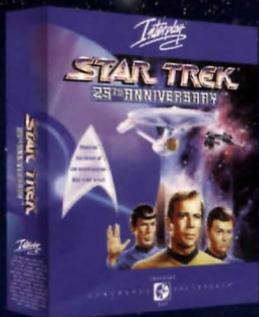


STAR TREK[®]

FEDERATION COMPILATION



Instruction Manual



DEVELOPED AND PUBLISHED BY

Interplay[™]



3 AWARD-WINNING

STAR TREK ADVENTURES

BY GAMERS. FOR GAMERS.[™]



Instruction Manual

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STAR
TREK



FEDERATION

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INSTALLATION

STAR TREK®: STARFLEET ACADEMY™ - CADET BRIEFING (Disc 1)

- Insert Disc 1 into your CD-ROM Drive. A menu should be launched by the Autorun feature. If a menu is not automatically shown after a few moments, double click on the CD-ROM Drive icon from 'My Computer'.
- From this menu select '**INSTALL**'. Select the Drive and Directory for Installation.
- After you are finished installing, the **INSTALL** button on the Autorun menu will be replaced by the **PLAY** button. Press **PLAY** to begin Star Fleet Academy: Cadet Briefing.

***NOTE:** StarTrek®: Judgement Rites™ and StarTrek®: 25th Anniversary™ are DOS based titles, and are designed to be run though a DOS environment. Because of the memory configurations required for both titles, for ease of use we recommend that they are run in true DOS. If you do encounter any problems running the titles though Windows®, a utility called 'Bootme' has been included on both CDs that will configure your systems memory for you. To use this utility, simply select the bootme option on the games autorun menu.

Follow through the onscreen instructions to complete creation of the boot disk. Once you have rebooted, when prompted select option #2 for games requiring EMS, and then follow through the normal DOS startup instructions outlined below.

STAR TREK®: JUDGEMENT RITES™ (Disc2)

- Insert Disc 2 into your CD-ROM drive. A menu should be launched by the Autorun feature. If a menu is not automatically shown after a few moments, double click on the CD-ROM Drive icon from 'My Computer'.
- From this menu select '**INSTALL**'.

***NOTE:** It is important that you enter the same install path when prompted (you will be asked in two separate places). If they do not match, you will not be able to play, or uninstall the game from the autorun menu. If this happens, you will need to completely manually delete the installed game, and reinstall it from the autorun menu.

- Press the large install button in the center of the screen
- Select Drive and Installation Directory
- Choose Music & Sound Card

***NOTE:** Do not choose Autodetect in the Hardware Setup menu if you are in Windows. This may cause your system to freeze. Consult your hardware documentation if you do not know what your DOS sound settings are.

- After you are finished installing, the **INSTALL** button on the Autorun menu will now be the **PLAY** button.
- Press 'Play' on Menu to start StarTrek: Judgment Rites

TO RUN STAR TREK®: JUDGEMENT RITES™ IN DOS

To run this game in DOS go to your installed directory (default c:\intrplay\trek2), and type "TREK2".

STAR TREK

FEDERATION

STAR TREK

FEDERATION





STAR TREK®: 25th ANNIVERSARY™ (Disc 3)

• Place Disc 3 into your CD-ROM drive. A menu should be launched by the Autorun feature. If a menu is not automatically shown after a few moments, double click on the CD-ROM Drive icon from 'My Computer'.

• From this menu select '**INSTALL**'.

***NOTE:** It is important that you enter the same install path when prompted (you will be asked in two separate places). If they do not match, you will not be able to play, or Uninstall the game from the Autorun menu. If this happens, you will need to completely manually delete the installed game, and reinstall it from the Autorun menu.

- Select Drive and Installation Directory
- Choose Display Type
- Choose Input Device Mouse and Keyboard or Joystick and Keyboard
- Choose Sound Card
- After finished installing, the **INSTALL** button on the Autorun menu will now be the **PLAY** button.
- Press 'Play' on Menu to start StarTrek: 25th Anniversary

TO RUN STAR TREK®: 25th ANNIVERSARY™ IN DOS

To run this game in DOS go to your installed directory (default c:\trekcd), and type "STARTREK".

GETTING STARTED

Before taking command of the U.S.S. ENTERPRISE™, you must make some decisions that will affect game play. After the introduction, a dialog box will appear that will give you two options to choose from: **New Game** and **Load Game**.

After selecting **New Game**, you can choose the level of gameplay: **Federation Cadet**, **Cadet Graduate**, or **Commissioned Officer**. These levels determine the difficulty of the starship adversaries you may encounter while traveling in space. These levels only affect starship combat and have no effect in the actual ground or ship based adventures. You can quit the game at any time by pressing **Ctrl + Q**.

FEDERATION CADET

This level is for players that are not interested in starship combat. Any combat that may be required for a mission/scenario will be avoided. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are easy.

CADET GRADUATE

This level is for players that want simple starship combat. Any combat required for a mission/scenario is easy. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are full strength.

COMMISSIONED OFFICER

This level is for players that want challenging starship combat. Any combat required for a mission/scenario is full strength. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are full strength.

After making your selection you are ready to take charge of the U.S.S. ENTERPRISE™ and her crew. Good Luck Captain!

STAR TREK®: JUDGEMENT RITES™

INTRODUCTION

Space, the final frontier.

It may not be fashionable to admit that you're a Trekker, that you're part of some collective of obsessed fans (in the opinion of certain snobbish members of the general public), but I am one, and I'm proud to admit it. StarTrek has had great influence on my life. When a lot of other popular science-fiction was portraying the future as a dystopic mess, StarTrek was optimistic. It promoted the better angles of our nature. It portrayed the hope that humanity could transcend its problems and work together for its common benefit. It said that the pursuit of knowledge was something essential to humanity. In a world where cynicism was the fashionable philosophy, Gene Roddenberry's vision inspired me. Like many Trekkers, I had hoped to meet him and let him know what he had done for me. Unfortunately, that is no longer possible. All of the people involved in StarTrek®: Judgment Rites™ are honored to be entrusted with his vision, and hope that we do it justice in this medium.

This last year has been extremely hectic. Teams of artists and writers and programmers have been assembling the game you are holding right now. We've argued and debated on characterization, plot, and theme, trying to make certain we had captured the humor and humanity of the original series. And we tried to make certain these elements complement rather than conflict with each other. We've tried to keep each character true to their original portrayal, and give you entertaining stories that reflect the experience that you recognize as Classic StarTrek.

The five year mission is going to continue for a very long time.

Peter Buchheit
 George C. Almond
 Bruce Schickel
 Josh
 Molly Talbot
 Scott
 Judd Amick
 Gary Patel
 Paul
 Irene C. Somers
 Chris
 Wanda
 Chris

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 are listed below:

KIRK (Hot key = K)

You are Captain Kirk, Captain of the U.S.S. ENTERPRISE.



Captain's Log (Hot key = R)

You can read reviews of past mission performances by selecting the Captain's Log Icon.



Transporter (Hot key = B)

Choose the Transporter Icon when you wish the landing party to leave the ship.



Options (Hot key = O, ground missions only)

Select the Options Icon and a new set of icons will be displayed:



Save Game allows you to Save your current game.



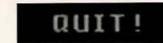
Load Game allows you to Load a saved game.



Music On/Off turns the game music on or off.



Sound Effects On/Off turns the game sound effects on and off.



Quit Game will let you quit the game and exit back to DOS.

SPOCK

Commander Spock occupies the science station.



Talk (Hot key = T)

Use his Talk Icon to get valuable advice and information on your current mission.



Computer (Hot key = C)

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



Target Analysis (Hot key = A)

Spock can also give you a computer analysis on alien vessels during combat. The Ship Systems Monitors will show damage information on the last ship you have fired on and hit. 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!

"SCOTTY"

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 in combat, "Scotty" will direct his damage control teams to make repairs on the ship's systems automatically.



Damage Control (Hot Key = D)

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



Emergency Power (Hot key = E)

You can order "Scotty" to give you Emergency Power. This boosts your ship systems power for a short time, but the strain on the engines is such that you can not use Emergency Power again until "Scotty" has time after combat to do repairs.

UHURA

Lieutenant Uhura is the Communications Officer.



Communications (Hot key = H)

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.

SULU

Lieutenant Sulu is the ship's Helmsman.



Orbit (Hot key = O)

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.



Impulse Power (Hot keys = ` 1 2 3 4 5 6 7 8 9 0)

By selecting the Velocity Icon, Sulu will adjust the speed of the U.S.S. ENTERPRISE™ according to your orders. This can be from Dead Stop to Full Impulse power. The U.S.S. ENTERPRISE™ can also move in reverse at 1/10th impulse power.



Shields (Hot key = S)

Sulu also controls the ship's shields. By selecting the Shields Icon, he will raise or lower the ship's main deflector shields. If the ship's shields are raised, you cannot use the transporter. The deflector shields are used to deflect micrometeors from the U.S.S. ENTERPRISE™ during flight. The main deflector shields are used to protect the ship from attacks from other hostile ships.



Main Viewscreen

Selecting Sulu's viewscreen Icon will bring up its Icon group. These icons are Magnification, Direction, and Full Screen.



Magnification (Hot key to Increase = >) (Hot key to Decrease = <)

Sulu can control the viewscreen magnification from x1 to x5.



Direction

Sulu can select six views from the STARSHIP ENTERPRISE™: Fore, Aft, Port, Starboard, Above, and Below. Each of these views allow you to keep track of enemy positions relative to the STARSHIP ENTERPRISE™.



(Hot key = F3)



(Hot key = F4)



(Hot key = F5)



(Hot key = F6)



(Hot key = F7)



(Hot key = F8)

**Full Screen** (Hot key = V)

This makes the viewscreen fill the entire screen. If you have a slower computer, you may not wish to use this option.

CHEKOV

Ensign Chekov is the Navigator and Weapons Officer.

**Navigation** (Hot key = N)

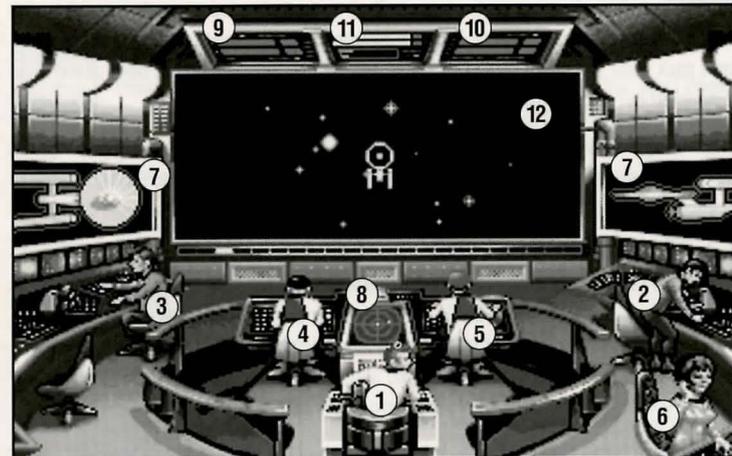
Selecting the Navigation Icon will bring up the star map. You will need to refer to the star map on pages 14 and 15 of this manual for the names of the stars. Position the cursor around the star you wish to go to. Click it and the U.S.S. ENTERPRISE™ will arrive at warp speed.

**Weapons** (Hot key = W)

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 systems. You can't fire until these are armed!

**Weapons Lock** (Hot key = L)

Chekov can initiate weapons lock. After activating weapons lock, one of the ships on the viewscreen will have a yellow targeting square on it. After tracking it for approximately 3 seconds it will turn red. Once red, all weapons will fire at that target no matter where the cursor is pointed. This is only valid when a target is on the viewscreen. If the target is off the viewscreen, the weapons lock will not track it. Note that target lock does not guarantee a hit. The faster an opponent is moving and the farther away it is, the less accurate the system will be.

SHIP SYSTEMS

1) Kirk, 2) Spock, 3) Scotty, 4) Sulu, 5) Chekov, 6) Uhura, 7) Ship Systems Monitor, 8) Ship Position Monitor, 9) Phaser Ready Monitor, 10) Photon Ready Monitor, 11) Power Status Monitor, 12) Main Viewscreen

**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: fore, aft, port, starboard, above, and below. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Scotty can repair it! The 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 systems.

**SENSORS**

The main sensor array is represented by your main viewscreen. 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**

Scotty will repair this after a conflict, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the structural integrity is lost, and the game ends.



PHASERS

Phasers are somewhat similar to laser beams. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes' reloading time, but they require 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.



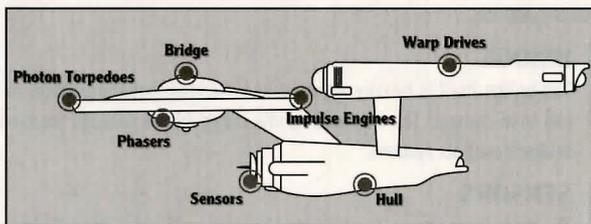
PHOTON TORPEDOES

Photon torpedoes are energy charges of matter and antimatter separated in magnophoton force fields that detonate on contact. The advantages of photon torpedoes are that 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 shows 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 below 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. If Target Analysis is activated, these monitors will display the last enemy ship hit and its condition. If the enemy ship is destroyed, the monitors will revert back to the U.S.S. ENTERPRISE™ until another ship is hit or Target Analysis is deactivated.



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 ring. 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! When a ship is selected on target analysis, the dot will increase in size relative to the other ships on the scope.



WARP AND IMPULSE ENGINES

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



The Power Status Monitor is just above the Main Viewscreen in the middle. The two yellow 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.

POWER ALLOCATION

Power allocation is optimized by the ship's computers. Secondary to life support, 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

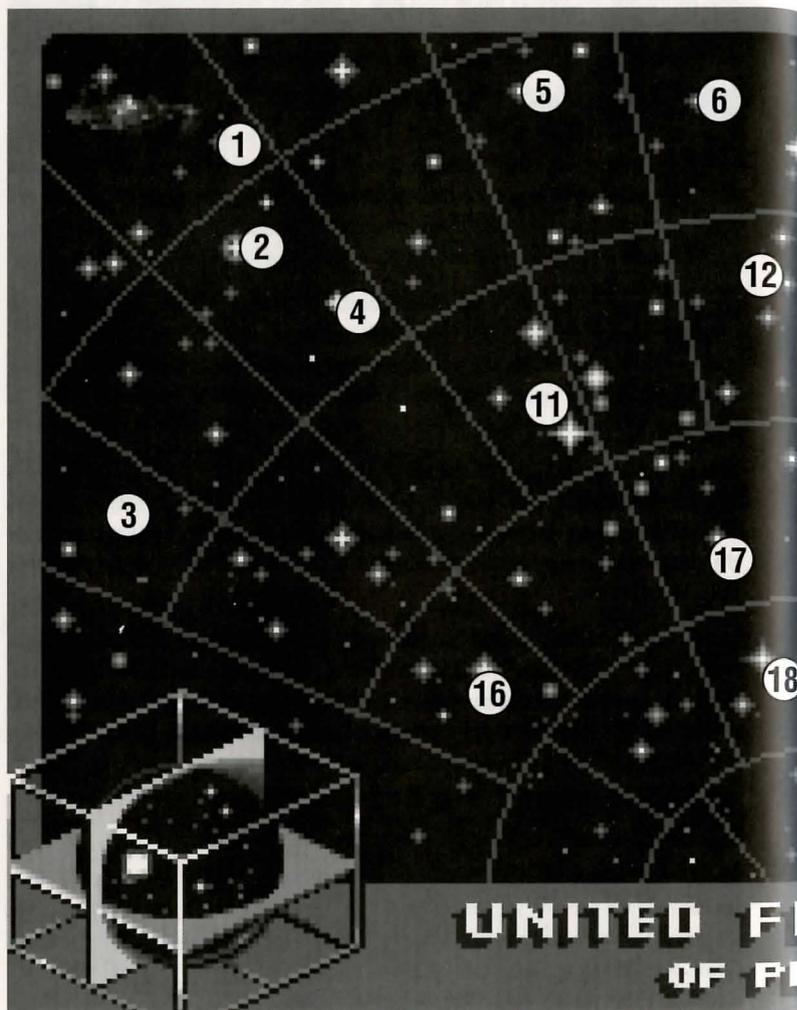
You can toggle between direction control and crew selection by pressing Tab.

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. If you are using a keyboard, the numeric keypad will move your cursor. 8 is straight up, 2 is down, 4 is left, 6 is right and 1,3,7,9 are the appropriate diagonals. Using the 5 key will always center your cursor.

The left mouse button (LMB) fires your phasers, the right mouse buttons (RMB) fires the photon torpedoes. These are aimed at the current location of the Crosshair Cursor, unless weapons lock is on. <F1> is the same as the LMB and <F2> is the same as the RMB.

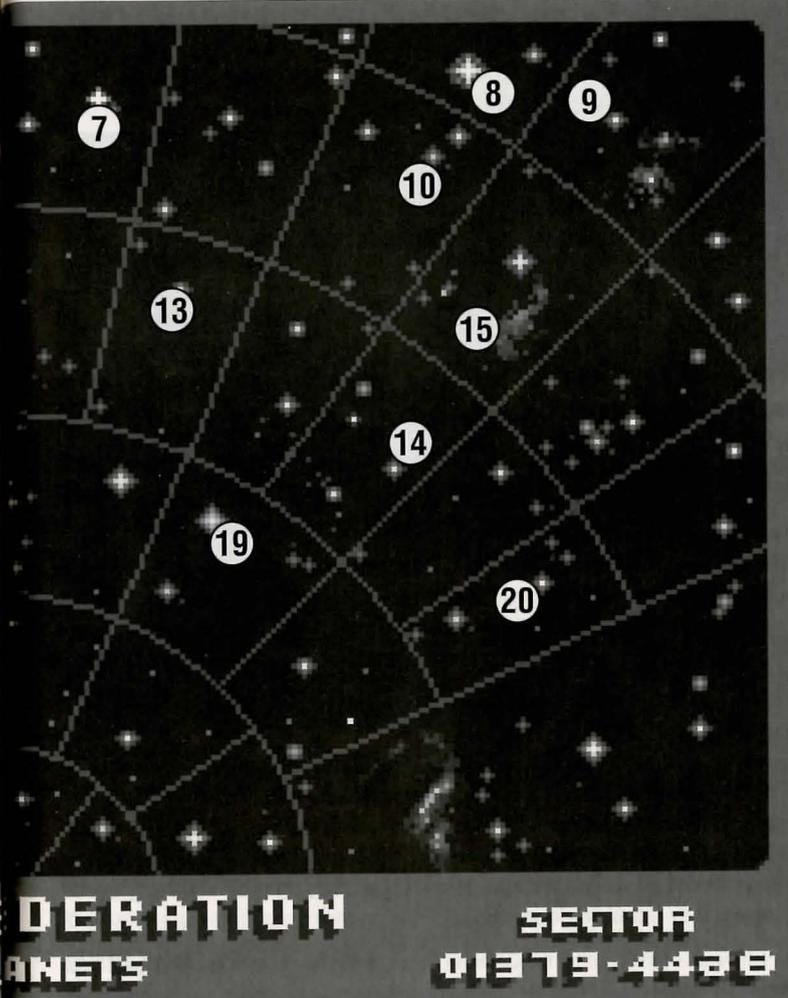
SPEED

Use the number keys along the top of your keyboard (not from the numeric keypad) to select your speed. 1 is a dead stop with speed increasing as you choose higher numbers. 0 is top speed (think of it as ten). The ` key (left of the 1 key) will put the ship into a slow reverse speed. You can check your current speed by looking at the middle monitor directly above the viewscreen (below the Power Available bar graphs). The upper red bar represents the speed you ordered, and the lower green bar represents your actual speed (which may be reduced because the ship's power is down).



**UNITED FEDERATION
OF PLANETS**

- | | |
|------------------|------------|
| 1 Praetus | 6 Zhraad |
| 2 Delphi | 7 Borea IV |
| 3 Omega Corvus | 8 Atabis |
| 4 Symphony Alpha | 9 Klahmac |
| 5 Epsilon Sierra | 10 Stonrak |



**SECTOR
01379-4428**

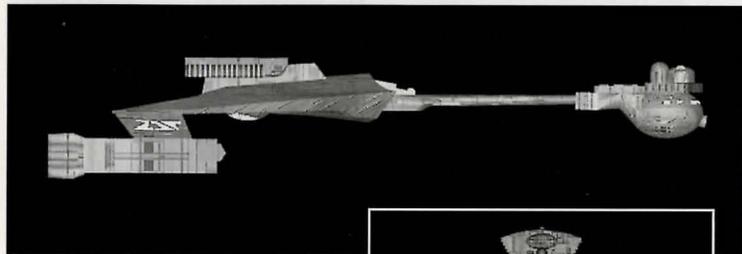
- | | |
|-------------------|------------------|
| 11 Onyus II | 16 Nova Atar |
| 12 Espoir Station | 17 Diogenes |
| 13 Saracles | 18 Lachian |
| 14 Beta Chimera | 19 Balkos III |
| 15 Antares Rift | 20 Alpha Nexus I |



THE OPPOSITION

Aside from combat exercises with other Federation heavy cruisers, there are several alien cultures that may oppose you:

KLINGON™ BATTLE CRUISER

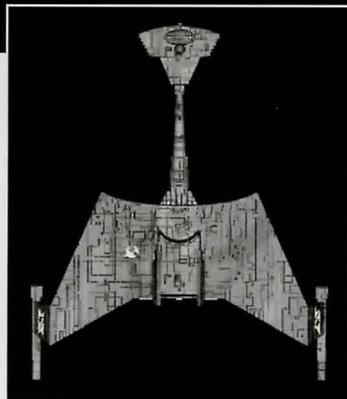


The Klingon Empire is an aggressive culture that extols warrior values. The Klingons follow the ways of the legendary warrior Kahless, who centuries ago taught the Klingons honor and fighting prowess, but many Klingon warriors have proven to be more guileful than honorable.

The Klingon-Federation Neutral Zone was established by the Organian Peace Treaty. Disputed planets within that Neutral Zone (and there are many) are open to competition between the two cultures, who must prove themselves to be the most capable of developing that planet's resources. This has led to an intense rivalry between the Federation and the Klingons over influence in the Neutral Zone. The Federation has accused the Klingons of numerous treaty violations and attacks on Federation ships. The Klingon Empire has accused the Federation of systematically strangling trade and attempting to interfere in their natural development.

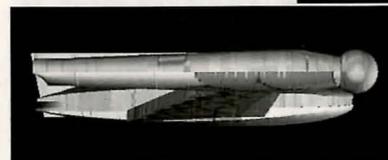
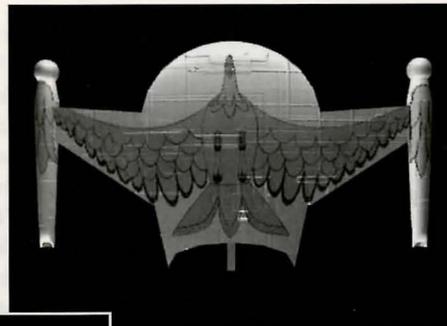
Outright war is prevented by the Organian Peace Treaty, but Klingon encroachment into neutral zone has been recorded. Federation Captains must be very careful when encountering Klingons. Klingon Captains will not hesitate to fire when it is in their best interests, or when they believe they can gain personal glory.

Armed with disruptors and torpedoes, Klingon vessels are similar in speed and maneuverability to the STARSHIP ENTERPRISE™. The Klingon heavy cruiser's single photon torpedo mount gives them slightly less firepower than a Federation Constitution Class starship, but facing two of these cruisers would be extremely dangerous.



ROMULAN™ WARBIRD

Little is known of the origin of the Romulan race, except that they are an aggressive, offshoot of the Federation's Vulcan culture that is located near the Federation-Klingon Neutral Zone. The Romulans fought an inconclusive but exceedingly fierce war against



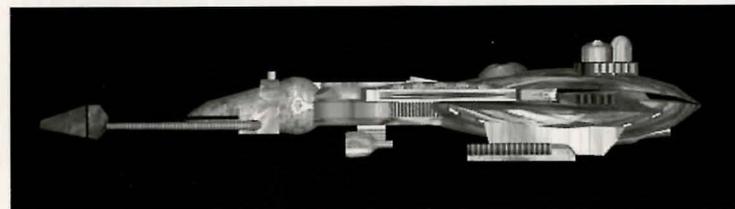
the Federation a century ago. A Neutral Zone agreed by treaty separates the two societies. Neither race is permitted to enter this Neutral Zone, but violations on both sides have occurred.

As mentioned earlier, Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. Their ships usually fight to the death; they rarely take prisoners, and if defeated, they will self-destruct instead of surrender.

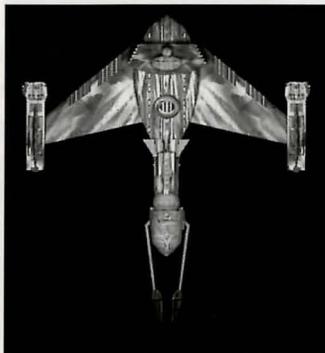
Romulan ships are slow and maneuver poorly, but have two advantages. First, they have an extremely powerful plasma torpedo that is the most destructive weapon known to be carried by any starship currently in service. Second, they have a cloaking device that renders their ships very difficult to detect in combat visually or with the standard complement of ship sensors. This cloaking device requires a lot of energy — Romulans cannot fire their weapons when the cloaking device is activated.

Warning: Following a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices. Federation intelligence believes that the Klingons may be encouraging the Romulans to fight a proxy war against the Federation; given this delicate situation, the importance of not violating Romulan space cannot be overstated.

ELASI PIRATES



Given the vastness of interstellar space, Federation starships are incapable of patrolling all sectors as heavily as required. Too often, pirates emerge in these lightly patrolled sectors. The Elasi are but the latest of a long line of pirates to plague Federation space.



The Elasi are renegade clans from the planet Menalvigor that prey on shipping, for the most part. Their bolder leaders work to undermine the Federation, and have made alliances with Federation enemies such as certain segments of the Romulan Empire. The Elasi Frigate is believed to be an altered version of early Klingon battle cruisers, though the Klingons deny the connection. The Elasi were most recently allied with the renegade Dr. Les Breddell of the Vardaine Technarchy. Dr. Breddell's attempt to duplicate Federation Constitution-class technology was thwarted by the intervention of the U.S.S. ENTERPRISE™.

Elasi Storm-class frigates are small, but very maneuverable and are armed with a variety of defensive systems. One-on-one, they are a match for older Federation light cruisers, and even two Elasi frigates can threaten a Constitution-class ship. The resource base of the Elasi renegades is unknown, but Federation intelligence and Starfleet is actively working to defeat this newest menace to Federation security.

THE LANDING PARTY

When transporting to a planet or other starship, Captain Kirk leads the landing party. He can be accompanied by various personnel including Mr. Spock, Dr. McCoy, Lt. Uhura, Ensign Chekov, Lt. Sulu, and Commander Scott ("Scotty"). Be warned: situations can be dangerous. If Kirk or any other landing party member is killed by your actions, the game is over. Usually there is some kind of warning placed within the game (you don't have to learn by dying, but you can die.)

MOVING ABOUT

Point to the area of the ground you want Captain Kirk to approach and click the left mouse button. 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.

If you are using the keyboard, move the cursor using the numeric keypad. To select the point, press the <F1> key.

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



COMMAND ICONS

By clicking the right mouse button 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.



WALK (Hot key = W)

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 (Hot key = T)

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 your landing party companions as they may have valuable advice to give.



LOOK (Hot key = L)

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.



USE (Hot key = U)

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 (Hot key = G)

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** (Hot key = O)

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

**INVENTORY** (Hot key = I)

This Icon appears when it is a viable option to be used in conjunction with a LOOK or USE command.

LANDING PARTY EQUIPMENT

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

**PHASER**

Stun
Full Power

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.

**TRICORDERS**

Science
Medical

These are sensing and scanning devices. Think of them as very powerful Look devices. 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 only a diagnostic aid. You need to use the medical kit to actually cure anyone.

**COMMUNICATOR**

You can talk with Uhura or Scotty aboard the U.S.S. ENTERPRISE™ with this and get advice or issue commands. Through the Communicator you can also contact the ship's computer and make inquiries of it as needed. You can use anyone on this, but it's Kirk that will do the talking.

THE ADVENTURE**THE SCENARIOS**

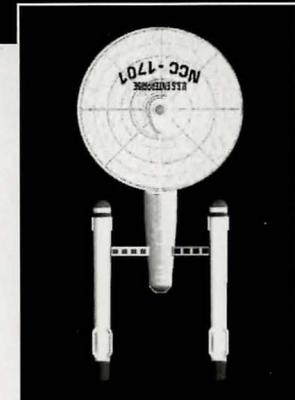
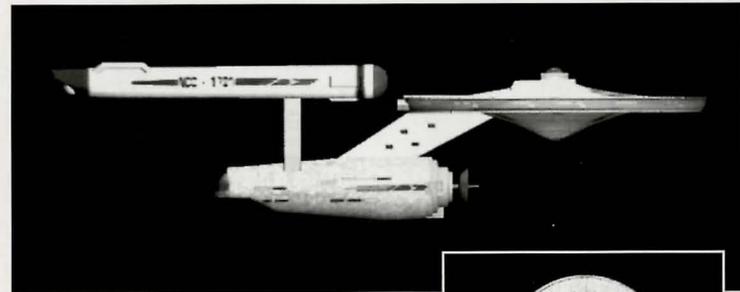
Each scenario will begin with a mission assignment from Starfleet Command. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance.

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 quicker, Mr. Scott coaxes more emergency power from the engines, etc).

THE SHIP**U.S.S. ENTERPRISE™**

The ship is almost 1000 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.





PROFILES



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, implacable in the face of danger, and has a razor-sharp mind.



LT. COMMANDER LEONARD "BONES" MCCOY

Dr. McCoy is the Senior Ship's Surgeon of the U.S.S. ENTERPRISE and head of the Medical Department. Outspoken, cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually seems to like 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. Scotty worked his way up through the ranks through sheer love of engineering.



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. Sulu is known to be an excellent swordsman and has been known to fancy himself as a modern day D'Artagnon.



LIEUTENANT UHURA

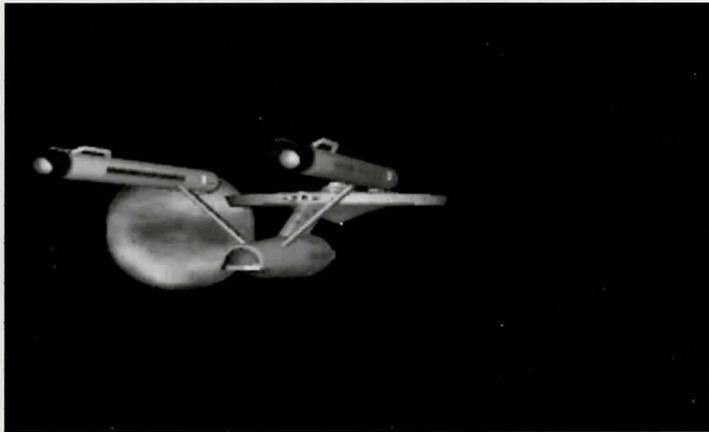
She is the ship's Communication Officer. In Swahili her name means "Freedom". Uhura is a native of the United States of Africa. She delights in singing during her off hours, and is an expert in communications when on duty.



ENSIGN PAVEL CHEKOV

The ship's Navigation Officer. Reliable, but brash and inexperienced. The U.S.S. ENTERPRISE™ is his first space assignment. Raw material waiting to be honed by Kirk. Chekov was born in Russia.

STAR TREK®: 25th ANNIVERSARY™



INTRODUCTION

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

ON THE BRIDGE

BASIC CONTROLS

To control the U.S.S. Enterprise™ and its crew, we will assume for the next several paragraphs that you are using a mouse. If no mouse is connected to your computer and you are playing using only the keyboard controls, see "Keyboard Commands", on page 34.

Star Trek®: 25th Anniversary™ is divided into two sections: on board the U.S.S. Enterprise, and on ground missions. Read "On Board the U.S.S. Enterprise" for how to play while on board the Starship Enterprise, and "The Environment" for how to play the ground missions.

ON BOARD THE U.S.S. ENTERPRISE™

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



KIRK

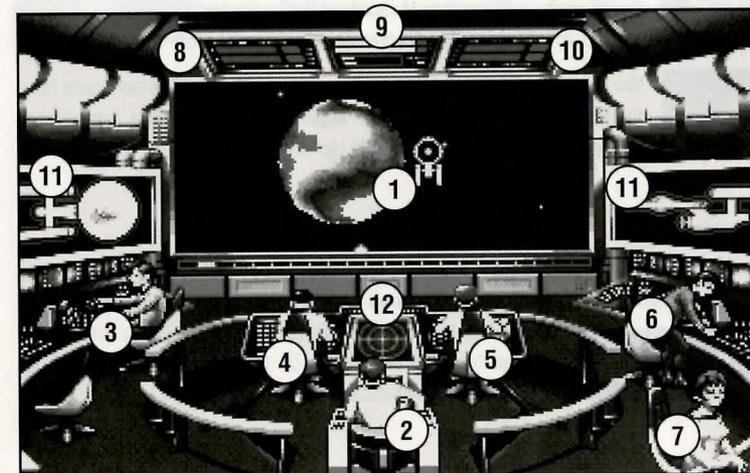
You are Captain Kirk. You can check reviews of past mission performances by selecting the **Captain's Log Icon**.



Choose the **Transporter Icon** when you wish the landing party to leave the ship.



Select the **Options Icon** and a new set of icons will be displayed: Save Game, Load Game, Music On/Off, Sound Effects On/Off, Text Display Options, and Quit Game.



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.





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 <enter>. The computer will tell you any relevant information about your subject. To exit the computer, enter an empty message or press **Esc**. 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!

SCOTTY

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, Scotty will direct his damage control teams to make repairs on the ship's systems automatically.



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



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

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.



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.



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 on pages 32 and 33 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!



SHIP SYSTEMS

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



SHIELDS

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

There are six shields: front, rear, left, right, top and bottom. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Scotty can repair it! The 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.



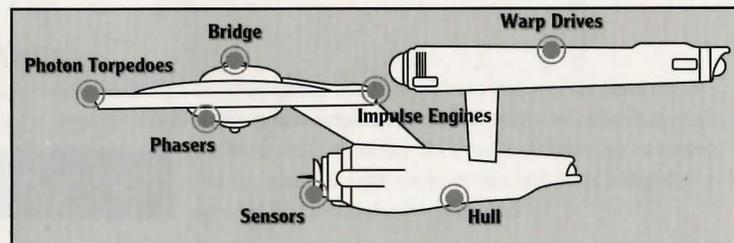
SENSORS

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

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



PHASERS

Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. The phasers recharge period is 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 antimatter 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 on page 11 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.



The Ship Position Monitor

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!

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. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

The Power Status Monitor is just above the Main 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.

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 left mouse button fires your phasers. The right mouse button fires your 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) 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).

SPEED CONTROL



Centers Flight Cursor



Slowest



Reverse (slow)



Half Speed



Stop



Full Speed

OPPOSING SHIPS

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

KLINGON™ BATTLE CRUISER

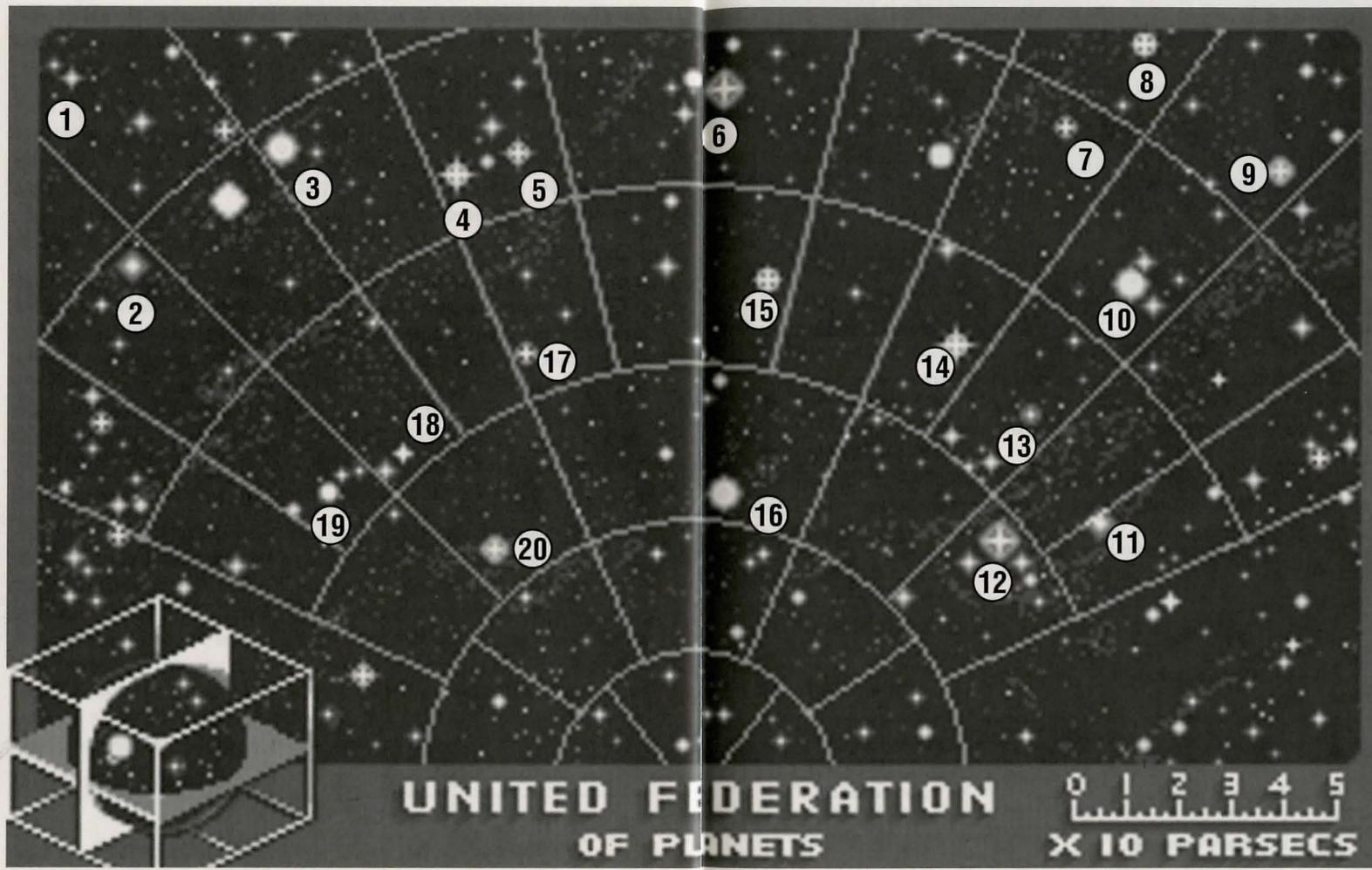
The Klingon Empire is an aggressive culture that extols warrior values. Outright war is prevented by treaty, but the Klingons have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon vessels are similar in speed and maneuverability to the Starship Enterprise™.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

ROMULAN™ WARBIRD

Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A neutral zone agreed by treaty separates the two societies, but violations on both sides have occurred. Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. The Romulan ships are slow and maneuver poorly, but have two advantages: a powerful plasma torpedo and a cloaking device that renders the ship 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.



- 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



KEYBOARD COMMANDS



Left button fires **Phasers**.

Right mouse button fires **Photon torpedoes**.



Toggles **weapons** on/off.



Toggles **shields** on/off.



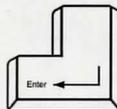
Toggles **target analysis** of enemy ships on Ship System Monitors. Always shows the last ship damaged by the U.S.S. Enterprise™.



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



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



Fires **phasers**.

"Space bar" fires **photon torpedoes**.



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.



Enters or exits **orbit**.



Main star **navigational** map.



[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 ENVIRONMENT

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 clicking on the right mouse button 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.

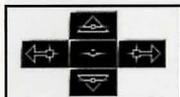
The cursor will change to an appropriate icon when one of these commands is activated. The icon will display a red border when placed over something potentially useful. To close the Command Interface without selecting an icon, click outside the box. When no icon is selected, the cursor will default to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

When on a ground mission, your right mouse button will only be used to call up the Command Interface. If you want to click on anything else, you'll be using the left mouse button.

The various commands are:

TALK

Place the cursor over the Command Interface's mouth and click the left mouse button. The normal cursor will be replaced with a Talk cursor. Place the Talk cursor over the character you wish to talk to and click the left mouse button 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 the left mouse button. The cursor will change to the Look cursor. Place this over the person or thing you wish to look at and click the left mouse button again.



Additionally, there will be an **Inventory icon** in the upper left of the screen. Point to the Inventory Icon and click the left mouse button to look at anything you may be carrying, including your landing party equipment.

USE

Place the cursor over the Command Interface's hand holding the ball and click the left mouse button. 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 with the left mouse button, then select an inventory item. While this item is displayed, click on the inventory icon with the left mouse button and select another item.

GET

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

OPTIONS

Place the cursor over the Starfleet Symbol and click the left mouse button. This will bring up a series of icons similar to the ones available on the bridge: Save Game, Load Game, Music On/Off, Sound Effects On/Off, Text Display Options, and Quit Game.

KEYBOARD COMMANDS

Shortcut keyboard commands are available while on landing party missions.

T Talk **L** Look **G** Get **U** Use **W** Walk

I Inventory (while in the Use or Look mode)

GROUND ICONS



Walk

Talk

Look



Use

Get

Options

THE LANDING PARTY EQUIPMENT

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

PHASER

Two icons are shown, green for stun, red for 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 Scotty aboard the U.S.S. Enterprise™ with this and get advice or issue commands. You can use anyone on this, but it's Kirk that will do the talking.

Phaser (green) Stun



Phaser (red) Full Power

Spock's Tricorder



McCoy's Tricorder



Kirk's Communicator



McCoy's Medical Kit



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

STARFLEET COMMAND



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.

BACKGROUNDS

U.S.S. ENTERPRISE™

The ship is almost 1000 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, implacable in the face of danger, and has a razor-sharp mind.

LT. COMMANDER LEONARD "BONES" MCCOY

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

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. Scotty worked his way up through the ranks through sheer love of engineering. Saying Mr. Scott is from Scotland would be redundant.

STAR TREK



FEDERATION

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 the United States of Africa. She delights in singing during her off hours, and is an expert in communications when on duty.

ENSIGN PAVEL CHEKOV

The ship's Navigation Officer. Reliable, but brash and inexperienced. The U.S.S. Enterprise™ is his first space assignment. Raw material waiting to be honed by Kirk. Chekov was born outside of Moscow in Russia.

STAR TREK®: STARFLEET ACADEMY™ CADET BRIEFING

INTRODUCTION

There is a place in the galaxy where legends are born. Welcome to StarTrek® Starfleet Academy. Starring William Shatner, Walter Koenig and a special appearance by George Takei in their legendary roles of Captain Kirk, Commander Chekov, Captain Sulu. Before they were legends, they were cadets at the most celebrated training facility in the universe - Starfleet Academy. A vast array of missions will test your ingenuity, leadership and courage and determine if you've got what it takes to graduate first in your class.

PLAYING THE GAME

Main Menu

Go to the Start menu → Programs → Interplay → StarTrek®: Starfleet Academy™. The Main Menu is set up like a Starfleet Academy Cadet Access Computer. Once at the main screen, you have access to the following selections:

New Game: lets you start a new game.

Load Game: lets you load a previously saved game.

Missions: takes you to a selection menu where you may repeat any mission you have previously completed. As you complete missions in the game, they will be added to the list so that you can play favorite missions again.

Settings: takes you to a selection menu where you can calibrate your joystick (press "controls" then "use joystick"), select "keyboard" to customize the hot keys to make them useful to your style of play, and turn digital sound effects and music on or off (press "audio") to suit your preference. The default keyboard configuration is shown in the following diagrams.

FLIGHT CONTROLS

Accelerate (forward)	Pad 9
Stop (cancel all acceleration, stop roll)	Pad 5
Pitch up	Pad 2
Decelerate / Accelerate backwards	Pad 7
Pitch down	Pad 8
Impulse power	1-0
set power to % of maximum(1=10% 0=100%)	
Reverse speed	Shift + 1-0
set power to % of maximum(1=10% 0=100%)	
Roll left (port)	Pad 1
Roll right (starboard)	Pad 3
Turn left (port)	Pad 4
Turn right (starboard)	Pad 6

TARGETING & WEAPONS

Fire primary (phasers)	Alt
Fire secondary (photon torpedoes)	Ctrl
Launch probe (toward current target)	P
Targeting mode (auto targeting toggle)	W
Next (object)	Pad *
Next ship	Pad 0 (ins)
Previous (object)	Pad /
Previous ship	Pad . (del)
Toggle radar range	R
Disabling weapons (toggle)	F
Scan target (current)	S
Closest enemy	Pad +
Target subsystem (submenu)	V then (1-8)
Tractor target	T

COMMAND & CONTROL

Alert Status: GREEN alert	A then G
YELLOW alert	A then Y
RED alert	A then R
Ship stations	B
Bring up HOT KEY list	F1
Chat macros for net play	F5 - F8
Cloak / Decloak	C
Damage control (submenu)	D
Energy allocation (submenu)	E
Full screen / Bridge view toggle	F3
Hail (submenu)	H
Transporter	I
View objectives	O
Options menu / Back out of current screen	Esc
Cycle radar display	Tab
Zoom in	Pg Up
Zoom out	Pg Dwn
Warp	<Shift> + W

CREDITS — STAR TREK®: FEDERATION COMPILATION™

Vice President of Product Development
Trish Wright

Producers
Ronald E. Austin
Brian Christian

QUALITY ASSURANCE
Director of Quality Assurance
Chad Allison

QA Managers
Colin Totman
Steve Victory

IS/Compatibility Manager
Frank Pimentel

QA Project Supervisor
Jeremy Ray

Testers
Dan Levin
Mike Schamikow
Herschel Greenberg

IS Technicians
Bill Delk
Tom Quast

Compatibility Technicians
Louie Iturzaeta
Derek Gibbs
Ed Robles
Josh Walters

VP Marketing
Cal Morrell

Director Marketing
Debbie Howell

Marketing Manager
Bill Hamelin

CREDITS — STAR TREK®: JUDGEMENT RITES™

Executive Producer
Brian Fargo

Producer
Jacob R. Buchert III
Bruce Schlickbernd

Associate Producer
Scott Everts

Art Director
Todd Camasta

Main Programmers
Paul Allen Edelstein
Jayesh J. Patel

Set Design
Lil' Gangster Entertainment

Set Design for Light and Darkness
Frank Mandiola and Phil Hanks

Set Cleanup and Miscellaneous Props
Molly Talbot

Director 3D Imaging
Robert M. Nesler

3D Modeling and Cinematographic Sequences
Michael Packard and Thomas Glinskas

MUSIC
Conversion of STAR TREK Title Theme and additional pieces from Star Trek 25th Anniversary by
The Fat Man and Dave Govett

Additional Music Conversions by
Rick Jackson

SOUND
Digital Sound Effects
Charles Deenen and Clive Mizumoto

Sound Effects Assistance
Brian Luzietti

MT-32 Sound Effects
Rick Jackson and The Fatman

EPISODES
Federation

Written By Scott Bennie
Directed by Greg Christensen and Mark Whittlesey
Costumes and Special Effects by George Almond and Scott Bieser

Sentinel
Written by Mark O'Green
Directed by Chris De Salvo
Costumes and Special Effects by Bryon Carson and Arlene Somers

No Man's Land
Written By Scott Bennie
Directed by Chris Jones
Costumes and Special Effects by Bruce Schlickbernd, Scott Mathews, Scott Bieser, George Almond, and Todd Camasta

Light and Darkness
Written By Michael A. Stackpole
Directed By Chris DeSalvo
Costumes and Special Effects by Todd Camasta

Voids
Written by Scott Bennie
Directed by Greg Christensen and Mark Whittlesey
Costumes and Special Effects by Eddie Rainwater and Cheryl Austin

Museum Piece
Written by Mark O'Green
Directed by Wes Yanagi
Costumes and Special Effects by Bruce Schlickbernd, Scott Mathews, and George Almond

Though This be Madness
Written by Elizabeth Danforth
Directed by Wes Yanagi
Costumes and Special Effects by Eddie Rainwater, Cheryl Austin, Bryon Carson and Arlene Somers

Yet There is Method in it
Written by Elizabeth Danforth
Directed by Mark Whittlesey
Costumes and Special Effects by Scott Bieser and George Almond

Directors of Quality Assurance
Kirk Tome, Kirk Tome

Assistant Director of Quality Assurance
Rodney Relosa

Lead Tester
Floyd Grubb

Testing Crew
Dean Schulte, John Sramek, Michael Packard, William Church, Raphael Goodman, Chris Tremmel, and Vun Renich

Manual Text
Bruce Schlickbernd, Scott Everts, Scott Bennie, and Jacob R. Buchert III

Manual Design
Larry Fukuoka
FEATURING
Sonare
SOUND COMPRESSION

CREDITS — STAR TREK®: 25th ANNIVERSARY™

CD-ROM version programming
Greg Christensen

Lead Programmer
Jayesh J. Patel

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

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

Art Director
Todd J. Camasta

Model Construction
David A. Mosher

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

Additional Design
Scott Everts, Wesley Yanagi

Directors of Quality Assurance
Kirk Tome, Jacob R. Buchert III

Playtest
Jason Ferris, Scott Everts, Jeremy Airey, Fred Royal, Jason Taylor, Michael Packard, Steve Nguyen, Jay Simpson, Rodney Relosa, Chris Tremmel

Manual Text
Bruce Schlickbernd

Manual Design
Jerry Friedman • Galahad Graphics

Manual Editor
Bruce Warner

Cover Illustration
Kerry Garrison, Kirk Tome

Production Assistants
Kevin Greene, Jason Taylor

Assistant Producer
Scott Campbell

Producer Star Trek 25th Anniversary
Bruce Schlickbernd

Producer Enhanced CD-ROM version
Bill Dugan

Executive Producer
Brian Fargo

VOICE CAST

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, Computer
Robert Barron Brother Stephen
Steve Bulen Elasi Cereth, Lt. Ferris and Captain Patterson

Eddie Frierson Ensign Everts and Elasi Captain
Clynell Jackson III Vliet 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 Quetzacoatl
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, Inc. DINR Software provided by Digidesign.

CREDITS — STAR TREK®: STARFLEET ACADEMY™

Executive Producer

Alan Pavlish

Producer

Rusty Buchert

Lead Programmer

John Price

Film Director

Martin Denning

Line Producer

Trevor Snowden

Lead Designer

Floyd Grubb

AI Programming

Robert Coultrip

Lead Scriptor

Chris Holland

Lead Artist

Michael Sherak

3D Set Design

Perry Scalf

Technical Assistant

Kyle Shubel

Assistant to the Director

Elishea Borin

Paramount Liaison

Juliet Dutton

Original Story

Scott Bennie, Rusty Buchert

Screenplay

Daniel Greenberg

Additional Material

Diane Carey, Sandy Friese, Bill Bridges, Andrew Greenberg, William Maxwell, Brian Freyermuth, Steve Perrin, Karin Kearns

Interface Design

Joseph Cesario, Floyd Grubb, Tony Martin, John Price, Gabriel Valencia

Mission Designers

Scott Bennie, Brian Freyermuth, Dan Greenberg, Floyd Grubb, William Maxwell, Steve Perrin

Additional Mission Design

Chris Avellone

Additional Design

John Price, Rusty Buchert

Ship Design

Jim Martin, Perry Scalf, Michael Sherak, Mike McCarthy,

Joseph Cesario, Chris Holland, Jason Zirpolo, Brandon MacDougall

Network Programming

Gabriel Valencia, Darren Monahan

Macintosh Programming

Chris DeSalvo, Mark Murakami, Mark Murphy

GNW Programming

Timothy Cain, Tim Hume, Chris Jones,

Direct 3d Support

Paul Edelstein, Milo DiCamillo, Movie Compression,

Additional Programming, PSX Programming

James Justin, Ayo Orimoloye

Additional Programming

Chris Holland, William Lebus

Scriptors

Matthieu Camboune, Chris Giard, Charles Cuevas, Thomas French, Robert Hertenstein, William Lebus, LoQuan Seh, Ron Smith

Academy Grounds

Michael Sherak

Opening Cinematics

Storyboard, Michael Sherak, Rusty Buchert

Designed and Rendered by

Michael Sherak

Other Cinematics

Michael Sherak, Perry Scalf, Anthony Martin, Brian Thomas, Chris Regalado

COMPOSITING

Lead Composer

Adam Rote

Compositors/Rotoscope

Scott Bieser, Larry Fukuoka, David Gaines, Ulises Gerardo, Brian Giberson, Tim Holtermann, Cornelia Magas, Patrizia Scarfi, Arlene Somers, Ed Rubin

Cleanup Artists

Greg Bauman, Steven Beam, Tony "Stony" Christopher, Michael Field, Eugene Jarvis, James Lin, Jung Lee, Brian Menze, Kyle Shubel

3D Artists

Joseph Cesario, Timothy Donley, Michael Ferguson, Tim Holtermann, Brandon MacDougall,

Anthony Martin, Michael McCarthy, Chris Regalado, Adam Rote, Perry Scalf, Brian Thomas, Jason Zirpolo

Data Wrangler

Tony "Stony" Christopher

VIDEO PROCESSING

Video Processing Manager

Dan Williams

Video Capture

Bill Stoudt, Stephen Miller

Video Compression

Rusty Buchert, Jeff Jirsa

Audio Director

Charles Deenen

MUSIC — IN GAME

Composer/Conductor

Ron Jones

Music Editing

Ronald Valdez, Douglas Rappaport

Music Supervision

Brian Luzietti

Music Contractor

Bob O'Donnell

Music Mixer

Gary Lux

Music Mastering

Tom Baker

Orchestra recorded at O'Henry Studios

Mastered at FutureDisc

SOUND EFFECTS — IN GAME

Sound Design

Larry Peacock, Gregory R. Allen, Geoff Rubai

SFX Mastering

Craig Duman

SFX Supervision

Charles Deenen

MUSIC — CINEMATICS

Composer

Brian Luzietti

Music Introduction Composer

Ron Jones

Music Production

Brian Luzietti

Music recorded at Interplay Studios

SOUND EFFECTS — CINEMATICS

Supervising Sound Design and Editing

Charles Deenen,

Sound Design and Editing

Larry Peacock, Gregory R. Allen

Sound Design and Editing CGI Scenes

Geoff Rubai, Eric Lindeman

Movie Mastering

Craig Duman, Sergio Bustamante, Movie Mastering

VO/ADR

Dialog Editing

Sergio Bustamante, Douglas Rappaport, Ronald Valdez

Dialog and ADR Editing (Eight Ball Sound)

Caron Weidner

VO/ADR Mastering

Craig Duman

Game VO/ADR Mixing

Jean Smit

VO/ADR Supervision and Direction

Chris Borders

Special Voice FX

Charles Deenen, Gregory Allen

Dialog Digger

Sergio Bustamante

VO recorded at Marc Graue Studio

Recording Engineers

Julien Cook, Marc Graue

ADR Recorded at West Productions

ADR Mixer

Debbie Ruby-Winberg

Additional ADR Recorded at EFX Studios

VO Cast

Jeff Bennett, Jim Cummings, Tress MacNeille, Frank Welker, Ray Uhler, Craig Hurley

ADR Cast

Chris Cote as "McNeal" Clynell Jackson as "Vor" Steven Ralston as "Davai" Bart McCarthy as "Zashar"

FOLEY

Foley Editing and Spotting

Caron Weidner (Eight Ball Sound)

Conforming and Transfer Assistance

Sergio Bustamante

Foley Supervision

Charles Deenen

Foley Recorded at EFX Studios and West Productiond

Foley Artists

Gregg Barbaneli, Gary Marullo, Katie Rowe, Laura Macias

WALLA

Walla Design

Harry Cohen

Walla Design and Editing

Charles Deenen

Walla Editing

Gregory Allen

MIXING

Cinematics Re-Recording Mixing

Charles Deenen

Mixed at Interplay Studios in Dolby Surround™

German Dialog Mixing

Liz Shroka

Additional CGI re-recording mixer

Geoff Rubai

Additional Dialog Mixing and Layback

Jean Smit

Audio Assistance

Scott Lollar

Compression Testing

Rick Jackson

SOUND RECORDING FILM

Sound Mixer

Walt Martin

Boom

Paul Coogan

VO Engineer

Milton Chan

Sound Mixer (2nd Unit)

Charlie Kelly

Sound Supervision

Chris Borders

Additional Translation / Foreign QA

Gary Burke — German
Sylvie Nguyen — French
Eduardo Robles — Spanish
Mark Lugli — Italian

MARKETING

Director of Marketing

Sergio Schohan

Marketing Manager

Craig Owens

Assoc. Marketing Manager

Bill Hamelin

PUBLIC RELATIONS

PR Director

Kirk Green

PR Manager "Alien Bartender"

Julia Roether

Assoc. PR Manager

Monica Rae Pierce

Manager of Creative Services

Kathy Helgason

Traffic Managers

Steve Spandle, Thom Dohner

Manual

Written by Ed Dille

Additional Material

Rusty Buchert, Floyd Grubb, Steve Perrin

Manual Layout & Design

Thom Dohner, Schlieker Design

Box Art

Michael Sherak

Director of QA

Chad Allison

Asst. Director of QA

Colin Totman

Lead Tester PC

Steve Victory

Lead Tester Macintosh

Steve McLafferty

IS Technicians

Chris Peak, Aaron Meyers, Bill Delk

Macintosh IS Technician

Steve Cabiness

Testers

Stephen Bokkes, Adam Chaney, Charles Crail, Jim Dodds, Matthew Golembiewski, Savina Greene, John Kramer, Michael Krueger, Dany Martinez, Sammy Matsushima, Amy Mitchell, Matthew Murakami, Amy Presnell, Dennis Presnell, Kaycee Vardamen, Ed Robles, Chad Nicholas, Matthew Rhoades, Frank Pimentel, Matthew Kaupa, Thomas Quast, David Parkyn

Customer Service / Tech Support Manager

Hilleri Abel

Customer Service

Arlene Barrantes, Rebecca Bryan, Chery Raymond, Kori Rosenkranz, Erin Smith, Yasmin Vazquez

Technical Support

Matthew Byrne, Paul Dew, Gunner Christensen, Brennan Easlick, Thomas Gardner, Mark Linn, Rafael Lopez, Jennifer Purcaro, Brian Quilter, Richard Sanford, Rusty Treadway, Alton Tuttle

Casting by

Martin Denning, Elishea Borin & Sheila Manning and Associates

CAST

William Shatner

Captain Kirk

Walter Koenig

Commander Chekov

George Takei

Captain Sulu

Peter Kluge

David Forester

Brett Donowho

Sturek

Chris Weeks

Rotherot

Julianna Robinson

Vanda M'Gila

Patricia Skeriotis

Jana Akton

Allan Lewis

Geoff Corin

Chuck Beyer

Robin Brady

Pete Flanders

Frank Malan

Leslie Danon

Faith Gage

Christopher Carroll

Vanguard Spokesperson

Christal Chacon

Darvi Zora

George Clifton

Dukret

Tom Farrell

Caldoss

Jodie Fisher-Coady

Telepath

Joseph Hardin

Toracles Varo/Konovin

Kelly Kidneigh

Anne Trava/ Shantur Tenek

Daamen Krall

Thomas Horn/Marcaï Mav

Carl Lamb

Jason Royce/Durka/ M5K / (voice-over)

Bob Langenboucher

News caster

Rodger Larue

Jacob McNeil

Ming Lo

Hseih

Shana Lynch

Allison Morel

Cameo Martine

Jessie Owens

Dominic Oliver

Shulaman/Var

Christina Parsa

Maggie Horn

Joseph Pilato

Emdervoss/Klingon Spokesperson

Jamieson Price

John Tarkinton/Marqa

Stephanie Richards

Francis Neill

Don Short

Jonathan Davies/Velur

Steve Stevens Jr.

Derek Brentwood/Davat

Rob Sullivan

Tharos Greenly

Christopher Thomas

Alshoff

Cece Tsou

Jasmine Lee

Ray Young

Mark Grear/Kumas

CAMERA

Director of Photography

(1st Unit)

Christopher J. Nibley

Assistant Camera

Jim Dunn

Director of Photography

(2nd Unit)

Andy Sabkovitch

VTR Engineer (1st Unit)

John Palacio

FILM EDITING

Editor

Bill Dornisch

1st Assistant Editor

Johnny Wilson

2nd Assistant Editor

Bob Schulz

LIGHTING

Gaffer

Bob Fisher

Best Boy

Lou Rogers

Set Tech

Lydia Hollifield

Key Grip (1st Unit)

Mark Ganbino

2nd Grip

Danny Jimenez

3rd Grip

Michael Jimenez

Gaffer (2nd Unit)

Robin Banando

Key Grip (2nd Unit)

Steve Litt

Swing

Mike Law

ART DEPARTMENT

Carpenter

Sean Frazer

Art Assistant

Anna Streczyn

Prop Master

Mike Haase

Props Assistant

Jimmy Stewart

PRODUCTION

Director (2nd Unit)

Stu Berg

UPM

Pete Van Law

2nd AD/Production

Manager

Antonia Holt

Coordinator (1st Unit)

Ellie Wylie

Coordinator (2nd Unit)

Jon Harding

Talent Coordinator

Dylan Del Guercio

1st AD (1st Unit)

Scott Luhrsens

1st AD (2nd Unit)

Bob Wollin

Script Super (1st Unit)

Lexxie Cariste

Script Super (2nd Unit)

Marta Brennan

Production Assistants

Digby Cottrell, Pico Garcia, Jamie Heckman, Victor Casillas, Sean Parker, Antonio Pineda

SUPPORT SERVICES

Cameras

Plus 8

Film Production Company

Western Branch Productions

Dolly Rentals

J. L. Fisher

Payroll

Entertainment Partners, Payday

Production Supplies

Raleigh Studios

Rehearsal Space

Alley Kat Studios

Star Trailers

Movie Movers

Additional Video Editing

Orange County Post

Additional Compositing

Post Logic

Trucking

Budget

Limosine

B. L. S.

Laundry

Sunset

Teleprompter

Jim Estochin, Pat Rivera,

Lynn Greenberg

Extras/Stand-ins

Luis Beckford, Tulsy Ball, Matt Corboy, Eric Ford, Erica Gardner, Meg Harvey, Mark Irvingsen, Todd Justice, Jack Licursi, Ray Mann, Drew Marks, Shane Nickersen, Benito Paje, Michael Papadol, Christina Parsa, Amalia Solberg, Shay Todd, Breck White

WARDROBE

Wardrobe Mistress

Angela Billows

Wardrobe Assistant

Ricci Fournier

STYLISTS

Paramount Hair

Josee Normand

Head Hair Stylist

Colette Slattery

Assistant Hair

Diana Salazar, Shana Fruman

Hairstylist (2nd Unit)

Yvonne Depatis-Kupka Key

Hairstylist

Michelle Cooper

Stylist Assistants

Natasha Rizopoulos,

Heather Hoffman

MAKE-UP

Head Supervisor

Michael Westmore- Paramount

Key Make-up

Charlie Blackman

2nd Make-up

James MacKinnon

Make-up Assistant

Tom Supernant

3rd Make-up

Coleen Mulrone

4th Make-up

Steve Katlenn

Legal Services

Keven Baxter, Lisa Latham

CATERING

Craft Service (1st Unit)

Victoria Patti

Craft Service (2nd Unit)

Jess Del Gado

Lunch

Eva Parkinson

Craft Service (2nd Unit)

Ed Da Silva

INTERNATIONAL/ LOCALISATION

International Product

Manager

Julian Ridley

International Support

Coord.

Greg Bauman

UK Support Coordinator

Neil McKenna

UK Production

Verbatim Localisations

Coordination

Brian Creese

Production

Becky Simmons

Translation

Mapi Lucchesi

PA

Tessa Darbourne,

Dominique Barnes

Sound Engineers

Malcolm Beatty,

Graham Pickford

Audio Recording Services

Wild Tracks Audio

SPECIAL THANKS TO:

Adobe Corp. for Coda
AfterEffects, 4D Vision for Digital Fusion, Newtek for Lightwave, Scott Everts, Merri Howard & the Voyager team, Suzie, Domnick, Harry Lang at Viacom Consumer Products, Dan Curry, Mike Prohaska, Pierre Debs, Judith Weston, Chuck Camps and his team, Feargus Urquhart and the TSR Division, Matt Findley and VR Sports, David Riordan and Tribal Dreams, Restaurants on the Run, Caffeine, and the friends and families of everyone involved in this marathon.

In Memory of Bill Dornisch

1931 - 1997

TECHNICAL SUPPORT

TROUBLESHOOTING DOCUMENTS ONLINE!

Interplay Productions Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have access to the World Wide Web, you can find these at

<http://www.interplay.com/support/>

Here you will find troubleshooting information on as well as information on regular system maintenance and performance.

DirectX <http://www.interplay.com/support/directx/>

Joysticks <http://www.interplay.com/support/joystick/>

Modems and Networks <http://www.interplay.com/support/modem/>

(For game-specific information and additional troubleshooting, visit our main page at <http://www.interplay.com>)

If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions:

<http://www.interplay.com/support/>

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- Title of Game
- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM-5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line. You must call Interplay's HINT Line for hints, tips, or codes at 1-900-370-PLAY (1-900-451-6869 \$1.25 in Canada only). You must be 18 years +, have a touch-tone phone, and the cost is \$0.95 per minute. Hints for Star Trek®: Judgement Rites™, Star Trek®: 25th Anniversary™, and Star Trek®: Starfleet Academy™ Cadet Briefing are available on this line.

Interplay Productions Support Fax: (949) 252-2820
Interplay Productions Technical Support
16815 Von Karman Avenue
Irvine, CA 92606

HOW TO REACH US ONLINE

INTERNET E-MAIL: support@interplay.com
WORLD WIDE WEB: <http://www.interplay.com>
FTP: <ftp.interplay.com>

INTERPLAY LIMITED 90-DAY WARRANTY

Interplay warrants to the original purchaser of this Interplay Productions™ product that the compact disc or floppy disk(s) 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 compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay 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 the date of purchase. This warranty is limited to the compact disc or

floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

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