

Cluebook

STAR TREK[®]

25TH ANNIVERSARY[™]



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INTRODUCTION

Captain's Log, Stardate 6022.9. We are on route to the Sigma Zhukova system to engage in mock combat exercises with the U.S.S. Republic. Though the U.S.S. Enterprise's™ primary mission is peaceful exploration, the galaxy holds many surprises. All defensive systems will be set to minimum power and the ship's computer will simulate damage.

Captain Kirk could feel the tension building on the bridge. Though, this was only a simulation, the Starship Enterprise's reputation was on the line. He watched as the crew went about their duties. Scotty continued to check the matter/antimatter levels in the warp engines; Uhura was monitoring Federation communications frequencies; Spock was busy setting up the computer for the impending combat practice; and Chekov and Sulu were making sure the ship was on course.

As Kirk gazed at the viewscreen, Sulu turned. "Captain, we are arriving at the designated coordinates."

"Mr. Sulu, drop us to one half Impulse Power."

"Aye, Sir."

Kirk looked over at Spock. "Is the Republic here yet?"

Spock checked his sensors. "Yes, Captain. She is approaching at sub-light. Course two-two-nine mark three."

"On screen."

On the viewscreen, there she was. Another Constitution Class starship. If not for the markings, she could pass for the U.S.S. Enterprise.

Uhura notified the Captain. "Sir, Captain Patterson is hailing us."

"Uhura, patch him through."

The view changed to the bridge of the Republic. Captain Patterson was, of course, seated at the command chair. He displayed a challenging look. They had never been friends, and in fact had been rivals ever since their Academy days. Patterson was looking forward to this contest.

Kirk smiled at Patterson. "Well, Dick, nice of you to drop by."

"Nice to see you too, Jim. Is the Starship Enterprise ready for a good licking?"

Mr. Scott's back stiffened. The one thing Scotty would never tolerate, was an insult to the U.S.S. Enterprise. "By that scapheap? We'll be towing it back to a starbase when we're though!"

Kirk quickly added. "Pardon my Chief Engineer's enthusiasm. I believe our systems are set. Mr. Spock, are we ready?"

"Yes, Captain. Phasers and Photon Torpedoes set to minimum strength. Ship's computer will calculate damage."

"Dick, I believe we're ready. Kirk out." The viewscreen shifted to an exterior view of the Republic.

Mr. Spock glanced at the sensors. "Captain, the Republic is raising shields and powering up weapons. I suggest we do the same."

"Mr. Sulu, raise shields. Mr. Chekov, power up all weapon systems." The Captain glanced at the tactical display between Sulu and Chekov. The Republic was on the starboard side. From this display he could tell if the Republic was left, right, above, or below the Starship Enterprise. "Sulu, the Republic is on our starboard side. Adjust our course to the right."

The Republic swung into view. It was heading straight in. Just as Kirk was about to

order Chekov to fire, phaser beams came streaking toward the ship, followed by two photon torpedoes. "Sulu, evasive action!"

Too late, the phasers hit their mark. The slower photon torpedoes passed by harmlessly. Kirk examined the ship damage display - minimal damage to forward shields. They had been lucky. The Republic appeared to be aft of the U.S.S. Enterprise. They were trying to turn around for a second pass. Kirk knew the last thing he needed was the Republic directly astern, pummeling his ship with photon torpedoes.

"Mr. Sulu, reduce speed and adjust course toward the Republic." At slower speeds, the ship would turn faster. The Starship Enterprise might be able to get a bead on The Republic before they finish their spin. The Republic appeared on the screen again. They hadn't finished their turn.

"Chekov, fire phasers and photon torpedoes!" Direct hit! They were hit on the port side. Again, the Republic passed by.

"Mr. Spock, Target Analysis." The ship damage display now showed the Republic. The U.S.S. Enterprise damaged their port shields heavily. If weapons fire was con-

centrated at that point, they could beat them.

Suddenly, the ship rocked from phaser fire. Kirk looked back at the tactical display. The Republic must have made it behind the U.S.S. *Enterprise*.

"Spock, Target Analysis off!" The ship's aft shields were dropping fast. The Captain looked at engine status. The port nacelle was down about twenty-five percent. Not too serious yet. "Scotty, concentrate damage control on the shields." Kirk turned back to Sulu. "Try to turn us out of their path."

"I'm trying Sir, but I can't shake them!" That was the problem with an enemy directly behind your starship. It's difficult to leave the enemy's fire radius. Captain Kirk examined the damage display again. Aft shields were almost out. Both port and starboard warp nacelles were below fifty percent. Ship systems would start shutting down if they dropped much past that. "Scotty, Emergency Power!"

Scotty looked up hopelessly. "I don't know how long she can take it!"

Emergency power helped. Engine power was back up. Unfortunately, that would last only a little while. The U.S.S. *Enterprise* still hadn't shaken off the Republic.

There was only one thing left to do. "Sulu, drop speed to minimum!"

It worked! The Republic hadn't expected that. She passed by overhead. "Chekov, fire phasers and photon torpedoes! Sulu, keep her on the screen!"

The Republic started pulling away. She was trying to run. She knew at long range, it would be harder for the *Starship Enterprise* to hit her. "Mr. Sulu, increase speed, but be careful not to fly past her."

The ship began to catch up. If they could knock down her engines, she would slow down. Chekov, continued firing as opportunity permitted.

"Spock, Target Analysis On." The port shields of the Republic were still damaged. Shields took a long time to repair. Kirk could use that to his advantage.

"Mr. Chekov, concentrate fire on the Republic's port side." That did it. The Republic's port warp nacelle was damaged. She was slowing down. "Chekov, continue firing!"

The Target Analysis screen lit up red as system after system of the Republic was damaged. The Republic finally stopped completely.

Chekov slapped his hand on the console. "We got him!"

Scotty beamed as he turned to the Captain. "I told you that scrapheap was no match for us!"

Mr. Spock, with that staunch Vulcan way looked up from the sensors. "Computer estimates that the Republic is crippled, Captain."

Uhura also turned. "Captain Patterson, sends his congratulations, sir."

What, no on screen communications? Kirk had to smile. It will be a long time before Patterson lives this one down. On the viewscreen, the Republic turned and sailed away.

"Well, Mr. Spock, I believe we have a mapping survey to preform in the Christgen system. Mr. Sulu plot a course to our next destination."

"Aye Sir."

Uhura turned back to Kirk again. "Captain. Priority signal from Starfleet command."

"On screen, lieutenant."

On the viewscreen, the image of Admiral Deiley appeared. He had a concerned look on his face. Captain Kirk got the feeling the survey mission was about to be canceled. "Greetings Captain Kirk. Your present assignment is to be postponed. We have an urgent problem at Pollux Five. There are reports of unusual alien lifeforms attacking innocent settlers at a

mining site near Mount Idyll. You are to report immediately to the High Prelate. These settlers are all members of the Acolytes of the Stars, so that may be why they have described the creatures as demons. Your assignment is to determine the source of the creatures and to resolve the situation."

"Understood, Admiral. Is there any other information you can give us?"

"Unfortunately, no. The only advice I can give you is to check your library computer. There might be some clues available there. Good luck, Captain. Deiley out."

The screen went blank. Demons in the twenty-third century? Surely, there must be some kind of mistake. "Mr. Chekov, plot a course for Pollux Five."

"Plotted and laid in."

"Ahead, Warp 3." The stars shifted as the *Starship Enterprise* entered warp speed.

DEMON WORLD

Captain's log, supplemental. We are on approach to the planet Pollux Five. Our mission is to investigate recent disturbances associated with creatures described as "demons". Pollux Five is a non-Federation world colonized by a religious sect known as The Acolytes of the Stars. Though not Federation members, the Acolytes have assisted many Federation worlds in times of need. It will be good to return the favor.

"Mr. Spock, what can you tell me about the Acolytes of the Stars?"

Spock examined his library computer. "Captain, Pollux Five is one of three major Acolyte settlements in this quadrant. The Acolytes prefer a relatively simple lifestyle, reminiscent of mid-21st Century Earth rural communities. This colony is the most recently established. It is based near Mount Idyll which is currently being used as a mining site for Hafnium. The current leader and Federation contact is High Prelate Robert Everett Angevin."

On the viewscreen, the planet Pollux dominated the scene. It looked very earth-like except for the large areas

covered by snow and ice. Mr. Sulu turned to report. "Standard orbit, captain."

"Thank you, Mr. Sulu. Mr. Spock, there's a lot of snow down there."

"Yes, captain. The planet is recovering from an ice age. It's currently spring- cool, but tolerable. I'm picking up nothing unusual on the sensors."

Kirk turned to Uhura. "Uhura, contact the colony."

"Yes, captain." Uhura ran her hands over her console. "Message from High Prelate Robert Angevin."

After a few moments, a face appeared on the viewscreen. The man wore a simple blue outfit and his head was completely bald. He didn't smile or react at all. "The High Prelate is waiting for you to beam down." With that, the signal was cut.

Mr. Scott smiled at the Captain. "Friendly sort, aren't they."

Kirk was beginning to get the sneaking suspicion that there was more here than a bunch of frightened colonists. "Well, Mr. Spock, I think we've got our invitation. Uhura, have Dr. McCoy

meet us in the transporter room.

Dr. McCoy was impatiently checking his medkit when Kirk and Spock entered the transporter room. "I heard the planet was nothing more than a snowball. Didn't anyone think of bringing parkas?"

Mr. Spock raised an eyebrow. "Characterizing the planet as a snowball is something of an overstatement. The temperature at the colony is presently 12 degrees celsius. Hardly conditions..."

"Mr. Spock," hopelessness in his voice. "Oh, never mind!"

The landing party Security Officer, Ensign Everts, stood by the door. He looked slightly confused by Spock and Bones' bickering. Kirk couldn't blame him.

"Gentlemen, I believe Prelate Angevin is awaiting our arrival." The group entered the transporter chamber. The transporter chief was waiting behind the console. "Mr. Kyle, Energize."

As the familiar sparkle of the transporter effect faded, the landing party looked around. The planet was beautiful. Snow covered trees and shrubbery extended in all directions. They were standing on a path which led

to a group of buildings. They were spartan shelters, all gray in color. A sign on the right stated 'All mining equipment use this road.' Kirk glanced at Spock. "This must be the road to the Mount Idyll mining operation."

"Indeed, Captain."

Dr. McCoy stood shivering. "You look rather cold, Bones."

"I'm not cold, I'm freezing! And that damn transporter just had to set me down in the middle of a snowdrift!"

"Dr. McCoy, I don't believe ten centimeters of snow can be considered a snowdrift."

Kirk examined the buildings again. A small man stood by the farthest structure. He was bald and dressed in blue like the colonist on the viewscreen, but this man held an air of authority. Kirk walked over to him.

He smiled and greeted them. "Thank you for transporting down. This is so much better to greet you in person, gentlefolk. I am Prelate Robert Angevin. We are honored at your presence and hope you will find peace here in our haven."

Kirk returned the smile. "I am Captain James T. Kirk of the U.S.S. Enterprise. We received word that alien lifeforms are creating problems at your mining facilities in Idyll Mountain."

Concern appeared on Angevin's face. "Yes, Captain Kirk. But not aliens, per se-- we have encountered what we believe are demons at Idyll Mountain, creatures surely emerging from the very gates of Hell. Our God would not test us thus without reason, so we believe your might and insight are our God's method to help us discover what is going on."

Kirk glanced at Spock. He was scanning the surrounding area with his tricorder. Hopefully, something would register. His attention returned to Angevin. "Aside from seeing demons, has any hard data been collected?"

A trace of annoyance appeared on Angevin's face, but quickly faded. "A skeptic would consider everything merely anecdotal or unproven. Unfortunately, we have no physical evidence as of yet, but my people will gladly tell you their own stories, so you need not hear it secondhand through me."

No evidence, only supposition. Kirk needed data. Hopefully Spock would have something for him later. "What can you tell me about the mine itself?"

Angevin smiled again. He was proud of his colonies' achievements. "The area is exceptionally stable tectonically and easy for our machinery

to work in, praise God. We've mined for hafnium and a variety of useful trace elements. The deeper we dig, however, the more anomalous the variety of minerals seem to be. The anomalies inspired Brother Kandrey to conduct studies inside the mine." His tone turned darker. "Yesterday, he reported discovering a strange door -- a gate to Hell, surely, for the demons caused a cave-in immediately. Kandrey was trapped, unconscious, and the demons prevent us from rescuing him. We can only hope he is still alive."

Kirk looked back at the buildings. "Sir, you said that some of your people have seen the demons. May we speak with them?"

"Of course, Captain. A group of people in the building to my right have seen the demons. One of our own, Brother Chub was hurt during the rockslide."

Satisfied, Kirk turned back to Spock. "Have you found out anything, Spock?"

Spock looked up from his tricorder. "Captain, I can pick up nothing unusual except that the area may have been disturbed in the distant past. The recent disturbances created by the colony construction have prevented me

from discovering anything further."

Bones was performing his own analysis. "Jim, I'm not picking up any unusual lifeforms here. Just native animal lifeforms and the settlers. All colonists are human except for one Tellarite. If there are demons here, they don't register on my tricorder."

"Doctor, you need to investigate the possibility of disease, both mental and physical that may of infected these people. I want to check out the colonist's stories before we go chasing up the mountain."

The party walked over to the colony building to Angevin's right. Inside, five colony members waited. One of the colonists was seated; a large bandages wrapped around his head and arm. Two human colonists and a Tellarite stood by him. To the right, a man of advanced years watched them intently. The old man spoke up immediately. "Welcome. My name is Brother Stephen." He noticed McCoy's medical instruments. "You are a Doctor? I am worried about Brother Chub. Can you examine him?"

Bones immediately pulled out his medical tricorder and began examining Brother Chub. He stopped for a

minute and frowned. He reexamined his readings before turning back to them. "Jim, this man has suffered severe physical injuries to his head and arm. The wounds have been adequately cared for, however he has developed the Nugaireyn infection. If not treated swiftly, the effects can be fatal. The infection can normally be treated with Hypo-Dytoxin, but there's none on the Enterprise."

Upon hearing the diagnosis, Brother Stephen stepped in. "I may be of some assistance, Doctor. The Laraxian Berry grows near the entrance to the mining cave at Idyll Mountain. By using the synthesizer in my lab, it is possible to make Hypo-Dytoxin from this berry. Unfortunately, the demons prevent us from approaching the cave entrance. Our colony doesn't have any weapons. Maybe you could retrieve the berries for me?"

So much for questioning the colonists. Kirk had another mission to perform. He turned to Spock. "It looks like questioning will have to wait. We'll have to investigate the mining site first."

Bones, concern on his face, said. "We must hurry, Jim. Brother Chub doesn't have much time."

The landing party exited the building. Outside it was quiet. It seemed everyone was staying inside. The group followed the path heading through the trees. Mount Idyll could just be seen through the branches. A tall, forbidding place; Kirk had a vague feeling of danger. Spock was still analyzing the surroundings. "Have you picked up anything yet, Spock?"

"Not as yet, Captain. Tricorder readings are still inconclusive."

"Keep at it, Spock."

The path opened up into a small meadow. It had a beautiful assortment of shrubbery. Khytellian tulips, Doc-tis Cattails, Brandzite Pods... A botanist's heaven. Ensign Everts sighed. "What a wonderful change over clanking around in a starship."

Ahead, Mount Idyll rose high above them. A small crack in the side of the mountain beckoned them to enter. As they walked toward the entrance, it became strangely silent. Kirk and Spock noticed it first. McCoy was still shivering and Ensign Everts was admiring the plantlife. Gindorian ferns covered the sides of the path. Mr. Spock looked as he was about to say something when a Klingon sprang up behind him. The Klingon pulled out

a disruptor and pointed it at Spock. Kirk yelled a warning. "Spock, behind you!"

McCoy was observing the side of the mountain when another Klingon sprang up in front of him. Kirk turned to find cover, and another one jumped out of the ground. Kirk pulled his phaser and shot one. It was set on stun, so a green glow temporarily surrounded the Klingon as he fell unconscious. Ensign Everts wasn't so lucky. He fumbled with his phaser, but before he could fire, one of the Klingons hit him with disruptor fire. Kirk returned fire, and that Klingon too, hit the ground. There was one left. Kirk fired and the green glow of the stun setting engulfed the Klingon. His hand twitched and exploded in a small red fireball. Kirk lowered his phaser and walked over to the body. Laying just a meter away was the Klingon's hand! Kirk turned to see how the rest of his party was doing. Mr. Spock was already pulling out his tricorder.

Dr. McCoy was examining Ensign Everts. "Doctor, is the Ensign OK?"

McCoy put away his medical tricorder. "He'll be fine, Jim. He was only stunned. Just give him a moment or two."

"Mr. Spock, I think it would be prudent to examine these Klingons."

"Most certainly, Captain."

Ensign Everts was coming too. He stood up and picked up his phaser. The Ensign and Dr. McCoy walked over to the Klingon with the detached hand. "They don't make Klingons like they used to, sir."

Kirk's communicator beeped. He flipped it open and Uhura said alarmingly. "Captain, we registered phaser fire in your area. Are you all OK?"

"We're fine. Did you register any disruptor fire?"

"No, Captain. Chekov picked up some kind of energy weapon, but it did not match disruptor frequencies. Are there Klingons down there?"

"No. Just an idea. Keep monitoring. Kirk out."

Spock was still analyzing the Klingon. He looked up. "Fascinating. I suspect that we have stumbled upon something that the colonists would never have uncovered."

"Have you found out anything about the Klingon?"

Spock set his tricorder down. "Yes, Captain. This is not a Klingon, not a real one."



Klingon Field (Room 2)

McCoy smiled. "Fancy that, Spock."

"Bones! Please continue, Spock."

Spock picked up the Klingon's hand. Exposed circuitry showed. "It is an organic construct -- an android-like robot. It looks like a Klingon, but the appearance is entirely superficial."

"What about the hand, Spock?"

Spock picked up the hand. "The circuitry was damaged, but it appears repairable. I will need some specialized equipment to work on it."

"Lets hold on to it for now. I believe Brother Stephen said that the berries were near the cave entrance."

The group hiked to the cave entrance. Moss grew on the cave wall. On the right, a berry plant was clearly

visible. "Bones," Kirk gestured to the berries.

"Laraxian berries?"

He pulled out his medical tricorder. "Yes, Captain. Just what we need!"

Kirk picked a small branch of them. "Is this enough, Bones?"

"That should be plenty for the synthesizer, Jim."

Kirk looked into the cave. Feeble lights illuminated the tunnel. One of the lights gently flickered. The cave would have to wait until later. "Well, gentleman, back to the colony."

They returned to the building where Brother Chub and the other colonists remained. Brother Stephen was anxiously waiting for their return. He saw the berry branch. "Good, you have found the berries. Bring them to my lab next door." With that, he quickly exited the building.

The party tried to follow. When they came out of the building, Stephen was nowhere to be found. McCoy looked around. "Fast devil for his age, isn't he Jim?"

Kirk glanced over to the other building. "It must be that one." They proceeded to the shelter. Inside, Brother Stephen was readying the synthesizer. The room was filled with an assortment of

odds and ends. A table to the right held a collection of old bottles and beakers. Near the table stood an old computer terminal. In the center of the room, there was a work table with worn tools. A display case and molecular synthesizer were to the left.

Spock noticed the synthesizer. "Fascinating, Captain. It is an Ardak-4 molecular synthesizer. A museum piece."

Brother Stephen smiled. Both Spock and him were in their element here. "Yes, its in perfect working order too. Doctor, the settings on the Ardak-4 have been adjusted. Simply place the berries in the machine's chamber and the Hypo-Dytoxin will be synthesized."

Dr. McCoy picked the berries off the branch and placed them in the synthesizer. He ran his fingers over the controls and waited. A few moments later, the chamber expelled a small red beaker. He picked up the container and turned to the party. "That's it, Jim. We've got to get this to Brother Chub as quickly as possible."

They returned to the room with the waiting colonists. Bones went to Chub and pulled out his medical instruments. He filled a Hypo using the red beaker and injected Chub. Bones checked

the man out with his medical tricorder. "The Hypo-Dytoxin is working. He's going to be fine."

Brother Chub finally looked up at McCoy. "Thank you. You are most kind." A sigh of relief filled the room. After finishing with Chub, Bones busied himself with examining the other colonists.

Brother Stephen marched up to congratulate Kirk. "I want to thank you on behalf of this colony. I'm sure you are interested on our findings. I am an Ignaciate, following the holy teaching with mind and soul alike. If you and your people return to the mountain, I hope afterward you will visit me in my study. I am too old to make the trek myself, but I am eager for knowledge. In return, I will offer you what insights our God grants these old eyes."

Kirk showed him the hand they retrieved from the fallen Klingon. "What an interesting artifact. Hmm... It appears to be damaged. Stop by my lab later and we can examine it further."

Kirk approached the other colonists. "What else can you gentlemen tell me?"

A stern looking man responded. "I am Brother Roberts. Brother Kandrey was -- is my partner. I was on the communications link

when the demons caused the rockfall. He said he found a strange door with devilish writing."

Brother Chub looked up. He seemed to have recovered considerably since Dr. McCoy treated him. "I headed up the party that sought to rescue Brother Kandrey. Without warning, the demons appeared and attacked us."

"What did they look like?"

"Like the demons that have plagued devout folk since before our people left the Earth. They had huge muscles and ruddy skin -- Batwings, horns, talons, and pointed tail. God preserve us all. One tore open my arm. I would have surely perished if not for my companions who bore me back down the mountain."

Spock, with interest, asked. "The demons didn't follow you?"

"No."

The Tellarite stood silently by Chub. He sensed Kirk was waiting for his report. "I am Brother Grishash. I went up the mountainside in solitary prayer, seeking to face my fears. Indeed I found them. A bellowing Krognik-demon rushed like the wind at me."

Spock looked up unexpectedly at this information. "Brother Grishash, isn't the

Krognik-demon a traditional shape of the Evil One among Tellarites?"

"Why, yes it is."

Spock turned to Kirk. "Captain, this may be significant."

Dr. McCoy finished his examinations. "Jim, I've completed my study. I find no evidence of physical or mental disturbances among the colonists."

Kirk looked back to Spock. "I think its time we investigated that cave."

"Captain, it might be prudent for us to examine that hand first. It could possibly give us valuable insight into this situation."

"You're right, Spock. If it is alright with you, Brother Stephen, may we use your lab?"

"Certainly, Captain."

The party returned to Brother Stephen's lab. Spock took the hand to the workbench in the center of the room. As Spock worked, Kirk looked around. The old fashioned computer appeared to be running a simulation. In a glass display case, there were five unusual items. Brother Stephen noticed his interest. "You are interested in my little museum of curiosities?"

"Yes, tell us about these things."

Of the various items, the skull and twist of metal appeared to be the most unusual. Brother Stephen pulled both of these out of the case. "The skull of a modern siloti, the largest creature native to this planet. It's about the size of an Earth house cat. This chunk of metal is a greatly weathered example of a vanadium-tungsten alloy, which doesn't occur naturally. It is my best evidence that the area was previously inhabited. I'm glad you are interested in my collection. I can't imagine why, but if you have a further interest in any of this, take what you like."

"Thank you. They may come in handy." Kirk took the skull and twist of metal.

Spock worked for several minutes on the hand before reporting his findings. "I have managed to repair the hand."

Brother Stephen, also interested in the hand, looked it over. "See here, Mr. Spock. The hand has micro-sized sensors on the fingertips. I wonder what they are used for?"

"Good work, Spock. I believe we are ready to investigate the cave. Thank you for your help, Brother Stephen."

Stephen smiled. "God be with you in your search."

Outside, the cold wind blew the snow about. Bones shivered again but said nothing. They hiked back to the cave entrance. The Klingons were still lying motionless on the ground. The landing party made it to the cave with no further difficulties. Reaching phasers, they entered the tunnel. The tunnel opened up into a large, well lit chamber. A strange gray door with a pulsing red light stood behind a pile of boulders. "I think we found our door."

Spock pulled out his tricorder and scanned the area. "Captain, I'm registering low-intensity shielding unlike anything we've encountered before. That must have kept this door and what's behind it hidden from the ship's sensors and earlier tricorder readings."

"What about the door, Spock?"

Spock examined his tricorder again. "Fascinating. This door is made of an unknown material. It is clearly built by an alien race we have no knowledge of."

"Now, the only problem is getting at the door."

Spock scanned the rock with his tricorder. McCoy,

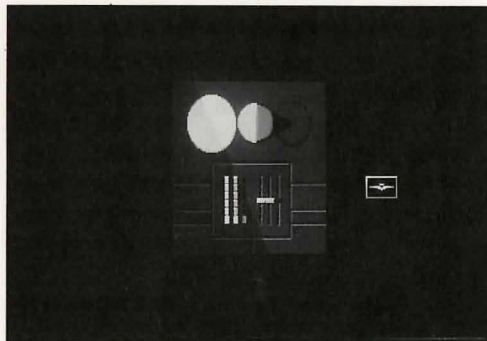
checking his medical tricorder, looked at Kirk in surprise. "Jim, I'm picking up weak vital signs behind this rock! It must be Brother Kandrey. We have to dig him out quickly."

Spock, finished with his analysis, turned back to Kirk. "I believe if we use our phasers from the top down, we can cut away the debris. The top left boulder should be removed first, as it is highly unstable in its current location."

Kirk pulled out his phaser and set it on full power. "Assume firing positions." As everyone backed off, he fired on the top left boulder. Kirk carefully fired again at the top right group of boulders. Then the lower left and lower right. As the last of the rocks were cleared, a slumped form came into view. It was Brother Kandrey. "Bones, see what you can do for him."

McCoy bent over Kandrey, checking him over with his tricorder. He pulled out a Hypo and injected him. After a few minutes, Kandrey sat up. McCoy looked over to Kirk. "Captain, I've done all I can. He just needs rest now."

Kandrey smiled weakly. "Thank you, kind souls for saving my life. Let me rest here a little before returning to report this miracle to Pre-late Angevin."



Nauian Control Room (Room 5) Controls - Move All Sliders To Center

After being assured Kandrey would be fine, Kirk examined the alien door. On the right, there appeared to be some type of panel. It looked like some kind of security lock. "Spock, what do you make of that panel?"

Spock examined the door panel thoroughly. "It appears to be a security lock designed to open the door when the correct hand print is registered."

"Spock! Are you thinking what I'm thinking?"

"I believe so, Captain. The Klingon hand that I repaired might open this door."

"Let's try it Spock." Kirk pulled out the Klingon's hand and placed it on the door panel. The panel immediately glowed. A few moments later, the door faded away revealing a long tunnel.

Spock raised an eyebrow. "Fascinating. The door open-

ing mechanism used a system similar to a transporter. The race that built this must be very advanced."

Kirk, Spock, McCoy, and Ensign Everts preceded down the tunnel. The tunnel opened up into a dark room filled with large machinery. Glowing lines crisscrossed the floor, connecting the different equipment.

Spock instantly pulled out his tricorder, scanning the different pieces of equipment. A diagram dominated one of the apparatus. Below it was a set of three slide switches. "Spock, what do you make of this?"

Spock examined the switch panel. "Based on my tricorder readings, this piece of equipment controls an alien life-support system. It is still functioning, waiting for an activation signal." Spock studied the diagram. "Fascinating, Captain. This diagram is of a lunar eclipse of this planet. This must be very old, as this planet's moon was destroyed thousands of years ago."

"Spock, can we manually activate the life-support equipment?"

"I believe so, Captain. These slide switches are the key. We must set the corresponding lights so all are at the lowest setting." Spock tested one of the slide switches. As it was

moved to the center, the lights dropped. "That's the sequence, Captain. All slide switches should be set to the center position."

"Do it, Spock."

As Spock set all the slide switches to the center, the machinery started to hum. A part of the floor glowed brightly for a moment, then a chamber rose up. Out of the chamber, a small green creature emerged. He looked the party over with large blue eyes.

Bones studied the alien. "Jim, think about the skull we picked up from Brother Stephen. See the resemblance?"

Kirk slowly approached the alien. "Greetings. I welcome you on behalf of the United Federation of Planets."

The alien paused for a few moments. When he responded, his voice was slightly mechanical. Kirk realized that the alien must be using some type of universal translator.

"Welcome to our home. Thank you for repairing our Sonambutron."

"Who are you? Where do you come from?"

"We call ourselves Nauians. Thousands of years ago, we saw that meteor impacts were going to cause an Ice Age. We created this shelter to

preserve our race. We programmed the machinery to revive us at the next eclipse, but we did not count on the destruction of our moon."

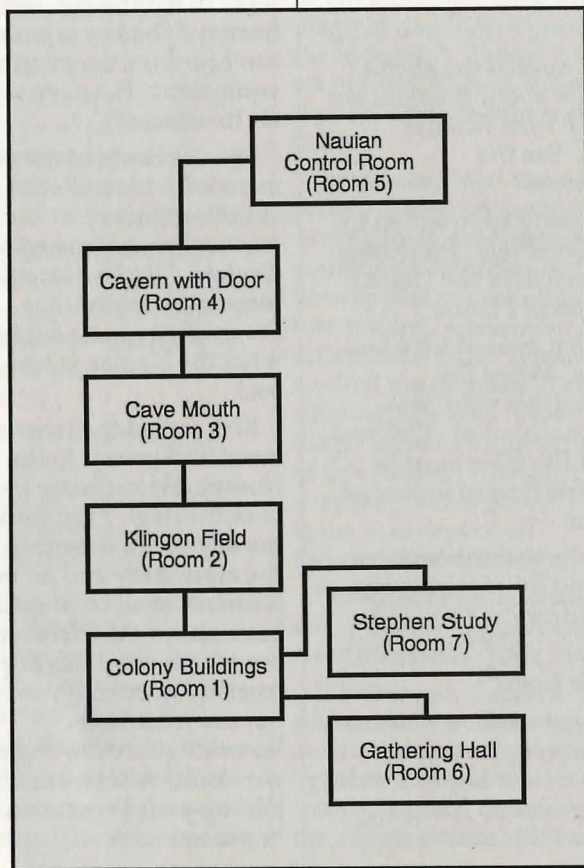
"What about the demons and Klingons?"

"They were created by a machine designed to keep intruders away from our sleep chambers. I can now turn the guardian equipment off." The Nauian, after looking at a piece of equipment, turned in horror. "The key is missing! I can't turn off the guardian equipment. Even we will suffer its attacks!"

Spock examined the equipment with his tricorder. After checking the key's mechanism, he turned to the Captain. "Sir, I believe that piece of metal Brother Stephen gave you might be what the Nauian is looking for."

Kirk pulled the twist of metal and gave it to the Nauian. He excitedly looked over the item. "You found the key! I can now turn off the machinery and no more sentients shall be at risk. I have no way to thank you, but please carry this request from my people to yours. We have much ancient knowledge we can share, and we would be interested in joining your Federation. Go in peace."

As Kirk pulled his communicator out, he responded. "I would be glad to accept your application to the Federation. We shall have a diplomatic envoy sent to make arrangements." Kirk flipped open the communicator. "Kirk to Starship Enterprise... Four to beam up."



HIJACKED

Captain's Log, Stardate 6047.3. The U.S.S. Enterprise is heading for the Beta Myamid system to check on the status of the starship U.S.S. Masada. It has failed to report as scheduled and we have been ordered by Starfleet to investigate. Beta Myamid VIII is a Federation supply depot and has been attacked by Elasi pirates on two previous occasions. The ship has been placed on yellow alert.

"Spock, check the library computer on the Masada."

"It is a Federation tug, Captain. It is commanded by Captain Kevin Keeler. Current mission: tow and repair of disabled starships."

Sulu, after checking his navigational display, reported. "Sir, approaching Beta Myamid."

Kirk turned to Spock. "Full sensor scan."

"Affirmative, Captain." After a few moments, Spock directed his attention to the Captain. "I can't locate the Masada, but an unidentified ship is closing rapidly. Its weapons are armed and shields up."

On the viewscreen, a small ship advanced. Uhura looked up from her console.

"Message coming in, Sir. Voice channel only. They order us to withdraw or face destruction."

"Spock, what do you make of her?"

Spock checked his sensors. "The ship matches a known Elasi pirate design. It is fast and maneuverable, but not heavily shielded. This ship is armed with one photon torpedo launcher." Spock checked his sensors again.

"Captain, the ship is powering up forward torpedoes."

Kirk quickly shifted his attention to the viewscreen. "Red Alert! Raise shields and arm all weapons."

The alert klaxon bellowed as the ship readied for combat. The Elasi ship fired its first volley and turned for another pass. The bridge shook from the impact, but forward shields were only lightly damaged. The Starship Enterprise tried to follow the Elasi's course. It was difficult since the small ship was so maneuverable. The Elasi craft made its turn and headed straight in. It fired torpedoes again, but the U.S.S. Enterprise returned fire, letting loose a full spread of phasers and photon tor-

pedoes. All hit and the Elasi ship's forward shields buckled. It turned and the *Starship Enterprise* followed. Kirk ordered another volley and the small ship's main engines were damaged.

Spock, continuing his scans on the Elasi ship, stated. "They are running, Captain."

Mr. Sulu turned to the Captain. "Should we pursue, Sir?"

"No, Sulu. Our primary mission is to locate the Masada." Kirk addressed Spock, still scanning the pirate ship. "Have you picked up anything on the Masada?"

"I'm following the original trajectory of the pirate vessel. I am initiating a scan of the space around the planet." After a few seconds. "There she is, Captain. I have the coordinates. Course two-two-seven mark five."

"Mr. Sulu, take us in."

On the viewscreen, the planet increases in size. At first a pinpoint, the Masada expanded as well. Spock initiated a scan of the ship. "She does not appear to be seriously damaged. Her shields are up and 27 life-forms are aboard."

"Uhura, try to raise her."

Uhura busied herself at the console. "I've established contact, sir. On screen."

The viewscreen switched to the Masada's bridge. Seated

in the Captain's chair, was a bearded man in a red uniform. But it was not a Federation uniform. "Greetings, I am Captain Cereth."

"I am Captain James T. Kirk of the U.S.S. *Enterprise*. Sir, where are the Masada's crew? What have you done with them?"

"Calm yourself, Captain. They will be returned if certain members of my organization are released. Your government has imprisoned them and at this moment they are languishing in your dungeons. I have a list to transmit to you."

Uhura set her console to receive the file. She quickly scanned the list and reported to the Captain. "I have received the list. It is made up of various individuals held for pirating and general mayhem."

Cereth smiled at Kirk. "If you do not meet our demands, we will kill all the hostages."

"Alright. Give me time to start the release process. As a show of good will, why don't you beam over some of the hostages."

"What? Lower my shields so you can beam over a war party? We'll play by my rules! Kirk. Cereth out."

As the screen cleared, Kirk addressed his crew. "Options, gentlemen?"

Scotty spoke up first. "As long as the shields are up, we can't beam over to the ship."

Chekov responded. "We could try to overload the shields with our phasers, but it would give the pirates plenty of time to kill all the hostages."

Kirk had an idea. "Spock do you have the Masada's input override code?"

Spock reviewed the library computer. "Yes, Captain. The Masada's override code is 293391-197736-3829. This code will give us complete access to the Masada's computer."

"Uhura, transmit that code to the Masada. Reset the Masada's computer so the bridge controls will still read that the shields are up, then issue the command to lower shields."

Uhura returned to her console. "Yes, Captain. Code acknowledged. Masada's shields down."

"Good job, Uhura. Have Dr. McCoy and duty security officer Lt. Christensen meet us in the transporter room."

In the Masada's transporter room, Kirk, Spock, McCoy, and Lt. Christensen material-

ized. The room was in shambles. Stray phaser fire marked the walls and door. A crewman lay motionless on the floor. Kirk looked at the fallen man. "Bones, see if he is still alive."

Dr. McCoy examined the man with his medical tricorder. He pulled out his medkit and injected the crewman with a Hypo. "He'll be fine in a minute. He's very lucky. I understand Elasi pirates are ruthless."

The crewman finally looked up at Captain Kirk. "Thank you. I'm Ensign Simpson, the transporter engineer. An Elasi ship surprised us. A spy of theirs stole aboard a ship we were servicing and shut down all power. We were helpless. Be careful, Captain, the Elasi like to set boobytraps. If you need any equipment, I've got my tools in this workspace." The Ensign removed a small tool from a wall panel.

Kirk picked it up. It was a Runcinate Transmogrifier: An engineering tool used in the maintenance of transporters, which can be fitted with a variety of bits. "Mr. Spock, this may come in handy. What shape is the transporter in?"

Spock checked out the transporter controls. "The controls have been virtually destroyed, Captain."



Masada Brig (Room 3)

"Can they be repaired, Spock?"

"I can attempt to jury-rig repairs if I can find parts. However, there is only a 67.357 percent probability of success."

"I've always been a gambler, Spock. Figure out what you'll need. If we can repair the transporter, we might be able to transport onto the bridge and capture the Elasi." Kirk investigated the door. It appeared to be operational, even though it was scarred with phaser blasts. "Everyone be sure phasers are set to stun. I want to check out the rest of the ship."

The party entered the Masada's main hallway. According to the ship's plans, the main bridge door was at the far end. To the right, was the door to the brig. The hallway was strewn with

junk. To the right of the hallway, a pile of used phasers and other bits of debris sat. Spock analyzed the pile. "Five phasers without power packs, a drained phaser welder, insulation and bits of wire, and droplets of cooled molten metal. This material may be useful, especially the phaser welder, if we can recharge it."

Kirk picked up the equipment and moved toward the bridge door. "Spock, check out the bridge and brig with your tricorder."

Spock scanned the areas. "A forcefield of unusual configuration has been erected in front of the doorway which leads into the bridge. I don't think it would be wise to approach too closely, Captain. Tricorder readings indicate an indeterminate number of people in the brig. At least two are armed with phasers. I recommend caution when entering."

"Can we overload the forcefield with our phasers?"

Spock checked his tricorder of careful scrutiny, he again. "I don't think so, Captain. We may be able to find a way to shut its power feed down."

"OK, Spock. Lets check out the brig first. All phasers on stun."

The crew entered the door on the right. Inside, two

Elasi guards stood chatting at the far wall. The brig was filled with the Masada's crewmen. The guards turned in surprise as Kirk and company entered the room. They whipped out their phasers but Kirk was faster, stunning both guards. In the brig, the Masada crew looked out expectantly.

At closer inspection, the brig controls looked as if they were jury-rigged. Kirk motioned Spock over. "Check out the controls. They may be boobytrapped."

Spock scanned the wires extending below the controls. "Captain, you are right. The switch has been rigged to detonate a bomb inside the brig. I believe I can disarm this."

"Please proceed, Spock, but be careful."

McCoy looked on nervously. "Yes, careful Spock. If you screw it up, we'll need a dustpan to remove them."

Spock busied himself with the task. After a few minutes removed two of the wires. "I believe its defused, Captain."

Kirk rubbed his chin. "Go ahead and try the controls, Spock."

Spock pressed the deactivation switch. The brig forcefield faded away.

Kirk smiled. "Good job, Spock."

From within the brig, a crewman stepped out. "Thank you for freeing us, Captain! We'll secure the area and tie up the guards so they don't come up behind you. The Elasi have erected a forcefield on the bridge entry, but we've had electrical problems with the door, Captain. The Elasi don't know we put in an electric shutdown device -- you'd never find it by chance. If you use a charged Phaser Welder two feet to the left of the door and one foot off the ground, you might be able to shut down the forcefield, and get a jump on the Elasi."

"Good. Thank you for the information."

Kirk turned to exit the brig. Spock was still examining the brig panel. "Captain, this wiring may prove useful for repairs on the transporter."

"Then lets take it with us, Spock." Kirk picked up the red spool of wire and the party returned to the hallway.

Kirk examined the empty phaser welder. "First we have to get this welder operating." Kirk connected his phaser to the welder's powerpack. The phaser's powerpack recharged the welder.



Masada Corridor (Room 2)

Kirk walked over to the bridge door. At the lower left area, the crewman mentioned, he fired the welder. The forcefield flashed brightly several times, then stopped.

Spock examined his tricorder. "My readings indicate, the forcefield is deactivated."

Lt. Christensen looked expectedly at the Captain. "Shall we enter the bridge, sir?"

"Not yet, Lieutenant. Mr. Spock, do you think you have the materials necessary to repair the transporter?"

Spock examined the items the team had acquired so far. "I think so, Captain."

"Let's try working on the transporter first."

The team reentered the Masada's transporter room. Spock studied the transmogrifier the transporter engineer gave them. "I need to

make a comb bit for this first. Spock looked over the metal bits in the party's inventory. "I think this will work, Captain. Use the phaser welder on these bits of metal."

With Spock's assistance, Kirk used the phaser welder on the metal bits, in the process making a comb filter. Next, they fitted the comb filter on the transmogrifier. "The parts fit together satisfactorily, Captain. Now I can attempt repairs on the transporter controls."

Using the newly modified transmogrifier, Spock began repairs. After a few minutes he turned to the Captain. "I will need one other item. The spool of wire taken from the brig forcefield controls." Kirk gave him the wire. Finally, Spock finished the repairs. "I believe the transporter controls are now operational. I have set them to beam us just inside the Masada bridge door."

"Mr. Spock, you're a genius!"

McCoy, surprised, responded. "I wouldn't go that far, Jim. But I do have to congratulate you, Mr. Spock. Now we can really risk shooting our atoms around the universe. Is this really necessary, Jim?"

The Captain addressed the Lieutenant. "Security Analysis, Lt. Christensen."

"Security analysis, sir: if we transport onto the bridge, we'll have the drop on them -- assuming Mr. Spock has the transporter working properly. If we entered through the bridge door, since the forcefield has been deactivated, we could also surprise them. My money's on the transporter, sir. We could appear closer to the Captain's chair and in a better position."

"I agree." Motioning to Mr. Spock. "Well, Spock, let's see if your repair job works. I'm going to have a word with you if we appear inside the door!"

Spock adjusted the transporter controls as Kirk, McCoy, and Lt. Christensen entered the transport chamber. Spock activated the panel and quickly walked to the pads. Seconds later, the chamber lit up with the transporter effect.

On the bridge of the Masada, Cereth was lounging in the Captain's chair. Three of his crew members reclined at the various posts. Behind Cereth, Captain Kirk and company materialized. Kirk immediately pulled out his phaser. The rest of the pirates reacted in surprise. With Kirk's phaser aimed at their Captain, they hesitated. "It's over, Cereth. Surrender and I'll guarantee the lives of you and your crew."

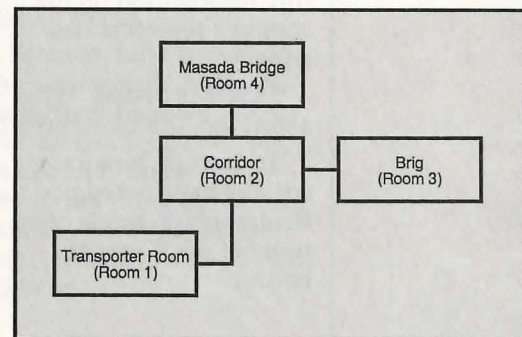
Cereth stared in disbelief at Kirk's presence. He then laughed. "You are an honorable and worthy opponent, Kirk. I accept your offer." He then raised his hands in surrender. His fellow pirates slowly complied.

Kirk pulled out his communicator. "Scotty, beam down a security team to the bridge. We have regained control." A few seconds later, three U.S.S. Enterprise security officers beamed onto the Masada's bridge. "Take control of the situation, gentlemen." To his communicator, "Mr. Scott, beam us out of here."

"Aye Captain."

Captain Kirk, Spock, McCoy, and Lt. Christensen beamed back to the Starship Enterprise.

Hijacked Map



LOVE'S LABOR JEOPARDIZED

Captain's Log, Stardate 6052.4. The U.S.S. *Enterprise* has been ordered to proceed immediately to the Star Fleet Research Station, ARK7. A raid across the Romulan Neutral Zone has placed this station in jeopardy.

"Spock, what data do we have on the ARK7 station?"

Spock examined his library computer. "The station is working on a highly sophisticated project looking into the origins of life in the Universe. The station is crewed by seventeen scientists and support personnel. The project leader is Dr. Carol Marcus."

Kirk's back stiffened. "Carol Marcus?"

Spock looked curiously at the Captain. "Yes, Sir. Further information on the station's project is classified."

"I see, Mr. Spock. What about the Romulan threat?"

"Federation long range sensors have noted particularly high levels of activity at the Romulan border."

"With their cloaking devices, it will be difficult to locate any ships in the area."

"Yes, Captain. Not only are Romulan ships invisible, but they won't show up on our sensors either. We do have one advantage. They can not fire their plasma torpedoes when cloaked."

"Some advantage, Spock. A hit from one can cripple our shields."

Sulu addressed the Captain. "Sir, we have entered the system where the station is located."

Spock checked the sensors. "Still too far to get any readings."

Kirk examined the planet on the viewscreen. ARK7 would be in orbit there but was still out of visual range. "Any system activity, Spock?"

"Nothing on the sensors, Captain." Spock studied the sensor reading again. Something was materializing directly ahead. "Captain, Romulan ship decloaking."

"Red Alert!"
Uhura turned to Kirk. "Message from the Romulan vessel, Sir. On screen."

The viewscreen shifted to an image of a Romulan commander. He glared at Captain Kirk. "Treachery! We are aware of Federation plans."

Kirk was completely surprised. "What plans? Why have you violated the neutral zone?"

"Your lies will not deceive us. Prepare to die!" The screen cleared. Directly ahead, the Romulan Bird of Prey closed. From the front of the craft, a green and yellow ball of energy headed for the Starship Enterprise.

Kirk straightened in his chair. "Plasma Torpedo! Shields up. Arm weapons." He looked at Sulu. "Evasive maneuvers." As the torpedo continued toward the U.S.S. Enterprise, the Romulan ship turned and faded away.

Sulu tried to maneuver the ship out of the way, but the plasma torpedo struck home. The Starship Enterprise's front shields were almost completely drained. There was no internal damage, but another

hit on that quarter would cripple the ship.

Kirk examined the tactical display. The Romulan ship was no where to be found. "It's cloaked. Stay sharp everyone."

The Romulan ship suddenly appeared on the sensor display. It was on the port side. "Hard to port, Mr. Sulu. Stand by on weapons, Chekov."

The Bird of Prey swung into view. Another plasma torpedo propelled toward the U.S.S. Enterprise. It was farther away this time, so the ship easily maneuvered out of the way. "Mr. Sulu, reduce speed and try to follow."

The Starship Enterprise turned to face the Romulan ship as it passed by. They were directly behind it as the ship began to cloak. "Fire all weapons!" Phasers and photon torpedoes hurtled at the disappearing vessel. Red explosions crackled over the ship's invisible frame.

Kirk carefully watched the viewscreen. A slight disturbance moved across the starfield. "Do you see that, Sulu? The ship is obscuring the stars. See if you can keep that distortion on screen. Fire at will, Chekov."

As Mr. Sulu carefully tracked the object, Chekov fired ship's weapons. Occasional explosions indicated when a weapon hit its mark. Finally, the distortion became a Romulan ship. It floated, dead in space.

Sulu slowed the *Starship Enterprise* to a stop. "We must of knocked out their cloaking device."

Captain Kirk motioned to Uhura. "Raise them, Lieutenant. Maybe we can now find..." Kirk's words were cut off by a huge explosion on screen.

Spock looked up from his sensors. "The Romulan ship self-destructed, Captain."

Kirk stared at the viewscreen for a few seconds, then said to Sulu. "Proceed to ARK7."

The viewscreen showed the station growing in size. A Romulan ship was parked next to the it. Mr. Spock was monitoring the area with the sensors. "The Romulan ship is empty. It appears the entire crew is aboard the ARK7, Captain."

Uhura addressed the Captain. "Sir, the station is broadcasting a quarantine alert."

"Uhura, try to establish contact with the station."

After a few seconds, Uhura turned to the Captain. "I have contact, Sir. On screen."

Another Romulan appeared on the viewscreen. He had the same angry look as the first one. "We have found your biological weapons factory meant to destroy our race. Our deaths will not be for nothing." The screen cleared to the ARK7.

Kirk looked at Spock. "Biological weapons? What could they mean? This station has nothing to do with that kind of research. Spock, scan the lifeforms on the ARK7. What condition are they in?"

"Scanning, Captain. The humans aboard read in perfect health. The Romulans I'm picking up have low life sign readings. It is logical to assume that the Romulans are either infected with a disease or injured in some other way."

"The humans are in perfect health. Do you think it would be safe for us to beam aboard?"

"Unknown, Captain. Since it appears that only the Romulans are affected, it may be safe for us."

"I'm willing to take that risk. Uhura, have Dr. McCoy meet us in the transporter room."

"Captain, you realize we can't beam you back until the contamination has been contained."

"Affirmative, Uhura. We'll worry about that." Captain Kirk and Spock exited the bridge.

Kirk, Spock, McCoy, and Security Lt. Ferris materialized on the ARK7's bridge. The Romulan ship hovered on the main viewscreen. McCoy looked at the screen. "Nice view. How comforting."

Captain Kirk scanned the surroundings. "Strange. No one here. Mr. Spock, check out the station's computer system. Maybe it can tell us something."

Spock examined the computer terminal on the main bridge controls. Bones checked the area with his medical tricorder. "I'm picking up some strange, airborne virus. I can't identify it without more information."

"Captain, this computer terminal is linked into the station's main computer. It is currently running an open file of log programs. Someone must have recent-

ly rummaged through the main data banks."

"Give me the highlights, Mr. Spock."

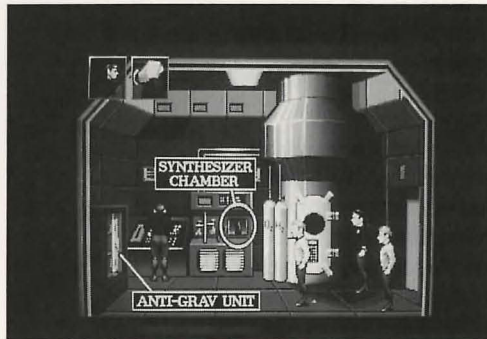
Mr. Spock examined the files. "This appears to be significant, Captain. Dr. Marcus' Log, Supplemental: Continued testing of the Oroborus Virus confirms its potential harmful effects on Romulan/Vulcan humanoids. As soon as the spill has been cleaned up, we will sterilize both labs and purge the circulation system to make sure no traces of the virus will remain viable. Then all research files must be erased - we must leave no chance that this terrible accident will ever be repeated."

Bones looked alarmingly at Spock. "Did it say Romulans and Vulcans?"

"Yes, Doctor."

"Let me see that file." McCoy scanned the central computer. "Now that's interesting -- there's more here. All of Dr. Marcus' research data on the Oroborus virus. Let me see... virus growth patterns, pneumococcal mimic affecting Romulo-Vulcan genotype ... alveoli involvement in-- Boy, Jim, this bug works fast!"

McCoy pulled out his medical tricorder and im-



Synthesizer Lab (Room 2)

mediately checked out Mr. Spock. "Jim, the bug is affecting Spock too."

"Can it be cured?"

"I don't know, Jim. Fortunately, there is an appended medical database online. Let me scan through the data. This station should have the equipment needed to run some tests."

Kirk looked about the room again. "Let's hope the Romulans let us do those tests."

McCoy read through the database. "Bad news, Jim. According to this information, there is no known cure to the Oroborus virus. Tissue dehydration follows pneumatic flooding. We don't have much time. Hmm... There's a footnote next to a listing for Ammonia. No explanation

though. Here's something interesting- TLTDH Gas."

"What is it, Bones?"

Spock answered the question. "Tantalum bi-lithium thalo-dihydroxide."

Kirk looked confused. "What?"

"Romulan/Vulcan Laughing Gas."

"What use is that, Bones?"

It was Spock's turn to answer. "I believe what Doctor McCoy is trying to say is that TLTDH Gas may prove useful in dealing with the Romulans. It produces laughter, feelings of exhilaration, and euphoria; sometimes leading to unconsciousness."

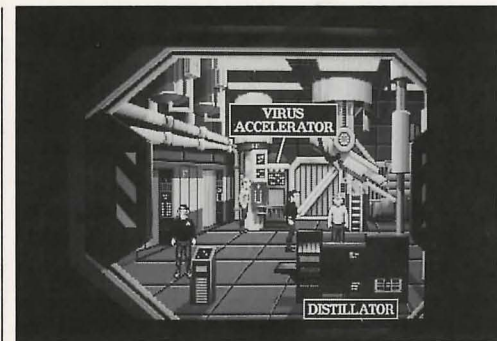
"Let's file that away for now. I want to check out the rest of this station." Kirk looked at the bridge exits. There was a standard door to the right and a heavy security door at the back. He examined the security door. Its lock had been breached. Opening the door revealed a small room with rather large equipment. A cabinet was against the left wall. Inside the cabinet was an anti-grav unit. The Captain took it, hoping it might come in useful.

Spock was examining the equipment. "Captain. This is an Ardak 1000 syn-

thesizer, used to combine and replicate chemicals and form new compounds. This particular model has twin gas feeds." Spock pointed to the red chamber. "This is the door to the synthesis chamber. In principle, Captain, this device is quite simple. When this chamber is empty and gas tanks are attached, it will combine the gases to make new compounds. If chemicals are placed in the chamber, the machine will combine them with the gases to create new materials. The doctor might be able to use this in his experiments."

Kirk saw the exit to the right. "Let's keep moving. We're bound to run into the Romulans somewhere in this station."

The landing party entered an impressive Research lab. Dr. McCoy marvelled at all the medical machinery. "This is incredible, Jim! I wish I had this type of equipment on the U.S.S. Enterprise. Let's see. We have a Khrygellian II Basic Compound Distillator. Oh, look at this." Bones motioned to a piece of equipment by the left back wall. "A virus accelerator. This could come in very handy."



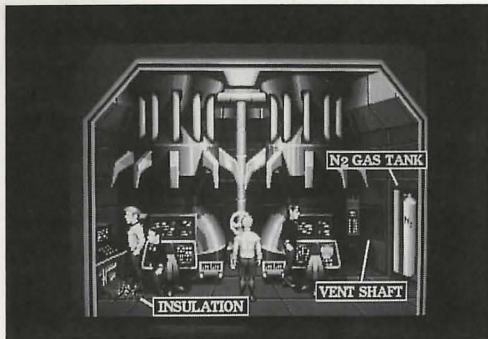
Research Lab (Room 3)

A Refrigeration Unit was in the left wall between the two doors. The Captain opened it up. Inside, there were many specimen dishes labeled 'Oroborus Virus -- DANGER!!'

Bones examined the contents. "Jim, these viral cultures are alive. I can use them to work on a cure."

Kirk noticed the four exits. The front left door must return to the bridge. The rear door probably led to the station's fusion reactor. There was also a ladder leading down to a lower deck. Kirk walked over to investigate the ladder. As he peered down the hole, a disruptor blast passed by his head.

Lt. Ferris jumped to his defense. "Watch out, sir!! It looks like the Romulans have taken control of the lower decks."



Fusion Reactor Room (Room 4)

At least Kirk now knew where they were hiding. "Let's hope they don't venture up to this deck."

McCoy examined his tricorder again. "In their present condition, Captain. I don't think they could even make it up the ladder."

The lieutenant added. "They still seem to be able to wave their disruptors around, though."

Kirk moved to the rear door. It opened to the station's fusion reactor core. On the floor was a discarded wrench. Kirk picked it up. On the right wall, there was a storage locker. Inside was a Nitrogen tank.

Spock examined the tank. "Captain, this tank will attach to the Ardak synthesizer. We might be able to use this in our experiments."

The Captain looked over the fittings. It was attached to the wall, but the wrench made it relatively easy to disconnect. Now the antigrav unit became handy. The tank was heavy, but the antigrav made it no problem to move. Kirk could hear faint noises. He looked over at the vent shaft by the locker. "Spock, I can hear the Romulans though this air vent. Remember the TLTDH Gas Bones mentioned? In their weakened condition, the gas just might knock them out."

"Good idea, Captain. The synthesizer should be able to create the compound. We will need to find a source of Polyberylcarbonate. It can be distilled from common wire insulation."

Kirk looked around the room. He noticed a small panel on a computer console on the left. He went over to open it, but the panel was stuck. Using the wrench, he convinced it to open. Vast quantities of dust and stripped insulation fell from the panel. Kirk grabbed a handful of insulation.

"Excellent, Captain. We now need to use this on the distillator in the Research lab."

Returning to the lab, The Captain placed the insulation in the distillator's hopper. After a few moments a container popped out.

Retrieving the red container, the group went to the synthesizer room. Two tanks were connected to the synthesizer, Oxygen and Hydrogen. Spock examined the controls. "These are the right gases to use, Captain, but the tanks are not connected."

Kirk used the handy wrench to attach the two tanks. Spock tested the Synthesizer. It produced a blue canister filled with water. "The synthesizer seems to be operating correctly. Please place the Polyberylcarbonate into the chamber, Captain."

Kirk retrieved the blue canister and replaced it with the Polyberylcarbonate. All was now ready. Spock activated the machine and the chamber opened, a small red canister inside. "TLTDH Gas, Captain. I would be careful with that. Both Romulans and Vulcans are subject to its effects."

Bones smiled. "A laugh could do you wonders, Spock."

"This isn't a laughing matter, Doctor."

McCoy turned to Kirk. "While we're here, I would like to synthesize a canister of Ammonia. It's just a hunch, but I want to try it out on the Oroborus virus."

"Alright, Bones." Using the wrench, Kirk disconnected the Oxygen tank and replaced it with the Nitrogen tank they were carrying on the antigrav unit.

Once again, Spock activated the machine and it produced a bluish gray canister filled with Ammonia.

Kirk retrieved the canister and the party returned to the Research lab. Dr. McCoy inspected the Viral Accelerator. "Jim, lets test my theory. I need a virus sample from the Refrigeration Unit. It should be placed in the virus chamber. Then we'll need to hook up the Ammonia canister to the nozzle." The Captain assisted Dr. McCoy with the setup.

When everything was in place, Bones activated the Accelerator. After a few minutes, he inspected the results. "Eureka! This is it, Jim! There's not much, but all I need to do is synthesize some more, and we're in business." Bones looked over Spock. "And

not to soon either. Spock isn't looking well."

"I have to agree, Doctor. I believe promptness is in order."

Kirk, an ill Mr. Spock, McCoy, and Lt. Ferris gave the synthesizer room another visit. The Captain placed the Oroborus Cure into the synthesizer chamber. McCoy operated the controls and the chamber opened with a quantity Hypo of the cure.

Dr. McCoy immediately injected Spock. Pulling his tricorder, he examined Spock's vital signs. "The cure's working, Jim! He's going to be fine."

"Thank you, Doctor. An adequate achievement."

"Adequate achievement? Is that all you can say?"

Kirk cut in. "Please, gentlemen. We still have the Romulans to worry about. Mr. Spock, lets see if your laughing gas works."

The crew entered the engineering room. Kirk pried the vent shaft cover off with the ever useful wrench. Pushing the TLTDH canister as far as he could, he released the valve. The gas billowed down the shaft. After a few minutes, laughing could be heard, then the

dull thud of bodies hitting the floor.

Spock listened intently with his excellent Vulcan ears. "I believe it is safe to travel to the lower deck. The gas should be dissipated enough so it should not effect me."

Kirk led the group back to the Research lab. Carefully, he lowered himself down the ladder. No disruptor blasts hit him and he made it to the lower level. The rest of the party followed.

Unconscious Romulans filled the room below. Dr. McCoy examined them with his medical tricorder. "The laughing gas did the trick, Jim, but these Romulans are still very, very sick."

Bones pulled out the Oroborus Cure Hypo and started injecting the Romulans. After a few moments, the Romulans began to stir. McCoy checked his tricorder. "The Romulans are severely dehydrated, but they'll live." McCoy passed around the water container made earlier in the synthesizer. "Lucky we had this water available, Jim."

"Good job, Bones." Kirk gazed at the door at the rear of the room. It had a 'Restricted' marker on it.

As he approached the entry, the doors slid open. Before him was a lab even more impressive than the one upstairs.

"Jim, it's you!!"

"Carol! Are you alright?" Carol Marcus and her assistant were tied up in the corner.

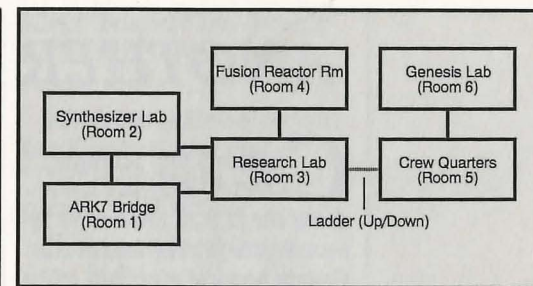
"Yes, Jim. Please untie us!!"

Kirk rushed over to untie the two captives. "Carol, It's good to see you."

Carol looked at him awkwardly. "There was a time when I wouldn't have agreed with that statement. But I guess some things do get better with age."

The Romulan Preax lay slumped over a box on the floor. Dr. McCoy examined him. "He's in bad shape, just like the other ones were." Bones gave him the Hypo and offered him water.

After a few minutes, the Preax stood up. He paused and collected his thoughts before addressing Captain Kirk. "I will call off the Romulan attack on this station, Kirk. I believed your virus was some kind of deliberate attack, but your great honor and compassion has convinced me otherwise."



Love's Labor Jeopardized Map

"You also conducted yourself in the most honorable fashion, Centurion Preax. You may return to Romulan space without Federation interference."

"We will take our leave now. You are an honorable adversary, Kirk. Jolan-Tru."

Preax and his crew beamed back to their ship. Kirk looked uncomfortably at Carol. "It looks like its goodbye again, Carol."

"Yes, goodbye, Jim. I have a sneaking suspicion we'll see each other again."

Kirk flipped open his communicator. "Mr. Scott, four to beam up."

ANOTHER FINE MESS

Captain's log, Stardate 6063.8. Starfleet has ordered the U.S.S. Enterprise to investigate the Harlequin star system because of recent reports of heavy movement of Elasi pirate ships.

Spock looked up from the sensor display. "Two Elasi ships approaching fast, Captain. I'm also picking up an ion trail from a small ship, probably a scout. It left the sector just as we arrived. It is likely we interrupted the pirates as they were attacking the scout."

"Red alert. Raise shields and arm weapon systems." Sulu and Chekov complied as the ship prepared for possible combat.

Uhura turned to report. "Message from the Elasi Captain, Sir."

"On screen, Lieutenant."

The pirate Captain appeared on the viewscreen. This was not a social call. "We'll show you what happens to those who come between us and our prey!" The screen cleared, replaced by the two pirate vessels closing.

"I think diplomacy is out of the question."

Phaser beams lashed out, impacting on the Starship Enterprise's shields. The ships divided as they passed.

Sulu looked up from the helm control. "Sir, they're dividing. Which ship shall I follow?"

"Go for the one on the starboard side." The U.S.S. Enterprise rotated to the right, attempting to target the enemy vessel. Kirk knew the other craft would use the opportunity to strike as they pursued the first ship. Two against one were never good odds.

Sulu had the first craft directly ahead. "Fire phasers and photon torpedoes." The weapons fired, impacted on their rear quarter. "Target Analysis On, Spock."

The damage display showed that the Elasi ship had taken internal damage. The Starship Enterprise abruptly shook from enemy fire. The second Elasi was tagging them from behind. Chekov was still firing on the first Elasi. The Elasi's rear shields were crippled. She was taking structural damage

as well. Unfortunately, The U.S.S. Enterprise's rear shields weren't doing well either.

The first Elasi suddenly turned and accelerated. Spock examined his sensors. "She's running, Captain. She has sustained considerable internal damage."

"Mr. Sulu, reduce speed. Let's see if the other Elasi falls for it." It worked. The ship banked out of the way so as not to hit them. Sulu kept the Starship Enterprise directly astern of the craft as Chekov fired all weapons. Without its compatriot, it wasn't long before the other ship ran as well.

"Stand down from Red Alert. Mr. Spock, what about that scout ship you picked up?"

Spock checked his sensors. "Scanning, Captain. The ion trail of the scout ship leads to the Harappan system."

Uhura, monitoring communications, picked up a signal. "Picking up a sub-space signal, Sir. It's very weak."

"Patch it through, Lieutenant."

The audio signal was filled with static. "U.S.S. Enterprise? Is that you,

Kirk? Friend Kirk. I can't believe they sent you to rescue me!"

Kirk recognized a certain familiarity to the voice. "That sounds like... no... please say it isn't..."

"I have a visual signal now, Sir."

The viewscreen crackled with interference, clearing to reveal a shadowed figure.

"Mudd? Harry Mudd!"

"You've come to help me, Kirk. You've got to help me! I've had a terrible misunderstanding with the Elasi pir... traders. Traders! They're out to kill me, Kirk."

"Fancy that, Harry."

"Now see here, Kirk. I sold my Mudd's Miracle De-Grimers in perfectly good faith. A little sideline work, you understand. Now they won't leave me alone. Oh no! They're tracking me again... I can't send coordinates. You have to come protect me - I'm a registered trade ship with the Federation. Mudd out."

Spock checked his library computer. "I'm afraid his ship is registered, Captain, and regulations require we respond to his distress signal."

The Captain addressed Sulu at the Helm controls. "Well, Mr. Sulu, it looks like we have no choice. Set course for the Harappan system. Warp five."

Captain's log, supplemental. The U.S.S. Enterprise is entering the Harappan system to render aid to a trade ship captained by Harcourt Fenton Mudd. Personal note: The thought of encountering Mudd again leaves me with some concern, but regulations direct us to assist any ship no matter who is piloting it. I can only guess at what trouble he'll get us into this time.

A strange derelict ship appeared on the main viewscreen. Fascinated by the unusual craft, Mr. Spock scanned it with the ship's onboard sensors. "Captain, the Harappan system is binary, with a neutron pulsar in the vicinity. It is causing difficulties with sensor readings. I was able to trace Mudd's transmission to this derelict."

"So, our friend Harry is on board. What do you make of that strange craft?"

"It matches no known starship configurations on file. All internal systems are down, but there is

limited atmospheric integrity. I am detecting a 'Sav-a-Ship' life support generator on board. Not exactly a reliable model, Captain."

"How surprising."

Uhura turned to the Captain. "We're being hailed by Mr. Mudd, Sir. On screen."

Mudd appeared on the viewscreen again. "Captain, you came! I'm touched."

"Harry, I'd have to be touched in the head to have anything to do with you."

"I promise to be out of your hair soon. If the Starship Enterprise will stand by and fend off any pirates, I'll just finish my salvage operations here."

Spock, checking his library files, addressed Harry. "Computer records indicate that you filed notice there was no salvageable value here, and the ship was only a common passenger tug."

Harry nervously added. "Did I say no value. Minimal, Captain, minimal. I meant nothing looked promising when I filed the report."

Like usual with Harry Mudd, Kirk suspected deceit. "Harry, perhaps we

should beam over and judge the situation for ourselves."

"Ahhh, that isn't necessary, Kirk. I can handle everything... I mean..."

"Harry, relax, we're old friends! We'll understand if things aren't picked up. Kirk out."

The viewscreen cleared and Kirk walked to the turbolift. "Come on, Mr. Spock. Let's just see what minimal value there really is."

"I would very much like to see this alien ship, but the prospect of dealing with Mr. Mudd again gives me pause."

Harry Mudd was unpacking a storage container when Captain Kirk, Spock, Dr. McCoy, and Security Lt. Buchert beamed in. They were in an immense room filled with strange containers. It appeared to be some type of cargo hold. Harry looked up from his work. "Welcome, Captain Kirk! So glad you're here. The Elasi have been terrible trouble to me."

"Well, you're terrible trouble to me, Harry. Tell me what this is all about."

Mudd ignored the jab. "I happened upon this ship not long ago, and dutifully

registered it as salvage, mind you! In the hold here, I discovered a wonderful device. When I tried one on a wall, it floated off the grease and dirt -- perfect for cleaning, near as I could see. I peddled a few of these Mudd's Miracle De-Grimers and everything was going perfectly well."

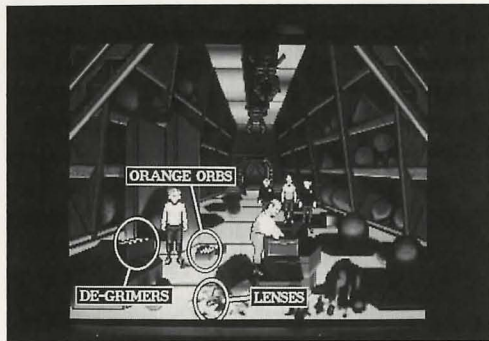
McCoy added. "Then something went wrong, right?"

"Actually no, Doctor, not then. I'd started offering a few other little items I found then all of a sudden, the Elasi pirates are asking for me in every quadrant, and wanting to know where I'm getting my goods!"

"I see, Harry. Well, we'll look around here while the Enterprise remains close by."

"Look around all you like, Captain, but I'll be keeping an eye on you." With that, Harry returned to his rummaging.

Spock examined the opened boxes with interest. One box behind Harry was filled with shiny orange orbs. Spock scanned one with his tricorder. "Fascinating, Captain. These appear to be computer memory transfer media, probably designed



Derelict Ship Cargo Hold (Room 1)

for use with the alien computer system." Kirk picked one up.

Kirk found another box with cone shaped objects in it. When held next to a wall, the dust and grease lifted off the surface, leaving the area clean as new. "This must be one of Mudd's Miracle De-Grimers. It's amazing it actually works."

McCoy found a broken box spilling small lenses, about the size of one's thumbnail, which magnified like a fine optical glass. He checked them out thoroughly. "Jim, these lenses are finely made magnifiers, but I can't help but wonder if that's what the aliens really used them for."

Spock examined a de-grimer and lens. The end of the de-grimer had an indent that looked as if

another object should attach to it. "Captain, I believe these two items are meant to attach together." Spock snapped the lens on the end of the de-grimer. It fitted perfectly.

Bones scrutinized the new item. "What do you think it does now?"

Kirk took the device. "Let's find out." Kirk aimed the device at a wall and pressed the activation stud. A part of the wall exploded, spraying dust everywhere.

Mudd turned in shock. "Are you trying to blow up my ship, Kirk?"

"Well, now! I think we know why the Elasi pirates were so interested in finding out where Mudd was getting these!"

Spock examined the small weapon again. "Fascinating, Captain. There was no visible beam projected. A most powerful weapon for its size."

"Let's see what other toys this derelict offers."

Kirk noted two exits out of the cargo hold. Careful of the spilled lenses, he led the party through the aft doorway. This room housed the derelict's engineering section. To the left, a 'Sav-a-Ship' life support generator was hum-

ming, not so quietly. A hatch was attached to the wall near the generator. Spock checked out the hatch. "A salvage lock hatch. A common type used to link a derelict to the ship doing the salvaging. As one would expect, Mr Mudd has sealed the hatch with his personal code. We cannot enter his ship, Captain."

Bones examined the rough edges of the hatch seal. "I suspect that's a blessing in disguise, Mr. Spock."

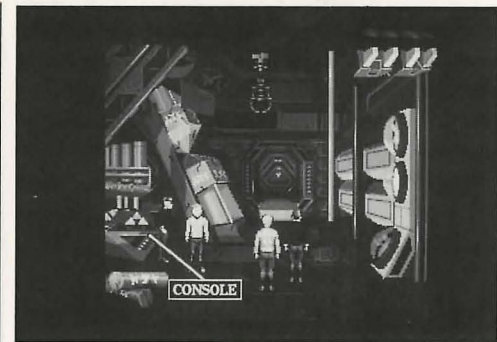
On the right side of the room, a tall column extended to the ceiling. "What do you make of that, Spock?"

"An unusual matter-anti-matter engine, reminiscent of the designs created by the Hoopoin of Seginus IV."

Kirk returned to the doorway. "I don't like leaving Harry alone for too long. Maybe we can find the ship's bridge."

Past the cargo hold, another large chamber housed various equipment. Lt. Buchert noted the size. "Whoever made this ship, certainly liked everything... Big."

Spock looked over a control panel to the left. "Cap-



Derelict Ship Weapons Room (Room 2)

tain, I believe this is the ship's weapons room." On a rack and on the floor were unmarked cylindrical containers. Spock scanned them with his tricorder. After a few minutes of study, he announced his findings. "Unique, Captain. I believe these are self-referencing packed-quantum cartridges."

This conclusion interested Lt. Buchert. "Powerboosters! I've read about those, but they're just theoretical."

"Evidently these are more than theoretical, Lt. Buchert. The energy initially released is infinitesimally small but boosts itself until the power finally released is comparable to our photon torpedoes."

Spock walked over to a control console on the left, by a loading mechanism.

The console had a group of triangular buttons colored blue, yellow, and red. Researching the controls with his tricorder, he pushed one of the blue buttons. A crane arm, overhead, picked up a cylinder and loaded it into a hopper.

Spock tested the red button, then turned to the Captain. "I believe, Captain, that this weapon must be hooked up through the main weapons battery. However, I've already examined the weapons console and the main weapons battery on this ship was completely destroyed in the action which made her a derelict. Mr. Scott would have to go over this thoroughly, but I would recommend we try to take this weapon with us to the U.S.S. Enterprise.

"I agree, Mr. Spock. I'll try to raise the ship..." Kirk flipped open his communicator. "Uhura, come in ..."

The communicator's speaker played static. Uhura's voice could barely be heard over the noise. "Ent... neu ... trans..."

McCoy looked at Kirk with concern. "What the devil could be causing that?"

"I don't know, Bones, but I don't like it. Lets try to find that bridge."

The crew exited through the right rear door into an alien sickbay. Dr. McCoy took a cursory glance at the equipment. "Jim, this room could really use some study."

"Later, Bones, I want to find out what's happening to my ship."

Spock examined the exits in the room. "Captain, based on the layout of the rooms, I believe the far door will lead us to the frontmost compartment in the ship. Logically, that should be the bridge."

The next chamber, was indeed, the bridge. A large viewscreen dominated the far wall. It was switched off at the moment. Spock examined the control consoles near the screen. "This is clearly the control center for the ship, Captain. I cannot deduce much information, but I do observe two things. This station is definitely configured differently from the one beside me. Also, the race that built this ship have a fixation for the number six, and even divisors and multiples thereof: threes and twelves in particular. I believe this may be the necessary first clue in un-

derstanding the aliens. I suggest we examine the rest of the ship. With this information, I might be able to find further clues on ship's operation."

Kirk looked around. On the left side of the door they entered, stood another exit. "Lets see where that door leads." Before Kirk turned to exit, something on the console caught his eye. In a triangular recess on the right side, was a small white tool. He picked it up and examined it. It was a Doover; an engineering instrument probably left there by Harry.

The next room was brightly lit. A sizable orange spheroid device sat in the center of the room. Another viewscreen was to the left. Spock scanned the sphere. "The sphere in the middle of this console seems to activate the ship's computer bank control node. Given the aliens' predilection for multiples of three, it may be possible to use our tricorders to decipher the information carried in these data banks.

Dr. McCoy examined the sphere also. "That would be quite a find, Jim. This is an alien race unknown to us, and they were certain

to have knowledge new to us."

"Dr. McCoy, if you and I conjoin our two tricorders, we may be able to process enough sample data to get a basic understanding of the aliens' computer system. This will completely tie up both our tricorders for an extended amount of time, however."

Kirk looked impatiently at Spock. "Please proceed, gentlemen."

Spock and McCoy worked together on the sphere. After several long minutes, they disconnected their tricorders. "We have retrieved basic information on their culture and lifesystems. I also have some information on ship's operations. Most internal and external functions are controlled from the bridge. I have found an entry on an experimental long-range weapon booster, recently installed named the Whyos weapon. I assume this is the device we discovered in the weapons room. Using the screen, I believe I can produce a picture of a member of their race, Captain."

"By all means, Spock."

Spock adjusted the sphere's controls. The screen shimmered for an instant, then displayed an

alien with six fingers on each hand and two sets of three eyes. "Look at their physiology, Jim -- I think this explains their fascination with threes and sixes."

Kirk, noticing the similarity of the small sphere he picked up from the cargo hold, showed it to Spock. "This small sphere looks like a perfect mate to the large one."

"Yes, Captain. Try attaching the small one to it."

Kirk connected the two spheres. The machinery hummed for a few seconds, then stopped. Spock examined the results. "Yes, Captain. You downloaded major portions of the alien library into the yellow spheroid. This will be very useful in my analysis."

The Captain looked around. "I haven't seen Harry recently. It worries me when he's out of sight. Lets go find him."

Backtracking through the ship, the party found Mudd in the Engineering room. Harry peered out from the ship hatch. "Ahh, Captain, you wouldn't have seen my Multipurpose Doover anywhere? I need to, uh, fix something."

"Yes, I've got it but you can't have it."

"You can really be a headache, Captain. Maybe I can find a spare somewhere else. Good lu... I mean goodbye." Harry went back into his trader and sealed the hatch. As if on cue, the Sav-a-Ship began shaking, making a terrible racket.

Kirk examined the machine. "I think we know what Harry needed to fix. With a little luck and skill, Kirk quieted the noisy beast with the Doover. Harry poked his head out again. "Oh, was there a problem?"

"Mudd! I ought'a..."

"Sorry, no time to chat. I'm a busy man you know. Mudd quickly went off for more salvaging.

"I think its time we had another look at those bridge controls." Kirk and company walked though the ship heading for the bridge. On passing the sickbay, the crew found Harry testing the controls of the medical dispensary in the center of the room. Seeing Kirk, Harry tried to hide a capsule and promptly dropped it. A green cloud rose up, surrounding him for an instant.

Harry coughed and sputtered. Bones didn't like what he saw. "Jim, that

doesn't look good at all... Mr. Mudd, let me take a look at you and check whether that had some deleterious effect..."

"No!! You're all space aliens!! You're little gray men from inside the hollow earth!! You want to experiment on my body parts!! Stay away from me!!"

"Deleterious effects. I guess I don't even need my tricorder to know that. Jim, if we can get him onto one of the beds, maybe I can cure him. Otherwise, he's likely to become increasingly violent."

Kirk gestured from Spock to Harry. "Mr. Spock, would you care to do the honors?"

"I would be delighted, Captain."

Spock moved behind Mudd as he babbled about space aliens eating his dog. With a quick motion, Spock nerve-pinched Harry and deposited him on the bed.

Bones examined the medical dispensary and retrieved a green vial.

"The volatile chemicals have evaporated over the time the derelict hung in space. I need to refill the capsule-dispenser for the bed to activate and effect a



Derelict Ship Sickbay (Room 3)

cure on our friend Harry, here." Dr. McCoy placed the vial in the console below the dispensary and checked the controls. "I'm telling the program our physiology is not the same as the aliens' physiology. Don't want it to try to cure us of being human!!"

Spock looked at the unconscious Harry. "That would be to much to ask for, Doctor."

Bones examined Harry, giving him a hypo injection. "Okay, Harry, you should start to feel better in a few minutes. Just lie there quietly until you feel like moving."

After a few minutes, Harry groaned and rubbed his head. "Give me something for this headache, Doc. A herd of Hamali tree-elephants landed be-

hind my eyeballs and did a mating dance..."

"Jim, it looks like Harry will be fine."

"Good job, I think, Bones."

After assured of Harry's recovery, the party returned to the derelict's bridge. Spock examined the controls again. "This is the secondary station. With the limited understanding we now have of the library computer data, these controls can now be activated. This station will give us access to Sensors, Navigation, and Engineering. The ship is generating limited power, but is incapable of flight. Sensors appear to be operating. I have found the U.S.S. Enterprise. They are in combat with a number of Elasi pirate ships half a parsec toward the neutron star. I read debris identifiable with the pirates, but they continue to harass the Starship Enterprise.

Kirk sat at the other station. "I think this is the secondary station. It appears to control the viewscreen and communications." Flipping a switch activated the screen. A view of space was visible. "Lets try communications." The Captain worked with the controls, adjusting the frequency.

Finally he established a link. "Scotty! Report!"

"The Elasi pirates have been driven off, Captain. We have damage, and injuries among the crew. We just arrived back here a few minutes ago, and we've been trying to raise you on the communicators."

"The local star seems to be acting up. Will there be a problem with the transporter?"

"We can do it, Captain, no problem. At least right now, but the situation is only going to get worse. Are you ready to beam over now?"

"No, I need to have a word with Harry Mudd before we go. Kirk out."

As if his name announced him, Harry entered the bridge. "Captain Kirk! I was hoping to see you. I'm leaving soon and wanted to say thanks for the escort. Ta-ta, and I hope we never have to cross paths again, Captain."

Kirk smiled. "In such a hurry? And Stella said she was dropping everything to meet you here."

Shocked, Harry stammered. "You're kidding. Are you kidding, Captain?"

"Just like you were kidding about this AVA91-

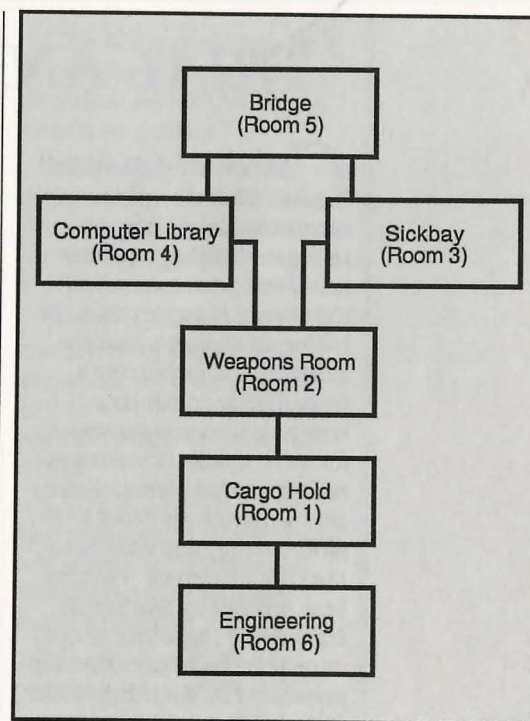
RDN registered as a worthless derelict. You are going to change that, aren't you? Matter of fact, I think it would be just the thing for you to turn it over lock stock and barrel to the Korpnephorous University."

"What! Where's the profit in that, Captain?"

"Did you know Stella's still looking for you? What's it worth to you for me not to tell her where to find you, Harry?"

Harry hardly nodded his head. "Consider it done. You have my word, Captain. Now I'm going to pick up just a few things. Insignificant things, really! Then I'll be gone. Farewell, Captain! May your path be always trouble-free, until we meet again."

"When we meet, Harry, it always means trouble." Kirk opened his communicator. "Mr. Scott, we're ready to beam up. Take us home."



Another Fine Mess Map

TRIAL AND ERRORS

Captain's log, Stardate 6097.3. Starfleet reports major military activity in the Klingon sector near Hrakkour, a planet on the edge of Klingon space. Intelligence indicates that the Klingons are mobilizing a large fleet to search for a renegade who was responsible for a disruption of unknown nature on that planet. Federation sensors have found a faint energy trail leading to the Digifal system. We have been ordered by Starfleet to track down the source of the energy and discover what happened on Hrakkour before the Klingon fleet enters Federation space. If we are not successful, the Federation and Klingon Empire may find themselves at war once again.

Sulu checked the Navigation display. "Captain, we have entered the Digifal system."

Uhura turned to address the Captain. "Sir, a Klingon Battle Cruiser has entered the system. They are hailing us."

"Open hailing frequencies."

A Klingon commander appeared on the screen. "I am commander Taraz of the

Nizra. We are in pursuit of a genocidal criminal. For your own safety, you will remove your vessel from this system."

Clever words from a Klingon, but it wouldn't justify his violation of the Neutral Zone. Kirk smiled diplomatically. "You are in direct violation of the Organian treaty. If you have a problem, have your fleet commander take it up with them. You would do the same if you were in my position."

Taraz hid his annoyance. "If we are not allowed to capture this criminal, Captain, you may do this for us. We will remain here to monitor the situation, provided you can bring him to us in twelve hours." The viewscreen cleared, replaced by the planet.

Spock eyed the Captain with concern. "Assemble a landing party, Mr. Spock. Unless we find this so-called criminal, we may be forced to fight."

Kirk, Spock, Bones, and security officer, Lt. Stragey beamed down into a lush jungle; dense vegetation in all directions. The moon of

Digifal shined brightly overhead. A tall, slender, dark haired man stood a few meters away. Saying nothing, he stared intently at the party.

Kirk motioned Spock toward the patiently waiting man. "Could this be the man the Klingons want so badly?"

Spock and McCoy did a quick scan with their tricorders. Spock noted the humanoid's dress. "His adornments appear similar to those worn by leaders of Earth's early 20th century inhabitants of the South American continent."

Bones scoffed at the comparison. "What do you know about Earth culture? He looks like an ancient Aztec!" McCoy examined his readings. "He appears human... All life signs are normal, but I'm getting strange energy readings near the base of his pituitary gland."

Kirk finally approached the humanoid. The man smiled and addressed the group. "Greetings, my children. I can barely imagine that you have come so far."

"I am Captain James T. Kirk of the Starship Enterprise. Did you know the Klingons are looking for you?"

"The Klingons? Amazing! This is the first time one of my missions has produced results so swiftly."

"Missions? Listen, Mr. Whoever you are, any missions conducted within Klingon space fully jeopardize the peace."

"Jeopardize the peace? Hardly. Peace is what I preach. I am Quetzecoatl, as you well know from the proud history of your world."

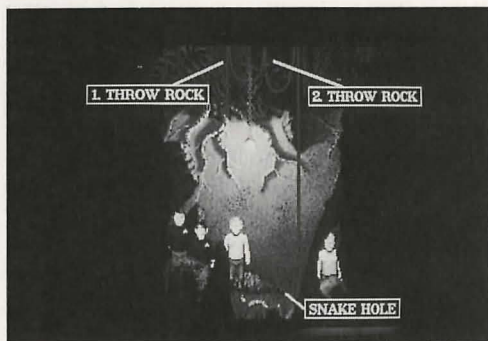
"Quetzecoatl? How fitting you would name yourself after one of the most bloody-handed gods in Earth's history."

"Bloody-handed? My people love peace!"

"Your followers regularly sacrificed other believers to you after you left, offering you their still-beating hearts."

"Impossible! You must be lying! I am Quetzecoatl. I elevated a civilization on your world from barbarism to sentience. You are a perversion of that process. Be gone!"

With a flash of light, the party appeared in a deep pit. It was a long, hard climb to the top. The air shimmered around the rim of the pit. Quetzecoatl's face appeared in the disturbance. "You clearly are not



Planet Digifal - Trapped In Pit (Room 2)

the inheritors of the noble Aztec world. What you have said has greatly disturbed me. You should not lie so. You shall remain here until you have learned the error of angering Quetzecoatl!"

The face faded away, leaving the party stranded in the hole. Spock checked his communicator and phaser. "Both apparently have been rendered ineffective."

"Great, Spock." Kirk examined the top of the pit. Various vines hung about the top. "If we could knock a few of those down, we might be able to climb out of here." The Captain checked the floor of the pit. A snake slithered across the ground. When approached, it darted into a small hole. Small rocks littered the area. He picked

up a collection of rocks and tossed one at the overhead vines. A lucky shot caused one of the vines to drop lose.

Spock watched with interest. "Fascinating. It did appear to knock the vine down near to the point where one of us can reach it."

Bones smiled at Spock. "Didn't they have baseball on Vulcan? Show us your fastball, Jim."

Kirk tried a second time. The rock arced up and knocked the vine low enough to grab. Lt. Stragey marveled at the Captain's accuracy. "Alright! We're on our way!"

Kirk stopped and examined the snake. "I want to take that with us."

McCoy looked shocked. "What on earth for?"

"Just a hunch. I'm wondering if there's more to all this than meets the eye." Kirk studied the snake's movements. Whenever he tried to grab it, the snake would return to the safety of the hole. Using one of the rocks, Kirk blocked the hole. With nowhere to run, Kirk was able to capture the creature. "Alright, gentlemen. Lets see if that vine will support us."

After a few minutes effort, the team was out of the pit. The jungle continued to the left. Hiking for some distance, the jungle opened up into some type of ceremonial arena. The area was lit with lamps that looked like colonies of luminescent insects. A very large warrior with a spear stood guard at the far side of the place. He glared at the group and spoke. "I am Tlaoxac, priest of Quetzecoatl. Only one who knows his ways may approach his holy ground."

Bones looked questionably at the Captain. "What do you think he means by that, Jim?"

"I don't know, Bones." Kirk paused in thought for a few moments. "What a minute. Spock, wasn't Quetzecoatl also known as the Serpent God?"

"I believe so, Captain."

Kirk approached Tlaoxac and presented the snake. Tlaoxac nodded with satisfaction. "Indeed you know the ways of Quetzecoatl. But only a man of courage, one who will shed blood will pass."

Kirk examined the slithering snake and glanced at McCoy. "It doesn't appear to be poisonous, Jim, but



River With Natural Bridge (Room 6)

don't wave that think too close to me!"

Kirk bared his arm and let the snake bite him. Tlaoxac smiled. "Self-sacrifice is the noblest quality of humanity. You may go. Beware the monster in the water. You may have my knife to defend yourself." A beautifully crafted knife thumped on the ground in front of Kirk. After picking it up, Kirk lead the party on.

A lighted path directed the group to a slow moving stream. A fallen tree offered a means to cross. Kirk hesitated at the bank. Two eyes were visible, peeking out of the water. Spock noticed them also. "The tricorder registers a lifeform. It is some kind of mollusk; the river seems to be its home, and it is carnivorous,

eating land and river based forms of life."

"Any ideas on how to combat it, Spock?"

Spock scanned the area with his tricorder. A fern growing near the river, caught his attention. "It appears that the leaves of that fern are slightly toxic. I would not recommend touching it for an extended amount of time, Captain."

"Do you think it might drive the creature away?"

"Unknown, Captain, but I would recommend using the knife to cut the plant. There are numerous small thorns along the stem."

Kirk busied himself with removing a section of the plant. The knife made it easy work. Careful not to cut himself on the thorns, Kirk tossed the leaf into the water. A reddish, oily residue spread out from the floating leaf. The creature darted away underwater. Spock checked his tricorder. "It would appear that the plant secretes a chemical that is a natural repellent to the creature. It has retreated far down stream, Captain."

Now that the river appeared safe, Kirk tested the natural footbridge. The log seemed sturdy and the party continued on.

The landing party passed through a natural cave. Spock examined the structure. "I should warn you, Captain, that the stalactites could collapse quite easily. Any sudden motion could cause large quantities of stalactites to fall on us."

"Noted, Mr. Spock." Kirk noticed a cluster of red crystals. "Spock, look at this. It looks like dilithium crystals."

Spock checked them with his tricorder. "Fascinating, Captain. It is, but in a very raw form."

"We should take a sample back with us." Kirk used the knife to pry out the crystals.

Spock looked uncertainly at the cave ceiling. "I would suggest we continue on, Sir. The roof of this cave is very unstable. There appears to be some kind of structure ahead."

Following the source of light, Kirk, Spock, Bones, and Lt. Stragey entered a small hut. Quetzacoatl stood waiting. "I watched as you worked through the problems I set in your path. You are a valiant, intelligent species. Please sit down. We have much to discuss."

Kirk, Spock, and McCoy seated themselves with

their host. "One thing first. If you're so peaceful, how come the Aztecs were so violent and aggressive?"

"I tried to teach them the concept of self-sacrifice. It would appear they did not completely understand my teachings. You are clearly not the liars I thought you to be. Were you telling me the truth about my disciples? That they became ruthless savages?"

"Absolutely. Your best intentions were changed by the imperfect humans that you left in charge after you departed. Such is the way of our race, I'm afraid."

"I sense truth in this. Perhaps this is what happened to my children on the Klingon world of Hrakkour, which would explain why they are searching for me. Ours is an intensely curious race, Captain. My brothers and I have raised children on a thousand worlds, loved them, watched them grow, only to see them become separated from us by the passage of time. It is sad and lonely process, one which I shall not repeat again. I am no longer worthy of my gift."

Spock, listening carefully, asked. "You show great wisdom, sir. But your state-

ment infers that you wish to change your condition."

"Indeed. If my mission of peace was overthrown, then I am no longer worthy of my power. At the top of my spine is a gland not found in your species. This is the seat of my power. I wish you to remove it, thereby making me a mortal."

Kirk looked questionably at Dr. McCoy. "Can you do it, Bones?"

"Jim, I'll try, but the physiology is completely alien..."

"You've got to do it, Bones! If the Klingons realize he's no longer a threat to them, perhaps we can avoid a war!" The Captain pulled out his communicator. "Scotty, five to beam up."

Back on board the U.S.S. *Enterprise*, Kirk was interrupted by the approach of three Klingon heavy cruisers. "Uhura, open hailing frequencies."

"Admiral Kenka is on screen, Sir."

The Klingon Admiral looked firmly at Captain Kirk. "Federation starship. This is Admiral Vlic Kenka of the K'lrta. You harbor a criminal who caused the

destruction of the entire population of Hrakkour. You will proceed to Hrakkour where a court of Klingon justice will be convened. If you refuse, we shall destroy you!"

"Admiral, the 'criminal' of whom you speak is in the middle of a very delicate medical operation. He can't be handed over to anyone at this time."

"His attempt to corrupt the Empire with his philosophy led to that planet's destruction."

"How could a philosophy of peace cause destruction?"

"My family has governed that planet for generations. Even they were corrupted by him. They had to be silenced at all costs."

"So you killed them. You are responsible, not Quetzacoatl."

Uhura interrupted. "Message from Starfleet Command, Captain."

"I'll argue with you later, Vlic."

Vlic smiled. "You may be surprised, Kirk."

Admiral Deiley replaced Vlic on the main viewscreen. "I have bad news, Captain. The Organians have ruled that Quetzacoatl's interference in Klingon affairs render

him subject to their law. You are to turn him over to the Klingons at Hrakkour, but you are allowed to observe and aid in his defense. Be careful, Jim. Starfleet out."

Mr. Scott stood in amazement. "You canna turn him over to those butchers!"

"We have no choice, Scotty. Mr. Chekov, set course for Hrakkour."

Captain's Log, Supplemental. We have come to the ruined Klingon planet of Hrakkour, to deliver our guest, the mythical entity Quetzacoatl, to a Klingon court. Dr. McCoy, Mr. Spock, Ensign Bennie and I have been granted permission by the Organians to witness this trial, which I expect to be a travesty of any meaningful definition of justice.

The landing party, accompanied by Quetzacoatl, beamed down into the Klingon courtroom. The large room would have shown a majestic view of the city, except for the fact that it was destroyed by heavy bombardment and intense doses of neutrino rays that killed all known forms of life. Admiral Vlic, commander of the Klingon flagship K'lirta, stood behind a large podium with the symbol of

the Klingon Court of High Justice. A very big Klingon guard stood near him with his disruptor ready to fire on anyone who gave him trouble.

Kirk approached the podium. Vlic looked him square in the eye. "The prisoner and his witnesses may stand forth, so the trial may begin! So Kirk, we finally meet. I had thought it would be in battle, but the universe holds many surprises."

"Stick around, Vlic. There are more surprises awaiting you."

"So be it. This begins the trial of the entity K'etz'koatl, who is charged with impersonating a Klingon, stirring dissent, encouraging cowardice, and treason of the highest degree."

"Those are serious charges, Vlic. Should he not be tried by a Klingon High Court?"

Vlic, outraged, said. "He has not demonstrated honor, Kirk! Only a proven warrior may be tried in High Court!"

"Then this trial is a mockery for the entire galaxy to see!"

"How typical of the Federation, to judge every other species as morally in-

ferior. Your rhetoric is not welcome here!"

Quetzacoatl bowed his head in sadness. "I offered them insights into the philosophy of peace and cooperation. They chose to follow it of their own free will."

"To counsel it is to counsel cowardice and abandon all honor! This is treason, for all to see! The penalty for treason is death! Do you accept your sentence!"

"I have failed. Death is what I deserve."

"He has admitted guilt. You have surrendered him to Klingon law. Can you deny that this was a fair trial!"

"By our standards, he would rank among the greatest heroes of the Federation: Gandhi, Surak, M'lelto-jhi, and Shanarda. We will not abandon him."

"Pacifism is utterly alien to our people. It would be as though he preached a doctrine of suicide in direct contradiction of the will to live. Honorable men thrive in war and conflict -- cowards seek to avoid conflict."

"Then a Klingon can thrive on the conflict between his inner nature and his philosophy. Clearly,

the people of Hrakkour did that."

"The Klingon Empire will not tolerate dissent."

"Then the Klingon Empire is wrong."

Vlic exclaimed in disgust. "Only the greatest warriors of old could say such a thing and expect to live! Do you think yourself worthy enough to walk in their footsteps?"

"If it means that I can prevent you from murdering an ancient and blameless creature, yes. And I'm prepared to back it up."

"Stories of your impudence are not exaggerated. I shall give you and your companions a chance to defend the traitor. You may take the Test of Courage."

Kirk, Spock, Bones, and Lt. Bennie were lead to the transporter room and beamed into a small cavern. A field of static lightning seemed to be moving about, by the only visible doorway. Lt. Bennie looked around curiously. "What is this place?"

Spock examined the cavern. "Not much is known about Hrakkour, Lieutenant. This would appear to be some sort of mining installation and that

creature might be a native lifeform."

McCoy added. "A test of courage? That is the Klingon way."

Kirk looked about as well. "I somehow doubt that Vlic intends for us to survive this, whatever the outcome. We're the only thing that stands between him and the killing of Quetzecoatl that he can justify. I suspect that Vlic's attack on Hrakkour exceeded his orders. He needs Quetzecoatl as a scapegoat, and he needs a fair trial to avoid an inquiry of his own actions."

Lt. Bennie didn't look happy. "And our deaths will be the only way he can get it. Great."

Kirk examined the lightning creature. "Spock, what do you make of that?"

Spock studied the creature with his tricorder. "This creature is composed of electrical fields. I would not recommend approaching it. A metal projectile might disrupt its fields and render it harmless." Spock checked the surrounding rock. "Captain, this rock has a high iron content."

Kirk looked over to the right. Wooden rods were piled in the corner, originally intended for use

as support beams. "Spock, I have an idea." The Captain pulled out his phaser and fired it at a part of the floor. After a few seconds, the rock melted into a very hot pool of molten iron. "Mr. Spock, I believe iron has a very high conductivity rating."

"Yes, Captain."

Kirk retrieved one of the wooden rods and carefully dipped it into the iron. Slowly, he pulled it out. The iron cooled quickly. "Spock, do you think this will disrupt the creature?"

"Quite possibly, Captain."

Captain Kirk heaved the rod directly into the lightning creature. Sparks played over the surface of the rod as the creature collapsed into it. Spock scanned the remaining rod. "The creature is in stasis, Captain. It should reawaken in 3.48 days."

"Now lets try out that door. Can you decipher its entry coder, Spock?"

Spock scanned the locking mechanism. "The entry coder for the door is keyed to a number sequence. The tricorder is unable to determine the code, but can scan the mechanism. The ship's computer might be able to crack the code."



Planet Hrakkour - Cavern With Lightning Creature (Room 10)

"Alright, Spock." Kirk opened his communicator. "Kirk to U.S.S. Enterprise."

Over the communicator's speaker, Uhura could be heard. "U.S.S. Enterprise here, Captain. We were worried. There is a force field between us and the planet. We have your position at approximately thirty meters beneath the surface of Hrakkour, in what appears to be the ruins of an archaeological dig."

"Uhura, prepare to receive a tricorder message. There is a door with an entry coder here. Try to analyze the circuits and let the main computer crack the code."

After a few minutes, Uhura came back on the line. "Scan complete. Main computer has the code. We also read an anomaly."

Something else has tapped into the keycode. Shall I analyze?"

"Affirmative, Uhura."

"Sir, we have a secondary code that is nested in the Klingon's program. Computer is unable to analyze its function. Shall we broadcast it to you when you activate the keypad?"

"Yes, send it also."

"Affirmative sir. We will transmit the codes when you activate the keypad."

Spock walked over to the locking mechanism. He keyed the controls as the *Starship Enterprise* transmitted the codes. Instantly, the crew found themselves in a strange room. Kirk looked around in surprise. "That didn't feel like a transporter, Spock."

Spock examined the room. It was of definite alien design. A glowing yellow column of light dominated the right side of the room. A group of large gems sat in a case in the middle of the chamber. Near the left wall, sat an empty pedestal. "This is not Klingon technology, Captain."

Bones looked at Spock with annoyance. "Even I can see that, you pointy-eared Vulcan!"

"Gentlemen, I suggest we try to find out what this is, I have a feeling we've come some place Vlicit wasn't expecting us to go." Kirk inspected the yellow column. "What do you think that is, Spock?"

"Captain, it seems to be some sort of interface device, but I do not know how to activate it."

Kirk impulsively walked into the yellow light. A voice sounded as he entered. "Not primed for neural interlink."

Bones looked shocked. "Jim, that was stupid. You don't know what it could have done to you!"

"I'm fine, Bones. At least we know that its some type of communications device." Kirk looked at the pedestal. It had three indentions about the size of the gems. "Obviously, they want us to place the gems in the holes, but which ones..."

Spock looked over his tricorder. "It appears we will have to experiment. My tricorder doesn't seem to be able to analyze here. The communicators are out too."

Kirk examined the selection of gems. There were three each of blue, green, and red. "It seems we're left to luck, Spock." The

Captain picked up three green gems and placed them on the pedestal. A beam of green light rose up to the ceiling as the last gem was placed.

Kirk entered the yellow column of light. A loud voice filled the room. "This is Bialbi, the most advanced lifeform on this world. Thank you for informing us of the situation. It shall be resolved."

Spock, McCoy, and Lt. Bennie looked questionably at Kirk, as he stood motionless in the light. Abruptly, Admiral Vlicit appeared in the room. He looked around, surprised at his sudden arrival. The voice addressed him. "Admiral Vlicit, this is the defensive system of Hrak-kour. You have engaged in genocidal activities on this world. Have you anything to say before your sentence is passed?"

Vlicit, outraged at all this, swore at Kirk. "Kirk! This is your doing!"

Bialbi continued. "No, Admiral, it is not, but that will suffice as a final public statement. The sentence is death, to you and all members of your crew who were involved in this action."

"You have no right to try me!"



Gem Room (Room 11) - Place Green Gems On Pedestal

"I have as much right as you to conduct trials on this planet. You showed no justice to your victim. The penalty for injustice is death."

"Kirk!"

Slowly, Kirk looked from the column of light to Vlicit. "Another death won't save the people of Hrak-kour. I wish to intervene to spare his life."

The voice of Bialbi was silent for a moment. "Vlicit, you will set the entity Quetzecoatl free. A life for a life is a just bargain. If you ever return to this sector, the death sentence shall be carried out. No Klingon vessel may ever return to this world."

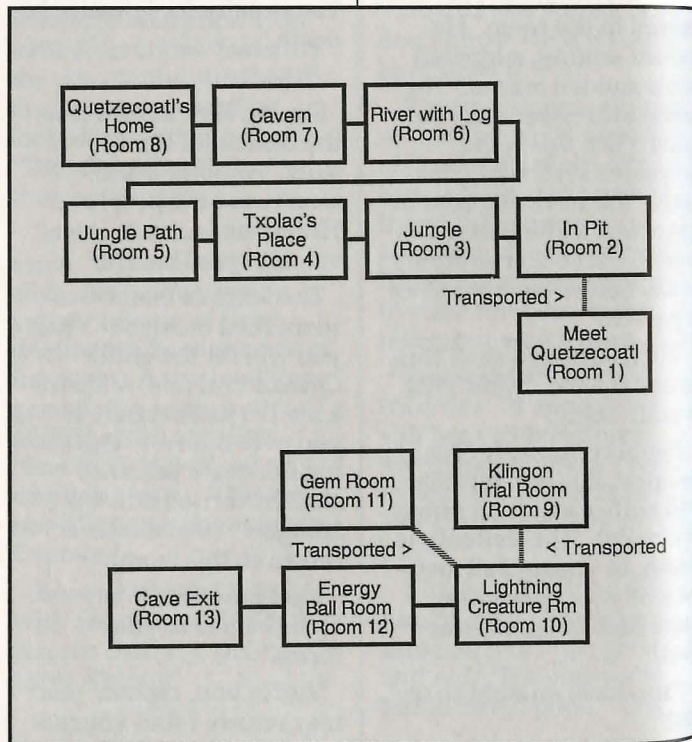
Vlicit growled. "Very well. I agree to your terms."

"As for you, captain, you may return. I find your so-

cial development most pleasing. Now, you may go. Heed my warning Vliect. I shall not be merciful a second time."

Captain Kirk, Spock, Dr. McCoy, Lt. Bennie, and Quetzecoatl beamed safely back to the Starship Enterprise.

Trial And Errors Map



THAT OLD DEVIL MOON

Captain's Log, Stardate 6103.2. The U.S.S. Enterprise is proceeding to the Alpha Proxima system to investigate unusual activity of an asteroid in an elliptical orbit. The asteroid's orbit will bring it close to the planet Proxima III. The planet is under the protection of the Prime Directive since it has not reached a technological level commensurate with entering the Federation. A discreet monitoring satellite is maintained for reports such as these.

"Mr. Spock, what data do we have on the Alpha Proxima system?"

"According to the library computer, the system has five planets and an asteroid belt. The asteroid should pass close by Proxima III. It passes through the inner systems once every 200 years. The people of Proxima III call it Scythe, the same name as their god of war. The planet suffered a globally devastating war about a millennium ago. They rebuilt their world in half the time it had taken originally. The Armaged-

don was mythologized as a battle between the Sofs and Lucrs. In that war, the planet was razed and all the gods died except Scythe. He had rained fury down upon the world, then went off on a long dance of victory."

"And Scythe returns and our monitoring station picks up activity."

"Yes, Captain."

"Does the library computer have anything else on the asteroid Scythe?"

Spock scanned through the data. "It was once a moon of Proxima III, known as Proxtrey by its people. It has a minimal atmosphere. The word Scythe is the seventeenth letter of the Lucr alphabet."

"What about these Sofs and Lucrs. What can you tell me about them?"

Spock ran a check on his library computer. "They were two ancient races of Proxtrey. The Sofs valued the community ahead of the individual which was in direct conflict with the Lucrs' belief in individualism. Interesting,

Captain. The Sofs used Base Four in their mathematics and their organization was based on units of four to make up sets of one hundred. On the other hand, the Lucrs used Base Three in units of three making up sets of ninety-nine. The number ninety-nine was of religious importance to the lucrs."

"Yes, that is interesting, Spock. Two races on the same planet using different mathematical systems. Spock, what would the numbers seventeen and ninety-nine be in Base Three?"

Spock promptly answered. "The number seventeen would be 122 in Base Three. Ninety-nine would convert to 10200."

Sulu turned to inform the Captain. "Sir, we have arrived at Scythe asteroid."

"Standard orbit, Mr. Sulu." Kirk returned attention to Spock. "Sensor readings, Spock?"

Spock scrutinized the sensor display. "Sensor readings of Scythe reveal surface features consistent with damage left by a nuclear attack. It would seem to have been a target during Proxima's ancient war."

Sulu had an idea. "Scythe rained fury down on the planet and then left on a dance of victory. A missile base, Captain?"

"It just might be, Mr. Sulu."

Uhura checked her communications console. "Captain, I just monitored a narrow-beam transmission from Scythe to Proxtrey. It appears to be some type of computer code."

Spock examined the sensors. "The Proxtrites do not have the technical level necessary to understand the message. I suggest we beam down and investigate. The surface is hostile, but survivable for a short time."

"Agreed, Mr. Spock. Uhura, have Dr. McCoy and Ensign Mosher meet us in the transporter room."

The surface of Scythe was cool, the air thin. Kirk, Spock, Bones, and Ensign Mosher beamed down in a small valley. In the side of a hill, stood an enormous metal door.

Spock immediately pulled out his tricorder and examined the structure. "I'm picking up low grade power emanations from the door area."

Mosher noticed a set of rocks that looked like head shaped monoliths. "These stones look like faces."

Spock scanned them with his tricorder. "Stone monoliths of faces are a common artistic expression in evolving cultures... Captain, large quantities of atmosphere are being circulated through these rocks. I would guess there are storage units within this satellite which are constantly replacing the atmosphere that is lost because of this moon's weak gravity."

"Which means that this moon might still be inhabited, Mr. Spock."

"We have detected no signs of life, Captain, but the possibility does exist."

Kirk's communicator beeped. "This is Mr. Scott, Captain. We've had some slight problems with the transporters."

"Didn't notice anything beaming down."

"Just a glitch in the main transporter program. Mr. Kyle is loading a back-up, and we're performing tests. The transporters will be down for about an hour."

"That will still give us plenty of time, Scotty. Kirk out."

Dr. McCoy, worried about the thin atmosphere, checked his medical tricorder. "It's what I was afraid of, Jim. The thin atmosphere of this moon does not provide enough protection from cosmic rays. We dare not stay here more than a few hours."

"Thanks, Bones. Spock, anything else of interest, before we tackle that door?"

Spock checked the surrounding area. "The rocks have a high quantity of Tri-Phosphate Silver in them. Nothing else of note, Captain."

Kirk picked up one of the rocks. "Just in case, lets take one with us."

The landing party went to the large door. The door had taken numerous micrometeorite strikes over the centuries but still looked solid. An operating display panel and keypad were visible to the right of the door.

Spock scanned the door and panel. "The origin point for the broadcast Uhura monitored is approximately fifty meters beyond this door. The display panel and keypad are still functional."

"Any ideas on how to open the door?"

"The door is made of a very dense alloy. Our phasers will not be able to penetrate it. The keypad is in Base Three."

"Base Three, Spock? Then this base must have been built by the Lucrs."

"Logical, Captain."

"You said their sacred number was ninety-nine. Spock, enter 10200."

With a loud grinding noise, the door slowly opened. Large quantities of dust fell from the cracks. "Congratulations, Captain. That appeared to be the correct code."

Inside, was a room with another heavy duty door at the far end. "That may be abit premature, Spock."

Kirk's communicator beeped again. "Captain, I'm afraid we've got a wee problem here. There is some sort of virus in the main computer. Our phasers and our tractor beams have been disabled, and there's no way we're getting them back in three hours."

"Do what you can, Mr. Scott. Isolate that virus. That's your number one priority."

"Aye, I will Captain. I may yet have a trick or two that I can pull, but don't count on any miracles.

We'll keep you informed, Scott out."

The group entered the doorway. A console was attached to the left wall.

Another Base Three keypad was to the right of the inner door. Spock examined the left console. "A computer terminal, Captain. It uses the Lucr alphabet. I think I can decipher it." After a few minutes of study, Spock addressed the team. "This is definitely a missile base, Captain. It is codenamed Scythe. There is a substantial amount of data here, but in summary, Scythe was created by the Lucrs as a launching platform for missiles to keep the Sof's subjugated to their influence. The Sof's managed to infiltrate the base, however their actions triggered Scythe's auto-attack mechanisms, and initiated a holocaust that nearly annihilated the planet. One Sof strike did, in fact, hit the moon and deflected it from its orbit. It has been dormant since then.

"So why has the base been activated again?"

"Given the damage to the moon, its slow rotation and orbit, it has never realized the war is over. On this pass, for the first time, it has detected radio-wave

transmissions from Proxtrey. Because it does not recognize them, it assumes the Sof's are still active. It's transmission to the planet, I would assume, was some sort of a check beacon to see if it should continue its mission."

"Jim, let's return to the ship and blast this place to destroy its weapons."

"Doctor, this moon is a god to the people down there. If we destroy it we will violate the Prime Directive. Our only option is to get into this base and see if we can shutdown the computers."

"Spock is right, Bones." Kirk glanced at the closed inner door. "Did you say, the seventeenth letter in the Lucr's alphabet is Scythe?"

"Yes, Captain."

"Spock, try 122 on the keypad." Spock entered the code and the door slid open.

The Captain flipped open his communicator. "Report, Scotty. How are things going?"

"About as badly as a kilt in a blast furnace, Captain. Wait a minute, Uhura has some news for you."

"Captain, the virus came from our sensor sweep of the asteroid's computers.

We believe we have analyzed the memory sectors it attacked. We are trying to remove it with anti-virus programs."

"Well done, Uhura. Keep me informed. Kirk out."

The door led into a corridor. There were two other doorways. One was open, the other closed with a heavy security door.

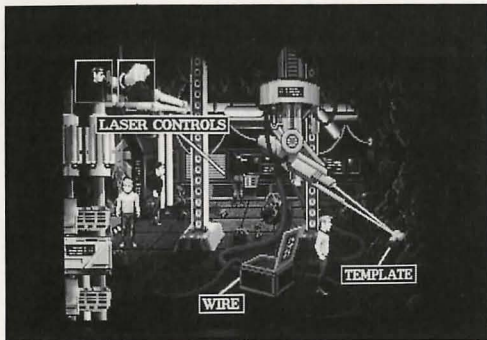
Spock analyzed the closed door and keylock beside it. "This door is made from the same remarkably dense alloy as the outside ones. Even our most powerful phaser rifle or welder would not be able to penetrate it. A remarkable achievement in metallurgical engineering. This panel has a slot in it rather than a keypad. The slot bears traces of Tri-Phosphorate Silver, and power is currently running to it. I am recording the pattern of this lock into my tricorder."

Kirk examined it with interest. "The same material as the outside rock?"

"Yes, Captain."

The Captain looked at the open doorway to the right. "Maybe something in there could be of use."

The landing party entered what looked to be a mineshaft. An ancient



Laser Drill Room (Room 5)

laser drill hung from the ceiling. A bank of computers and controls quietly hummed along the back wall. On the floor, sat a large box.

Spock checked the room with his tricorder. "The laser drill is operational. The controls along the back wall operate it and are still functional." Examining his readings, Spock said. "Captain, with the 3KAg content of the surface rocks and the tricorder scan of the pattern inside the lock, I believe the laser drill can be used to fashion the ID card needed to open this door. I believe I can use the tricorder to program the drill.

"Please proceed, Mr. Spock."

Spock examined the laser controls. Using his tricorder he adjusted the set-

tings. "I used the keycard pattern, scanned from the lock in the hallway, to program the drill. It should now be able to make a template of the keycard in the rock. Setting one hundred should activate the cutting mode."

The laser drill intricately cut a template in the rock wall. Captain Kirk carefully set the rock, retrieved from the asteroid surface, on the template.

Mr. Spock readjusted the controls. "That should be right, Captain. Setting ten should melt the rock allowing it to flow into the template." He activated the drill again. The rock liquefied, flowing into the template. It hardened quickly, leaving a shiny brown keycard.

Kirk picked up the still warm keycard. "Excellent work, Mr. Spock. I hope it works." The box caught the Captain's eye. A spool of heavy wire was inside. Throwing it over his shoulder, Kirk and his landing party returned to the corridor.

Captain Kirk carefully inserted the newly made keycard into the key slot. For a few tense moments, nothing happened. The door finally slid open revealing an enormous

room filled with computers and missiles.

Spock examined the computers. There were three units. Two computers were hooked into a third one. "This appears to be the brain of Scythe. These are two identical but isolated computers that communicate with the third center computer that controls the launch of missiles." The center computer had no input device, so Spock examined the left and right units. "Captain, these two forward computers are out of sync. The right one here is the Alpha unit and it reports optimal missile launch in 3.21 hours adjusted. The left computer, Omega, reports optimal launch in 1.31 hours."

Ensign Mosher noted the discrepancy. "They may be twins, but they are not identical."

Dr. McCoy added. "They report different optimum launch times. Which is right?"

Spock examined the computers again. "I have to assume the Alpha Unit has a virus which is using up an incredible amount of computing time which, in turn, is causing the miscalculation. Given the elliptical orbit and the range at which they will pass

Proxtrey, the Omega unit is correct, but the window is very narrow. A variation of minutes will mean the missiles run out of fuel and fall harmlessly into the sun."

Kirk looked questionably at Spock. "Can you reprogram the Lucrs computer to give us that time, Mr. Spock?"

"Reprogramming an old Alien computer is not simple, Captain. The odds against success are 10221 to 1 against."

Bones patted one of the computers. "Too bad old Omega couldn't just take a sick day and miss the firing."

"Because the two machines are isolated, the virus did not spread from one to the other."

"If we could only bridge them..." Kirk looked over the wiring he picked up from the box. "Spock, what about this cable?"

"It might work, Captain." Spock examined the connection points on both computers. "Yes, Captain, it might work."

Kirk and Spock worked at bridging the two systems with the cable. With the cable snapped in place, Spock checked the Omega computer's launch time.

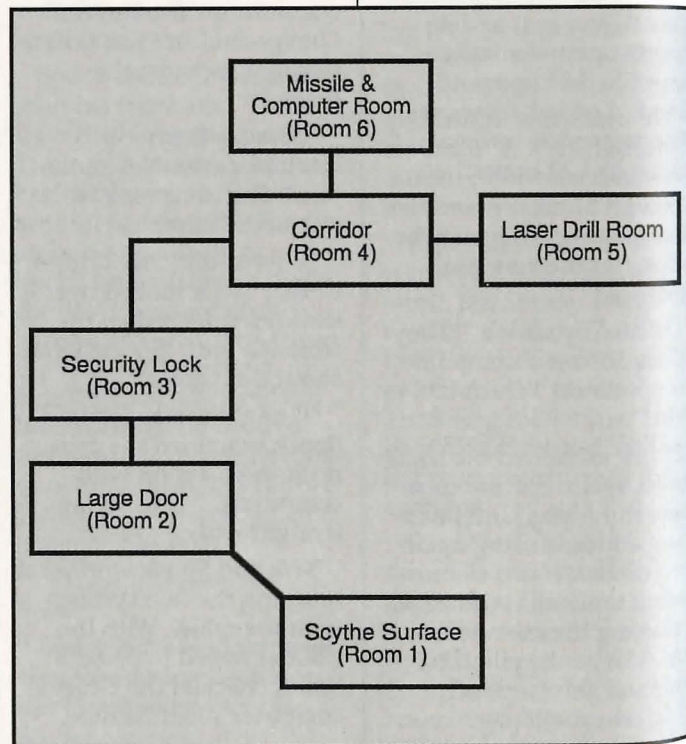
"It appears to be working, Captain. The optimal launch time has changed to 1.54 hours. The missiles should run out of fuel before reaching their target."

"Good work, Spock." Kirk opened his communicator. "How are the transporters, Scotty?"

"They're operational again, Captain. We're ready to bring you back at any time."

"I believe our job is finished here. Beam us up."

That Old Devil Moon Map



VENGEANCE

Captain's log, Stardate 6112.7. We are arriving at the last known position of the U.S.S. Republic, which reported that it was under attack twelve hours ago.

Spock turned to Captain Kirk. "Captain, the sensors have picked up what appears to be a starship. Minimal life support, minimal engine power, and only two lifeforms, one on the bridge, the other in sickbay. Both appear to be gravely injured. It is the Republic."

The Republic, heavily damaged, appeared on the viewscreen. Hull breaches showed throughout the ship's surface. The shock of seeing another Constitution class vessel damaged so, affected the entire bridge. Kirk broke the silence. "Spock, you, Dr. McCoy, Ensign Kije, and I are beaming over to the bridge. Scotty will beam over separately to Engineering. Lieutenant Uhura, you have the con."

Uhura prepared a signal for Starfleet. "I am preparing an information packet for Starfleet. Shall I send it

now, or wait for you to return."

"Send it now. If a hostile ship arrives, head immediately for Starbase 24."

The bridge of the Republic was in pieces. Computer consoles sparked, the main viewscreen was off. Only emergency lights were operating. Captain Kirk, Mr. Spock, Dr. McCoy, and Ensign Kije beamed in.

Bodies of the crew were sprawled on the floor. Bones checked each one with his tricorder. "They are all dead, Captain. The man here by the science station just died a few moments ago."

"Can you bring him back?"

"Punctured lung, nerve damage, brain damage, fractured arm and ribs; it's a miracle he lasted as long as he did. He's not coming back, Jim."

Captain Patterson was dead by his Captain's chair. Kirk looked over the log controls on the chair. "Spock, see if you can activate the Captain's log."

Spock examined the log controls with his tricorder. "My tricorder has picked up the final entry of the Republic."

Through heavy static, Captain Patterson's voice could be heard over the log speaker. "...we are under attack. Our sensors are inoperative... rear deflectors down... a Constitution class starship... we have... we have hailed them, but no response..."

Spock shut off the log. "That's all there is, Captain."

"Dick Patterson was never one for making long speeches." Kirk looked gravely at the scene. "Mr. Spock, what condition are the computer banks?"

Spock examined the consoles. "They are badly damaged, but I have some of the sensor data. Captain, records indicate that this ship was attacked by a Constitution-class Starship."

"Any idea of which one it was?"

"I am reading a record of the transponder signal. NCC-1701. It's the U.S.S. Enterprise, Captain."

Bones looked at Spock in amazement. "Someone's got to have been tamper-

ing with the computer records!"

"No sign of tampering, doctor."

Kirk walked up to the turbolift. "Let's check out the rest of the ship."

Spock cautioned him. "There have been hull breaches, Captain. We can reach Sickbay, but I would not recommend going anywhere else."

The landing party used the working turbolift to investigate Sickbay. Two patients were found in the biobeds. Kirk recognized one of them. "My God, that's Brittany Marata. I knew her from my Academy days. We studied psychology together."

Dr. McCoy checked both crewmembers with his tricorder. The man on the right was dead, but Brittany was still alive. "At least she's still alive, although just barely. She's suffering from severe trauma and internal bleeding. I can stabilize her though."

Bones opened his medkit and worked quickly to stabilize her. The Captain watched carefully. "Will she be alright, Bones?"

"I've stabilized her life signs. I'll have a medical team beam over here to

monitor her after I'm gone. I dare not move her."

Brittany started to come around. Kirk spoke to her. "Brittany, can you hear me? It's Jim, Jim Kirk."

"No... you won't get us..."

"Brittany, what happened?"

"They said it was the Starship Enterprise... They had visual confirmation..."

"What about the U.S.S. Enterprise?"

"You killed us, Jim. We were friends for... I trusted you!"

"It wasn't my ship, Marata!"

Bones jumped in. "Jim, she's in no state to be yelled at! She's told us enough! Let her rest, Jim, the stress was too much for her. She's unconscious."

"We've got to find out what hit this ship!" Kirk flipped open his communicator. "This is Kirk. Beam us back."

Captain's Log, Supplemental. We are in pursuit of the starship that destroyed the Republic. Its trail is leading us to the planet Vardaine, a member of the Federation whose motives have not always matched the high ideals of other Federation cultures.

Spock looked at the Captain Quizzically. "Captain, I did not expect to hear you judge an entire culture. I understand the Republic..."

"I had bad experiences with the Vardaine long ago, Mr. Spock."

"Fascinating."

Sulu noticed something on the long range sensors. "Captain, I am reading a Constitution class starship, heading for Vardaine at Warp Five."

Uhura checked the vessel's markings. "Sir, its transponder codes match ours!"

"Spock, sensor readings!"

"Sensors indicate it is an exact duplicate of the U.S.S. Enterprise, including hull markings."

"Mr. Sulu, increase to Warp Eight. Uhura, send a message to Starfleet."

Sulu adjusted course. "Captain, that ship, whatever it is, is slowing to Warp Three and changing course towards us."

Uhura picked up a signal. "We are being hailed, Captain. On screen."

The viewscreen image of the approaching ship was replaced by the image of an old man with various electronic enhancements,

including a false eye. He met Kirk's gaze with confidence and triumph. "Captain Kirk. This is the Enterprise-2. I am Dr. Ies Bredell of the Vardaine Defense Force. You do remember me, don't you?"

"I remember you. Ten years ago when I was on the Farragut, we exposed your unethical practices."

"I remember your part in my disgrace, which is why, when we began construction of our own Constitution class ships, I insisted that we have our own **Starship Enterprise**."

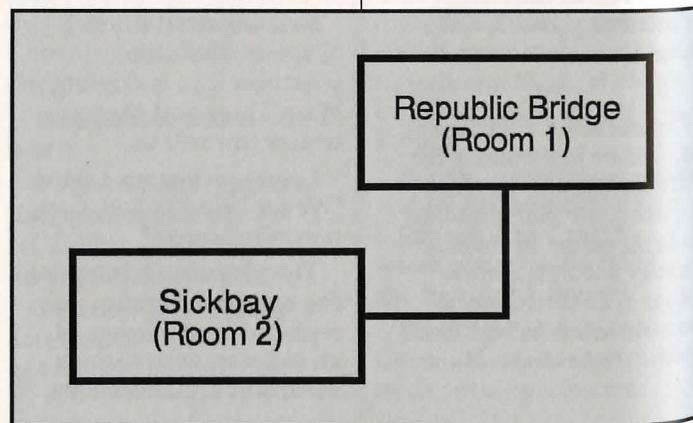
"You won't get away with this. You can't take on the entire Federation."

"If the Republic was any indication, your fleet will be good for nothing but target practice. Weapons master Brean, lock phasers on target!"

The screen cleared abruptly. Spock checked his sensors. "Captain, the Enterprise-2 is fully armed and locking on us."

"Red Alert... Red Alert..."

Vengeance Map



STARSHIP TECHNICAL REPORT (KLINGON, ROMULAN, ELASI VESSELS) STARFLEET INTELLIGENCE

Though Federation policy is to avoid conflict if diplomacy is possible, there comes a time when combat is unavoidable. Starship captains have to be prepared for any contingency. Starfleet Intelligence tries to keep abreast of the latest technical advances of neighboring aggressive races. This report includes the latest technical data on the most common vessels generally seen in this sector.

Klingon Vessels

The most common vessel in the Klingon's main force is the Heavy Cruiser. It is typically equipped with two forward disruptor weapons and one forward photon torpedo launcher. The hull strength is slightly less than a Constitution class starship. One on one, this craft is generally out-matched by the Federation Heavy Cruiser. Unfortunately, they generally

travel in groups of three. Fighting two or more craft at a time will require the utmost strategy. Speedwise, the Heavy Cruiser is slower than the Constitution Class. This can be used as an advantage if greatly outnumbered. Moving away at high speeds can give starship captains much needed repair time using Emergency Power, if necessary. Of course, this benefit will also be used by Klingon captains.

The K'lirta is the Klingon flagship for this sector. It is captained by Admiral Vlict Kenka. It has greater hull strength and a special forward mounted Heavy Photon Torpedo launcher. The ship has never engaged a Federation starship, so much of the technical data on this prototype is based on long range sensor readings.

Romulan Vessels

The Romulans have only recently received Warp Engine technology. Their alliance with the Klingon Empire created a technology exchange which has greatly concerned Starfleet Tactical. The most feared aspect of Romulan technology, is the Cloaking Device. The device renders their ships undetectable, both visually and on sensors. It has been reported that a cloaked ship leaves a slight visual distortion that can be seen with a sharp eye. The Romulans have also developed the Plasma Torpedo. It is a weapon of devastating power, which can knock out a shield in only one strike. Two hits on the same quarter can severely cripple a starship. Fortunately, a Romulan ship is unable to fire weapons until the Cloaking Device is deactivated. Captains engaging a Romulan craft should use this disadvantage to their benefit.

The Romulan space fleet still uses the Romulan Warbird as their primary patrol craft. Though not built for raw speed, they make up for it in maneuverability

and acceleration. Combined with a Cloaking Device and Plasma Torpedo, this makes for a dangerous adversary. Starship captains should be aware that though these ships are slow, they can turn on a much smaller arc. Compared to a Constitution Class starship, these craft are very small. They have a hull rating of less than half that of the Federation Heavy Cruiser. As for armament, the ships have only one weapon- the Plasma Torpedo. As previously mentioned, this weapon can completely drain a shield in one hit. A favorite tactic of the Romulans is to decloak, fire, and pull away. During the withdraw, they are extremely vulnerable. Unfortunately, a Plasma Torpedo is usually on its way at the time. Starfleet Tactical warns all ships to protect any quarter that has been struck by a Plasma Torpedo. A second hit on a shield-less section will severely cripple a starship. So far, no Romulan ships have ever been captured. Romulan captains always Self-Destruct so no other race can have access to their cloaking technology.

The Romulan/Klingon Alliance has introduced the Klingon Heavy Cruiser

into the Romulan Navy. These ships are standard Heavy Cruisers, but have been retrofitted with Cloaking devices. Currently, no Klingon craft have been detected equipped with Plasma Torpedo systems.

Elasi Vessels

The planet Menalvador, of the Elasi Prime system, is the homeworld of the Elasi Pirate Clans. The various clans have used the Revolutionary banner to disguise their pirating activities. Their favorite targets are Federation tugs and supply ships. Starfleet Command has issued a warning to all Federation Starships of the danger.

The primary Elasi ship arrangement appears to be loosely based on Klingon design. These ships are small, fast, and maneuverable. They can easily outrun a Constitution Class starship, but suffer from a weak hull. Another disadvantage is their dependence on front and rear shields over side shielding. Attacks on their port and starboard side will quickly expose their hull to damage. Once their shields are exhausted, they tend to flee. The most common configuration is

armed with a single front mounted Photon Torpedo. The Elasi torpedo system has a faster reload time, but suffers from a lower explosive yield. A new Elasi Heavy Cruiser has been reported that is equipped with three forward Torpedo launchers. There have also been reports of the use of a new energy weapons system that has so far not been verified by Starfleet Intelligence. Recent rumors report a possible treaty with the Romulan High Command. Starfleet Intelligence is actively investigating these rumors because of the possible repercussions of such an Alliance.

Step-By-Step Walkthrough

The room numbers in this walkthrough correspond to the numbers given in the episode maps in the previous sections.

I. Demon World

A. Colony Buildings (Room 1)

1. Talk to Angevin
 - a. Response 1, 1, 1
2. Talk to Spock
3. Talk to McCoy
4. Enter South-East Building

B. Gathering Hall (Room 6)

1. Talk to Brother Stephen
2. Use Med. Tricorder on Brother Chub
3. Exit North

C. Colony Buildings (Room 1)

1. Exit North path

D. Klingon Field (Room 2)

1. Use Stun Phaser on three Klingons
2. Use Sci. Tricorder on Klingons
3. Take Klingon hand in front of south Klingon
4. Exit North Cave Mouth

E. Cave Mouth (Room 3)

1. Use Med. Tricorder on Red Berries (right of screen)
2. Take Berries
3. Exit South

F. Klingon Field (Room 2)

1. Exit South

G. Colony Buildings (Room 1)

1. Enter South-East Building

H. Gathering Hall (Room 6)

1. Give Berries to Brother Stephen
2. Exit North

I. Colony Buildings (Rm. 1)

1. Enter North-East Building

J. Stephen Study (Room 7)

1. Give Berries to Brother Stephen
2. Use Berries on Molecular Synthesizer (Machine NE corner) (Makes Hypodytoxin)
3. Use Klingon Hand on Brother Stephen
4. Use Klingon Hand on Work Table (Center of Room)
5. Use Kirk on Glass Case
 - a. Response 2

- b. Read Mineral Specimens

- c. Read Meteorite

- d. Read Fossil Shells

- e. Read Skull of Small Alien Animal

- f. Read Twist of Metal

- g. Response 6 (Exit)

- h. Look Brother Stephen's computer

- i. Use Brother Stephen's computer

6. Take Glass Case (Zooms to close-up of case inside)

- a. Take Skull

- b. Take Twist of Metal

7. Exit North

K. Colony Buildings (Room 1)

1. Enter South-East Building

L. Gathering Hall (Room 6)

1. Use Hypodytoxin on Brother Chub
2. Talk Brother Stephen, Roberts, Chub, Grishnash
3. Use Med. Tricorder on Brother Stephen, Roberts, Chub, Grishnash
4. Exit North

M. Colony Buildings (Room 1)

1. Exit North path

N. Klingon Field (Room 2)

1. Exit North Cave Mouth

O. Cave Mouth (Room 3)

1. Exit North tunnel

P. Cavern with Door (Room 4)

1. Use Kill Phaser on Upper Left Boulder
2. Use Kill Phaser on Upper Right Rocks
3. Use Kill Phaser on Lower Left Rocks
4. Use Kill Phaser on Lower Right Rocks
5. Use Med. Tricorder on Brother Kandrey
6. Use Medical Bag on Brother Kandrey
7. Talk to Brother Kandrey
8. Use Klingon Hand on Pad (right side of door)
9. Exit North tunnel

Q. Nauian Control Room (Room 5)

1. Use Med. and Sci. Tricorder on Machines
2. Use Sci. Tricorder on Art
3. Use Sci. Tricorder on Slide Switches
4. Use Kirk on Slide Switches
5. Align all three switches to middle position
6. Use Sci. Tricorder on Alien
7. Talk to Alien
 - a. Response 2, 2
8. Use Skull on Alien
 - a. Response 1
9. Use Twist of Metal on Alien

10. Beam back to U.S.S. *Enterprise* (Episode End)

II. Hijacked

A. On U.S.S. *Enterprise* - Fight Pirates

B. On U.S.S. *Enterprise*

1. Hail Masada
 - a. Response 1, 1, 1
2. Talk Spock
3. Use Computer
 - a. Search Masada
4. Use Uhura
 - b. Send Prefix Code: 293391-197736-3829

5. Lower U.S.S. *Enterprise's* Shields.

6. Beam to Masada

C. Transporter Room (Room 1)

1. Use Med. Tricorder on Transporter Chief
2. Take Transmogrifier
3. Talk to Transporter Chief
4. Use Spock on Transporter Controls
5. Exit East Door

D. Corridor (Room 2)

1. Use Sci. Tricorder on North Door
2. Use Sci. Tricorder on Junk (right side of corridor)
3. Get Junk
4. Exit East Door

E. Brig (Room 3)

1. Use Stun Phasers on two guards
2. Use Sci. Tricorder on Brig Force Field
3. Use Sci. Tricorder on Brig Controls
4. Use Sci. Tricorder on Wires below Brig Controls
5. Use Spock on Wires below Brig Controls
6. Use Spock on Brig Controls
7. Take Wires below Brig Controls
8. Exit West Door

F. Corridor (Room 2)

1. Use Stun or Kill Phaser on Phaser Welder
2. Use Phaser Welder on Force Field (left of door and a little above ground)
3. Exit South

G. Transporter Room (Room 1)

1. Use Phaser Welder on Metal Bits (Makes Transmogrifier Bit)
2. Use Transmogrifier Bit on Transmogrifier
3. Use Transmogrifier with Bit on Transporter Controls
4. Use Wire from Brig Controls on Transporter Controls
5. Use Spock on Transporter Controls (Beam to Room 4)

H. Masada Bridge (Room 4)

1. Talk to Elasi Cereth (in Captain's Chair)
 - a. Response 1
2. Beam back to U.S.S. *Enterprise* (Episode End)

III. Love's Labor Jeopardized

A. On U.S.S. *Enterprise* - Fight Romulan Ship

B. On U.S.S. *Enterprise*

1. Hail ARK7 Station
2. Beam to ARK7

C. ARK7 Bridge (Room 1)

1. Use Spock on Central Computer
2. Use McCoy on Central Computer
3. Use Med. Tricorder on Room
4. Use Med. Tricorder on Spock
5. Use McCoy on Central Computer
 - a. Read TLTDH Gas
 - b. Read Orborus Virus
 - c. Read Di-Hydrogen Dioxide
 - d. Read Ammonia
 - e. Read Nitrous Oxide
6. Exit North Door

D. Synthesizer Lab (Room 2)

1. Use Kirk on Left Cabinet
2. Take Anti-Grav Unit
3. Look at Synthesizer
4. Look at Synthesizer Chamber (Red)
5. Exit East Door

E. Research Lab (Room 3)

1. Exit North Door

F. Fusion Reactor Room (Room 4)

1. Take Wrench
2. Use Kirk on right Closet
3. Use Wrench on N2 Tank Valve
4. Use Anti-Grav Unit on N2 Tank
5. Use Wrench on Lower Panel on Far Left Computer Console
6. Use Sci. Tricorder on Insulation
7. Take Insulation
8. Exit South

G. Research Lab (Room 3)

1. Use Insulation in Distillator (South-most machine) (makes Polyberyl-carbonate)
2. Use Kirk on Freezer Unit
3. Take Orborus Virus Culture
4. Exit North-West Door

H. Synthesizer Lab (Room 2)

1. Use Wrench on Top of Gas Tanks (open gas feed)
 2. Use Spock on Synthesizer Controls
 3. Take Water Canister
 4. Use Polyberylcarbonate in Synthesizer Red Chamber
 5. Use Spock on Synthesizer Controls
 6. Take TLTDH Gas Canister
 7. Use Wrench on Top of Gas Tanks (close gas feed)
 8. Use Anti-Grav Unit on O2 Tank
 9. Use N2 Tank on Vacant Valve
 10. Use Wrench on Top of Gas Tanks (open gas feed)
 11. Use Spock on Sythesizer Controls
 12. Take Ammonia Canister
 13. Exit East Door
- I. Research Lab (Room 3)
1. Look Viral Accelerator (Machine between NW and N doors)
 2. Use Orborus Virus Culture in Viral Accel. Grey Chamber
 3. Use Ammonia Canister in Viral Accel. Green Chamber
 4. Use McCoy on Viral Accelerator
 5. Take Orborus Cure from Viral Accel. Grey Chamber

6. Exit North-West Door
- J. Synthesizer Lab (Room 2)
1. Use Orborus Cure in Synthesizer Red Chamber
 2. Use Spock or McCoy on Sythesizer Controls
 3. Take Orborus Cure Serum
 4. Use Orborus Cure Serum on Spock
 5. Exit East Door
- K. Research Lab (Room 3)
1. Exit North Door
- L. Fusion Reactor Room (Room 4)
1. Use Wrench on Air Vent (upper right corner)
 2. Use TLTDH Gas in Air Vent
 3. Exit South
- M. Research lab (Room 3)
1. Use Kirk on ladder (NE area of room)
- N. Crew Quarters (Room 5)
1. Use Orborus Cure Serum on Romulans
 2. Use Water on Romulans
 3. Use Kirk on ladder
- O. Research Lab (Room 3)
1. Exit North-West Door
- P. Synthesizer Lab (Room 2)
1. Use Wrench on Top of Gas Tanks (close gas feed)
 2. Use Anti-Grav Unit on N2 Tank
 3. Use O2 Tank on Vacant Valve

4. Use Wrench on Top of Gas Tanks (open gas feed)
 5. Use Spock on Sythesizer Controls
 6. Take Water Canister
 7. Exit East Door
- Q. Research Lab (Room 3)
1. Use Kirk on ladder
- R. Crew Quarters (Room 5)
1. Exit North Door
- S. Genesis Lab (Room 6)
1. Use Orborus Cure Serum on Romulan Preax
 2. Use Water on Preax
 3. Untie Prisoners
 4. Talk to Preax
 - a. Response 1
 5. Beam back to U.S.S. Enterprise (Episode End)

IV. Another Fine Mess

- A. On U.S.S. Enterprise - Harlequin System
1. Fight Pirates
 2. Navigate to Harrapa System
- B. On U.S.S. Enterprise - Harrapa System
1. Talk Spock
 2. Hail Harry Mudd
 3. Beam to Derelict
- C. Cargo Hold (Room 1)
1. Talk to Harry Mudd

2. Use Sci. Tricorder on Box behind Harry (Orange Orbs)
 3. Use Sci. Tricorder on Box South of Orb Box
 4. Use Med. Tricorder on Broken Box (White Specks on Floor)
 5. Take Orange Orb (Box behind Harry)
 6. Take De-Grimer (Box South of Orb box)
 7. Take Lens (White Specks on Floor)
 8. Use Lens on De-Grimer (makes New Device)
 9. Use New Device on Any thing
 10. Exit South
- D. Engineering (Room 6)
1. Use Sci. Tricorder on Columns
 2. Look Columns
 3. Use Sci. Tricorder on Sav-a-Ship
 4. Use Sci. Tricorder on Hatch
 5. Exit North Door
- E. Cargo Hold (Room 1)
1. Exit North Door
- F. Weapons Room (Room 2)
1. Use Sci. Tricorder on left Canisters
 2. Use Sci. Tricorder on Control Panel (Red, Yellow, Blue buttons)
 3. Use Spock on Blue Buttons

4. Use Spock on Red Button
 - a. Dialogue Response 2
5. Exit North-East Door
- G. Sickbay (Room 3)
 1. Exit North Door
- H. Bridge (Room 5)
 1. Use Spock on Controls
 2. Take Doover (white device in black triangle)
 3. Exit South-West
- I. Computer Library (Room 4)
 1. Use Spock on Large Orange Spheroid
 2. Use Med. Tricorder on Large Orange Spheroid
 3. Use Spock on Large Orange Spheroid
 4. Use Small Orange Orb on Large Orange Spheroid
 5. Exit East Door
- J. Weapons Room (Room 2)
 1. Exit South
- K. Cargo Hold (Room 1)
 1. Exit South
- L. Engineering (Room 6)
 1. Harry Talks to Kirk (automatic)
 - a. Response 1 or 2
 2. Use Doover on Sav-a-Ship
 3. Exit North Door
- M. Cargo Hold (Room 1)
 1. Exit North Door
- N. Weapons Room (Room 2)

1. Exit North-East Door
- O. Sickbay (Room 3)
 1. Use Spock on Harry Mudd
 2. Take Vial from Dispensary (Center panel)
 3. Use Green Vial on Console below Dispensary
 4. Use Medical Bag on Harry Mudd
 5. Exit North Door
- P. Bridge (Room 5)
 1. Use Spock on Left Control Chair
 - a. Read Sensors
 - b. Read Navigation
 - c. Read Engineering
 - d. Done
 2. Use Kirk on Right Control Chair
 - a. Read Viewscreen
 - b. Read Communications
 1. Response 3
 3. Harry Talks to Kirk (automatic)
 - a. Response 2 (Stella - full donation to University)
 4. Beam back to U.S.S. Enterprise (Episode End)

V. Trial and Errors

- A. On U.S.S. Enterprise - Klingon Cruiser
 1. Cruiser Hails U.S.S. Enterprise (automatic)

- a. Response 2, 1
2. Orbit Planet
3. Talk to Spock
4. Beam Down to Digifal
- B. Meet Quetzecoatl (Room 1)
 1. Use Sci. Tricorder on Quetzecoatl
 2. Use Med. Tricorder on Quetzecoatl
 3. Talk to Quetzecoatl
 - a. Response 1, 1, 1
- C. In Pit (Room 2)
 1. Sci. Tricorder Pit Area
 2. Get Rocks (behind Kirk)
 3. Use Rock on Snake Hole
 4. Take Snake
 5. Use Rock on Vine Loop (top left)
 6. Use Rock on Vine Loop (middle)
 7. Use Kirk on Vine
 8. Exit West
- D. Jungle (Room 3)
 1. Exit West
- E. Txolac's Place (Room 4)
 1. Use Snake on Txolac
 2. Use Snake on Kirk
 3. Take Knife
 4. Exit West
- F. Jungle Path (Room 5)
 1. Exit North
- G. River with Log (Room 6)
 1. Use Knife on Fern (near river bank)
 2. Use Fern Leaf in River
3. Exit West (across log)
- H. Cavern (Room 7)
 1. Use Sci. Tricorder on Stalagmites
 2. Use Knife on Red Crystal
 3. Exit West
- I. Quetzecoatl's Home (Room 8)
 1. Quetzecoatl Talks to Kirk (automatic)
 - a. Response 2, 2, 2
 2. Beam back to Starship Enterprise
- J. On U.S.S. Enterprise
 1. Vliect Talks to Kirk (automatic)
 - a. Response 1, 2
 2. U.S.S. Enterprise Warps to Hrakkour (automatic)
- K. Klingon Trial Room (Room 9)
 1. Kirk Walk to Center of Room
 2. Vliect Talks to Kirk (automatic)
 - a. Response 2, 2, 2, 1, 3
- L. Lightning Creature Room (Room 10)
 1. Use Sci. Tricorder on Lightning Creature
 2. Use Sci. Tricorder on Floor
 3. Take Wood Rod
 4. Use Kill Phaser on Floor
 5. Use Wood Rod on Molten Metal (from phaser blast)

6. Use Metal Coated Rod on Lightning Creature

7. Use Sci. Tricorder on Door Lock

8. Use Communicator

a. Response 2, 1

9. Use Spock on Door Lock

M. Gem Room (Room 11)

1. Take Three Green Gems

2. Use Three Green Gems on Pedestal (left side of room)

3. Kirk Walk in Yellow Light (right side of room)

4. Kirk Talks to Vliet (automatic)

a. Response 3

5. Beam back to **Starship Enterprise** (Episode End)

VI. That Old Devil Moon

A. On U.S.S. Enterprise

1. Use Computer

a. Search Scythe

b. Search Lucrs

c. Search Sofs

d. Search Base 3

e. Search Base 4

2. Beam Down to Scythe

B. Scythe Surface (Room 1)

1. Use Sci. Tricorder on Ground

2. Take Rocks (on ground)

3. Use Sci. Tricorder on Head-like Monoliths (SE corner)

4. Exit West Door (walk toward door)

C. Large Door (Room 2)

1. Use Spock on Door Lock

a. Input Code: 10200

2. Exit North (through door)

D. Security Lock (Room 3)

1. Use Spock on Left Console

2. Use Spock on Door Lock

a. Input Code: 122

3. Exit North (through door)

E. Corridor (Room 4)

1. Use Sci. Tricorder on North Door Lock

2. Exit East Door

F. Laser Drill Room (Room 5)

1. Use Sci. Tricorder on Laser Drill Control Panel (far wall)

2. Use Spock on Laser Drill Control Panel

a. Power Setting: 100

3. Use Rocks on Keypad Template

4. Use Spock on Laser Drill Control Panel

a. Power Setting: 10

5. Take Keypad (created by laser)

6. Use Kirk on Box

7. Get Wire (in box)

8. Exit West Door

G. Corridor (Room 4)

1. Use Keycard on North Door Lock (door opens)

2. Exit North Door

H. Missile and Computer Room (Room 6)

1. Use Sci. Tricorder on Missiles

2. Use Spock on Left Computer

3. Use Spock on Right Computer

4. Use Sci. Tricorder on Left Computer

5. Use Sci. Tricorder on Right Computer

6. Use Wire on Right Computer

7. Use Spock on left computer

8. Beam back to U.S.S. Enterprise (Episode End)

VII. Vengeance

A. On U.S.S. Enterprise

1. Uhura Response 1

B. Bridge of Republic (Room 1)

1. Use Med. Tricorder on Dead Man (right side of bridge)

2. Use Med. Tricorder on Dead Captain (by Captain's Chair)

3. Look Dead Captain

4. Use Sci. Tricorder on Captain's Chair

5. Use Sci. Tricorder on Computer Banks (left/right side of bridge)

6. Exit South

C. Sickbay (Room 2)

1. Use Med. Tricorder on Dead Blue Shirt

2. Look Crew Woman

3. Use Med. Tricorder on Crew Woman

4. Use Medical Bag on Crew Woman

5. Talk to Crew Woman

6. Use Communicator
a. Response 1

7. Beam back to U.S.S. Enterprise

D. On U.S.S. Enterprise

1. Use Intercept or Hail Choices

2. Fight Enterprise-2 and Two Elasi Ships

NOTE:

If you are playing the CD-ROM version, please use the "Vengeance" walkthrough on page 97.

Notes on Ground Missions

The most important advice you will receive is from your landing party. Talk to Spock, McCoy, and the Security Officer. They can give you valuable insight and clues while performing your current mission.

Remember to talk to others as well. Witnesses can give their own personal experiences which could help solve many puzzles.

Use your Science and Medical Tricorder. If something looks suspicious, scan it. Your tricorders will uncover many secrets. Spock and McCoy will sometimes add their own conclusions to the tricorder readings.

Look at everything. An important tool could be hidden anywhere. An insignificant panel could hold a crucial item.

Though not mentioned in the manual, an inventory item can be used on another inventory item. To do this, click the Use Action, then select an inven-

tory item. While this item is displayed, click on the inventory icon and select another item.

Notes on Space Combat

One of the most important tools to a starship captain is the **Ship Position Monitor**. This useful device is between Sulu and Chekov. It gives the position of all hostile craft in the vicinity. It functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer edge. Each hostile ship will be displayed as a different colored dot. Remember the dot color of each ship as you attack it. If a ship veers off the main viewscreen, it can be found again if you remember the color coding.

Another important instrument is the **Target Analysis Display**. This is activated with the "A" key. When this system is activated, the enemy vessel that was last hit by the **U.S.S. Enterprise** will be displayed. Shield strength and system damage can be viewed. The one disadvantage to this system is that the damage level of the **Starship Enterprise**

can't be seen while it is functioning. A wise captain should occasionally turn it off to verify ship's condition.

Remember that both of the above systems are very useful when used in tandem. Learn to use Position Monitor color coding and Target Analysis to your benefit.

Reverse Speed: The **U.S.S. Enterprise** is capable of traveling in slow reverse speed. Use the key to the left of the "1" key to activate it. This feature can be used to trick enemy ships when they are directly astern.

Weapons Systems: The **U.S.S. Enterprise** is equipped with two forward Phaser banks and two forward Photon Torpedo launchers. The phasers have the advantage of fast recharge rate and speed. The Photon Torpedoes have a much slower travel speed but have a substantially heavier punch. Because of the slow loading rate of Photon Torpedoes, it is usually better to save them for easy shots. When the

Starship Enterprise is directly behind a hostile vessel, a combination of Phasers and Photon Torpedoes can be devastating.

Leading your target is one of the first things a good starship captain must learn. When an enemy vessel is banking in a turn, the aiming system must be positioned in front of the target. The amount of offset is based on distance from target and angle of turn. This will require practice and experience. Phasers are best for this type of shot. Photon Torpedoes are much slower and require a greater lead distance.

Power Allocation: When Engine Power is reduced, ship's systems will go offline. When power is extremely low, Phasers and Photon Torpedoes will shutdown. Use Emergency Power to compensate. Be careful. Emergency Power can only be used once during combat.

Practice makes perfect! Though Starfleet Command frowns on such actions, it is possible to practice space combat before each mission. After you are given your mission orders, the U.S.S. Enterprise may travel to any other system. As long

as the Starship Enterprise does not Warp to its required mission destination, it will encounter between one to four enemy ships to engage. These ships will be either Klingon, Romulan, or Elasi craft. These combat practices will not affect mission score, commendation points, or final game rating.

Klingon Ships: These ships are the toughest adversaries in the game. Fortunately, you are not required to defeat one to finish all the missions. The U.S.S. Enterprise is slightly faster than the Klingon vessels. Use this advantage when your ship needs repair. If Engine power is reduced, use Emergency power to supplement needed energy.

Romulan Ships: These ships are very slow, but can turn rapidly. When they are not lined up for a shot, they will generally be cloaked. The ship will obscure the stars when cloaked. Watch carefully for any visual distortions. Because of their weak hulls, they are easy to destroy once they have been detected. Be careful of the Plasma Torpedo. Don't let it hit the Starship Enterprise twice in the same area. It can severely cripple your ship. The

weapon has a long reload time so if you have avoided the torpedo, use the opportunity to damage the ship.

Elasi Ships: Extremely fast, their main disadvantage is their weak hull. Also of note is their poor port and starboard shields. Attacks from their side will quickly damage the ships. A good tactic for these ships is to rapidly reduce speed when they are directly behind you. They will frequently pass by, leaving them vulnerable for attack.

The Final Battle: In the last battle you must defeat the Enterprise-2, and two Elasi craft. The Enterprise-2 is identical to your U.S.S. Enterprise except for one thing. One of the Photon Torpedo banks was replaced with a Plasma Torpedo launcher. This makes for a very dangerous adversary. The two Elasi ships show up about 15 seconds after the battle begins. One ship is a standard one Photon craft. The other is a Heavy Cruiser, equipped with three forward Photon Torpedo launchers. One of the best strategies to handle this battle is to reduce speed. The Enterprise-2 will generally circle around you. This will allow time to center attacks

on the Elasi craft. Take out the three Photon Cruiser first. If you become too badly damaged, accelerate to high speed and attempt to repair. Remember to concentrate fire on one vessel at a time. Spreading your attacks will only give each enemy ship time to repair. Once both Elasi ships are gone, the Enterprise-2 should be no problem for you and your experienced crew!

Inventory Items List

Available in all Episodes

Stun Setting Phaser
Kill Setting Phaser
Communicator
Science Tricorder
Medical Tricorder
Medical Bag

Demon World

Mineral Specimen
Meteorite
Fossil Shells
Skull
Twist of Metal
Berries
Hypo-Dytoxin
Klingon Hand

Hijacked

Powerless Phaser Welder
Recharged Phaser Welder
Transmogriifier
Comb Bit
Transmogriifier with
Comb Bit attached
Metal Bits
Powerless Phasers
Wire Scraps
Spool of Wire
Bomb

Love's Labor Jeopardized

Anti-Grav Unit
N2 Gas Tank
O2 Gas Tank
H2 Gas Tank
Wrench
Wire Insulation
Polyberylcarbonate
TLTDH Gas Canister
Orborus Virus Culture
Orborus Cure
Orborus Cure Serum in
Hypo
Water Canister
Nitrous Oxide Canister
Ammonia Canister

Another Fine Mess

Mudd's Miracle DeGrimer
Small Lens
Orange Orb
Doover Tool
Alien Device- DeGrimer
& Lens
Green Vial

Trial and Errors

Snake
Rocks
Knife
Fern Leaf

Red Crystal
Wooden Rod
Iron Coated Wooden Rod
Red Gem 1
Red Gem 2
Red Gem 3
Green Gem 1
Green Gem 2
Green Gem 3
Blue Gem 1
Blue Gem 2
Blue Gem 3

That Old Devil Moon

Rocks
Keycard
Wire with Connectors

Vengeance

(No Items)

Star Trek®: 25th Anniversary™ CD-ROM version

This chapter is specifically for use with the CD-ROM version of *Star Trek:® 25th Anniversary™*. The CD-ROM version includes a special extended version of the “Vengeance” episode. Please use this walkthrough for “Vengeance” instead of the one on page 85.

“Vengeance”

Step-By-Step Walkthrough

A. On U.S.S. Enterprise™

1. Uhura Response 1

B. Bridge of Republic (Room 1)

1. Use Med. Tricorder on Dead Man (right side of bridge)
2. Use Med. Tricorder on Dead Captain (by Captain’s Chair)
3. Look Dead Captain
4. Use Sci. Tricorder on Captain’s Chair
5. Use Sci. Tricorder on Computer Banks (left/right side of bridge)

C. Turbolift 1

1. Select “Auxiliary Control”

D. Auxiliary Control Hallway (Room 2)

1. Get Molecular Saw (left side of Hallway)
2. Exit South

E. Turbolift 1

1. Select “Bridge”

F. Bridge (Room 1)

1. Use Molecular Saw on Support Beam (left side of bridge)
2. Exit South

G. Turbolift 1

1. Select “Sickbay”

H. Sickbay Hallway (Rm 4)

1. Exit West

I. Sickbay (Room 5)

1. Look Crew Woman
2. Use Med. Tricorder on Crew Woman
3. Talk to Crew Woman
4. Get Hypo (on table)
5. Get Medical Drill (on table)
6. Exit East

J. Sickbay Hallway (Rm 4)

1. Get Gold Power Cable (hanging from ceiling)
2. Use Support Beam on

- Debris (blocking Turbolift 2)

3. Use Full Power Phaser on Debris
4. Exit North

K. Turbolift

1. Select “Engineering”

L. Engineering Hallway (Room 8)

1. Use Full Power Phaser on Debris (center of room)
2. Get Portable Fusion Power Pack
3. Exit West

M. Engineering (Rm 9)

1. Use Kirk on Storage Closet (left side of room)
2. Get Engineering Journals
3. Use Hypo on Multipurpose Oil
4. Exit East

N. Engineering Hallway (Room 8)

1. Exit South

O. Turbolift 2

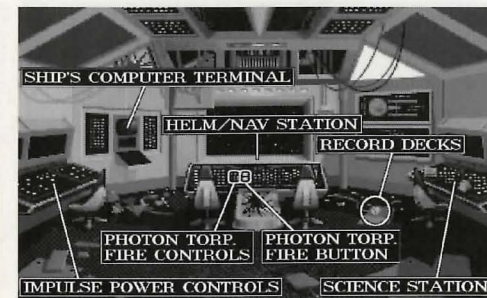
1. Select “Sickbay”

P. Sickbay Hallway (Rm 4)

1. Exit South

Q. Turbolift 1

1. Select “Auxiliary Control”



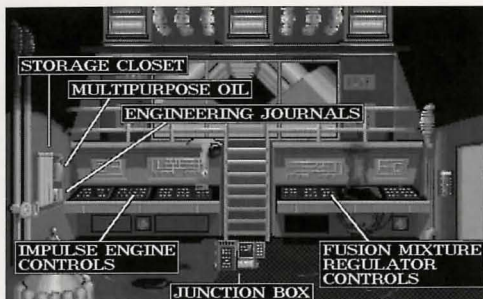
Auxiliary Control Room (Room 3)

R. Auxiliary Control Hallway (Room 2)

1. Use Medical Drill on Door Maintenance Panel
2. Use Kirk on Door Maintenance Panel
3. Use Oil Filled Hypo on Door Mechanism
4. Get Debris in Door Mechanism
5. Exit North

S. Auxiliary Control (Rm 3)

1. Get Record Decks (right floor area)
2. Use Record Decks on Science Station (right station)
- a. Repeat 4 times
3. Use Technical Journals on Science Station
4. Use Sci. Tricorder on Ship Computer Terminal (forward left computer)



Engineering (Room 9)

- screen)
- 5. Exit South
- T. Auxiliary Control Hallway (Room 2)
 - 1. Exit South
- U. Turbolift 1
 - 1. Select "Sickbay"
- V. Sickbay Hallway (Rm 4)
 - 1. Exit North
- W. Turbolift 2
 - 1. Select "Transporter Room"
- X. Transporter Room Hallway (Room 6)
 - 1. Get Gold Power Cable (hanging from ceiling)
 - 2. Exit South
- Y. Turbolift 2
 - 1. Select "Engineering"
- Z. Engineering Hallway (Room 8)
 - 1. Exit West

AA. Engineering (Room 9)

- 1. Use Gold Power Cable on Impulse Engine Controls (left panels)
- 2. Use Gold Power Cable on Fusion Mixture Regulator Controls (right panels)
- 3. Use Spock on Junction Box
- 4. Exit East

AB. Engineering Hallway (Room 8)

- 1. Exit South

AC. Turbolift 2

- 1. Select "Sickbay"

AD. Sickbay Hallway (Room 4)

- 1. Exit South

AE. Turbolift 1

- 1. Select "Auxiliary Control"

AF. Auxiliary Control Hallway (Room 2)

- 1. Exit North

AG. Auxiliary Control (Room 3)

- 1. Use Sci. Tricorder on Ship Computer Terminal
- 2. Use Med. Tricorder on Ship Computer Terminal (Wait for Elasi Cruiser to Decloak on Viewscreen)



Transporter Room (Room 7)

- 3. Use Spock on Impulse Power Allocation Controls (left station)
 - a. Computer Choice 2- "Shields" (Wait for Elasi Captain to contact you)
- 4. Elasi Captain Dialogue
 - a. Kirk Choice 2
- 5. Look Photon Torpedo Fire Control (left of flashing red lights on helm station)
- 6. Exit South
- AH. Auxiliary Control Hallway (Room 2)
 - 1. Exit South
- AI. Turbolift 1
 - 1. Select "Sickbay"
- AJ. Sickbay Hallway (Room 4)
 - 1. Exit North
- AK. Turbolift 2
 - 1. Select "Transporter Room"
- AL. Transporter Room Hallway (Room 6)
 - 1. Exit West
- AM. Transporter Room (Room 7)
 - 1. Use Portable Fusion Power Pack on Power Conduits (right of

- transporter pads)
- 2. Use Spock on Transporter Coordinate Setting Controls
- 3. Use Spock on Transporter Activation Sliders
- 4. Exit East
- AN. Transporter Room Hallway (Room 6)
 - 1. Exit South
- AO. Turbolift 2
 - 1. Select "Sickbay"
- AP. Sickbay Hallway (Room 4)
 - 1. Exit South
- AQ. Turbolift 1
 - 1. Select "Auxiliary Control"
- AR. Auxiliary Control Hallway (Room 2)
 - 1. Exit North
- AS. Auxiliary Control (Room 3)

1. Use Communicator
 - a. Kirk Choice 1- "Hail Elasi"
 - b. Kirk Choice 2- "Yes, We have..."

2. Use Spock on Impulse Power Allocation Controls

- a. Computer Choice 1- "Weapons"

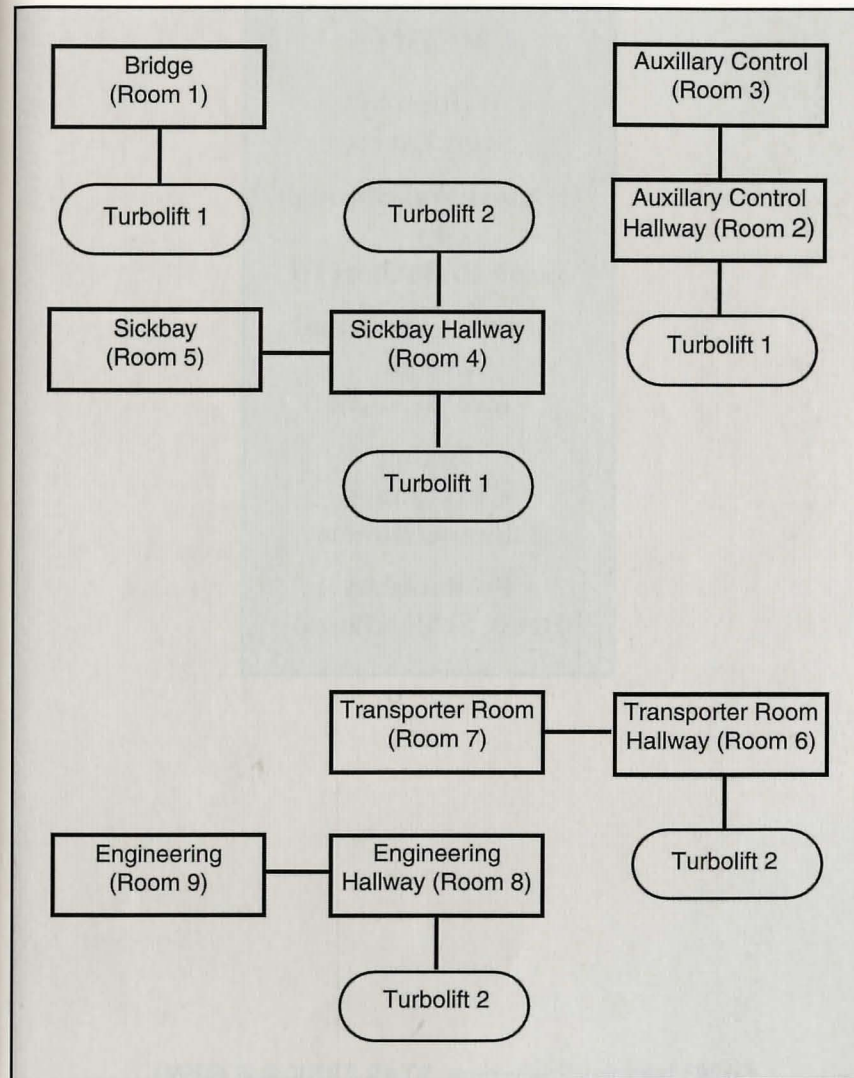
3. Use Kirk on Photon Torpedo Fire Button (blinking green lights on helm station)

4. Beam back to U.S.S. Enterprise™

AT. On U.S.S. Enterprise

1. Use Intercept or Hail Choices
2. Fight Enterprise-2 and Two Elasi Ships

Vengeance Map (CD-ROM version)



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NOTES

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NOTES



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FG-HB-016-0