds
MOVE # sectors * 500 * Milliseconds
REPAIR 1 * 500 * Milliseconds
Note: 1000 milliseconds = 1 second
```

You have 2 phaser banks, each of which must be cooled off after it's fired before it can be used again. Each phaser shot takes 2 \* 500 \* Milliseconds per 200 units shot to cool off.

After each burst of torpedoes the tubes must be reloaded before being used again. It takes # torpedos \* 500 \* Milliseconds to load a torpedo.

#### List various BASE information

Commands:

Syntax: BAses [ENemy | SUMmary | ALL | CClosest | RELative | ABSolute] <Locy Locx>]

List location and shield percent of friendly bases; location of known enemy bases; or count of bases of either side within a specified range or the entire galaxy. The default range is the entire galaxy, and the default side is friendly bases only. See the help for LIST for more information and the complete set of keywords that

can be used to modify BASES output.

Examples:

BA List location and shield percent of all friendly bases.  
BA ENEMY List location of all known enemy bases.  
BA SUM Give summary of all friendly bases.  
BA ALL Give list of all bases.  
BA CL List the location and shield percent of the closest friendly base.  
BA 34 26 List the location and shield percent of friendly base at 34-26 (it doesn't have to be friendly, but you can't see bases out of scanner range). This defaults to your IOFMT, if relative then it assumes your input is relative, if absolute then it assumes your input is absolute.

BUILD fortifications on a captured planet

Syntax: BUild [<Relative | Absolute | Computed>] <Locy Locx>

A fortified planet hits harder and is more resistant to destruction by the enemy. A planet can normally be built up to 4 times. As your team's star bases are destroyed by enemy action, a fifth build will complete the construction of a new star base on the planet. The bases name will rename the planet's name. Only 10 star bases can be functional at any one time. You may not build a planet not captured or is on the enemy side.

Examples:

BU 32 12 Build the planet at sector 32-12 (assuming set IOFMT absolute).  
BU A 32 12 Equivalent to "BU 32 12"  
BU R 1 1 Build the planet at sector 32-12, if your present location is 31-11.  
BU 1 1 Build the planet at sector 32-12, if your present location is 31-11 and you have set IOFMT relative.  
BU Computed Build the closest planet found by your computer (it must be up)

CAPTURE a neutral or enemy planet

Syntax: Capture [<Computed | RElative | Absolute>] <Locy Locx>

At the start of the game, all planets are neutral (they fire at everyone!). Once captured by either side, they fire only at enemy ships, and can be docked at to refuel and replenish, just like a base (except a planet can only supply half the resources that a base can). Enemy planets can also be captured. There is a 15% chance that a planet will up rise and refuse to be captured.

Examples:

CA 12 32 Capture planet at 12-32.  
CA A 12 32 Equivalent to "CA 12 32".  
CA R 1 1 Capture planet at sector 12-32, if your present location is 11-31.  
CA CO Pl Capture a planet using the computer. The computer is programmed to capture the first planet it finds.

## DAMAGE report

Syntax: DAmages [device | username | RElative | ABSolute] location]

List damaged object devices and the amount of damage to each. The condition of all or just selected devices may be examined. All objects may have all devices, so even stars and black holes have radios, photon torpedoes, etc, although they are never used.

Examples:

```
DA          List all damaged devices and their current
damages.
DA WA       List damages to warp engines.
DA SHI      List damages for SHields.
DA PHA      List damages for PHAsers.
DA PHO      List damages to PHOton torpedoes
DA CO       List damages to computer
DA LI       List damages to life support
DA RA       List damages to radio
DA SHIP     List total damages to ship
DA R 1 1    List damages to object located relative 1 1 to your ship
DA A 34 37  List damages to object located at 34 37
```

DOCK at a friendly base or planet

Syntax: DOck [Absolute|Relative|COmputed] <RElative | ABSolute> | Planet | Base

Refuel, repair, and rearm your ship, and set your ship's condition to green. While docked, any repairs are accelerated, and you have an "infinite" supply of torpedoes. If you have no damages and are completely refueled and rearmed, docking will have no effect on your ship. The following table lists the maximum resources available per move when DOCKing at a base or planet:

Resource	Base	Planet
Ship energy	+1000	+500
Shield energy	+500	+250
Photon Torpedoes	+10	+5
Life Support Reserves	+5	+5
Ship Damage	-100	-50
Ship Damage, if already docked	-200	-100

Examples:

```
DO          Dock to the closest port
DO Cl pl    Dock to the closest planet.
DO CL ba    Dock to the closest base.
DO re 1 1   Dock to the port relative to the ship 1 1.
DO ab 34 37 Dock to the port located at 34 37.
```

Transfer ENERGY to a friendly ship

Syntax: Energy <ship name> <units of energy to transfer>

The receiving ship must be located in an adjacent sector. 10% of the energy transferred will be lost due to broadcast dissipation. If you attempt to send more energy than the other ship can store (ie. 5000 units), the transfer will automatically be reduced to the maximum possible. Both ships must have their shields down.

Example:

Energy	Show your current energy left
Energy Relative 1 -1 250	Transfer 250 to the ship 1 -1 relative to your ship
Energy Absolute 37 53 250	Transfer 250 to the ship at location 37 53
ENergy Dog -250	Transfer 250 from dog to your ship
ENergy Dog 350	Transfer 350 from your ship to dog

Submit a GRIPE

Syntax: Gripe [{word ... word}]

Add a comment, bug report, suggestion, etc. to the top of file DECWARS.GRP. Type in your comments, then press enter. Each gripe is preceded with a header that includes the Date, User, IP address of the user submitting the gripe. To view gripes just type GRipe.

Examples:

Gripe	Display gripes
GRipe Please improve the help system!	Submit a gripe

Give HELP

Syntax: Help [command]

Give general help info, a list of available commands, or a detailed description of a particular command or keyword. The following conventions are used in the detailed descriptions: - The first line contains the keyword that help is being given for.

The syntax line (second line) lists the portion of the keyword required to make it unique in caps, and the remainder of the keyword in lower case, followed by any parameters (if the keyword is a command).

Optional parameters are enclosed in [] (square brackets).

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Repeated parametes are enclosed in {} (elipses).

Any parameter that must be typed in literally is started in capital letters and continued in lower case. The upper case letters signal the shortest unambiguous abbreviation (the shortest abbreviation may change slightly, depending on context).

Examples:

H	Give general help info.
H *	List all available commands.
H H	Give Help on the Help command.
H SH	Give help for the SHIELDS command.

Move using IMPULSE engines

Syntax: Impulse [Absolute|Relative|Computed] <Locy Locx> <Coalition | Empire | NEutral | ARcheron | FRiendly | ENemy | Ship | Planet | Star | Base | Black Hole>

Move one sector vertically, horizontally, or diagonally (equivalent to warp factor 1) using the ship's impulse engines. If the impulse engines are damaged > 300 they will be unusable. If the computed object is more than one sector, the ship will move only 1 sector closer to the computed object.

Examples:

Impulse Relative 1 -1	Impulse to the location relative to your ship 1 -1
Impulse ABSolute 37 53	Impulse to the absolute location 37 53
Impulse COmputed Planet	Impulse to the closest planet to your ship
Impulse COmputed Base	Impulse to the closest base to your ship
Impulse COmputed Neutral	Impulse to the closest neutral object

LIST ship, base, and planet info

Syntax: List [ALL | CLOsest | CAPtured | FRiendly] {options}

Options: SUMmary | SHips | BAses | PLaNets | STars | POrts | COalition | EMpire | NEutral | ARcheron | TARgets

The list command is an important feature of DecWars, in that it allows you to find information about the universe in an organized way. All information in the list command is based on the known (ie: scanned) objects your side has seen. If one object is scanned by your side and later moves, the item is removed from the your side's list function until it is again scanned.

The following information is available via the LIST command:

Name of any object currently in the game and scanned by your side (including the Archérons). If it is a planet, the number of builds the planet has as well as the side if it is not a neutral planet.

Location

The shield percent and whether it they are up or down.

The above information is also available, in whole or in part, through the SUMMARY, BASES, PLANETS, and TARGETS commands. Each command has it's own default range, side (Coalition, Empire, Archeron, Neutral), and object (ship, base, planet, black hole). LIST (and SUMMARY) include everything (infinite range, all sides, all objects) by default.

Keywords used with BASES, PLANETS, TARGETS, LIST, and SUMMARY (not all keywords are legal for all commands):

CLOsest List only the closest of the specified objects.

SHips Include only ships (Coalition, Empire, or Archeron).

BAses Include only bases (Coalition or Empire).

PLanets Include only planets (Coalition, Empire, or Neutral).

POrts Include only bases and planets. If no side is specified (Coalition, Empire, Neutral, or Captured), include only friendly ports.

COalition Include only Coalition forces.

EMpire Include only Empire forces.

FRiendly Include only friendly forces (Same side).

ENemy Include only enemy forces (Opposite side, neutral and Archeron).

TARgets Same as enemy.

NEutral Include only neutral objects.

CAptured Include only captured planets (Coalition or Empire).

ALL Include all sides unless a side is explicitly given. Extend the range to infinity unless a range is explicitly given.

SUMmary List summary of all selected items.

Examples:

List Lists everything seen by your side

List ALL Lists everything seen by your side

List Closest Lists closest thing seen by your side

List CAPtured Lists captured planets for your side

List ENemy Shows all enemy planets, bases, ships seen by your side

List FRiendly Shows objects on your side

List SUMmary Lists everything seen by your side with a summary at end

List SHips Lists ships seen by your side

List BAses Lists bases seen by your side

List PLanets Lists planets seen by your side

List STars Lists stars seen by your side

List POrts Lists ports seen by your side

List COalition Lists coalition seen by your side

List EMpire Lists empire seen by your side

List NEutral Lists neutral seen by your side

List ARcheron Lists archeron seen by your side

List TARgets Lists targets seen by your side

List ALL ships Lists all ships seen by your side

List ALL coalition Lists all coalition objects seen by your side

List Closest base Lists closest base seen by your side

List CAPtured planets Lists captured planets seen by your side

List FRiendly ports Lists all bases and planets on your side

MOVE using warp drive

Syntax: Move [Absolute|Relative|Computed] <Locy Locx> <Coalition | EMpire | NEutral | ARcheron | FRiendly | ENemy | Ship | Planet | Star | Base | Black Hole>

There is a maximum speed is warp factor 6, which will move you 6 sectors per turn. Maximum SAFE speed is warp factor 4; warp factors 5 and 6 risk potential warp engine damage. Energy consumption per move is proportional to the square of the warp factor based. If the ship's shields are up during this movement, the energy consumption is doubled.

Examples:

M 37 45 Move to sector 37-45 if you have set IOFMT Absolute

M A 37 45 Equivalent to "M 37 45".

M R 4 -5 Move to sector 37-45, if your present location is 33-50 (move up 4 sectors and left 5 sectors).

M C Wolf "Ram" the Wolf. No actual collision occurs, but your ship ends up adjacent to the Wolf's current position.

M R 1 -1 Move to the relative 1 -1 position from your current position

M 1 -1 Equivalent to M R 1 -1 if you have set IOFMT Relative

M C P Move to the closest planet (if your computer is up)

M C Friend Move to the closest object on your side (if your computer is up)

Display the NEWS file

Syntax: NEws

Display the file which contains information on any new features, enhancements, bug fixes, etc for each version of DECWARS.

Fire PHASERS at an enemy ship, base, or planet

Syntax: PHasers [Computed | Relative | Absolute] <Locy Locx> [Empire | Neutral | Archeron | Friendly | ENemy | Ship | Planet | Star | Base | Black Hole>

Phasers must be directed at a specific target, and only one target may be specified per command. Obstacles seemingly in the path of the phaser blast are unaffected, since the energy ray is not a line-of-sight weapon. The size of the hit is inversely proportional to the distance from the target. Maximum range is 10 sectors vertically, horizontally, or diagonally. Each phaser blast consumes 200 units of ship energy, unless a specific amount of energy is given (the specified energy must be between 50 and 500 units, inclusive). The phaser banks have roughly a 5% chance of damage with a default (200 unit) blast, with the probability of damage reaching nearly 65% with a maximum (500 unit) blast. The severity of the resulting damage is also dependent on the size of the blast. Also, if your ship's shields are up, a high-speed shield control is used to quickly lower and then restore the shields during the fire. This procedure consumes another 200 units of ship energy. The weapons officer on board your ship will cancel all phaser blasts directed against friendly ships, bases, or planets. Firing phasers (or getting hit by phasers) puts you on red alert. NOTE: Although there is a 50% chance that phasers will damage enemy planetary installations (BUilds), they can NOT destroy the planet itself. NOTE: Because shields are lowered during phaser process messages will always show the object to have their shields down for phaser messages.

Examples:

PH 12 32	Phaser target at sector 12-32 if set IOFMT is Absolute.
PH A 12 32	Equivalent to "PH 12 32".
PH R 2 -3	Phaser target at sector 12-32, if your location is 10-35.
PH C BUZZARD	Phaser the Buzzard (if within phaser range).
PH C B	Same as PH C BUZZARD.
PH 300 12 32	Phaser target at sector 12-32, using 300 units of energy.

List various PLANET information

Syntax: PLanets [ENemy | SUMmary | ALL | Closest | RELative | ABSolute] <Locy Locx>]

List location and number of builds for all known planets, and a summary of planets within a specified range or the entire galaxy. The default range is all known by your side, and the default side is every side. If the planets command doesn't have what you need check the list command for more options.

Examples:

PL	List all planets within 10 sectors.
PL SUM	Give summary of all planets in game.
PL EN	List all known enemy planets, including neutral
PL R 1 -1	List the planet 1 -1 relative from your location.
PL A 20 37	List the planet at the absolute location 20 37.

List POINTS scored so far this game

Syntax: P0ints [{friendly|enemy}]

Itemize the current point breakdown. Information can be obtained concerning the points scored by your individual ship, your team, the opposition, the Archeron, the Neutrals or any combination of the above. If the Archeron Empire is not involved in the game, the Archeron keyword will be ignored.

Categories in POINTS breakdown:

- Damage to ships.
- Damage to planets.
- Damage to stars.
- Damage to bases.
- Damage to black holes.
- Total Points.
- Number of targets encountered.
- Number of star dates.
- Points per target.
- Points per star date.
- Cumulative wins for each side.
- Total score / number of players.
- Total score / star dates.
- Career totals

Examples:

P0            List points for your ship.  
P0 FR        List points information for your side.  
P0 EN        List points information for your enemy.

QUIT the game

Syntax: Quit

Quit the game before normal end of execution and return to the pregame. If in pregame, leave the system.

RADIO

Turn sub-space RADIO on or off, or set to ignore or restore communications from individual ships

Syntax: Radio ON|OFF

Turn your ship's sub-space radio on or off, thus controlling whether or not you'll receive any messages from other ships or your bases; or suppress or restore messages originating from specific ships.

Examples:

RA ON        Turn sub-space radio ON.  
RA OFF      Turn sub-space radio OFF.

## REPAIR device damage

Syntax: REpair [radio|shields|tractor|Warp|Impulse|Photon|Phaser|Computer|Life]

Repair damaged ship devices. If a ship suffers a critical hit to a device, REPAIR can be used to restore the device to full (or partial) working order. A REPAIR removes the specified units of damage from each damaged device, in addition to the normal repair rate of 30 units per turn. Thus a repair command will reduce damage 60 units rather than the normal rate of 30 per turn. If docked, The repair command will not reduce total ship damage. If docked, the repair rate is 50 units per turn, if you issue a repair command while docked your repair per turn is 80, and will reduce total ship damage as well.

### Examples:

```
RE                Remove up to 60 units of device damage.
RE Shields        Repair only the shields
```

## Full range SCAN

Syntax: Scan [Up|Down|Right|Left] [<range>|<vr><hr>] [Warning]

Display a selected portion of the nearby universe. If no range is specified, SCAN defaults to a square scan range of ten sectors from the present ship location. The keywords UP, DOWN, RIGHT, LEFT modify this to include only the part of this original square specified (relative to the ship). The maximum scan range is 10 sectors. If individual vertical and horizontal ranges are specified, the scanning field will be shaped accordingly. The WARNING keyword if added to the end of a SCAN command string will flag the empty sectors within range of an enemy base or planet with !'s instead of . 's. The SCAN symbols and their meanings are:

```
+C    Coalition warships
-E    Empire warships
^^    Archeron warship
+B    Coalition star base
-B    Empire star base
^B    Archeron base
@     Neutral planet
+@    Coalition planet
-@    Empire planet
^@    Archeron planet
*     Star
      Black hole (Empty sector)
!     Empty sector within range of enemy port (only when using WARNING
```

keyword)

### Examples:

```
SC                Scan universe within a radius 10 sectors.
SC 10            Equivalent to "SC".
SC 4             Scan universe within 4 sectors.
SC 4 4          Equivalent to "SC 4".
SC 2 8          Scan up to 5 rows and 17 columns, centered on the present ship
location.
```

SC U                    Show only upper half of normal scan.  
 SC W                    Same as "SC", plus shows danger zones around enemy bases and planets.

### SET input and output parameters

Syntax: SET <Side | PAssword | PRompt | Output | IOfmt | INitial | SScripts>  
 <PASSWORD | PROMPT | Medium | Long | Short | ABSolute | RELative | BOfh | Empire | Coalition | Command line>

### Keyword Value Description

Keyword	Value	Description
Name	name	Change name (shows in USERS).
Output	Long	(Default) Use longest output format.
	Medium	Use medium output format.
	Short	Use short (cryptic) output format.
Prompt		Default: Use "Decwars> " prompt.
	E	If ship energy < 1000 (yellow alert).
IOfmt	Both	(Default) Display coordinates in both absolute and relative form. Input defaults to Relative.
	Absolute	Display all coordinates in absolute format <Locy Locx> only. Input defaults to absolute.
	Relative	(Default) Display coordinates relative to your location <Locy Locx> only.
Side	Coalition	Set your side to the coalition
	Empire	Set your side to the empire
		Note: To reduce cheating this command is available only in the SET INITIAL command or to administrators.
Password	PASSWORD	Set your password to PASSWORD for the future logins
Initial		(Default) Show the initial commands your account will run when entering the game.
	Command(s)	Set the initial commands your account will run when entering the game
Scripts		(Default) Show the command scripts run when you type a single character 0 - 9
	0 Command(s)	Set the command script for one of the numbers 0 - 9

### Examples:

SE IO Re                Set Input/Output format to relative only.  
 SE PR HSN              Switch to "HSN".  
 SE OU S                Set output format to short.  
 SE SI Em               Set your side to the empire (administrator only)  
 set in set si co       Set your side to coalition each time you log in  
 se in                   Display your initial command  
 se in ti/su             Display the time and a summary each time you log in  
 se 0 sc w/su           Set the number 0 to run the command scan w/summary

### SHIELD control

Syntax: SHields [{Up|Down|<Energy Transfer number>}]

Raise or lower ship shields, or transfer energy between ship and shield energy reserves. Raising shields consumes 100 units of ship energy, lowering them or transferring energy is "free". NOTE: Shield condition is displayed as +n% for shields up, or -n%, for shields down, n% of full strength.

Examples:

```
SH U      Raise shields.
SH D      Lower shields.
SH T 500  Transfer 500 units of energy TO shields
SH T -500 Transfer 500 units of energy FROM shields
```

Short Range SCAN

Syntax: SRscan

Display the galaxy with a default range of 7 sectors (1 greater than the maximum warp factor). No parameters or warning is provided.

Show ship STATUS

Syntax:

```
Status [{Radio|SHields|ENgines|STardate|TOrp}] | username | Relative | ABSolute]
location]
```

Show the current star date, plus the status of any of the ship attributes: ship condition, location, number of torpedoes, ship energy, ship damage, shield energy, and radio condition. Ship condition can be green, yellow (low on energy), or red (in battle). Radio condition is either on or off.

Examples:

```
ST        Give full status report.
ST T      Report how many torpedoes remain on board.
ST E      Report the ship energy.
ST L      Report the current ship location.
```

Give SUMMARY on number of ships, bases, and planets

Syntax: SUMmary[{\$SHips, Bases, Planets, Stars, Black Holes}]

Give any of the information available from the LIST command, but give only a summary by default. See the help on LIST for more information and the complete set of keywords that can be used to modify SUMMARY output.

Examples:

```
SUM       Display how many ships, bases, planets, Black holes and stars are in
the game (broken down into coalition, empire and neutral categories).
SUM Ba    Display how many bases are in the game.
```

List information on TARGETS

Syntax: TArgets

Primarily for locating targets during battle, when a SCAN would be too time consuming. List location and shield percent of any enemy ship, base, or planet in range; name of any enemy ship in range (including the Archeron); or location and number of builds of any known enemy planet in range. TARGETS is equivalent to a LIST targets command.

Examples:

TA            List all targets within 10 sectors.

TELL another ship something using the sub-space radio

Syntax: TELL <COalition | EMpire | NEutral | ARcheron | ALL | FRiendlies | ENemies  
| Username> {word ... word}

Send messages to one or several of the players currently in the game, with no range limitation. Players who have turned their radios off, or have a critically damaged sub-space radio can not be sent to. Administrators have godlike abilities and can tell any object to do a command.

Examples:

TE Wolf Hello!            Send "Hello!" to the Wolf.  
TE EM DROP DEAD         Send "DROP DEAD" to all Empire players.  
TE NE wanna fight?      Send "wanna fight?" to all neutral objects  
TE p53 tor comp 3 a2     (Administrator command to have P53 torpedo A2)

List various TIMES

Syntax: TIme

List time since server started; the current time and the time since this game started.

Fire photon TORPEDO burst

Syntax:

Torpedoes #burst [Absolute|Relative|Computed] [<Locy Locx> | name]

A photon torpedo is aimed along a path in physical space, thus any object lying along its path will intercept the torpedo. One, two, or three torpedoes may be fired with one command, all fired at a common location. The minimum range of a torpedo is 8 sectors, but some will travel 10 sectors before self-destructing. Torpedoes may be deflected from the desired track by a number of different factors, including your ship's shield strength, computer and torpedo tube damage, and torpedo misfires. A torpedo misfire also aborts the remainder of the burst, and sometimes damages the torpedo tubes as well. Torpedoes can cause stars to go nova, and can also destroy planets (if no enemy installations remain intact). "Accidental" hits on friendly ships, bases, or planets are automatically neutralized. A torpedo burst uses no ship energy. Torpedoes will always reduce the # builds on a planet by 1 until the # builds is zero.

Examples:

TO 1 A 12 24            Fire one torpedo at sector 12-24.  
TO 3 12 24             Fire three torpedoes at sector 12-24 with your set IO absolute  
TO R 2 2 -5            Fire two torpedoes at sector 22-25, assuming your location is 20-30.  
TO C 3 BUZZARD        Fire three torpedoes at the Buzzard.  
TO C 1 ar              Fire one torpedo at the Archeron.

## TRACTOR beam

Syntax: TRactor [<on, off> <relative, absolute> <Locx Loxy>]

Tow another object. The two objects must be located in adjacent sectors and both objects must have their shields lowered. Once such a beam is applied, either object can pull the other behind it using warp or impulse engines. <Energy consumption for the towing ship is 3 times the normal rate for movement with the shields down.> The object being towed will end the move trailing the lead ship. If either object raises deflector shields, the tractor beam is automatically cut. The tractor beam will also be broken if either object is displaced by a torpedo.

Examples:

```
TR                Display the current tractor status
TR OFF           Turn off the tractor beam
TR ON 1 -1       Apply tractor beam to the object 1 -1 relative to you, assuming
IO is set to relative.
TR ON S37        Apply a tractor beam to the star named S37
```

## TYPE game, input, and output settings

Syntax: TYpe <System | InputOutput | Game>

Type the current game information.

The Game settings are:

The version number and date of implementation

The InputOutput settings are:

The command prompt,

Output length,

The input/output format.

Examples:

```
TY GA            List the game settings.
TY OU            List the output settings.
TY IN            List the input/output settings
```

## List USERS

Syntax: Users

List all ships currently logged in. Include ship name, and IP address they are logged on from.

## Perform Various ADMINISTRATOR commands

Syntax: ADministrator <bounce | disable | enable | report | remove | su-on | su-off | bh-off | bh-on | ar-on | ar-off | delete | move | reset | wed | ied | ptd | pbd | sd | cd | lsd | rd | tbd | tsd | dohit | start | endgame> <{username/object}> <Locy Locx><amount>

Example: ADministrator bounce hsn (Force a user off the system)

Example: ADministrator disable hsn (Disable a user account login)

Example: Administrator report (Report a user or all users accts)  
 Example: Administrator su-on hsn (Turn on administrative rights for a user)  
 Example: Administrator su-of hsn (Turn off administrative rights for a user)  
 Example: Administrator bh-off (Turn off administrative rights for a user)  
 Example: Administrator delete hsn (Delete an object from the game)  
 Example: Administrator move hsn 37 53 (Move an object to a new location in the game)  
 Example: Administrator reset hsn (Send a password recovery email to a user)  
 Example: Administrator ar-off (Turn off Archerons in the game)  
 Example: Administrator ar-on (Turn on Archerons in the game)  
 Example: Administrator wed hsn 500 (sets warp engine damage to 500)  
 Example: Administrator ied hsn 500 (sets impulse engine damage to 500)  
 Example: Administrator ptd hsn 500 (sets photon torpedos damage to 500)  
 Example: Administrator pbd hsn 500 (sets phaser bank damage to 500)  
 Example: Administrator sd hsn 500 (sets shield damage to 500)  
 Example: Administrator cd hsn 500 (sets computer damage to 500)  
 Example: Administrator lsd hsn 500 (sets life support damage to 500)  
 Example: Administrator rd hsn 500 (sets radio damage to 500)  
 Example: Administrator tbd hsn 500 (sets tractor beam damage to 500)  
 Example: Administrator tsd hsn 500 (sets total ship damage to 500)  
 Example: Administrator remove hsn 500 (remove the user from the users db)  
 Example: ADm dohit hsn wolf torp 500 (do a hit:hsn to wolf type: torp amt: 500)  
 Example: Administrator SStart Vmax Hmax Starsmax BHsmax Archeronmax Planetsmax Port#  
 Administrator SStart 75 75 120 120 5 60 1702-1799 (all fields required) (Defaults shown, port ranges shown)  
 Example: Administrator ENDGame (Ends the game on the port you are on)