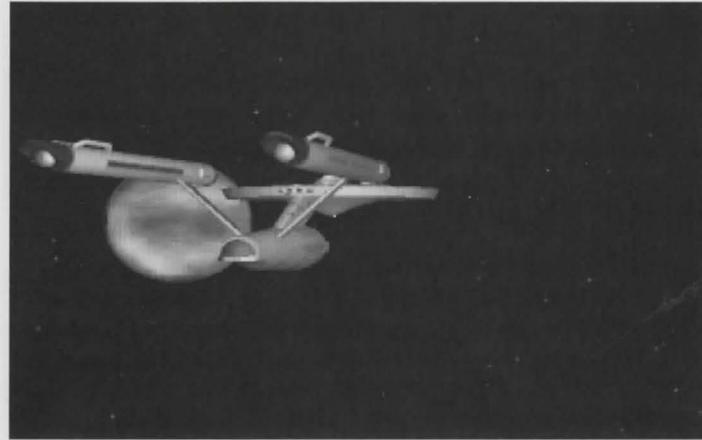


ENHANCED CD-ROM

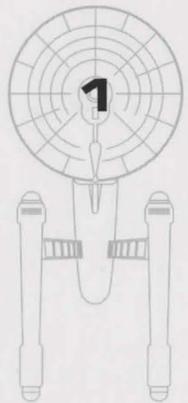
# STAR TREK<sup>®</sup>

25<sup>TH</sup> ANNIVERSARY<sup>™</sup>

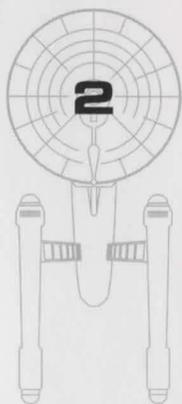




In **STAR TREK®: 25th ANNIVERSARY™ Enhanced CD-ROM**, you take the role of Captain James T. Kirk of the Starship Enterprise™. As Captain Kirk™, you are faced with the same command decisions he faced, but it's your choices that will decide the fate of the Starship Enterprise crew. The game system is split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



<b>Introduction</b>	<b>Keyboard Commands</b>
<b>1</b>	<b>19</b>
<b>Installing Star Trek</b>	<b>The Environment</b>
<b>3</b>	<b>20</b>
<b>Game System</b>	<b>Landing Party Equipment</b>
<b>4</b>	<b>23</b>
<b>Walk-Through</b>	<b>Starfleet Command</b>
<b>6</b>	<b>24</b>
<b>On The Bridge</b>	<b>Backgrounds</b>
<b>8</b>	<b>25</b>
<b>Ship Systems</b>	<b>Game Credits</b>
<b>11</b>	<b>27</b>
<b>Power Allocation</b>	<b>Customer Service</b>
<b>14</b>	<b>29</b>
<b>Movement and Conflict</b>	<b>Limited Warranty</b>
<b>15</b>	<b>30</b>
<b>Star Navigational Map</b>	
<b>16</b>	



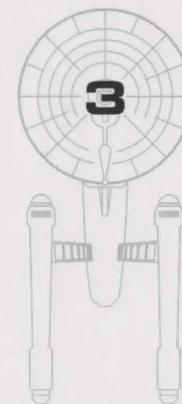
The Transporter Room, you and your crew beaming down to explore new worlds...

To install **Star Trek®: 25th Anniversary™ Enhanced CD-ROM**, insert the CD-ROM in your CD-ROM drive. Double-click the "Star Trek® CD" icon that appears, and then double-click the icon "Star Trek CD-ROM Installer". Read the on-screen instructions carefully and select the folder where you wish to install the game. You'll need about 13MB of free space on your hard disk before you begin. Installation will take a couple of minutes.

The Installer will create a folder on your hard drive called "Star Trek® Enhanced CD-ROM". Open the folder and double-click on the "Star Trek® Enhanced CD-ROM" icon to start the game.



The Installer application.  
Double-click it to install Star Trek®.



## Basic Interface

To control the U.S.S. Enterprise™ and its crew you must maneuver the cursor over the character or thing you wish to interact with and press the mouse button.

The cursor may change appearance depending on its function at any given time to remind you what mode the game is in (Look, Targeting, Get, etc).



New Game



Open Game



Save Game



Pause Game



### Mouse

Place the cursor on whatever it is you wish to select and click.

### Menu Bar

The Menu Bar is hidden during game play. To use the Menu Bar, Pause the game and the Menu Bar will be revealed. *Whenever the Menu Bar is hidden command keys are still available.*

You can Open and Save games under the File Menu, or use command keys as usual.

The **Options** menu gives you the following choices:

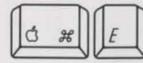
<b>Pause Game</b>	⌘P
<b>Sound Effects</b>	⌘E
<b>Music</b>	⌘M
<b>Volume</b>	▶
<b>Large Image</b>	⌘L
<b>Easier Combat</b>	
<b>Characters Animate</b>	
<b>Faster Graphics</b>	
<b>Quickdraw Compatible</b>	
<b>Smoother Graphics</b>	
<b>Text Subtitles</b>	
<b>Text Linked to Speech</b>	
<b>No Text</b>	



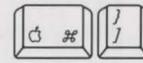
Pause/Unpause Game



Volume Softer



Sound Effects On/Off



Volume Louder



Music On/Off

## LARGE IMAGE

Toggles the screen between normal size and double size. Double size is not recommended on slower machines. If your monitor's resolution is not at least 640 by 480, this option will be dimmed.

## EASIER COMBAT

Simplifies starship combat. If you are less interested in combat and want to get to the adventures more quickly, select this option.

## CHARACTERS ANIMATE

When selected, characters will animate. Not recommended on slower machines or with a smaller memory partition.

## FASTER GRAPHICS

Gives game top priority over background tasks.

## QUICKDRAW COMPATIBLE

Makes game Quickdraw friendly. Not recommended on slower machines but may be required on some systems.

## SMOOTHER GRAPHICS

This option makes the game graphics sharper and smoother. If the game is running too slow, you can turn this option off to speed up the graphics slightly.

## TEXT OPTIONS

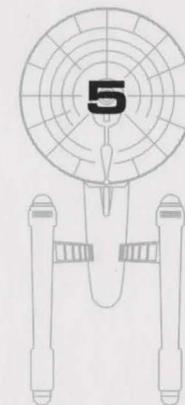
Use these three menu options to make spoken dialogue appear as text on the screen.

- "No Text" will remove all text on the screen—you'll just have the actors' voices to guide you.
- "Text Subtitles" will make all text appear on the screen, and you'll have to press 'return' after each line appears.
- "Text Linked to Speech" will display each line as it is spoken; you won't have to press 'return' to advance in the game. We recommend this option.



## MULTIPLE MONITORS

If you have more than one monitor connected when you first open Star Trek, you will be asked which monitor you want to play on. Should you change your mind about this later, hold the option key down when you open Star Trek and you will be asked again.



**WARNING:** This section contains solutions to the first ground mission of Star Trek®: 25th Anniversary™. Please skip this section if you wish to solve the puzzles on your own.

### I. Episode: 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)

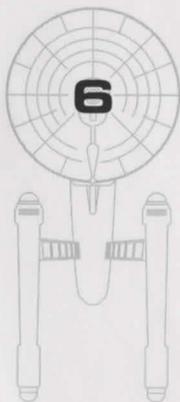
1. Give Berries to Brother Stephen
2. Exit North

#### I. Colony Buildings (Room 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)
6. Look Brother Stephen's Computer (Lower left)
7. Use Kirk on Brother Stephen's Computer
8. Take Glass Case (Zooms to close-up of case inside)
  - a. Take Skull
  - b. Take Twist of Metal
9. 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, Grishash
3. Use Med. Tricorder on Brother Stephen, Roberts, Chub, Grishash
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

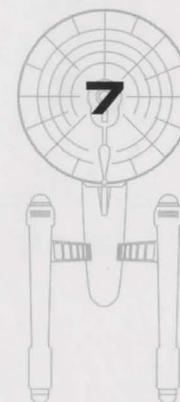
#### P. Cavern with Door (Room 4)

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
  - a. Response 2, 2
6. Use Sci. Tricorder on Alien
7. Use Skull on Alien
  - a. Response 1
8. Use Twist of Metal on Alien
9. Beam back to U.S.S. Enterprise™

(Episode End)





Captain's Log



Transporter



Options



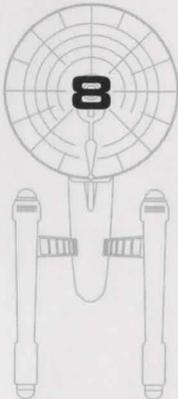
Talk to Spock



Consult Computer



Target Analysis



## On Board the U.S.S. Enterprise™

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

### CAPTAIN KIRK

*You are Captain Kirk.* You can check reviews of past mission performances by selecting the *Captain's Log Icon*. Choose the *Transporter Icon* when you wish the landing party to leave the ship. Select the *Options Icon* and a new set of icons will be displayed: Save Game, Open Game, Music On/Off, Sound Effects On/Off, and Quit Game.

### COMMANDER SPOCK

Commander Spock occupies the science station. Use his *Talk Icon* to get valuable advice and information on your current mission.

Spock has access to the ship's library computer. If you select the *Computer Icon*, you can type in any subject relating to the game and press . The computer will tell you any relevant information about your subject. To exit the computer, enter an empty message or press . You may wish to take notes on the information you find. It can be extremely useful!

Spock can also give you a computer analysis on enemy starships during combat. The *Ship Systems Monitors* will show damage information on the last ship you have fired on. Remember that you can not see damage information on the U.S.S. Enterprise™ while *Target Analysis* is on, so be sure to turn it off occasionally to check on your own status!

## LT. COMMANDER SCOTT

Lt. Commander Scott sits at the engineering station. From there he directs damage control and the ship's engines. If the U.S.S. Enterprise™ is damaged due to combat, Mr. Scott will direct his damage control teams to make repairs on the ship's systems automatically.

By selecting the *Damage Control Icon*, you can tell Mr. Scott to concentrate repairs on a particular system. Mr. Scott will allocate additional repair crews on that system, repairing it faster. See *Ship Systems* for more details.

You can order Mr. Scott to give you *Emergency Power*. This only lasts for a short time and the strain on the engines is such that you can not use Emergency Power again until Mr. Scott has time after combat to do repairs.

## LIEUTENANT UHURA

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

## LIEUTENANT SULU

Lieutenant Sulu is the ship's helmsman. By selecting the *Orbit Icon*, Sulu will take the ship into planetary orbit. You can't "beam down" to a planet until you are in orbit around it due to the transporter's limited range.

Sulu also controls the ship's shields. By selecting the *Shields Icon*, he will raise or lower the U.S.S. Enterprise's main deflector shields. If the ship's shields are raised, you cannot use the transporter.



Damage Control



Emergency Power



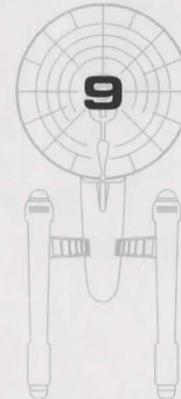
Communications

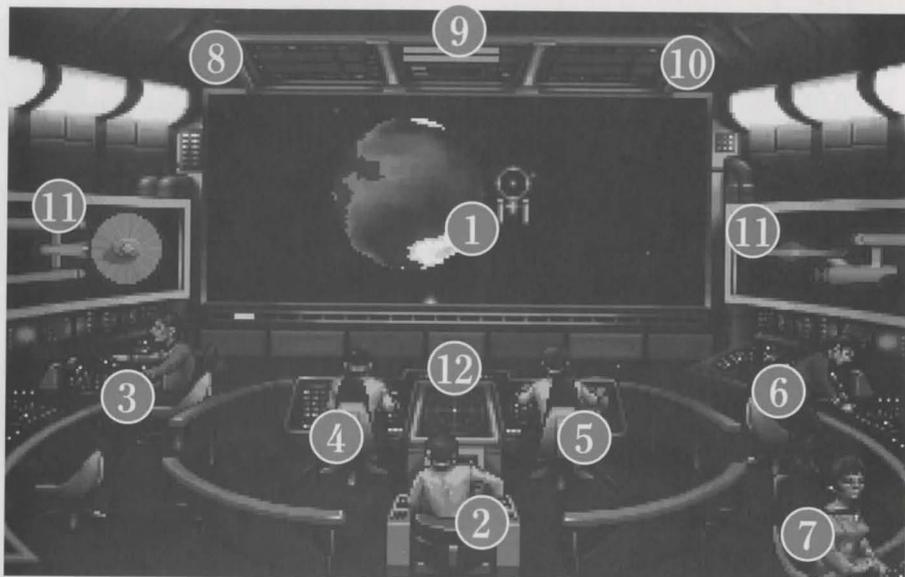


Orbit



Shields





The Bridge with 1-Starship Cursor and Main Screen. Crew members 2-Capt. Kirk, 3-Scotty, 4-Sulu, 5-Chekov, 6-Spock, 7-Uhura. Monitors include 8-Phaser Ready, 9-Power Status/Speed Status, 10-Photon Torpedo Ready, 11-Ship Systems, and 12-Ship Position.

## CHEKOV



Navigation



Weapons

Ensign Chekov is assigned to navigation. Selecting the *Navigation Icon* will bring up the star map. You will need to refer to the star map in the center of this manual for the names of the stars. Position the cursor around the star you wish to go to. Click it and the U.S.S. Enterprise™ will arrive at warp speed.

Be sure of your destination before you select the *Navigation Icon*. You must select a destination once you are at the star map screen. Going off-course is sure to antagonize someone! (Lt. Uhura will remind you of your destination if you ask her.)

Chekov also controls the ship's phasers and photon torpedoes. By selecting the *Weapons Icon*, he will activate or deactivate the ship's phasers and photon torpedoes. You can't fire until these are armed!



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

## SHIELDS

The main deflector shields protect the U.S.S. Enterprise from damage. Once activated, they will nullify a portion of the damage done to the ship. The more damage they absorb, the less effective the shields become until they fail completely.

There are six shields: front, rear, left, right, top and bottom. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Mr. Scott can repair it! The shield strength is displayed on the *Ship Systems Monitors*. When a shield is at full strength it will glow bright yellow. As it gets damaged, it will dim until it is totally drained.

## BRIDGE

The bridge itself is heavily armored and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage increases to the bridge's controls.

## SENSORS

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

## HULL

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



Repair Shields



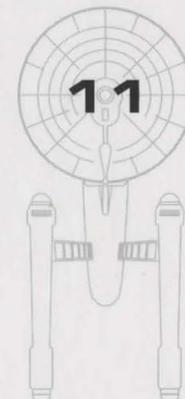
Repair Bridge

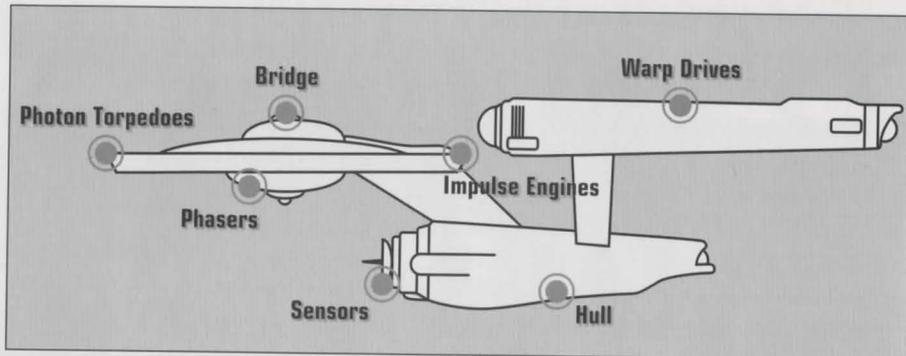


Repair Sensors



Repair Hull





Repair Phasers

## PHASERS

Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes can be reloaded, but they draw a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission.



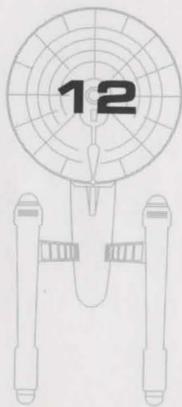
Repair Photon Torpedoes

The *Phaser Ready Monitor* is just above the Main Viewscreen on the left. A bar graph shows the charging status. Once the phasers are fully charged and ready to fire, the light will turn green. A phaser that is out of commission will blink red.

## PHOTON TORPEDOES

Photon torpedoes are energy charges of matter and anti-matter separated in magnophoton force fields that detonate on contact. The advantages of photon torpedoes are they take less energy to reload and are somewhat stronger than phasers. The down side is their lengthy reload time, and slower speed to target. The slower speed requires you to lead the target more than you would with phasers.

The *Photon Torpedo Ready Monitor* is just above the Main Viewscreen on the right. A bar graph will show the reload progress, and the light will turn green when they are ready to fire. A photon torpedo tube that is out of commission will blink red.

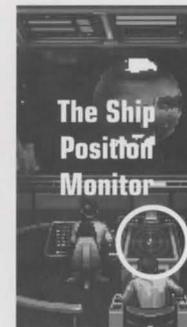


## SHIP SYSTEMS MONITOR

The *Ship Systems Monitors* are to the left and right of the main viewscreen. They display ship system status. Ship systems will glow red when they are damaged. See the chart to the left for system locations. Shields are indicated by the yellow outline around the ship display. As a shield side is damaged, the indicator dims. The left monitor shows front, rear, left, and right shield strength. The right monitor shows top and bottom shield strength. See page 10, no. 11.

## SHIP POSITION MONITOR

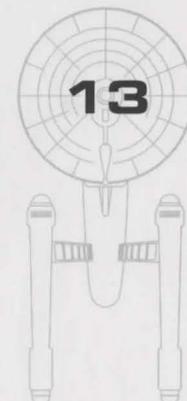
This is above Kirk and below the Main Viewscreen. It shows the relative position of enemy ships to the U.S.S. Enterprise™. It functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer edge. To keep track of multiple targets, the Ship Position Monitor assigns different colored dots for each ship. Remember the colored dot of each ship. If there are several ships of the same type, this is the only easy way to tell the difference! See page 10, no. 12.



## WARP AND IMPULSE ENGINES

Power for the ship's systems and movement are provided by the ship's engines. The two warp pods provide the bulk of the power and are required for "warping" space to travel at faster than light speeds between stars. The impulse engines provide considerably less power than the warp engines but can provide a nice reserve. Mr. Scott will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

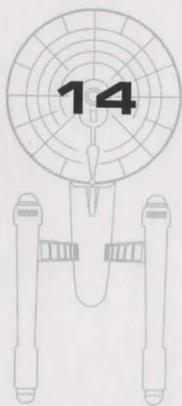
The *Power Status Monitor* is just above the Main Viewscreen in the middle. The two upper bar graphs show the relative power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated. See page 10, no. 9.



## Power Allocation

**P**ower allocation is optimized by the ship's computers. Shields have top priority and will always be charged as long as power is available. When weapons are armed, they have second priority on power. Phasers draw a fair amount of power to charge, but requirements are low once they are fully charged. Photon torpedoes have low power requirements.

Whatever power is left over is available for movement. As long as the engines are undamaged, the U.S.S. Enterprise™ has power to go top speed and arm weapons and shields. Power lost to damage slows the ship down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the U.S.S. Enterprise will probably soon follow.



## Ship Movement

**Y**ou can toggle between direction control and crew selection by pressing Tab.

### MOUSE

When in ship movement mode, the cursor will be restricted to the Main Viewscreen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. You can center the cursor by pressing 5 on the numeric keypad.

The mouse fires your phasers, the  fires the photon torpedoes. These are aimed at the current location of the *Starship Cursor*.

### SPEED

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



Centers Flight  
Cursor (from  
keypad)

### Speed Control



Reverse (slow)



Stop



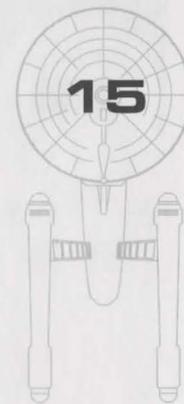
Slowest

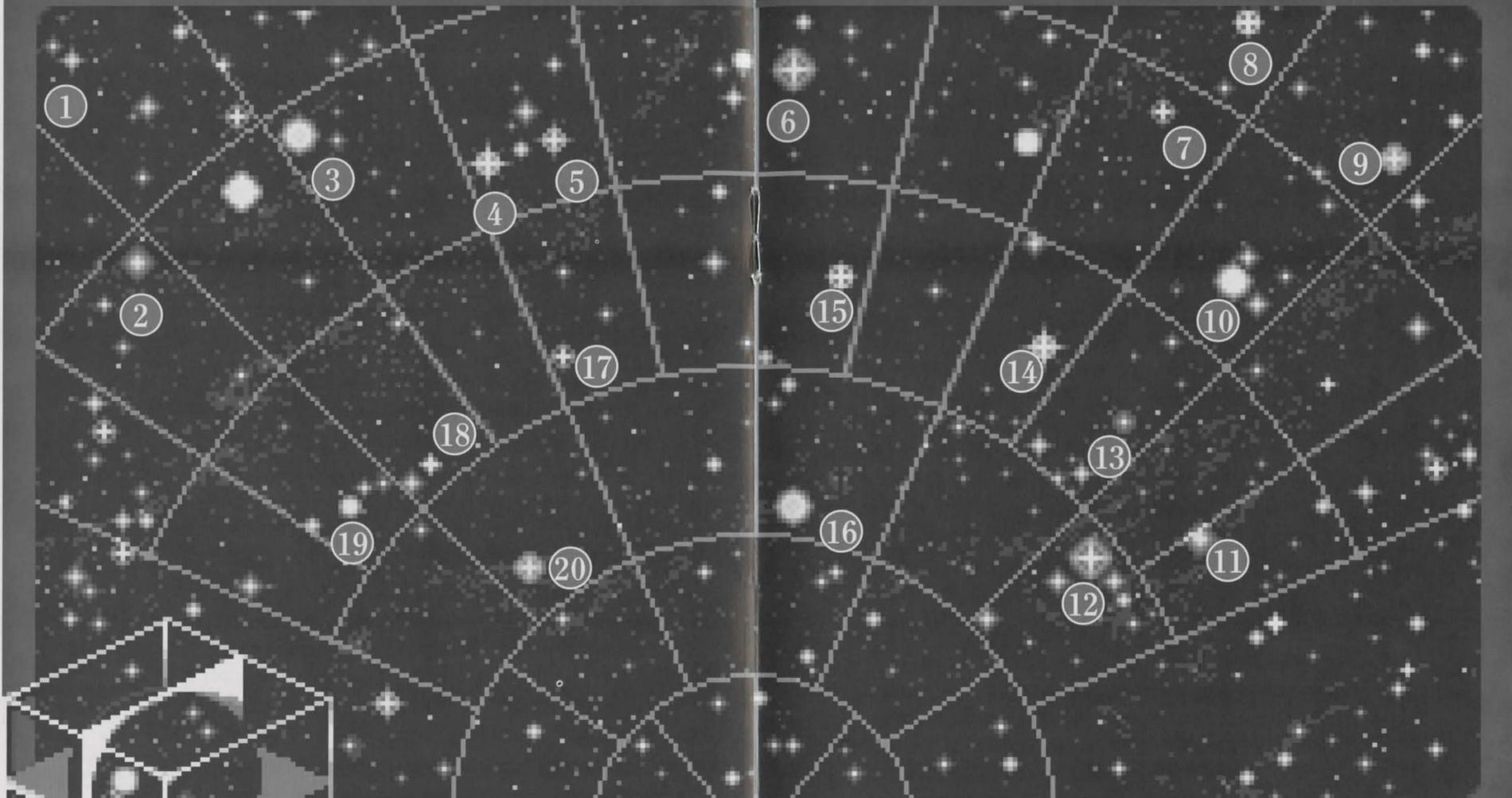


Half Speed



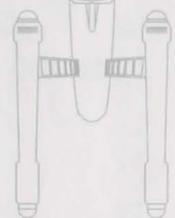
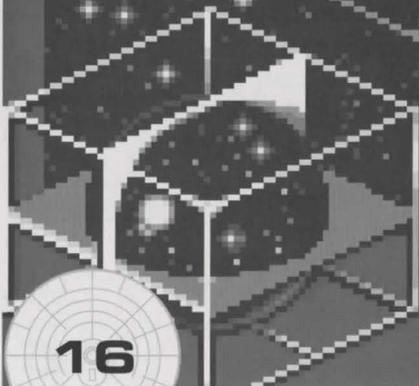
Full Speed





# UNITED FEDERATION OF PLANETS

0 1 2 3 4 5  
X 10 PAR

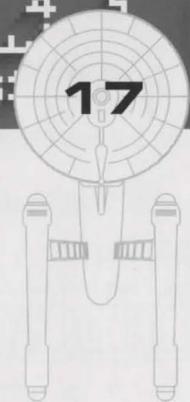


- 1 Centurius
- 2 Cameron's Star
- 3 ARK-7
- 4 Harlequin
- 5 Harrapa

- 6 Elasi Prime
- 7 Digifal
- 8 Strahkeer
- 9 Hrakkour
- 10 Tri-Rho Nautica

- 11 Shiva Omicron
- 12 Alpha Proxima
- 13 Omega Maelstrom
- 14 Argos IV
- 15 Beta Myamid

- 16 Sirius
- 17 Sigma Zhukova
- 18 Castor
- 19 Pollux
- 20 Christgen



## Opposing Ships

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

### KLINGON™ BATTLE CRUISER

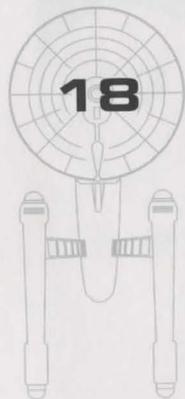
The Klingon Empire is an aggressive culture that extols warrior values. Outright war is prevented by treaty, but the Klingons have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon vessels are similar in speed and maneuverability to the Starship Enterprise™.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

### ROMULAN™ WARBIRD

Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A neutral zone agreed by treaty separates the two societies, but violations on both sides have occurred. Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. The Romulan ships are slow and maneuver poorly, but have two advantages: a powerful plasma torpedo and a cloaking device that renders it very difficult to detect in combat except when firing the torpedo. Beware! Due to a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices.

### ELASI PIRATES

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



 Fires **Photon Torpedoes**.

 Toggles **weapons** on/off.



Moves cursor and fires **Phasers**.

 Toggles **shields** on/off.

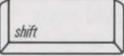
 Toggles **target analysis** of enemy ships on Ship System Monitors. Always shows the last ship damaged by the U.S.S. Enterprise™.

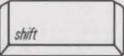
 This brings up the **damage control** Repair Icons. Select the ship system you want Mr. Scott to concentrate repair on first.

 Activates **emergency power** if it is available.

 Toggles between the **normal bridge view** and **full screen view**.

 Toggles between **movement/fire mode** and **crew selection mode**.

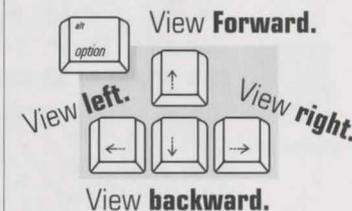
  **Reduces** the Main View Screen magnification.

  **Enlarges** the Main View Screen magnification.

 Main star **navigational** map.

 Enters or exits **orbit**.

 [keypad] **Centers** controls.



 Opens **Kirk's** option icons.

  **Pauses** the game.

 Ask **Mr. Spock** for advice.

  Toggles **sound** on/off.

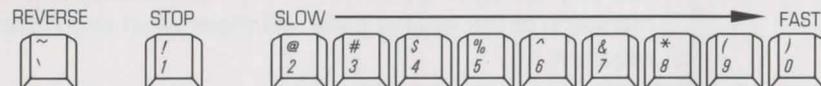
 Spock's **Library Computer**.

  Toggles **music** on/off.

 Uhura's **Communication Icon**.

  **Quits** STAR TREK.

### Ship speed.





Kirk and his landing party on Pollux V.

## The Landing Party

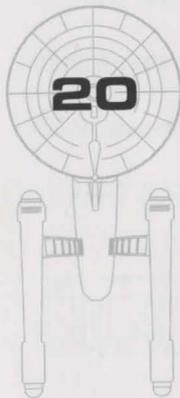
When transporting to a planet or other starship, Captain Kirk will lead a landing party of himself, Mr. Spock, Dr. McCoy and a Security Officer. Be warned, situations can be dangerous. If Kirk, Spock or McCoy is killed by your actions, the game is over.

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

## Moving About

Point to the area of the ground you want Captain Kirk to go to and click the mouse. He will walk to that spot automatically. If you want Captain Kirk to exit a door, then click on it. Kirk will walk to the door and the landing party will exit the room.

You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.



## Command Icons

By option-clicking the mouse or pressing the space bar, you can call up the Command Interface. This is where you can select the various game commands during landing party missions. The following commands are available: Talk, Look, Get, Use, and Options.

The cursor will change to an appropriate icon when one of these commands is activated. The icon will display a red border when placed over something potentially useful. To close the Command Interface without selecting an icon, click outside the box. When no icon is selected, the cursor will default to the Walk Icon.

The various commands are:

### TALK

Place the cursor over the Command Interface's mouth and click it. The normal cursor will be replaced with a *Talk* cursor. Place the *Talk* cursor over the character you wish to talk to and click again.

You may be given several options on what you can say—be sure to read them all before making your selection. You can scroll through the selections using the scrolling icons.

Remember, you are representing the Federation and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. *Remember to talk to Spock, McCoy and the Security Officer as they may have valuable advice to give.*

### LOOK

Place the cursor over the Command Interface's eyes and click it. The cursor will change to the *Look* cursor. Place this over the person or thing you wish to look at and select it.

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



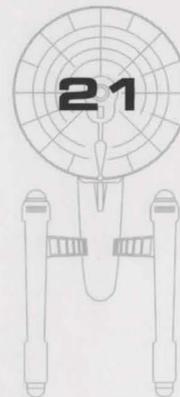
The Command Interface.



Scrolling icons: Left/Right, Up/Down, and Select in the center.



Inventory Icon



**USE**

Place the cursor over the Command Interface's hand holding the ball and click it. The cursor will become a ball. From here it is a two-step operation: select the item or crew member you wish to use followed by the item or character you wish to affect. Use Spock on the Alien Contraption and he will try to operate it. Use medical kit on Security Officer and McCoy will try to heal him. If a character is asking for an item, use the item on the character and it will be given. Use Kirk on the Communicator and he will try to contact the ship. Remember, this is always a two-step operation: use one thing on the second thing. (You can't Use Spock on the Tricorder™ on the Rock, but you can Use either Tricorder on the Rock.)

Note that the item or person that is selected "In Use" will be displayed next to the Inventory Icon. You can also use one inventory item on another. To do this, click the Use Icon, then select an inventory item. While this item is displayed, click on the inventory icon and select another item.

**GET**

Place the cursor over the Command Interface's hand that is extended downward and select it. Place the *Get* cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.

**OPTIONS**

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

**KEYBOARD COMMANDS**

Shortcut keyboard commands are available while on landing party missions.

-  Talk
-  Look
-  Get
-  Use
-  Walk
-  Inventory (while in the Use or Look mode)

**Ground Icons**



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

**PHASER**

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

**TRICORDER**

This is a sensing and scanning device. Think of it as a very powerful Look device. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy is the obvious choice; if you want to find out something about the alien contraption Spock is your man. You do not need to Use Spock or McCoy on the Tricorders. Just use the appropriate Tricorder on an object (or person) and Spock or McCoy will scan it.

**MEDICAL KIT**

McCoy's Tricorder is a diagnostic aid. You need to use the medical kit to actually cure anyone.

**COMMUNICATOR**

You can talk with Mr. Scott or Uhura aboard the U.S.S. Enterprise™ with this and get advice or issue commands.

Phaser (green) Stun



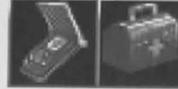
Phaser (red) Full Power

Spock's Tricorder



McCoy's Tricorder

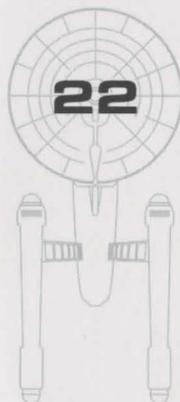
Kirk's Communicator



McCoy's Medical Kit

Standard equipment. More items may be added to your inventory through game play.

You can use anyone on this, but it's Kirk that will do the talking.





Your boss, the Admiral of Starfleet.

## THE SCENARIOS

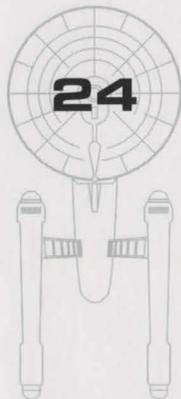
Each scenario will begin with a mission assignment from Starfleet Command. You will need to navigate to the star system Starfleet assigns you and resolve the situation. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance.

There are multiple scenario outcomes, some not as optimal as others so be sure to save the game at the start of each scenario if you want to experiment.

## STARFLEET REVIEW

The better you do in a given mission, the higher the rating Starfleet will give you. Solving puzzles, aiding others, and behaving like a representative of Starfleet in general is the key to a high rating. Violence *never* helps your rating, and may actually hurt it. After the final mission in the game, Starfleet will give you an overall rating for all the missions combined. In game terms, this is your "score."

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



## U.S.S. ENTERPRISE™

The ship is 947 feet long and carries a crew of over four hundred. The main saucer section is the crew quarters and scientific research areas. The lower section is the engineering area and houses the main sensor array. The two cylindrical pods are the warp drive engines and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

## CAPTAIN JAMES T. KIRK™

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

## COMMANDER SPOCK™

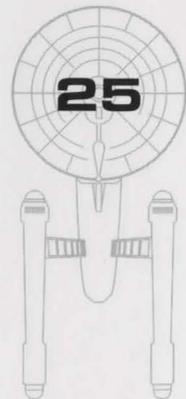
The ship's Science Officer. He is considered the finest First Officer in Starfleet. Spock is half-human and half Vulcan. He adheres to the Vulcan discipline of logic that seeks to control emotion. He is intensely loyal to the captain, stoic in the face of danger, and has a razor-sharp mind.

## LT. COMMANDER LEONARD "BONES" MCCOY™

Dr. McCoy is the Chief Medical Officer aboard the U.S.S. Enterprise and head of the Medical Department. Outspoken, cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually likes the Vulcan First Officer.

## LT. COMMANDER MONTGOMERY "SCOTTY" SCOTT™

The ever-resourceful Engineering Officer. The third-in-command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the Starship Enterprise as his own. Mr. Scott worked his way up through the ranks through sheer love of engi-



## BACKGROUNDS

neering. Saying Mr. Scott is from Scotland would be redundant.

### LIEUTENANT HIKARU SULU

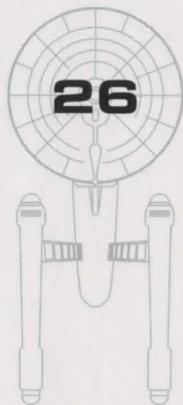
The ship's helmsman, he is the model of an efficient officer and never needs to have the same order given twice.

### LIEUTENANT NYOTA UHURA

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

### ENSIGN PAVEL CHEKOV

The ship's navigation officer. Reliable, but brash and inexperienced. The U.S.S. Enterprise™ is his first space assignment. Chekov was born outside of Moscow in Russia.



## GAME CREDITS

<b>PROGRAMMING BY</b>	<b>Mac CD-ROM Version</b> Chris DeSalvo	<b>Original Version</b> Jayesh J. Patel Paul Edelstein Greg Christensen
	<b>Macintosh Version</b> Mark Nagel	

<b>ADD'L PROGRAMMING BY</b>	Michael W. Stragey	Wesley Yanagi Jason Taylor
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<b>DESIGNED BY</b>	Elizabeth Danforth Bruce Schlickbernd Michael A. Stackpole	Jayesh J. Patel Scott Bennie
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<b>ADDITIONAL DESIGN BY</b>	Scott Everts	Wesley Yanagi
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<b>MUSIC ADAPTED BY</b>	<b>Mac CD-ROM Version</b> Russell Leiblich	<b>Original Version</b> The Fat Man Dave Govett
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DINR noise reduction software provided by Digidesign, Inc.

<b>SOUND EFFECTS BY</b>	Charles Deenen	Brian Luzietti
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<b>QUALITY ASSURANCE Lead Tester</b>	<b>Mac CD-ROM Version</b> Chris Benson	<b>Original Version</b> Jason Ferris Scott Everts Jeremy Airey Fred Royal Michael Packard Jay Simpson
	John Sramek Robert Rooke Reginald Arnedo Ryan Rucinski	

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<b>MANUAL EDITOR</b>	Bruce Warner
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<b>MANUAL LAYOUT &amp; DESIGN</b>	Larry Fukuoka
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<b>COVER ILLUSTRATION</b>	Kevin Davidson
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<b>ASSISTANT PRODUCER</b>	Scott Everts
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<b>PRODUCED BY</b>	<b>Mac CD-ROM Version</b> Wesley Yanagi	<b>Original Version</b> Bruce Schlickbernd
		<b>Orig. CD-ROM Vers.</b> Bill Dugan

<b>EXECUTIVE PRODUCER</b>	Brian Fargo
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## Starring

William Shatner	James T. Kirk
Leonard Nimoy	Mr. Spock
DeForest Kelley	Dr. Leonard McCoy
James Doohan	Montgomery Scott
George Takei	Hikaru Sulu
Walter Koenig	Pavel Chekov
Nichelle Nichols	Nyota Uhura

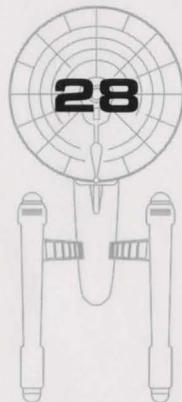
## Also Featuring

Catherine Battistone	Narrator
Joyce Kurtz	Computer Voices
Carol Sally Rainer	Federation Admiral
Melodee M. Spevak	Brittany Marata and Computer
Robert Barron	Brother Stephen
Steve Bulen	Elasi Cereth, Lt. Ferris and Captain Patterson
Eddie Frierson	Ensign Everts and Elasi Captain
Clynell Jackson III	Vlicit Kenka
George Almond	Elasi Crewman 1, Elasi Crewman 2
Anthony de Longis	Federation Admiral
Kerrigan Mahan	Lt. Stragey and Brother Chubb
David Mallow	Ensign Kije
Michael McConnohie	Lt. Christensen, Brother Chubb and Commander Taraz
Darren Raleigh	Ensign Mosher
Michael Reynolds	Alien Reptile and Les Bredell
Michael Sorich	Ensign Bennie and Kallarax
Doug Stone	Prelate Angiven and Tloxac
Terrence Stone	Lt. Buchert, Andrea Preax and Brother Roberts
Bob Towers	Crewman 1, Bialbi and Lights
Jeff Winkless	Quetzecoatl
Tom Wyner	Harry Mudd and Cheever
Voices directed by	Michael McConnohie, Bill Dugan and Charles Deenen

## Engineers

Village Recorder	Richard Ornstein and Jeremy Welt
Post Logic	Tony Friedman
Paramount Studios	"Stoker"
Interplay	Charles Deenen
Voice Editing and Processing	Rick Jackson, Larry Peacock, Brian Luzietti and Charles Deenen
Music	Rick Jackson, The Fatman and Dave Govett
Original Star Trek Theme	Alexander Courage
Sound Effects	Charles Deenen and Brian Luzietti
Audio Director	Charles Deenen

Recorded at Village Recorder, Post Logic, Paramount Studios and Interplay Productions. DINR Software provided by Digidesign.



If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

**MacPlay** 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

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If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is \$1.25; \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

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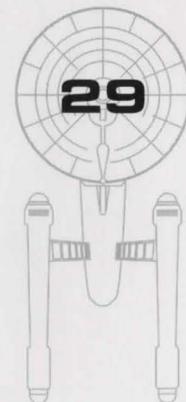
**America Online:** You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are located in the Game Publishers B Forum, type GO GAMBUP at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBUP. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**GENie:** We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

**PRODIGY®** Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

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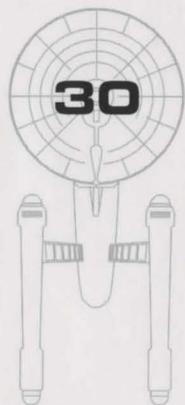
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