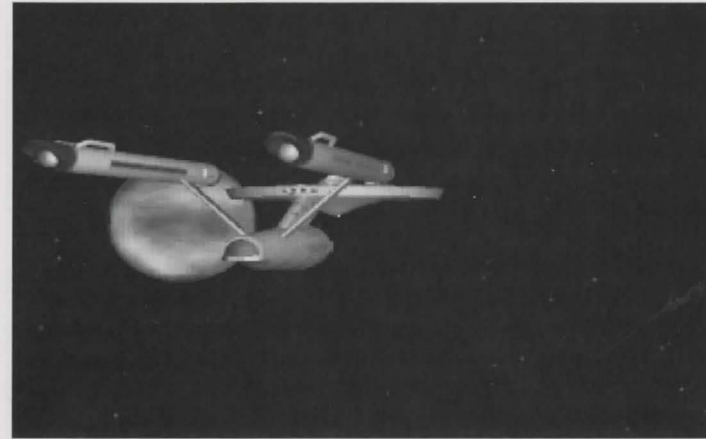


ENHANCED CD-ROM

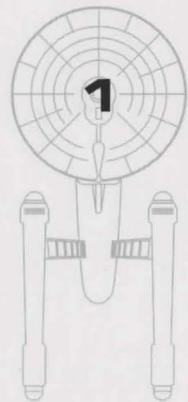
STAR TREK[®]

25TH ANNIVERSARY[™]

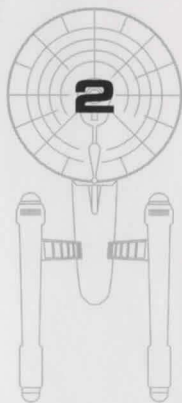




In **STAR TREK®: 25th ANNIVERSARY™ Enhanced CD-ROM**, you take the role of Captain James T. Kirk of the Starship Enterprise™. As Captain Kirk™, you are faced with the same command decisions he faced, but it's your choices that will decide the fate of the Starship Enterprise crew. The game system is split 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.



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



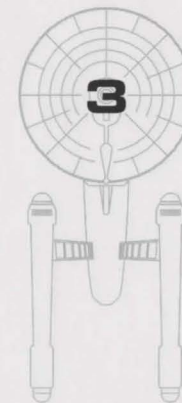
The Transporter Room, you and your crew beaming down to explore new worlds...

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.



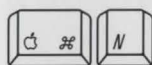
The Installer application.
Double-click it to install Star Trek®.



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.

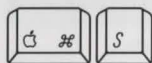
The cursor may change appearance depending on its function at any given time to remind you what mode the game is in (Look, Targeting, Get, etc).



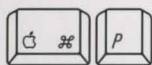
New Game



Open Game



Save Game



Pause Game

Mouse

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

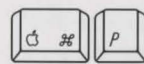
Menu Bar

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.*

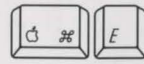
You can Open and Save games under the File Menu, or use command keys as usual.

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

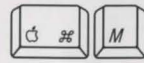
Pause Game	⌘P
Sound Effects	⌘E
Music	⌘M
Volume	▶
Large Image	⌘L
Easier Combat	
Characters Animate	
Faster Graphics	
Quickdraw Compatible	
Smoother Graphics	
Text Subtitles	
Text Linked to Speech	
No Text	



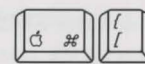
Pause/Unpause Game



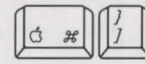
Sound Effects On/Off



Music On/Off



Volume Softer



Volume Louder

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

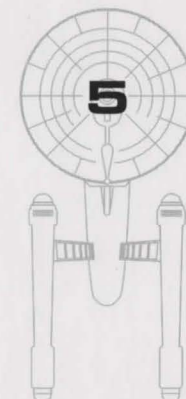
Use these three menu options to make spoken dialogue appear as text on the screen.

- "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)

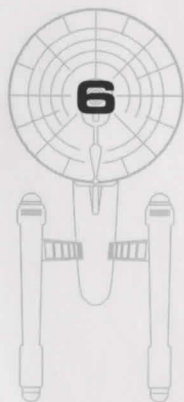
1. Give Berries to Brother Stephen
2. Exit North

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

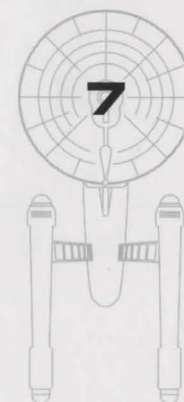
P. Cavern with Door (Room 4)

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



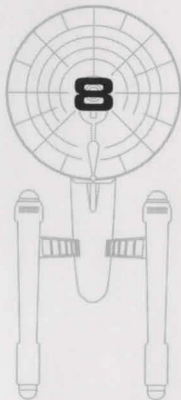
Talk to Spock



Consult Computer



Target Analysis



On Board the U.S.S. Enterprise™



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

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



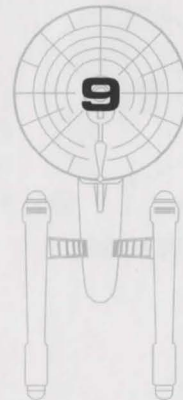
Communications

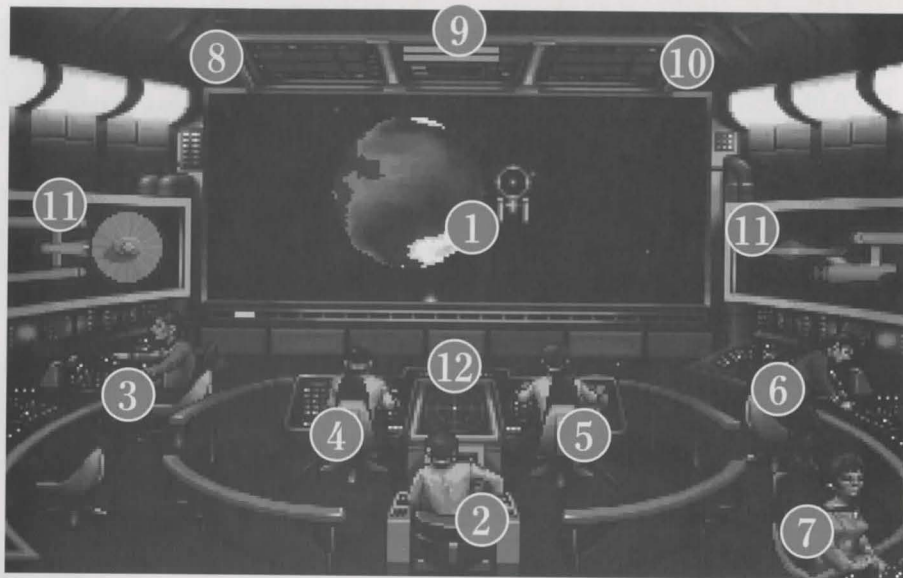


Orbit



Shields





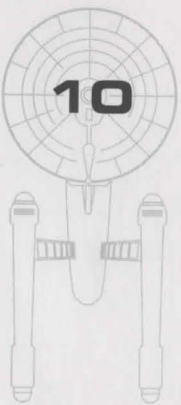
The Bridge with 1-Starship Cursor and Main Screen. Crew members 2-Capt. Kirk, 3-Scotty, 4-Sulu, 5-Chekov, 6-Spock, 7-Uhura. Monitors include 8-Phaser Ready, 9-Power Status/Speed Status, 10-Photon Torpedo Ready, 11-Ship Systems, and 12-Ship Position.



Navigation



Weapons



CHEKOV

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.



Repair Shields



Repair Bridge



Repair Sensors



Repair Hull

BRIDGE

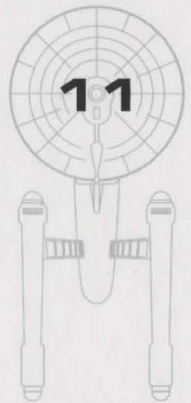
The bridge itself is heavily armored and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage increases to the bridge's controls.

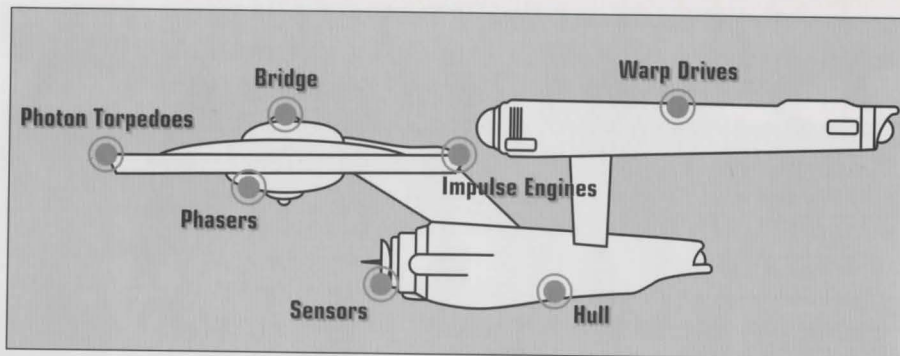
SENSORS

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 Phasers



Repair Photon Torpedoes

PHASERS

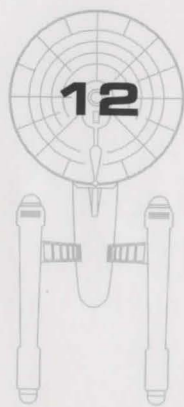
Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes can be reloaded, but they draw a large amount of the ship's power and don't pack quite the punch torpedoes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

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.

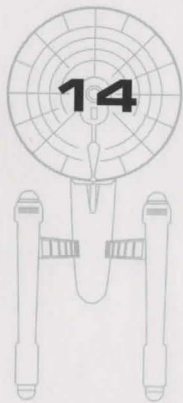
The *Power Status Monitor* is just above the Main Viewscreen in the middle. The two upper bar graphs show the relative power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated. See page 10, no. 9.



Power Allocation

Power 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





You 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



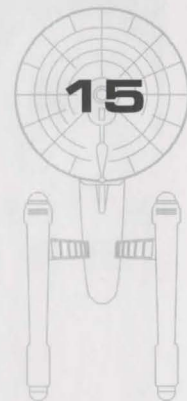
Slowest

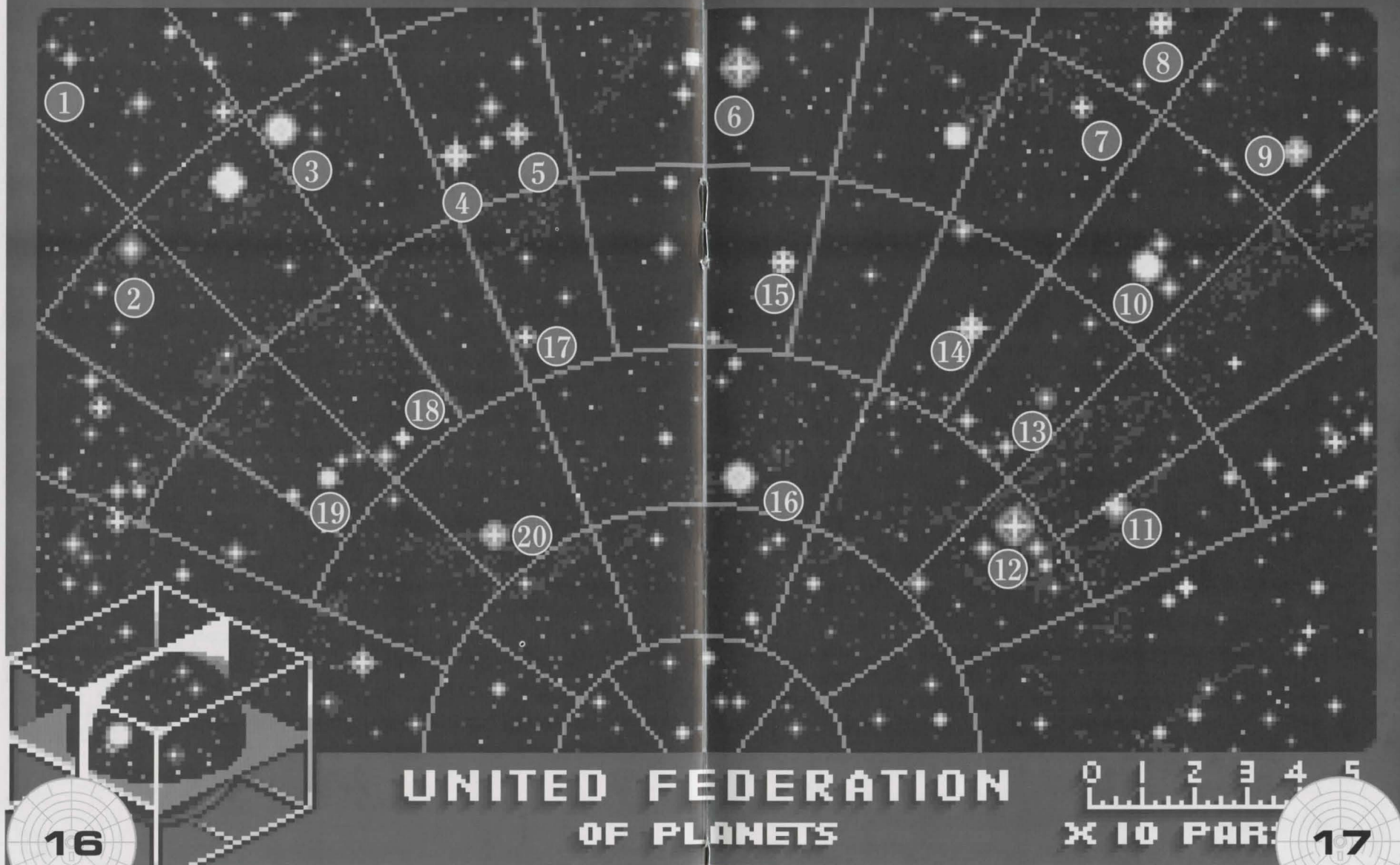


Half Speed



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

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

KLINGON™ BATTLE CRUISER

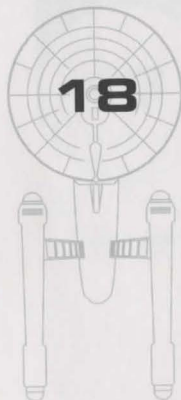
The Klingon Empire is an aggressive culture that extols warrior values. Outright war is prevented by treaty, but the Klingons have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon vessels are similar in speed and maneuverability to the Starship Enterprise™.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

ROMULAN™ WARBIRO


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.

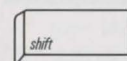

 Toggles **target analysis** of enemy ships on Ship System Monitors. Always shows the last ship damaged by the U.S.S. Enterprise™.

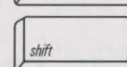

 This brings up the **damage control** Repair Icons. Select the ship system you want Mr. Scott to concentrate repair on first.


 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.


 View **Forward**.
 View **left**.
 View **right**.
 View **backward**.




 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.

REVERSE STOP SLOW FAST



Kirk and his landing party on Pollux V.

The Landing Party

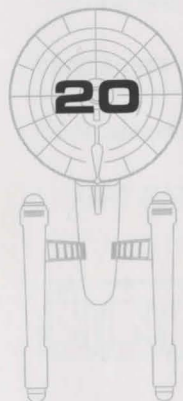
When transporting to a planet or other starship, Captain Kirk will lead a landing party of himself, Mr. Spock, Dr. McCoy and a Security Officer. Be warned, situations can be dangerous. If Kirk, Spock or McCoy is killed by your actions, the game is over.

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.



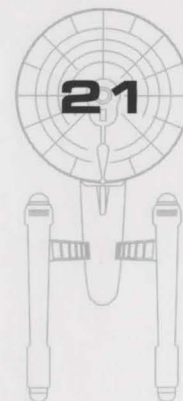
The Command Interface.



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)

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

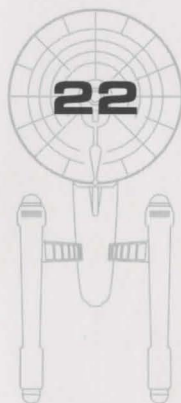
Kirk's Communicator



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

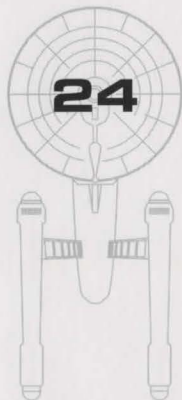
Each scenario will begin with a mission assignment from Starfleet Command. You will need to navigate to the star system Starfleet assigns you and resolve the situation. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance.

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™

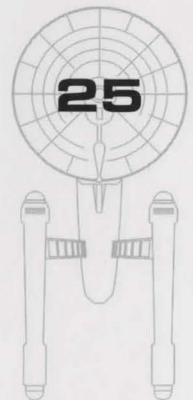
The ship's Science Officer. He is considered the finest First Officer in Starfleet. Spock is half-human and half Vulcan. He adheres to the Vulcan discipline of logic that seeks to control emotion. He is intensely loyal to the captain, stoic in the face of danger, and has a razor-sharp mind.

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-



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

LIEUTENANT HIKARU SULU

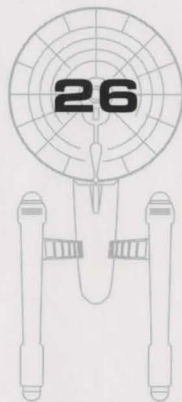
The ship's helmsman, he is the model of an efficient officer and never needs to have the same order given twice.

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.



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

ADD'L PROGRAMMING BY	Michael W. Stragey	Wesley Yanagi Jason Taylor
-----------------------------	--------------------	-------------------------------

ART DIRECTOR	Todd J. Camasta
---------------------	-----------------

ARTWORK BY	Todd J. Camasta	David A. Mosher
	Scott Bieser Brian Giberson Tom Tanaka	Robert Nesler Cheryl Austin

DESIGNED BY	Elizabeth Danforth	Jayesh J. Patel
	Bruce Schlickbernd Michael A. Stackpole	Scott Bennie

ADDITIONAL DESIGN BY	Scott Everts	Wesley Yanagi
-----------------------------	--------------	---------------

MUSIC ADAPTED BY	Mac CD-ROM Version Russell Leiblich	Original Version The Fat Man Dave Govett

DINR noise reduction software provided by Digidesign, Inc.

SOUND EFFECTS BY	Charles Deenen	Brian Luzietti
-------------------------	----------------	----------------

DIRECTOR OF QUALITY ASSURANCE	Mac CD-ROM Version Kirk Tome	Original Version Jacob R. Buchert III

QUALITY ASSURANCE Lead Tester	Mac CD-ROM Version Chris Benson	Original Version Jason Ferris Scott Everts Jeremy Airey Fred Royal Michael Packard Jay Simpson
	John Sramek Robert Rooke Reginald Arnedo Ryan Rucinski	

MANUAL TEXT BY	Bruce Schlickbernd	Scott Everts
-----------------------	--------------------	--------------

MANUAL EDITOR	Bruce Warner
----------------------	--------------

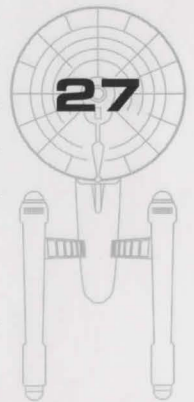
MANUAL LAYOUT & DESIGN	Larry Fukuoka
-----------------------------------	---------------

COVER ILLUSTRATION	Kevin Davidson
---------------------------	----------------

ASSISTANT PRODUCER	Scott Everts
---------------------------	--------------

PRODUCED BY	Mac CD-ROM Version Wesley Yanagi	Original Version Bruce Schlickbernd
		Orig. CD-ROM Vers. Bill Dugan

EXECUTIVE PRODUCER	Brian Fargo
---------------------------	-------------



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

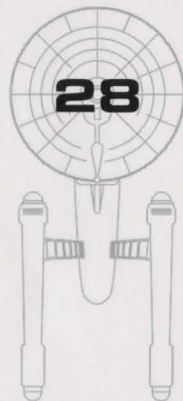
Also Featuring

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 Tloaxac
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.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Hintline

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.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-14.4k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

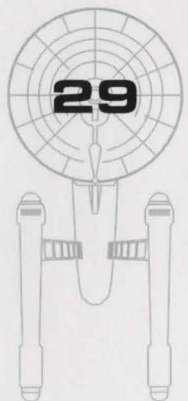
America Online: You can E-mail Interplay Customer Support at INTERPLAY. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software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

Internet: You can reach MacPlay with "71333.1467@compuserve.com". Many MacPlay demos and patches are available at Internet FTP sites.



MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. MacPlay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIFETIME WARRANTY

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

MacPlay 17922 Fitch Ave., Irvine, CA 92714

SYSTEM UPGRADES

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

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by MacPlay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person.

Software ©1994 Interplay Productions, Inc. All Rights Reserved. Star Trek ® & © 1994 Paramount Pictures. All Rights Reserved. STAR TREK is a Registered Trademark of Paramount Pictures. Interplay Productions Authorized User.

MacPlay is a trademark of Interplay Productions, Inc.

Macintosh is a registered trademark of Apple Computer, Inc.

NOTICE

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

Star Trek®: 25th Anniversary™ Enhanced CD-ROM is copyright ©1993-4 Interplay Productions and its licensors. All rights reserved.

INTERPLAY PRODUCTIONS' LICENSORS MAKES NO WARRANTIES, EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. INTERPLAY PRODUCTIONS' LICENSORS DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL INTERPLAY PRODUCTIONS' LICENSORS(S), AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS (COLLECTIVELY INTERPLAY PRODUCTIONS' LICENSORS) BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF INTERPLAY PRODUCTIONS' LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

Interplay Productions' Licensor's liability to you for actual damages from any cause whatsoever, and regardless of the form of the action (whether in contract, tort (including negligence), product liability or otherwise), will be limited to \$50.00.

PLEASE READ THIS LICENSE CAREFULLY BEFORE USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, PROMPTLY RETURN THE UNUSED SOFTWARE TO THE PLACE WHERE YOU OBTAINED IT AND YOUR MONEY WILL BE REFUNDED.

1. License. The application, demonstration, system and other software accompanying this License, whether on disk, in read-only memory, or on any other media (the "Software"), the related documentation and fonts are licensed to you by Interplay Productions. You own the disc on which the Software and fonts are recorded but Interplay Productions and/or Interplay Productions' Licensors retain title to the Software, related documentation and fonts. This License allows you to use the Software and fonts on a single Apple computer and make one copy of the Software and fonts in machine-readable form for backup purposes only. You must reproduce on such copy the Interplay Productions copyright notice and any other proprietary legends that were on the original copy of the Software and fonts. You may also transfer all your license rights in the Software and fonts, the backup copy of the Software and fonts, the related documentation and a copy of this license to another party, provided the other party reads and agrees to accept the terms and conditions of this License.

2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. In order to protect them, and except as permitted by appropriate legislation, you may not decompile, reverse engineer, disassemble or otherwise reduce the Software to a human-perceivable form. You may not copy, network, rent, lease, loan, distribute, or create derivative works based upon the Software in whole or in part. You may not electronically transmit the Software from one computer to another or over a network.

3. Termination. This License is effective until terminated. You may terminate the License at any time by destroying the Software, related documentation and fonts, and all copies thereof. This License will terminate immediately without notice from Interplay Productions if you fail to comply with any provision of this License. Upon termination you must destroy the Software, related documentation and fonts, and all copies thereof.

4. Export Law Assurances. You agree and certify that neither the Software nor any other technical data received from Interplay Productions, nor the direct product thereof, will be exported outside the United States except as authorized and as permitted by the laws and regulations of the United States. If the Software has been rightfully obtained by you outside of the United States, you agree that you will not re-export the Software nor any other technical data received from Interplay Productions, nor the direct product thereof, except as permitted by the laws and regulations of the United States and the laws and regulations of the jurisdiction in which you obtained the Software.

5. Government End Users. If you are acquiring the Software and fonts on behalf of any unit or agency of the United States Government, the following provisions apply. The Government agrees:

(i) if the Software and fonts are supplied to the Department of Defense (DoD), the Software and fonts are classified as "Commercial Computer Software" and the Government is acquiring only "restricted rights" in the Software, its documentation and fonts as that term is defined in Clause 252.227-7013(c)(1) of the DFARS; and

(ii) if the Software and fonts are supplied to any unit or agency of the United States Government other than DoD, the Government's rights in the Software, its documentation and fonts will be as defined in Clause 52.227-19(c)(2) of the FAR or, in the case of NASA, in Clause 18-S2-227-86(d) of the NASA supplement to the FAR.

6. Limited Warranty on Media. Interplay Productions warrants the diskettes and/or compact disc on which the Software and fonts are recorded to be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase as evidenced by a copy of the receipt. Interplay Productions' entire liability and your exclusive remedy will be replacement of the diskettes and/or compact disc not meeting Interplay Productions' limited warranty and which is returned to Interplay Productions or an Interplay Productions authorized representative with a copy of the receipt. Interplay Productions will have no responsibility to replace a diskette damaged by accident, abuse or misapplication. ANY IMPLIED WARRANTIES ON THE DISKETTES AND/OR COMPACT DISC, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY (90) DAYS FROM THE DATE OF DELIVERY. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY BY JURISDICTION.

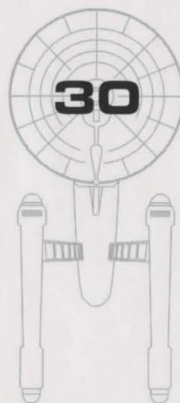
7. Disclaimer of Warranty on Apple Software. You expressly acknowledge and agree that use of the Software and fonts is at your sole risk. The Software, related documentation and fonts are provided "AS IS" and without warranty of any kind and Interplay Productions and Interplay Productions' Licensors (for the purposes of provisions 7 and 8, Interplay Productions and Interplay Productions' Licensors) shall be collectively referred to as "Interplay Productions" EXPRESSLY DISCLAIM ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. INTERPLAY PRODUCTIONS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, OR THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE AND THE FONTS WILL BE CORRECTED. FURTHERMORE, INTERPLAY PRODUCTIONS DOES NOT WARRANT OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE AND FONTS OR RELATED DOCUMENTATION IN TERMS OF THEIR CORRECTNESS, ACCURACY, RELIABILITY, OR OTHERWISE. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY INTERPLAY PRODUCTIONS OR AN INTERPLAY PRODUCTIONS AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SHOULD THE SOFTWARE PROVE DEFECTIVE, YOU (AND NOT INTERPLAY PRODUCTIONS OR AN INTERPLAY PRODUCTIONS AUTHORIZED REPRESENTATIVE) ASSUME THE ENTIRE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

8. Limitation of Liability. UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL INTERPLAY PRODUCTIONS BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF INTERPLAY PRODUCTIONS OR AN INTERPLAY PRODUCTIONS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

In no event shall Interplay Productions' total liability to you for all damages, losses, and causes of action (whether in contract, tort (including negligence) or otherwise) exceed the amount paid by you for the Software and fonts.

9. Controlling Law and Severability. This License shall be governed by and construed in accordance with the laws of the United States and the State of California, as applied to agreements entered into and to be performed entirely within California between California residents. If for any reason a court of competent jurisdiction finds any provision of this License, or portion thereof, to be unenforceable, that provision of the License shall be enforced to the maximum extent permissible so as to effect the intent of the parties, and the remainder of this License shall continue in full force and effect.

10. Complete Agreement. This License constitutes the entire agreement between the parties with respect to the use of the Software, the related documentation and fonts, and supersedes all prior or contemporaneous understandings or agreements, written or oral, regarding such subject matter. No amendment to or modification of this License will be binding unless in writing and signed by a duly authorized representative of Interplay Productions.



To all our Mac friends...

MacPlay, established in 1993 as part of Interplay Productions, is a separate division devoted to the Macintosh. Our mission is to bring you quality Mac entertainment and educational products. We aim to always make maximum use of the Macintosh and all its unique features. Our games don't break as soon as each new Mac is introduced, and in fact we are moving forward to take advantage of Apple's hardware innovations such as speech recognition and the PowerPC.

Top artists, programmers, and musicians in the computer industry have established MacPlay as a producer of award-winning games and educational software. We will strive to continue as one of the leading innovative software publishers for the Macintosh.

So if you have a Mac, any Mac, welcome to MacPlay! And be sure to look for these other entertaining MacPlay titles.

Alone in the Dark™
Astro Chase 3D™
Battle Chess®
Battle Chess® Enhanced CD-ROM
Bridge Deluxe with Omar Sharif™
Caesar's Palace®
CASTLES: Siege and Conquest™
CheckMate™
The Classic 5™
Flashback™
Mario's Game Gallery™
Mario Teaches Typing™
Monopoly®
Out of this World™
Risk™
Scrabble®
STAR TREK®: 25th Anniversary™
Wolfenstein 3D™
Xplora I: Peter Gabriel's Secret World™

MACPLAY™



MN-MCR-016-0