

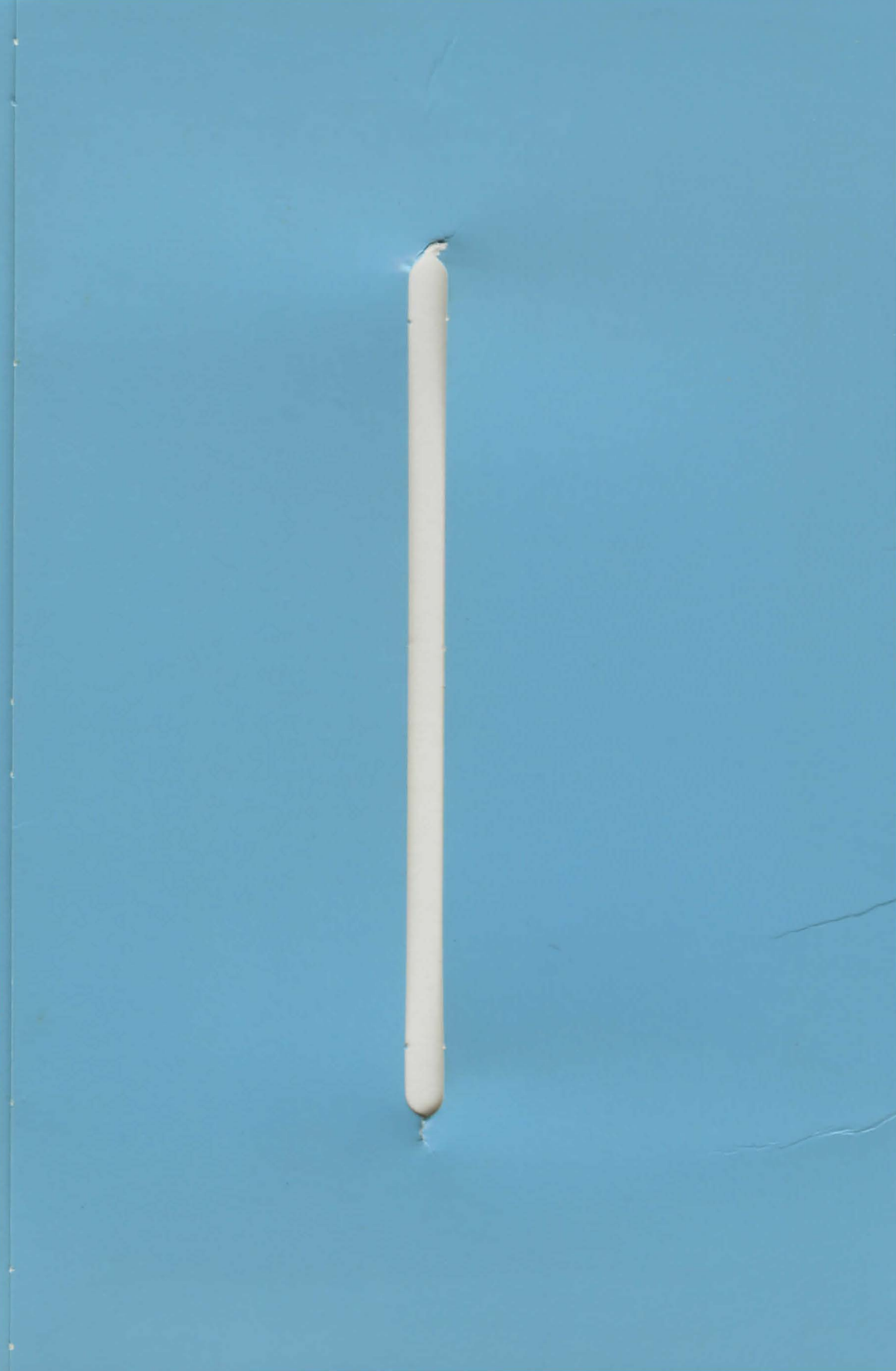
Interactive Fiction with Graphics for IBM, Tandy, Compaq, and compatible computers

# STAR TREK<sup>®</sup>

## First Contact







"The Enterprise is Starfleet's most impressive limousine, Jim. She'll guarantee a royal reception for our bigwigs at that local coronation." You smile knowingly as you recall the instructions from Starfleet Command. The *Enterprise* will carry diplomats to Gothica to ensure that the Federation makes a good impression. But this part of her voyage is merely a first step.

Evidence of a new and unknown civilization has been found. The ultimate goal for your starship and crew is to avoid Klingon suspicion and make First Contact. The Federation has chosen you, Captain James T. Kirk, to be the first to encounter and befriend the aliens.

The dual mission of the *Enterprise* has begun. "Sulu set course for Gothica. Uhura notify Starfleet of our departure. Spock warp factor one." Apparently, all is well. But appearances can be deceiving.

Enhancing your mission are these features:

- Graphics display of important locations, objects, and aliens
- Detailed Captain's Log generated by the ship's computer and expandable by you, Kirk
- Access to comprehensive files in the *Enterprise* data banks, including a trove of STAR TREK lore
- Dramatic sound effects

#### SYSTEM REQUIREMENTS

- IBM PC, PC/XT, PC AT, PS/2, and 100% compatibles
- PC or MS DOS 2.0 or higher
- 256K RAM
- Graphics display recommended (No graphics in monochrome)
- Two 360K 5.25-inch disk drives, or fixed disk  
**(3.5-inch disks available—see details inside)**

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