STAR TREK®

25ᵀᴴ ANNIVERSARY ™

Getting Started

Loading Instructions for MS-DOS Computers

1. Boot your computer with DOS. If you have a mouse, make sure it is connected and the driver installed. Before installing, make sure your hard disk has at least eight megabytes of space available. Install time varies with processor speed, from a half-hour to three hours. You must have 550k of available RAM to run *STAR TREK: 25th ANNIVERSARY* - it will perform better if more RAM is available. The game will automatically take advantage of EMS (Expanded Memory). Your EMS driver must be loaded prior to play.

2. Insert **DISK 1** into your disk drive.

3. Change the disk prompt to the drive that your **DISK 1** is in by typing *A:* or *B:* depending on where your **DISK 1** is.

4. To install *STAR TREK: 25th ANNIVERSARY* to your hard disk, type:
INSTALL <enter>

Table of Contents

Hints

If you need a hint about the gameplay, you can reach the hint line system by dialing 1-900-370-PLAY. All Hint questions must be directed at this "900" service, as there will be NO hints given on our Customer Service Lines. You must have a touchtone phone to use this service.

The hintline will be available Dec. 15th and will be open 24 hours a day. The charge for this service is $1.25 for the first minute, and $.75 for each additional minute. All long distance charges are included in these prices. Callers under the age of 18 must get their parent's permission before calling this hotline. At this time, the hotline is only available within the United States.

You can also get hints by writing Interplay at the customer support address.

Simply follow the on-screen instructions after that.

5. Once the game is installed you should read the **README** file for any additional information not included in this manual. From the **STARTREK** directory type:

type readme <enter>

6. To play *STAR TREK: 25th ANNIVERSARY*, type:
CD\STARTREK <enter>
STARTREK <enter>

7. If you reconfigure your computer after the game has been installed (adding a sound board, for instance), you must run the **SETUP** program. From the **STARTREK** directory, type:

Setup <enter>

and folow the on-screen instructions.

Game System

Introduction

In *STAR TREK: 25th ANNIVERSARY*, you take on the role of the captain of the Starship Enterprise, James T. Kirk. As Captain Kirk, you are faced with the same command decisions he faced, but it's your choices that will decide the fate of the Starship Enterprise crew. The game system is split into two sections; when you are on the bridge of the U.S.S. Enterprise, the other when you are on a planet or another starship.

Basic Interface

To control the U.S.S. Enterprise ™ and its crew you must maneuver the cursor over the character or thing you wish to interact with and select it. The cursor may change appearance depending on its function at any given time to remind you what mode the game is in (Look, Targeting, Get, etc).

Mouse: Place the cursor on whatever it is you wish to select and press the left mouse button. Press the right mouse button to escape from the current selection.

Joystick: The same as the mouse except fire button #1 selects, and fire button #2 escapes. The center position of your joystick is automatically calibrated by the game. If you should need to recenter your joystick during play, press *<CONT> - J* simultaneously. If your joystick should become disconnected during play, reconnect it and then you **must** press *<CONT> - J* to reactivate it!

Keyboard: The number lock must be ON. The arrow keys may be used to move the cursor, or the numeric keypad if you have one. You must press and hold the key to stop moving the cursor. Select with either *<F1>* or *<enter>*, and clear a selection with *<F2>* or *<ESC>*.

Keypad:

7	8	9
4	5	6
1	2	3
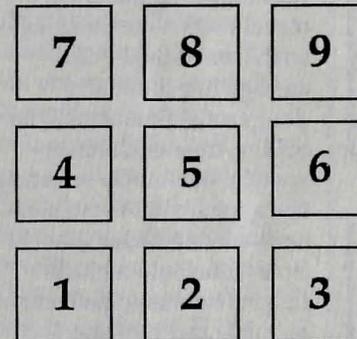
7 - Up and Left

8 - Up

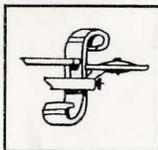9 - Up and Right

4 - Left

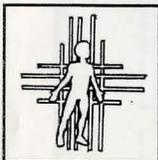5 - Centers controls

6 - Right

1 - Down and Left

2 - Down

3 - Down and Right

Captain's Log

Transporter

Options

Talk

On Board the U.S.S. Enterprise™

Captain Kirk oversees control of the Starship Enterprise from its bridge. From here you can issue commands to the crew, travel to and communicate with new worlds, and engage in potentially dangerous situations. The bridge crew each have specific duties. By selecting the appropriate crew member, you can order that officer to execute a given task. What tasks each crew member can perform is listed below:

KIRK: You are Captain Kirk. You can check reviews of past mission performances by selecting the *Captain's Log* Icon. Choose the *Transporter* Icon when you wish the landing party to leave the ship. Even starship captains have to go to
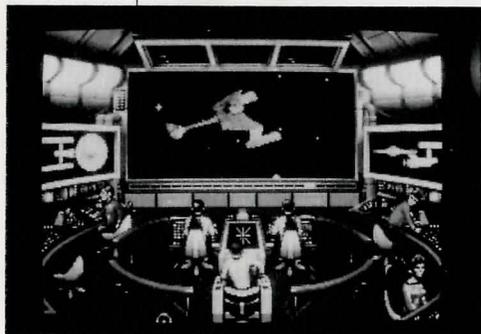
The Bridge of the U.S.S. Enterprise

sleep every now and then - or would like to let others sleep - select the *Options* Icon and a new set of icons will be displayed: *Save Game, Load Game, Music On/Off, Sound Effects On/Off,* and *Quit Game.* The sound and music options only appear if you have configured the game for sound support.

SPOCK: Commander Spock occupies the science station. Once you enter orbit, he will scan the area with the ship's sensors and give a report. He will offer valuable advice if you select the *Talk* Icon. Spock has access to the ship's library computer - if you select the *Computer* Icon, you can type in any subject (unless your computer is as large as the Starship Enterprise's, you'll only get responses on subjects mentioned in the game, though). Type in the subject you are requesting information on, and then press *<enter>*. You may wish to take notes on names, places, and things during the game!

SCOTTY: Lieutenant Commander Scott sits at the engineering station. From there he directs damage control and the

ship's engines. If the U.S.S. Enterprise is damaged, Scotty will direct his damage control teams to fix the most impaired of the ship's systems first until all the damage is about equal, then spreads the teams out so that everything is being fixed at the same rate. By selecting the *Damage Control* Icon, you can tell Scotty to concentrate on a particular system first. Once that system is repaired, he will automatically return to his usual damage control pattern. See the section on Ship Systems for more details. Also, you can order Scotty to give you *Emergency Power*. This only lasts for a short time and the strain on the engines is such that it will take several minutes before such a command can be issued again.

UHURA: Lieutenant Uhura is the communications officer. If you need to talk or send information to another ship or planet, select the *Communications* Icon. Uhura will open hailing frequencies and try to establish contact. Once communications are established, you can order her to send computer data files and other information by

selecting the *Communications* Icon again.

SULU: Lieutenant Sulu is the ship's helmsman. By selecting the *Orbit* Icon, Sulu will take the ship into orbit - or out, if already in orbit. You can't "beam down" to a planet until you are in orbit around a planet due to the transporter's limited range! Sulu also controls the ship's Shields - by selecting the *Shields* Icon he will raise or lower the U.S.S. Enterprise's main deflector shields. If the ship's shields are raised, you cannot use the transporter.
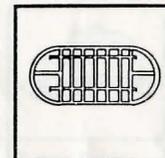
CHEKOV: Ensign Chekov is assigned to navigation. Selecting the *Navigation* Icon will bring up a star map. You will need to refer to the star map in the middle of this
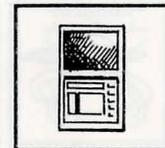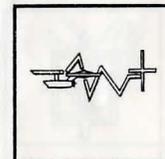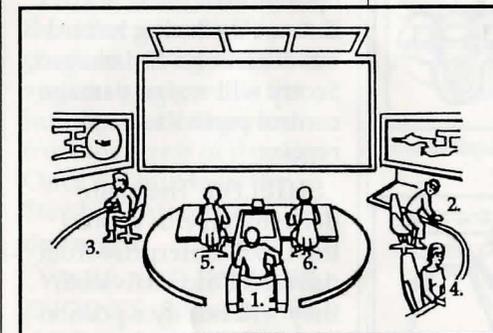
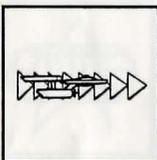*Computer*
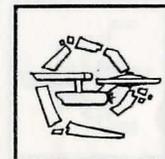
Damage Control

Emergency Power

Communications

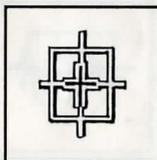*1. Kirk; 2. Spock; 3. Scotty; 4. Uhura; 5. Sulu; 6. Chekov*

Orbit

Shields

Navigation

Weapon

Repair Shields

Repair Phasers

manual for the names of the stars. Be sure of your destination before your select the Navigation Icon - you must select a destination once you are at the star map screen. Uhura will remind you of your destination if you select her. Going off-course is sure to antag-onize someone! Position the cursor around the star you wish to go to, select it and the Starship Enterprise will arrive at warp speed. Chekov also controls the ship's phasers and photon torpedoes. By selecting the *Weapon* Icon, he will activate or deactivate the ship's phasers and photon torpedoes. You can't shoot until these are armed!

Ship Systems

There are a number of systems that are vital to the operation of the U.S.S. Enterprise during hazardous situations. If damaged, Scotty will assign damage control parties to make repairs.

SHIELDS: The main deflector shields protect the U.S.S. Enterprise from damage. Once activated, they will nullify a portion of the damage done to the ship. The more damage

they absorb, the less effective the shields become until they fail completely. There are six shields: front, rear, left, right, top and bottom. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Scotty can repair it! The Ship Systems monitors are to the left and right of the Main View Screen. As systems are damaged, they will glow red. As the shields become damaged, they will glow red, then get dimmer as damage increases.

PHASERS: Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. This is quicker than photon torpedoes can be reloaded, but draw a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission. The Phaser Ready Monitor is just above the Main View Screen on the left. A bar graph shows the charging status. Once the phasers are fully charged and ready to fire, the light will

turn green. A phaser that is out of commision will blink red.

PHOTON TORPEDOES: These are energy charges of matter and anti- matter separated in magnophoton force fields. Photon torpedoes detonate on contact. The advantages of photon torpedoes are they take less energy to reload and are somewhat stronger than phasers. The down side is their lengthy reload time, and slower speed to target. The slower speed requires you to lead the target more than you would with phasers. The Photon Torpedo Ready Monitor is just above the main view screen and to the right. A bar graph will show the reload progress, and the light will turn green when they are ready to fire. A photon torpedo tube that is out of commision will blink red.

SENSORS: The main sensor array is represented by your main view screen. Without this you are virtually blind! As it accumulates damage, there will be greater and greater interference patterns obscuring your view. If you ever want Mr. Scott to concentrate his damage con-

trol parties on something, this is it.

SHIP POSITION MONITOR: This is just above Kirk and below the Main View Screen. It shows the relative position of enemy ships to the U.S.S. Enterprise. A dot on the left of the screen indicates a ship is to the left of the U.S.S. Enterprise. If the dot is at the extreme edge of the monitor it indicates the enemy ship is almost directly behind you. The quickest way to get an enemy in your view screen is by steering directly towards the dot!

BRIDGE: The bridge itself is heavily armored and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage to the bridge controls mounts.

HULL: Scotty will repair this after a conflict, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the Starship Enterprise is destroyed.

WARP AND IMPULSE ENGINES: Power for the ship's systems and move-
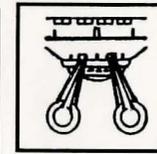
Repair Photon Torpedoes
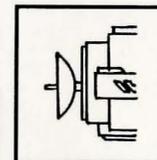
Repair Sensors

Repair Bridge

Repair Hull

Repair Engines

ment are provided by the ship's engines. The two warp pods provide the bulk of the power and are required for "warping" space to travel at faster than light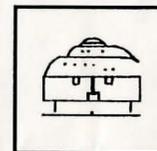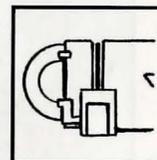 speeds between stars. The impulse engines provide considerably less power than the warp engines but can provide a nice reserve. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units. The Power Status Monitor is just above the Main View Screen in the middle. The two upper bar graphs show the relative power the engines are producing.

Power Allocation

Power allocation is optimized by the ship's computers. Shields are the first priority and will always be charged as long as there is power available. As long as the phasers and photon torpedoes are armed, they will have second priority on power. Phasers draw a fair amount of power to charge, but power requirements are low once they are fully charged. Photons torpedoes have low power requirements. Whatever power is left over is avail-

able for movement. The ship will try to move at the last speed you commanded, but may not be able to go that fast until you take the weapons or shields offline. As long as the engines are undamaged, the U.S.S. Enterprise has power to go top speed and arm weapons and shields. If power should be lost to damage then the ship effectively slows down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the U.S.S. Enterprise will probably soon follow.

MOVEMENT AND CONFLICT

Ship Movement: You can toggle between direction control and crew selection by pressing either <Tab> or <F3>.

Mouse: When in ship movement mode, the cursor will be restricted to the Main View Screen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. You can center the cursor by pressing on the numeric

phasers, and the right fires the photon torpedoes. These will be aimed at the current location of the cursor. Using a mouse is the best way to play **Star Trek: 25th Anniversary**.

Joystick: Movement is handled in classic flight simulator style: pull back on the stick to go up, push forward to go down, left to go left, right to go right. *Fire button #1* fires your phasers and *fire button #2* fires your photon torpedoes. Your shots will be aimed at the current location of the cursor.

Keyboard: Both the arrow keys and the numeric keypad with (with the Num Lock on) can be used to control direction. Press and hold the key in the direction you wish to move. Release the key and the Starship Enterprise will return to flying straight ahead.

Fire your phasers with <enter> or <F1> and photon torpedoes with <space> or <F2>. Your shots will be aimed for the middle of the Main View Screen if you are in the keyboard-only mode.

Speed: Use the number keys along the top of your

keyboard (i.e. not from the numeric keypad) to select your speed. 1 is a dead stop with speed increasing as you choose higher numbers. 0 is top speed (think of it as ten). the ' key will put the ship into a slow reverse speed. You can check your current speed by looking at the middle monitor directly above the view screen (but below the power available bar graphs). The upper green bar represents the speed you last commanded, and the lower red bar represents your actual speed (which may be reduced because the ship's power is down).
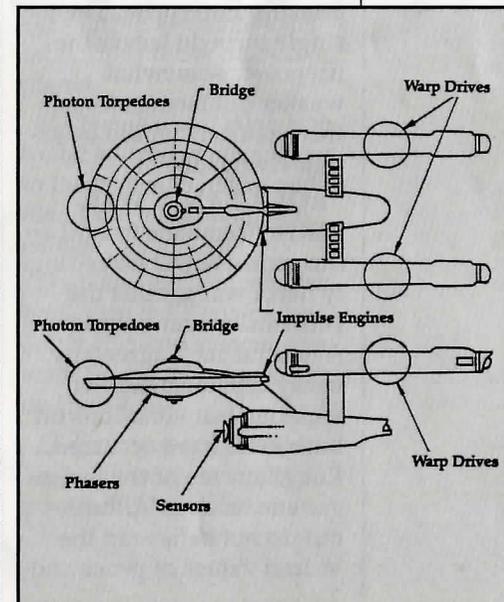
cause the ship's power is down).

Opposing Ships

Aside from mock combat with another Federation heavy cruiser, there are several starships that may oppose you:

KLINGON™ BATTLE CRUISER: The Klingon Empire is an aggressive culture that extols warrior values. Outright war is prevented by treaty, but the Klingons have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon vessels are similar in speed and maneuverability to the Starship Enterprise. The single torpedo leaves the firepower somewhat weaker but facing two of these cruisers would be extremely deadly.

ROMULAN™ WARBIRD: Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A neutral zone agreed by treaty separates the two societies, but violations on both sides have occurred. Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and

logic. The Romulan ships are slow and maneuver poorly, but have two advantages: a powerful plasma torpedo and a cloaking device that renders it very difficult to detect in combat except when firing the torpedo. Beware! Due to a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices.

ELASI PIRATES: A loose confederation of pirate captains that prey on shipping for the most part. Their ships are small and quick and are armed with a variety of defensive systems. They are primarily a danger when attacking with two or more ships.

KEYBOARD COMMANDS

Note that some commands are available only from the keyboard, so read through these even if you are using a mouse or joystick.

V - View: This toggles between the normal bridge view and a close-up of the main view screen. You don't have access to your monitors or bridge crew, but you get a more panoramic view of the action.

<tab> - toggles between ship movement and fire mode and bridge crew selection mode.

<ins> - Rolls the U.S.S. Enterprise counterclockwise.

<del> - Rolls the U.S.S. Enterprise clockwise.

5 - (from the numeric keypad) Centers the flight controls.

< - Reduces the Main View Screen magnification.

> - Enlarges the Main View Screen magnification.

<cont>-S - Toggles the sound effects on and off.

<cont>-M - Toggles the music on and off.

<cont>-Q - Quits the game.

<cont>-J - Centers your joystick if necessary.

<cont>-P - Pauses the game. From the bridge, you can simply press *P*, but *<cont>-P* works and is required on the ground.

A - Analysis: Shows an analysis of enemy ships on the side monitors. Always shows the last ship damaged by the U.S.S. Enterprise.

S - Shields: Toggles the shields on and off.

W - Weapons: Toggles both the phasers and photon torpedoes on and off.

O - Orbit: enters or exits orbit around the nearest planet.

N - Navigation: takes you to the main star map. Refer to the star map in the middle of the manual for star names.

D - Damage Control: This brings up the Repair Icons. Select the ship system you want Scotty to concentrate on from here.

E - Emergency Power: This activates emergency power if it is available.
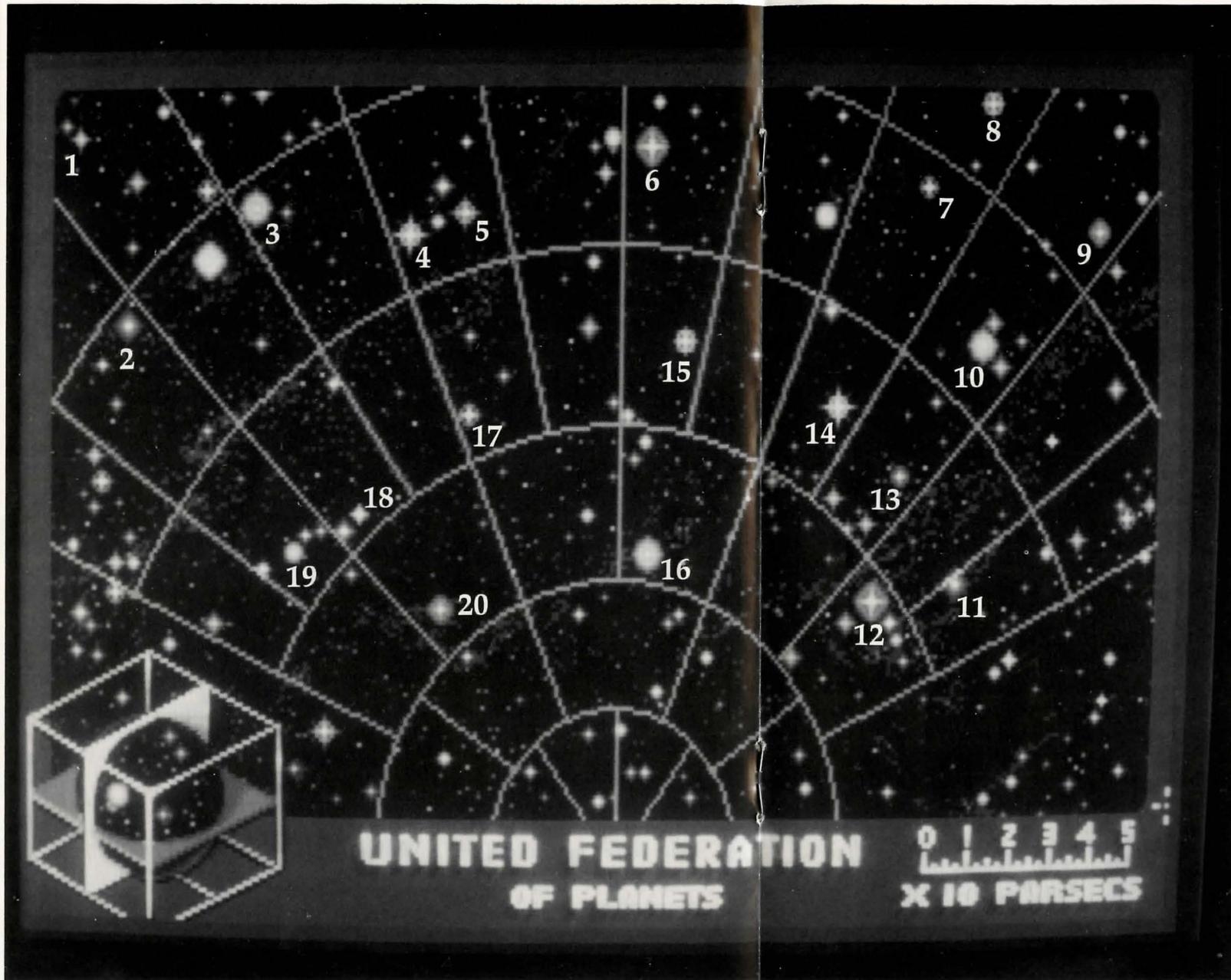
STARS

1. Centurius
2. Cameron's Star
3. ARK-7
4. Harlequin
5. Harrapa
6. Elasi Prime
7. Digifal
8. Strahkeer
9. Hrakkour
10. Tri-Rho Nautica
11. Shiva Omicron
12. Alpha Proxima
13. Omega Maelstrom
14. Argos IV
15. Beta Myamid
16. Sirius
17. Sigma Zhukova
18. Castor
19. Pollux
20. Christgen

UNITED FEDERATION
OF PLANETS

0 1 2 3 4 5

X 10 PARSECS

H - Hail: Activates Uhura's Communication Icon.

*T* - Talk Spock: Ask Mr. Spock for advice.

C - Computer: Activates Spock's Library Computer.

K - Kirk: This brings up Kirk's Options Icons.

W - Weapons: Toggles the Phasers and Photon Torpedoes on and off.

The Landing Party

When transporting to a planet or other starship, Captain Kirk will lead a landing party of himself, Mr. Spock, Dr. McCoy and a Security Officer. Be warned, situations can be dangerous. If Kirk, Spock or McCoy is killed by your actions, the game is over. Generally there is some
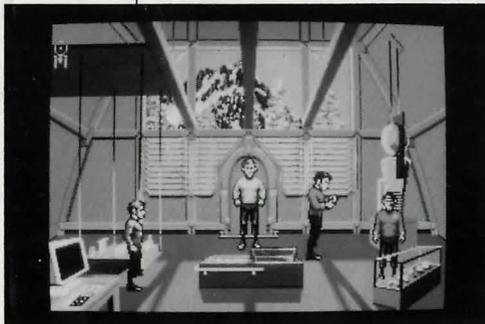
Landing Party (l to r): Security Officer, Kirk, McCoy, and Spock

kind of warning placed within the game - you don't have to learn by dying, but you can die. Losing the Security Officer does not lose the game, however, and you can continue the mission. Constantly losing security officers is frowned on by StarFleet Command!

Moving About

Point to the area of the floor that you want Captain Kirk to go to with the cursor and click the left mouse button (or Joystick fire button or press the *<enter>* key). He will walk to that spot automatically. You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.

Command Icons

By pressing the right mouse button, fire button #2 or *<space>* bar or key, you can call up the Command Interface. You select with the joystick fire button #1, left mouse button or by pressing the *<enter>* key. To clear a current selection or escape a menu use the right mouse button, fire button #2 or *<escape>*

key. This pattern of selection and clearing is used throughout the landing party missions. By selecting the appropriate area you can use the following commands:

**TALK:** Place the cursor over the Icon's mouth and select it.

The normal cursor will be replaced with a *Talk* cursor. Place this over the character you wish to talk to and select again. You may be given several options on what you can say - be sure to read them all before making your selection. You can scroll through the selections with the right mouse button or *<space>* bar. Remember, you are representing the Federation and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. Don't forget to *Talk* to Spock, McCoy and the Security Officer - they may have valuable advice to give.

LOOK: Place the cursor over the Icon's eyes and select it. There will now be a *Look* cursor. Place this over the person or thing you wish to look at and

select it. Additionally, there will be an *Inventory* Icon in the upper left of the screen. By selecting the *Inventory* Icon you can look at anything you may be carrying.

GET: Place the cursor over the Icon's *Hand* that is extended downward and select it. Place the new cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.

USE: Place the cursor over the Icon's *Hand Holding the Ball* and select it. The cursor will become a ball. From here it is a two-step operation: select the item or crew member you wish to use followed by the item or character you wish to affect. *Use Spock on the Alien Contraption* and he will try to operate it. *Use medical kit on Security Of-*
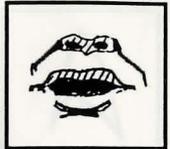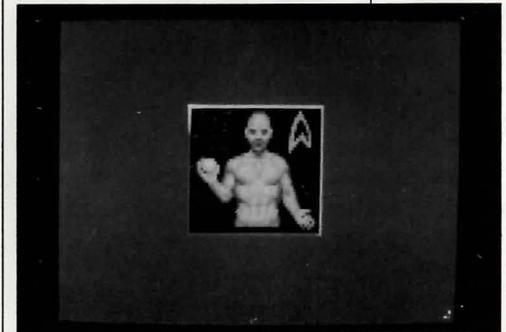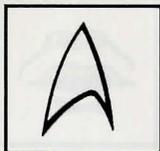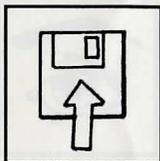

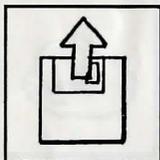*Talk*

Look

Get

Use
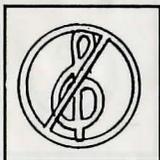

Scene showing the Command Icon

Starfleet Icon

Save Game

Load Game

Music On/Off

Sound Effects On/Off

ficer and McCoy will try to heal him. If a character is asking for an item, use the item on the character and it will be given. *Use Kirk on the Communicator* and he will try and contact the ship. Remember, this is always a two- step operation: use one thing on the second thing. You can't *Use Spock on the Tricorder™ on the Rock*, but you can *Use the Tricorder* (Spock's or McCoy's) *on the Rock*.

OPTIONS: Place the cursor over the *Starfleet* Symbol and select it. This will bring up a series of icons similar to the ones available on the bridge: *Save Game, Load Game, Music On/Off, Sound Effects On/Off*, and Quit Game.

KEYBOARD COMMANDS

Shortcut keyboard commands are available:

T - Talk

L - Look

G - Get

U - Use

I - Inventory (you must be in the Get or Look mode)

Standard Equipment

The landing party comes equipped with several items. The following gives a brief description of each. Other items you must figure out as you go along.

PHASER: Two icons are shown, green for stun, red for dematerialization. The hand phaser is similar to the ship's phasers in operation. It imparts a small amount of energy to an object in stun mode, a destructive amount on full power (dematerialize).

TRICORDER™ : This is a sensing and scanning. Think of it as a very powerful *Look* device. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy's is the obvious choice; if you want to find out something about the alien contraption, Spock's.

MEDICAL KIT: McCoy's Tricorder is a diagnostic aid - you need to use the medical kit to actually cure anyone.

COMMUNICATOR: You can talk with the Scotty aboard the U.S.S. Enterprise with this and

get advice or issue commands. You can use anyone on this, but it's Kirk that will do the talking.

The Scenarios

Each scenario will begin with a mission assignment from Star Fleet Command.™ You will need to navigate (Chekov) to the star system Star Fleet assigns you and resolve the situation. You may face interference from other starships. After completion of the mission, Star Fleet will evaluate your performance. There are multiple scenario outcomes, some not as optimal as others so be sure to save the game at the start of each scenario if you want to experiment.

Star Fleet Review

The better you do in a given mission, the higher the rating Star Fleet will give you. Solving puzzles, aiding others, and behaving like a representative of Star Fleet in general is the key to a high rating. Violence never helps your rating, and may actually hurt it. After the final mission in the game, Star Fleet

will give you an overall rating for all the missions combined. In game terms, this is your "score."

Commendation points are awarded based on your rating from Star Fleet. These reflect the increased experience and morale of your bridge officers and will result in increased efficiency of their duties on board the U.S.S. Enterprise (Mr. Sulu manuveurs the ship quicker, Mr. Scott coaxes more emergency power from the engines, etc).

Background

U.S.S. ENTERPRISE: This is almost 1000 feet long and carries a crew of over four hundred. The main saucer is the crew quarters and scientific research areas. The lower pod is the engineering section and houses the main sensor array. The two cylindrical pods are the warp drive engines and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

CAPTAIN JAMES T. KIRK: Kirk is the current Captain of the U.S.S. Enterprise, in its fourth

year of a five year mission in space. He is the youngest Academy graduate to be assigned as a Starship Command Captain. An idealist, he drives himself hard and is decisive, but listens thoughtfully to his crew.

COMMANDER SPOCK: The ship's Science Officer. He is considered the finest First Officer in Star Fleet. Spock is half-human and half Vulcan. He adheres to the Vulcan discipline of logic that seeks to control emotion. He is intensely loyal to the captain, stoic in the face of danger, and has a razor-sharp mind.

LIEUTENANT COMMANDER LEONARD "BONES" McCOY: Dr. McCoy is the Senior Ship's Surgeon of the U.S.S. Enterprise and head of the Medical Department. Outspoken, cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually likes the Vulcan First Officer.

LIEUTENANT COMMANDER MONTGOMERY "SCOTTY" SCOTT: The ever-resourceful Engineering Officer. The third-in-command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the Starship Enterprise as his own. Scotty worked his way up through the ranks through sheer love of engineering. Saying Mr. Scott is from Scotland would be redundant.

LIEUTENANT SULU: The ship's helmsman, he is the model of an efficient officer and never needs to have the same order given twice.

LIEUTENANT UHURA: She is the ship's communication officer. In Swahili her name means "Freedom". Uhura is a native of the United States of Africa. She delights in singing during her off hours, and is an expert in communications when on duty.

ENSIGN PAVEL CHEKOV: The ship's navigation officer. Reliable, but brash and inexperienced. The U.S.S. Enterprise is his first space assignment. Raw material waiting to be honed by Kirk. Chekov was born outside of Moscow in Russia.

NOTES

Credits

Executive Producer
Brian Fargo

Producer
Bruce Schlickbernd

Design
Elizabeth Danforth,
Jayesh J. Patel,
Bruce Schlickbernd
Michael A. Stackpole

Lead Programmer
Jayesh J. Patel

Programming
Greg Christensen,
Wesley Yanagi,
Paul Edelstein,
Michael W. Stragey

Art Director
Todd J. Camasta

Model Construction
David A. Mosher

Art
Todd J. Camasta,
David A. Mosher,
Scott Bieser,
Rob Nesler,
Brian Giberson,
Cheryl Austin,
Tom Tanaka

Music Adaptation
The Fat Man,
Dave Govett

Additional Music
Charles Deenen

Additonal Design
Scott Bennie,
Scott Harring

Director of Playtest
Jacob R. Buchert III

Playtest
Jason Ferris,
Scott Everts,
Jeremy Airey,
Fred Royal,
Michael Packard,
Steve Nguyen,
Jay Simpson

Manual Text
Bruce Schlickbernd

Manual Design
Vince DeNardo & Sasha

Cover Illustration
Kevin Davidson

The crew of Star Trek: 25th Anniversary would like to thank the creator of Star Trek for all the joy of discovery that he shared with us, Gene Roddenberry. Though he passed away this year his message that we can grow and become better as a world has not.

NOTES

Technical Support

If you are having problems getting the game to function properly, you can call Customer Service from 10:30 AM to 6:00 PM (Pacific Time Zone) at 714-549-2411.

Hintline

If you need a hint about the gameplay, you can reach the hint line system by dialing 1-900-370-PLAY. All Hint questions must be directed at this "900" service, as there will be NO hints given on our Customer Service Lines. You must have a touchtone phone to use this service.

The hintline is open 24 hours a day. The charge for this service is $1.25 for the first minute, and $.75 for each additional minute. All long distance charges are included in these prices. Callers under the age of 18 must get their parent's permission before calling this hotline. At this time, the hotline is only available within the United States.

You can also get hints by writing Interplay at the customer support address.

If you wish, you can also contact Interplay over a modem. Interplay maintains forums on both CompuServe and GEnie. You can reach us over CompuServe in the GAMEPUB forum (section 14), or by mailing 76702,1342. You reach Interplay on GEnie by mailing INTERPLAY. (that's Interplay with a period at the end) or in SCORPIAs RT (SET 13).

NOTES

NOTES

NOTES

INTERPLAY PRODUCTIONS
LIMITED 90-DAY WARRANTY

Interplay Productions warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90- day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Interplay Productions at the address noted below with a check or money order for $7.50 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE INTERPLAY PRODUCTIONS. IN NO EVENT WILL INTERPLAY PRODUCTIONS BE LIABLE FOR SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF INTERPLAY PRODUCTIONS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

If you have a problem with your software, you may wish to call us first at (714) 549-2411. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and $7.50 to:

WARRANTY REPLACEMENTS
Interplay Productions
17922 Fitch Ave.
Irvine, CA 92714

SYSTEM UPGRADES

Interplay Productions has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original disks and a check for $15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Interplay Productions, Inc. STAR TREK: 25th ANNIVERSARY is protected by the copyright laws that pertain to computer software. STAR TREK: 25th ANNIVERSARY disks are not copy-protected. This does not mean you can make unlimited copies. It's illegal to sell, give or otherwise distribute a copy to another person.

NOTICE

Interplay Productions reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

*Front Row (l to r): Jayesh J. Patel, Michael W. Stragey,
Todd J. Camasta, Cheryl Austin, Scott Bennie, Rob Nesler,
David A. Moser. Back Row: Greg Christensen,
Paul Edelstein, Scott Bieser, Brian Giberson,
Jacob R. Buchert III, Bruce Schlickbernd.*