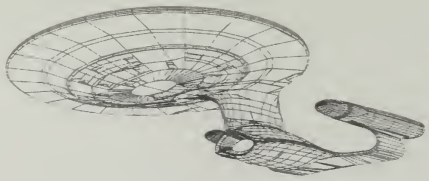
STAR TREK
THE NEXT GENERATION®

"A Final Unity™"



REFERENCE MANUAL

Spectrum HoloByte



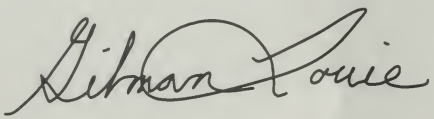
A WORD ABOUT THIS GAME

We would like to thank you for purchasing one of our products. Please remember that the developers of this product are relying on you not to give away copies to others. They have spent a lot of time, effort and money to bring this software to you, and are depending solely upon royalties from sales in order to make a living. Your purchase will allow them to invest the time and energy necessary to produce additional high quality software in the future.

We are committed to providing products for you that are of the highest quality and value. If you have questions concerning any of our software, or if there are additional programs that you would like to see developed, please contact us at:

Spectrum HoloByte
2490 Mariner Square Loop
Alameda, CA 94501
(510)522-1164
(510)522-9357 Fax

America Online: S HOLOBYTE
CompuServe: 76004,2144
GEnie: HOLOBYTE
Internet: startrek@holobyte.com
BBS: (510)522-8909



Gilman G. Louie

Spectrum HoloByte, Inc.

STAR TREK
THE NEXT GENERATION®

"A Final Unity"™



REFERENCE MANUAL

Spectrum HoloByte

™, ® & © 1995 Paramount Pictures. All Rights Reserved. Underlying computer code and manual © 1995 Spectrum HoloByte, Inc. Star Trek main title music by A. Courage and J. Goldsmith. © Bruin Music Company and Ensign Music Corp. International rights secured. Not for broadcast transmission. All rights reserved. Featuring SoftVideo © full motion video codec from TMM, Inc. Incorporates the Sound Retrieval System (SRS).

STAR TREK: THE NEXT GENERATION is a registered trademark of Paramount Pictures. Spectrum HoloByte is an Authorized User. Spectrum HoloByte is a registered trademark of Spectrum HoloByte, Inc. SoftVideo is a registered trademark of TMM, Inc. SOUND RETRIEVAL SYSTEM and SRS are registered trademarks of SRS Labs, Inc. All other trademarks are the property of their respective holders.

Printed in the United States of America, April 1995
10 9 8 7 6 5 4 3 2 1

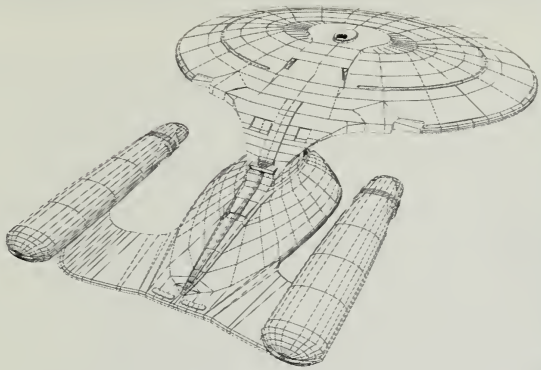


TABLE OF CONTENTS

Chapter 1: Space, the Final Frontier... 1

Before You Begin ... 2

Game Overview ... 2

Things to Do on the Starship Enterprise ... 2

Things to Do on an Away Team Mission ... 3

Chapter 2: Welcome Aboard, Captain ... 5

The Mission So Far... 5

Bridge Conversations ... 5

Viewscreen Conversations ... 6

Crew Advice ... 7

Starfleet Command ... 7

Space Combat ... 7

Interstellar Navigation ... 8

Conference Lounge Visitors ... 8

Chapter 3: The RGCD (Game Settings) ... 9

Difficulty Levels and Saved Games ... 9

Saving and Loading a Game ... 10

Exiting the Game ... 10

Adjusting Sound and Music Volume ... 10

Voices/Effects ... 11

Music/Background ... 11

Changing Difficulty Levels ... 11

Displaying Conversation Text ... 11

Resuming the Game ... 11

TABLE OF CONTENTS

Chapter 4: The Bridge 13
Bridge Functions Overview 13
Crew Advice 14
Bridge Control Strip 14
The RGCD 14
Recent Conversations 14
Trip Information 14
Astrogation Log 14
Viewscreen 14

Chapter 5: Comms/Conference Lounge 15
Opening Hailing Frequencies (Comms) 15
Conferring With U.S.S. Enterprise Visitors (Conference Lounge) 16

Chapter 6: Astrogation (Conn) 17
Initiating Interstellar Travel 17
The Coordinate System 18
Astrogation Window 18
Rotation Controls 19
View Controls 19
Coordinate Input Display 20
Current Location Display 20
Viewing Planetary Information (See Info) 20
Navigation Block View Information 21
Sector View Information 21
Star System View Information 21
Setting Course and Speed (Course) 21
Warp Controls 21
Impulse Controls 22
Engage and Disengage Buttons 22
Displaying Sector Status (Display) 22
Beginning a Journey 23
1. Choose a Destination Sector 23
2. Choose a Star System 23
3. Choose a Planet, Moon, Starbase or Outpost 24
4. Input Travel Speed 24
5. Engage 24
Docking at a Starbase 24
Exiting Astrogation 24

Chapter 7: Computer (Ops) 25
Accessing Technical Information 25
Using the Computer 26
Exiting the Computer 27

Chapter 8: Tactical 29
Defending the U.S.S. Enterprise From Attack 29
Tactical Station Overview 30
Battle Window 30
Combat Display 31
Bridge/Hail Button 32
Delegating Tactical Control 32
Executing Tactical Maneuvers 32
Weapons Fire 33
Tactical Readouts 34
Phasers 35
Torpedoes 36
Damage 37
Conn 38
Tactics 39
Sensors 40
Controlling Navigation and Weapons 40
Piloting the U.S.S. Enterprise 41
Firing Weapons 42
Other Keyboard Commands 42

Chapter 9: Engineering 43
Adjusting Repair and Power Levels 43
Engineering Overview 44
Total Power Display 44
U.S.S. Enterprise Views 45
System Display 45
Bridge/Hail Button 45
Delegating Engineering Control 46
Setting Repair/Power Levels 46
Engineering Systems 47
Power 47
Weapons 48
Shields 48
Sensors 49
Other 49

TABLE OF CONTENTS

Chapter 10: Turbolift/Holodeck 51
Entering Other Areas of the Ship (Turbolift) 51
Viewing Mission Films (Holodeck) 52

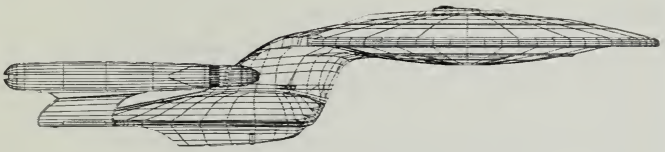
Chapter 11: Transporter 53
Preparing Away Teams 53
Assigning Away Team Personnel 54
Equipping the Away Team 54
Scanning for Beam-Down Points 55
Beaming Down 55
Leaving the Transporter 55

Chapter 12: Away Team Missions 57
Interpreting the Main Screen 57
Selecting a Crew Member to Direct 58
Action Selection 59
Looking at Things (Look Action) 59
Communicating (Talk Action) 59
Manipulating Objects (Use/Give/Get Action) 59
Walking to Locations (Walk Action) 60
Ending an Away Team Mission 60
Inventory 60
Phaser Settings 60

Appendices 61
Appendix A: Equipment 61
Phaser (Type II) 61
Standard Tricorder 62
Medical Tricorder 63
Medical Kit 63
Appendix B: U.S.S. Enterprise Command Crew 64
Captain Jean-Luc Picard 64
Commander William T. Riker 64
Lieutenant Commander Data 64
Lieutenant Commander Geordi La Forge 65
Lieutenant Worf 65
Counselor Deanna Troi 65
Dr. Beverly Crusher 65
Ensign Nils Carlstrom 66
Ensign Tamara Butler 66

Credits 67

Customer Support 73



SPACE, THE FINAL FRONTIER...

1

These are the voyages of the Starship Enterprise, its continuing mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no one has gone before.

Welcome to the 24th century! You are about to embark on an adventure, full of intrigue and not a little danger. With the help of your crew on the Starship Enterprise™–Picard,™ Riker,™ Worf,™ Data,™ La Forge,™ Crusher™ and Troi™–you will unravel an intergalactic mystery that spans millennia.

Star Trek: The Next Generation "A Final Unity" is an interactive experience unlike any other. In this game, you can command any of the seven major characters independently of each other. All the characters have their own skills and will behave based on their individual personalities. Much like the television show, the game is centered around the characters' conversations with each other and various lifeforms. These conversations are key to the interweaving of the detailed story line.

Throughout the game, you will be travelling to faraway worlds and encountering unique alien species. You may even engage in combat and experience unforeseen events. Keep your eyes and ears open as the plot unfolds and get ready for the adventure of a lifetime!

Captain, you have the Bridge.

BEFORE YOU BEGIN

If you have not yet read the Installation and Loading Guide booklet included in the box, take it out and follow the installation procedure. This will get you up and running.

If you have any questions about the installation process, the system requirements or any hardware conflicts, see the "Troubleshooting" section at the end of the Installation and Loading Guide.

GAME OVERVIEW

For many of you, this will be your first experience with an adventure game. This part of the book is for you. We won't give any secrets away here, but we will give you a little push in the right direction.

If you'd like brief descriptions of the main characters in *Star Trek: The Next Generation "A Final Unity,"* see Appendix B: U.S.S. Enterprise Command Crew.

THINGS TO DO ON THE STARSHIP ENTERPRISE

At the beginning of the game and after every Away Team mission, you will be brought to the Bridge of the Starship Enterprise. The Bridge is the central hub of all activity on the U.S.S. Enterprise. From here, you can access any of the different locations on the ship.



For immediate information, you can seek advice from a member of the Bridge crew (see "Crew Advice" in Chapter 4: The Bridge).

If you need an update on your mission status, you can hail Starfleet Command. Additionally, you can talk to an onboard guest (if any) in the Conference Lounge (both are described in Chapter 5: Comms/Conference Lounge).

THINGS TO DO ON AN AWAY TEAM MISSION

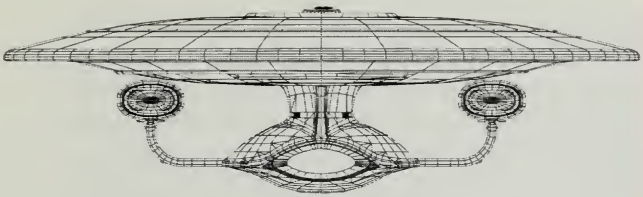
You can assign up to four crew members on an Away Team mission. When you beam down to a location, you will usually be searching for information and talking to local inhabitants.



When on a planet or other location, make sure to look at everything in your immediate area (see "Looking at Things (Look Action)" in Chapter 12: Away Team Missions). Remember also that each crew member may provide different information about the object viewed.

Get as much information as you can from everyone you meet. This may require talking to a being more than once (see "Communicating (Talk Action)" in Chapter 12: Away Team Missions). As with looking at objects, different crew members may have different conversations with the same person.

You can get advice by talking to other members of the Away Team. Generally, they will offer suggestions about a situation on their own (depending on the difficulty level–see Chapter 3: The RGCD (Game Settings)), but you can ask them for their input.



WELCOME ABOARD, CAPTAIN

2

Your first encounter finds you on the border of the Romulan™ Neutral Zone in a face-to-face confrontation with a hostile alien vessel. This section will provide an overview of the Starship Enterprise and may provide some insights on dealing with the dilemma at hand.

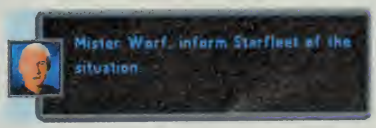
THE MISSION SO FAR...

The U.S.S. Enterprise has responded to a distress call on the border of the Romulan Neutral Zone. After arriving at the distress call location, you find a small Garidian scout ship pushing its engines to the limit in an attempt to escape an unseen pursuer. When they notice your arrival, they send a garbled transmission saying they are fleeing and that they seek political asylum. Eventually, their engines shut down and they begin to drift.

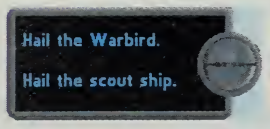
Suddenly, you discover why these Garidians risked their lives. A Garidian Warbird unexpectedly materializes right next to the scout ship. In a terse hail, their captain warns you not to interfere in Garidian politics and then cuts off transmission. The Warbird then locks a tractor beam on the scout ship and begins pulling them in. Captain Picard issues a red alert...

BRIDGE CONVERSATIONS

Once on the Bridge, you will enter into a conversation between members of the Bridge crew. If you chose to display conversation text on screen (as an option during the installation process), you will need to click the left mouse button each time after a person



speaks. This will remove the dialogue text and continue the conversation. (You can see who's talking by the person's image just to the left of the dialog box.)



During a conversation, you have the ability to make your own choices. (You can tell that it is your turn to speak when there is no face to the left of the dialog box and the right side contains an up/down scroll arrow.) To choose what to say, simply move your cursor to the text you want to say and the dialogue choice will highlight in white. Click the mouse button on what you want to say. (To review the conversation before making a choice, press the Backspace key.)

If any conversation dialog box is obscuring your view of the screen, you can move it by clicking on the box's border and dragging it to a different location.

VIEWSCREEN CONVERSATIONS

Occasionally, you will hail or be hailed by another vessel or planet. These conversations take place on the viewscreen. These conversations are handled just like a Bridge conversation, except that any text choices you have to make appear in a window just below the viewscreen. You will need to use the up and down arrows (on the bottom right) to scroll through the list of choices.



PREVIOUS CONVERSATIONS

The last 10 Bridge and viewscreen conversations are stored for review. To view the text of the dialogue, select the Recent Conversations icon just below the Bridge (or press the ? key). You can then choose which conversation to view.



Recent Conversations

CREW ADVICE

There may be times that you are on the Bridge, but aren't sure what to do next. One useful thing you can do is ask members of the Bridge crew for advice. Hopefully, they will be able to offer some suggestions to point you in the right direction.

To ask for advice, click on the appropriate crew member on the Bridge. If they don't have any suggestions at the time, they'll let you know.

STARFLEET COMMAND



For additional information, you can contact Starfleet Command. They will evaluate your current performance and provide a summary of your current orders. They are also available to update the situation in your immediate area. There also may be specific Starfleet personnel you can contact whose names will appear on the Comms list.

To communicate with Starfleet Command or other people outside the Starship Enterprise, select Comms from the Bridge. This brings up the Comms list which contains Starfleet personnel to talk to and other beings you have contact with. All Starfleet conversations take place on the viewscreen (described under "Viewscreen Conversations" earlier). To end your viewscreen conversation, choose the "Picard out" selection on the communication choice list.

SPACE COMBAT

Occasionally, you may be thrust into a combat situation. You will be immediately brought to Tactical where you can take charge of the combat decisions. The first time you enter Tactical, Lieutenant Worf will have control of all tactical decisions. This way, you can simply watch the engagement without having to worry about making any tactical errors. However, once you think you can handle the pressure, feel free to turn Delegate off and jump into the fray.



You can enter Tactical in one of two ways: through the Tactical station on the Bridge or when a conversation turns into a combat situation.

For complete details on the Tactical station and combat situations, see Chapter 8: Tactical.



INTERSTELLAR NAVIGATION

Throughout your adventures, you will be instructed to travel to different parts of the galaxy. Coordinates to these locations will be downloaded to the ship's computer. Additionally, if you are given an assignment from Starfleet or set a course through a conversation, you will be immediately brought to the Astrogation station. Your preprogrammed course will already be laid in.

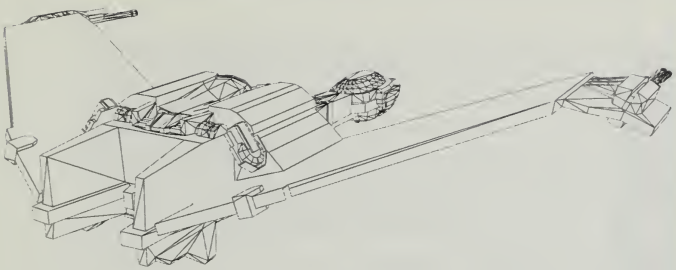
Astrogation can be accessed in a number of different methods: by clicking on the Bridge's Astrogation Log, selecting the Astrogation station on the Bridge or if a conversation directs you to a destination. Once at Astrogation with your course already laid in, simply press the Engage button to warp to your destination.

CONFERENCE LOUNGE VISITORS

The Conference Lounge is where you will talk to visitors aboard the ship. Visitors may have valuable information that can help you on your current mission.

To talk to someone in the Conference Lounge, select the doors on the left side of the Bridge. This will bring up a list of visitors to talk to. Select a name to start a conversation.





THE RGCD (GAME SETTINGS)

3

DIFFICULTY LEVELS AND SAVED GAMES

The RGCD (Remote Game Control Device) is an instrument primarily used for saving and loading games. Other functions of the RGCD include the ability to adjust the sound and music levels, the selection of a difficulty play level and the option to turn the conversation display text on or off.

If you have previously saved a game, the RGCD will appear when the game loads.



RGCDs can be found in the lower left-hand corner of the Bridge and Away Team mission screens. Simply click on the RGCD icon to bring up its controls.

THE RGCD (GAME SETTINGS)



SAVING AND LOADING A GAME

The RGCD can be used to save and load games in progress. It is highly recommended that you save your game periodically in case you make a mistake and need to backtrack. It also helps when you need to exit the game and want to return to your previous position.

LOADING A GAME

Load brings up a list of previously saved games, from which you can choose one to continue. (You can store up to nine games in progress.)

SAVING A GAME

Save stores the current game. Press [Backspace] to remove the current name and type in your own title up to a maximum of 30 characters. When you have finished typing the name of the saved game, hit [↵Enter] to save your game.

CANCELLING A LOAD OR SAVE

If you selected Load or Save and change your mind, you can hit the Cancel button. This is also useful so you don't accidentally overwrite a saved game you want to keep.

BEGINNING A NEW GAME

New starts the current game over from the beginning. As with the Quit button, you will be prompted to confirm this choice.

EXITING THE GAME

Quit is used when you wish to exit your current game and return to DOS. You must confirm your selection to exit.

ADJUSTING SOUND AND MUSIC VOLUME

The Sound Levels button in the lower portion of the RGCD will bring up a pair of adjustable bars for controlling the volume levels of both sound and music. (All settings will be automatically saved for future use.)

To adjust the volume levels, click your mouse once on the bar at whatever level you wish the volume to be. The higher on the bar you click, the louder the volume will be.



VOICES/EFFECTS
The left bar changes the volume of the characters' voices and the sound effects.

MUSIC/BACKGROUND
The right bar adjusts the volume of the music and background ambiance.

CHANGING DIFFICULTY LEVELS
Just to the left of the Sound Levels option, the Difficulty setting allows you to play the game at one of three different skill levels: Ensign (the easiest setting), Lieutenant (the middle setting) or Captain (the hardest setting). Difficulty levels can only be changed when on the Enterprise.

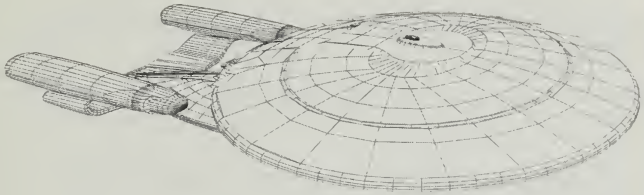
ENSIGN
On Ensign difficulty level, Away Team members will always offer advice on Away Team missions. In addition, optimal Away Team personnel and equipment will be automatically chosen and then beamed down.

LIEUTENANT
When Lieutenant level is chosen, Away Team members will not automatically provide advice–you must ask them for it. Optimal personnel and equipment will automatically be assigned, but you have the option to change crew or equipment.

CAPTAIN
As with Lieutenant level, Captain level provides no advice on Away Team missions unless you ask a member of the Away Team. This difficulty level also makes you choose your own personnel and equipment for each Away Team mission.

DISPLAYING CONVERSATION TEXT
The Text button (just below the Sound Levels button) toggles the text of onscreen conversations on or off. If you set Text to Off, you will not be shown any onscreen conversation text. Regardless of whether you choose Text On or Off, you will always see a list of conversation questions or responses.

RESUMING THE GAME
Pressing the Resume button will return you to the game.



THE BRIDGE

4

BRIDGE FUNCTIONS OVERVIEW

The Bridge is the command and control center of the Starship Enterprise. From here, all the major decisions are made that affect the ship and her crew.



When you move your cursor over an active area of the Bridge, the name of that area will appear in the small window in the lower right-hand corner of the screen. The Bridge screen is divided into the Bridge Main Screen and the Bridge Control Strip.

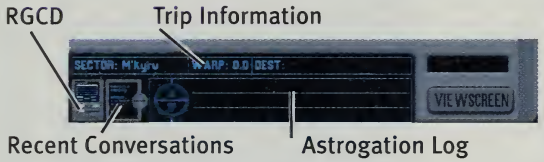
Bridge Main contains all the important Bridge functions, crew advice and a Turbolift to access other areas of the ship. Functions on Bridge Main include the Comms station, the

Computer station, the Astrogation station, the Tactical station and the Conference Lounge. Each of these is described in later chapters.

When an Away Team returns from a mission, you will return to the Bridge.

CREW ADVICE

Clicking on any member of the Bridge crew asks them for their opinion. When asked, they may provide suggestions and feedback about the current situation.



BRIDGE CONTROL STRIP

The Bridge Control Strip displays the RGCD, an area for reviewing the most recent conversations, a compact Trip Information box, an Astrogation Log for monitoring arrivals and departures, and a Viewscreen button.

THE RGCD

Click on this to bring up the RGCD as described previously in Chapter 3: The RGCD (Game Settings).

RECENT CONVERSATIONS

Selecting the Recent Conversations icon brings up a list of the last 10 conversations that took place through Comms, the viewscreen or on the Bridge. Select one of them to display the text of that conversation.

TRIP INFORMATION

The long box above most of the Control Strip is the Trip Information box. On the left, it displays the current sector where the U.S.S. Enterprise is located. If the ship is en route to a destination, the current warp speed is shown as well as the destination sector. While in transit, the current sector will change as it passes through various sectors.

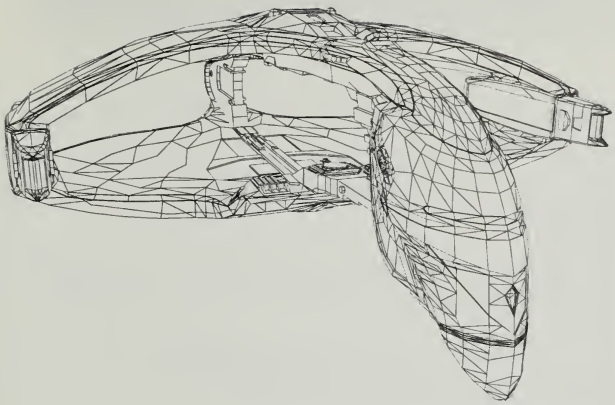
ASTROGATION LOG

In the center of the Bridge Control Strip is the Astrogation Log. Whenever the ship engages to a location, that destination will be recorded here. Use the up and down arrows to the left of the list to view all plotted destinations.

By clicking on one of the log's locations, you will be brought to Astrogation. The coordinates for your selected location will already be set and ready to go. Then, you can simply click on the Engage button to begin travelling to that location.

VIEWSCREEN

The Viewscreen button allows you to look at the main viewscreen. Here, you can see any object in front of the ship or watch as the ship travels to its destination. You can return to the Bridge by pressing the Bridge button.



COMMS/ CONFERENCE LOUNGE

5

Ship communications take two different forms: hailing someone from the Bridge (using the Comms station) and meeting with visitors in the Conference Lounge.

OPENING HAILING FREQUENCIES (COMMS)

The Comms station is used to hail a nearby ship, planet or station. It can also be used to hail Starfleet or one of its officers. The receiving party may choose to accept or ignore your hail. You can also choose to receive a hail or ignore it altogether.



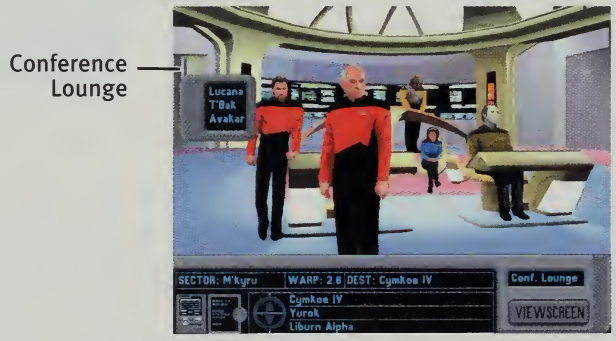
Open hailing frequencies by clicking Picard's communicator pin. This will bring up a dialog box with a short list of people or groups to communicate with. Select one of these, or click outside this box to exit. Once communications are established, you will be brought to the viewscreen.

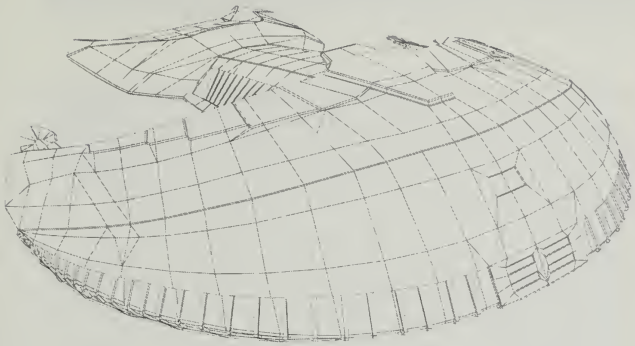
When someone attempts to hail the ship, a dialog box will immediately appear on screen. You can often choose to accept or reject the hail attempt.

CONFERRING WITH U.S.S. ENTERPRISE VISITORS (CONFERENCE LOUNGE)

You can find the Conference Lounge on the left-hand side of the Bridge. The Conference Lounge is used to talk with visiting dignitaries or other non-Starfleet personnel who may be on board the U.S.S. Enterprise.

If you click on the Conference Lounge doors, you will be presented with a list of guest names. Select a name from this list and you will talk to that person.





ASTROGATION (CONN)

6

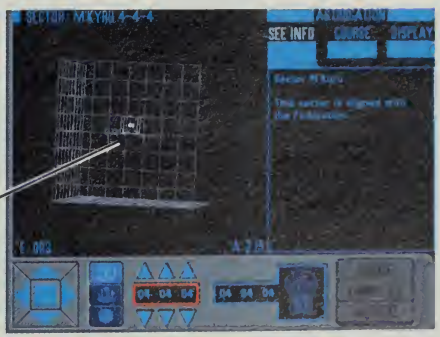
INITIATING INTERSTELLAR TRAVEL

The Astrogation station is primarily used to plot the course of the Starship Enterprise. This station also acts as a galactic star chart and information center about the various systems and planets in the Kridnar Navigation Block.

To travel, you must understand Astrogation's coordinate system. Once destination coordinates are entered into the astrogation computer, you have the choice of impulse power (for intrasystem travel) or warp power (to travel between systems). To manually set a course, see "Beginning a Journey" later in this chapter.

Another Astrogation option is to view information on already charted sectors, star systems and planets. Once one of these is selected, the classification and a brief description of the planet or system can be displayed along with the sector's political alignment. If a planet or star system is not charted, the only way to gain information on it is to travel to that location.

Finally, Astrogation can be used to travel to a Starbase for repairs and reloading of photon torpedoes.



Astrogation Window

Many times, a conversation will automatically bring you to the Astrogation station. When this happens, your coordinates and warp speed are already laid into the computer. You can then simply press the Engage button to travel to your destination. If you choose not to travel immediately to that location, the Astrogation Log on the Bridge will still record this potential destination.

(You will also go to Astrogation if you click a destination on the Astrogation Log from the Bridge. See Chapter 4: The Bridge for more information.)

THE COORDINATE SYSTEM

The first thing one must understand before beginning a journey is the astrogation coordinate system. Basic astrogation terms are the sector, star zone and star system.

SECTORS

The Navigation Block is an area containing 512 sectors arranged in an 8x8x8 grid. Each sector location is labelled by a series of three two-digit numbers from 00 to 07. (For example, the M'kyru sector can be found at sector coordinates 04-04-04.)

STAR ZONES

Every sector is then divided up into star zones. A sector contains 8,000 star zone coordinates arranged in a 20x20x20 grid. Although this seems overwhelming, only a handful of star zones in each sector contain a star system. Each star system location is labelled by a series of three two-digit numbers from 00 to 19. (For example, the M'kyru Beta star system is at sector 04-04-04, star zone 06-13-18.)

STAR SYSTEMS

An occupied star zone is known as a star system. Star systems contain some sort of galactic phenomenon such as a sun (with or without orbiting planets), asteroid belt, Starbase or Outpost.

ASTROGATION WINDOW

The Astrogation Window is the large area on the left side of the Astrogation screen. Three kinds of coordinate information can be displayed here: a complete overview of the Kridnar Navigation Block, characteristics of an individual sector or components of any selected star system. At the top of the Astrogation Window, you can find the name and coordinates of the currently selected sector.

A number of controls and displays determine what type of information is displayed in the Astrogation Window. These include the Rotation Controls, View Controls, Coordinate Input Display and Current Location Display.



ROTATION CONTROLS

The group of five buttons in the lower left-hand corner of the Astrogation screen are the Rotation Controls.

When double-clicked, the up, down, left and right buttons manipulate the spin direction of the navigation block (in Navigation Block View) or the current sector (in Sector View).

A single click on one of these four direction buttons stops the rotation.

With one click, the center button stops all rotational movement. But when the current view is stopped, the center button resets the view.



VIEW CONTROLS

The three iconic buttons to the right of the Rotation Controls are the View Controls. Each view is a form of magnification level.

NAVIGATION BLOCK VIEW

The first view button is the Navigation Block View. This displays a large box in the Astrogation Window that represents the entire Kridnar Navigation Block. In this view, your current sector is marked by a gray box with numbered sector coordinates adjacent to it.



SECTOR VIEW

When Sector View (the middle button) is chosen, an enlargement of the current sector is displayed. This will show an overview of all star zones. As mentioned earlier, not all star zones are occupied. If the Starship Enterprise is in the sector being viewed, an icon representing the Enterprise will be shown along with any galactic phenomena.



STAR SYSTEM VIEW

If an occupied star zone (known as a star system) is selected, choosing Star System View (the bottom view button) will display an iconic representation of that star system. The message "No Planets" will appear if there are no suns, planets, Starbases or astronomical phenomena (ion storms, black holes, etc.) in the selected star system.





COORDINATE INPUT DISPLAY

When you are selecting a sector or star system to view, you can either use the mouse to click directly on the Astrogation Window or use the Coordinate Input Display. The up arrows increase the sector (or star zone) coordinate, while the down arrows decrease the sector (or star zone) coordinate.

Remember that if you are in Navigation Block View, coordinate numbers have a range from 00 to 07, but when you are in Sector View, the coordinates range from 00 to 19.

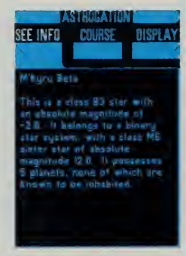
CURRENT LOCATION DISPLAY

The coordinate display with a diagram of the Starship Enterprise is the Current Location Display. This shows the exact sector or star zone where the Enterprise is located. (It will display sector coordinates or star zone coordinates depending on whether Navigation Block View or Sector View is selected.)



VIEWING PLANETARY INFORMATION (SEE INFO)

As mentioned earlier, you can also get information on an individual planetary body in a sector. Each of the three views shows different information.



Before any information can be viewed, a sector coordinate must be chosen from the Coordinate Input Display. In Sector and Star System Views, you'll need to select a celestial body or planet respectively. Once these two things have been accomplished and you are in the view of your choice, select the See Info button from the upper right-hand side of the screen.

NAVIGATION BLOCK VIEW INFORMATION

The Navigation Block information gives you a basic overview of each sector–the area of space where it can be found and whose political alignment the sector is under.

SECTOR VIEW INFORMATION

In Sector View, you can see information on star systems, Starbases and other galactic objects in a specific sector. If you click on a galactic object, this window will display some information including whether or not it has been explored.

STAR SYSTEM VIEW INFORMATION

Star System View information is much more detailed than data gathered in Sector View. Click on a planet, moon or other body to display specific information.

SETTING COURSE AND SPEED (COURSE)

The Course button in the upper right-hand side of the screen contains the warp and impulse drive controls as well as the Engage and Disengage buttons. These are the primary controls for controlling the speed of the ship as it travels through space.



WARP CONTROLS

Warp speed is used for intersystem travel (that is, from one sector of the navigation block to another). The speed ranges from 1.0 (minimum warp speed) to 9.9 (maximum warp speed). If the ship is not capable of the requested speed, Lieutenant Commander La Forge will inform you of the problem and set the warp to the maximum capable speed.

To select a warp speed, click on the Warp button and then use the up and down arrows to the right of it to increase or decrease the speed respectively. (You will need to hit the Engage button to bring the ship to your selected speed.)

IMPULSE CONTROLS

The impulse drives are used for navigation within a particular star system. Impulse speed is slower than light, so the ship will not reach warp speed. The range of impulse speed goes from 10% (minimum impulse power) to 100% (maximum impulse power).

To adjust impulse speed, click on the Impulse button and then use the up and down arrows to the left of it to raise or lower the speed. (You will need to hit the Engage button to bring the Enterprise to your selected speed.)

ENGAGE AND DISENGAGE BUTTONS

Once you have set a warp or impulse speed, the Engage button will fire up the respective engines and the ship will begin to move. The Disengage button will bring the ship to a full stop. Selecting the Engage button immediately after choosing Disengage (but without changing your destination) will restart the ship on its original course.

DISPLAYING SECTOR STATUS (DISPLAY)

In addition to specific information about a planet, sector or star zone, a color-coded representation of the star system in the navigation block can be displayed. After selecting the Display button in the upper right-hand side of the screen, a number of filters can be applied to this data to show various pieces of information.



Initially, every charted star system of spectral class K or brighter in the Kridnar Navigation Block will be displayed. By using the buttons in the Display section, you can get a better sense of charted star systems, their location and political affiliation.

STARS AND GRID BUTTONS

When the Stars button is dark (meaning the button is turned off), no star systems will be visible in the window to the left. With the Stars button selected, turning off the Grid button allows you to view the stars suspended in space without any grid line markings.

FEDERATION BUTTON

This displays star systems aligned with the Federation. Each Federation system will be displayed as a blue dot.

ROMULAN™ BUTTON

This button shows the star systems in league with the Romulan Empire. Each Romulan system will be displayed as a green dot.

NEUTRAL BUTTON

The Neutral button displays all star systems located in the Neutral Zone. Each system in the Neutral Zone will be displayed as a yellow dot.

NEBULA BUTTON

This displays all charted star systems that can be found in the Z'Tarnis nebula. Each system in the nebula will be displayed as a red dot.

UNALIGNED BUTTON

Unaligned shows all charted star systems that have no political affiliation (and are largely unexplored). Each unaligned system will be displayed as an orange dot.

INHABITED BUTTON

When this button is selected, every charted star system with at least one planet that contains sentient beings will be displayed with a colored "+."

STARBASES BUTTON

The Starbases button will display all Federation Starbases with a white square.

BEGINNING A JOURNEY

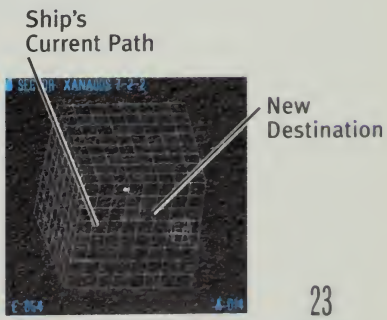
If you arrived at Astrogation on orders from Starfleet, through a conversation or via the Astrogation Log, your course will automatically be plotted for you. You can then simply hit the Engage button to send the Enterprise on its way.

If you do not have a preprogrammed course, you must select your destination and speed manually. Use the following steps for manual navigation.

1. CHOOSE A DESTINATION SECTOR

First, select Navigation Block View. Now, use the Coordinate Input Display to select a target sector. You will then see a blue line from your current sector to the sector you just chose. This is the destination line.

As you travel along, a small icon representing the ship will move along a red line (indicating the path the ship is taking). Selecting a new destination will show a new blue course line.



2. CHOOSE A STAR SYSTEM

Click on the Sector View button. This will bring up an overview of all star zones in your target sector. Using the Coordinate Input Display (or by clicking in the Astrogation Window), select a star system.

3. CHOOSE A PLANET, MOON, STARBASE OR OUTPOST

To show the details of the star system, click the Star System View button. Click on a planet, moon, Starbase or Outpost to select your final destination.

4. INPUT TRAVEL SPEED

After a final destination has been determined, you must select at what speed to travel. Hit the Course button (on the right side of the screen) to bring up speed controls.

WARP OR IMPULSE SPEED?

If you are travelling from one planet in a star system to another planet in the same star system, you should be using impulse power. Select the Impulse button.

If you plan to journey into a completely different sector of space, you should be using the warp drives. Select the Warp button.

Once warp or impulse power has been chosen, use the up and down arrows to set the speed.

5. ENGAGE

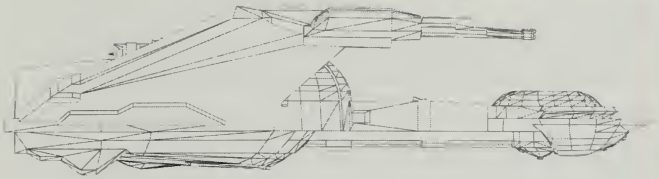
Hit the Engage button to begin the journey.

DOCKING AT A STARBASE

If you become involved in a space combat and you either are low on photon torpedoes or the ship is heavily damaged, you can travel to a Starbase to make repairs. Simply select a Starbase (by using the Starbases filter in the Display area) and follow the "Beginning a Journey" procedure to travel to a Starbase. Once there, you will automatically dock and be rearmed and repaired.

EXITING ASTROGATION

You can exit Astrogation to either the Computer station or the Bridge. These buttons can be found on the lower right-hand side of the screen.



COMPUTER (OPS)

7

ACCESSING TECHNICAL INFORMATION

Lieutenant Commander Data sits at the Computer station. Selecting this station allows you to view records in the ship's computer–including, but not limited to, information about planetary systems and historical records. You can also find complete descriptions of space combat tactics and their operations as well as Captain's Logs and mission summaries. In addition, any tricorder readings taken on an Away Team mission will be stored here.



USING THE COMPUTER

The computer records are organized in an outline structure. The top layer of the computer is labelled "Primary Core." Beneath the Primary Core are a number of main categories, including Missions, under which you can find records of Captain's Logs, viewscreen communications and readings from a tricorder or medical tricorder.

Categories with an arrow ❯ indicate that there are additional entries below this title. Continue to select these categories until you see the computer entry you wish to view. (Every new category of entries is indented to the right of the previous entry.) You can scroll up and down through the list of entries with the arrows at the bottom of the list.

Select a category to view, and the text and graphics of that entry will appear in the window to the right. If there is more text on an entry than can be displayed, you can scroll up and down through the entry with the arrows at the bottom of the viewing window.

U.S.S. ENTERPRISE CATEGORY

This category provides access to a host of information about the Starship Enterprise: her systems, Bridge crew, various shuttlecraft and general background.

SCIENCES CATEGORY

The Sciences portion of the computer gives scientific information (both general and mission-specific) on the following subjects: astronomy, biology, archaeology and technology.

STARFLEET CATEGORY

Selecting the Starfleet category provides data on the Starship Enterprise (identical to the U.S.S. Enterprise entry described previously) and logs of the viewscreen conversations.

CULTURES CATEGORY

Cultures provides information on the major intelligent races that can be found in this sector of the galaxy: Federation, Ferengi,™ Klingon,™ Romulan,™ Garidian, Morassian and the Cymkonian. In addition, you can read information about Klingon, Romulan and Ferengi ships.

LOCAL AREA CATEGORY

The Local Area category contains data on the Kridnar region of space. These include a general rundown on phenomena, history and astrogation of the Kridnar area.

MISSIONS LOGS

Choosing the Missions Logs category lets you view Captain's Logs, communications, summaries of recent missions and any tricorder or medical tricorder readings from an Away Team mission.

TACTICAL CATEGORY

In the Tactical category, explanations and descriptions of tactics used in space combat will be listed. Both offensive and defensive tactics will be explained.

DESTINATIONS CATEGORY

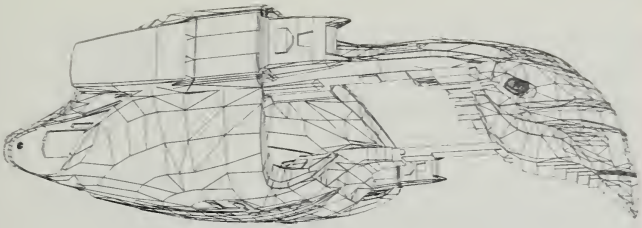
In the Destinations category, a list of points of interest (Federation Starbases and some known worlds) will be displayed. Selecting one of these will bring you to Astrogation with the navigation information already plotted in.

ANALYSES CATEGORY

Any analyses generated by the ship's computer will be stored in this category.

EXITING THE COMPUTER

You can exit the computer to any one of three areas: Astrogation, Tactical or the Bridge. Simply select one of the buttons located in the lower right-hand side of the screen.



TACTICAL

8

DEFENDING THE U.S.S. ENTERPRISE FROM ATTACK

Occasionally during ship-to-ship communications, there will be times where every avenue of negotiation fails and the situation degenerates beyond all hope. This is where the Tactical station comes in. Manned by Lieutenant Worf, Tactical controls the ship's defensive systems and is where space combat is displayed.



From Tactical, you can control the phasers and the photon torpedoes, view a damage report on your ship, and use your sensors. In addition, you can use the Conn to raise and lower shields, lock weapons onto a target and change alert status. Finally, you can utilize preprogrammed tactical maneuvers while engaged in combat.

Tactical and Engineering are closely linked when it comes to space combat. Some commands in Tactical may cross-reference to Engineering. It is best to familiarize yourself with both areas before turning the Delegate option off. You can switch to Engineering by selecting the Engineering button in the lower right-hand corner.

IMPORTANT NOTE: If you're not interested in the "hands-on" part of space combat, you may delegate the tactical authority to Lieutenant Worf. He will then control all aspects of combat and defense unassisted. See "Delegating Tactical Control" following.

TACTICAL STATION OVERVIEW

You have three options when you are forced into a tactical encounter: 1) delegate all systems to Lieutenant Worf, 2) control tactics and strategy only, or 3) take complete navigation and weapons control of the Enterprise. The main difference between the three options is how much hands-on control you want when engaging in combat.

The Tactical screen contains a few basic features that are useful for any of the three space combat options.

BATTLE WINDOW

The Battle Window shows an outside view of the current engagement. The View button determines what is shown in this window.



VIEW BUTTON

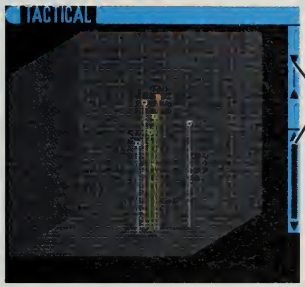
Select the View button to cycle through eight different perspectives of the battle: from just behind your ship, a lag view from behind your ship, a "top-down" view that frames the entire combat, a top-down view that tracks your ship, a shot from the targeted ship at the U.S.S. Enterprise, a shot from the U.S.S. Enterprise towards the targeted ship, a left (and right) view of the your ship and a rotating view of your ship (used to survey exterior damage).

FULL/SPLIT BUTTON

The Full/Split button changes the size of the Battle Window from 1/4 of the screen to 1/2 of the screen. When Full screen mode is engaged, the Combat Display and Weapons Fire controls will be hidden.

COMBAT DISPLAY

The Combat Display is a three-dimensional representation of the current engagement. It can show all participants in the combat area, depending on the selected zoom level.



Each ship in the region will appear as a hollow square with an altitude bar attached to its bottom. The bar indicates the relative "height" of the ship in three-dimensional space. All ships will be set on a gray grid with the Enterprise as its center.

If the Full/Split button is set to Full, the Combat Display will be hidden.

SELECTING A TARGET

You can select which ship to view in the Combat Display by clicking on the small square, or cycle through the various ships with the Tab key. The selected ship will then be the center of the action in the Combat Display.

DETERMINING SHIP AFFILIATION

Each ship type (and Starbase) is color-coded based on its affiliation:

U.S.S. Enterprise	Light blue
Starbase	Gray
Unidentified ship	Yellow
Unidentified probe	Orange
Klingon™ ship	Red
Ferengi™ trading vessel	Red-orange
Romulan Warbird™	Green
Garidian ship	Light green
Garidian shuttle	Tan

ZOOM BUTTONS

Just to the right of the Combat Display are the Zoom buttons. Use the arrows to zoom in and out through the levels of magnification.

BRIDGE/HAIL BUTTON

The Bridge/Hail button has a dual purpose. When the ship is operating in cruise (normal) mode, the button will read Bridge and allow you to return to the Bridge automatically. However, if the ship is about to become engaged in combat and you are sent to Tactical, the button will display Hail. This allows you to hail the enemy craft in order to establish communications.

DELEGATING TACTICAL CONTROL

The first (and easiest) space combat option is to delegate all Tactical duties to the Tactical Officer, Mr. Worf. Mr. Worf performs his duties extremely well and has great success in combat situations. Because of this, you won't need to take over Tactical duties yourself unless you feel compelled to. Delegation to Mr. Worf is the default option and will be automatically set the first time you enter the Tactical area.



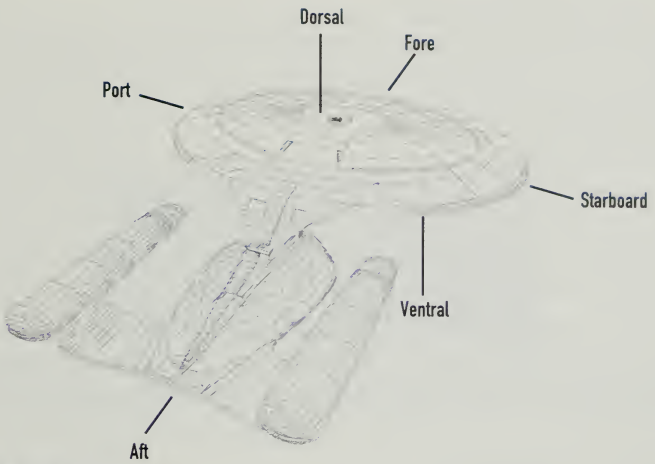
In Delegate mode, you will be unable to manually pilot the ship nor will you be able to input any combat maneuvers to the helm. (You can, however, fire any available weapons.) Otherwise, you will simply be watching the engagement and adjusting the views as necessary to see the encounter. You can also select buttons (like Damage and Sensors) to see how each ship is faring. When combat is over, you will return to the Bridge.

To turn Delegate on or off, select the Conn button (below the Combat Display) and click the Delegate button.

EXECUTING TACTICAL MANEUVERS

A second option in Tactical is to put the ship through a series of preprogrammed combat maneuvers and at the same time manually control all of the ship's weapons stations. Since weapons control is critically linked to Engineering controls, you should familiarize yourself with that area as well.

There are three steps to this procedure: initiate a tactic, load weapons, and fire weapons. In addition, the Tactical screen contains a number of readouts and battle sensor information that is crucial to a combat encounter.



WEAPONS FIRE

Directly below the Battle Window are three buttons and two series of lights that make up the Weapons Fire control. Weapons Fire consists of the Phasers button, the Torpedoes button, the Both [weapons] button and lights indicating weapon firing status and whether or not they are operative.



If the Full/Split button is set to Full, the Weapons Fire controls will be hidden. To fire weapons, you will need to either return to Split view or use the numeric keypad controls (shown on page 41).

PHASERS BUTTON

Pressing the Phasers button will fire all operative phaser banks facing the current target. The amount of energy released is determined by the charge in the phaser banks and what the maximum charge was set to. (See the following section on "Phasers" for more information.) Only the phaser banks that are facing the target will be fired.

TORPEDOES BUTTON

The Torpedoes button will release all torpedoes loaded and ready from all active torpedo tubes facing the current target. The number of torpedoes loaded depends on the maximum amount set. (See the following section on "Torpedoes" for more information.) Only the torpedo tubes facing the target will release their weapons.

BOTH [WEAPONS] BUTTON

Selecting the Both button will fire all phasers and torpedoes simultaneously at the current target.

WEAPON STATUS LIGHTS

The six lights below the weapons fire buttons display the firing and operating status of all weapons on the Starship Enterprise. There are two sets of indicators: phaser bank lights and photon torpedo lights. Just below the Phasers button, the lights are dorsal phasers, ventral phasers, forward phasers, aft phasers, port phasers and starboard phasers. Underneath the Torpedoes button, the lights indicate forward torpedoes and aft torpedoes.

Weapon status lights will indicate one of three firing states (based on color). Light blue indicates a ready weapon bearing on the current target. A solid blue light means that the weapon is not facing a target. Finally, a red light indicates that the weapon is damaged and unable to fire.

TACTICAL READOUTS

The small box just below the Battle Window contains the Tactical Readouts. These indicators show the vital information pertinent to the U.S.S. Enterprise. The Tactical Readouts are mostly used when manually piloting the ship, but they are informative when viewing an engagement as well.



SHIELD

This shows the current shield facing the target ship.

POWER

This displays the overall shield percentage of the U.S.S. Enterprise.

ATTITUDE

This readout shows the vertical direction (in degrees) the Starship Enterprise is facing.

HEADING

This readout shows the horizontal direction (in degrees) the Starship Enterprise is facing.

SPEED

This displays the speed that the U.S.S. Enterprise is moving.

PHASERS

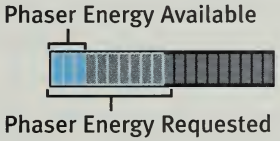
The Phasers control area determines which phasers are active and ready to fire as well as how much energy is being emitted on each shot. The total potential power assigned to the six phaser banks is determined in Engineering, but the amount of that phaser power for each bank is assigned here.



Before phasers can be fired, energy for each of the six banks must be set up. From the top, the phaser banks are dorsal, ventral, forward, aft, port and starboard. (These correspond to the phaser locations in Engineering.)

PHASER OPERATIONS

A blue bar indicates that a power unit has been assigned here from Engineering. If the blue bar is surrounded by a highlight, that is the amount of energy requested to that phaser bank. Once the blue bar is completely lit, that energy is ready to be dispersed. Finally, if the bar is solid gray, it means that no power has been assigned to it from Engineering.



When the Phasers button (described under Weapons Fire previously) is selected, all bars highlighted blue and bearing on the current target are fired off in intervals. Each bar represents approximately two seconds of sustained phaser fire. Once the phaser volley has been launched, energy will begin to return to the phaser banks.

Regardless of which phaser banks are ready to fire, only the phasers bearing on the target will fire when the Phasers button is pressed. Other phaser banks will remain on standby.

CHANGING PHASER POWER LEVELS

To change the phaser fire amount (the light blue highlight), click on the phaser fire bar. The more to the right you click, the more power will be released with one phaser volley.

Click on the large left arrow to set the phaser fire amount to a minimum level. Clicking on the large right arrow will set the phaser fire to the maximum level you set in Engineering.

TORPEDOES

At the Torpedoes control area, you determine how many photon torpedoes from both tubes will be fired in a single salvo. You can also specify the angle of dispersion. As with the Phasers control area, you can only fire up to the total potential torpedoes (in a salvo) that were set in Engineering.

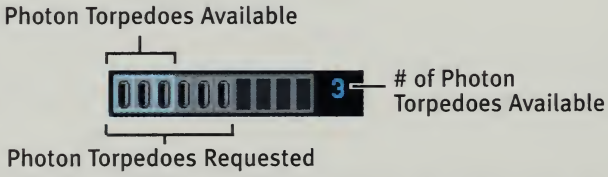
For example, if you set each tube's potential torpedo load to be 9 (out of 10), you would only be able to fire up to 9 torpedoes per tube in one salvo.



Before you can launch photon torpedoes, the maximum amount per tube must be set in Engineering. There are two torpedo tubes: fore and aft. Since there are only 275 torpedoes available, you may want to conserve them because they can only be replaced at a Starbase.

PHOTON TORPEDO OPERATIONS

Each torpedo tube can hold 1–10 torpedoes. When you click on the torpedo tube, a torpedo appears and is being loaded. Once that torpedo is highlighted in blue, it is both loaded and ready to be launched in a salvo.



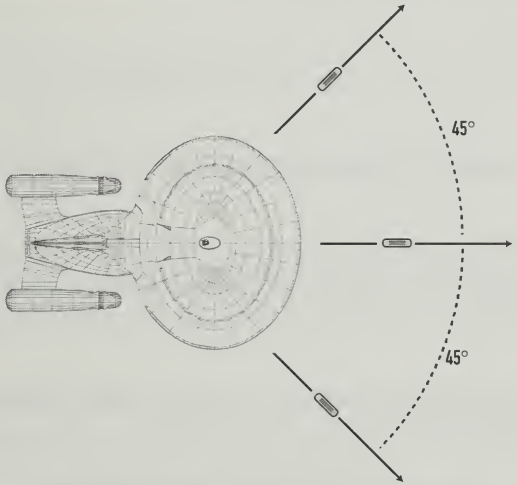
When the Torpedoes button is selected, all torpedoes bearing on the current target are launched in sequence. Once the salvo has been released, torpedoes will start reloading for another salvo.

As with the phasers, only the torpedo tubes bearing on the target will release their payload. Any tubes not in line with a target will remain on standby.

CHANGING PHOTON TORPEDO SPREAD

Each time a salvo of torpedoes is launched, they will be equally divided into a preset torpedo spread. There are 10 different spread formations ranging from 0° to 45°. When more than one torpedo is launched in a salvo, they will be equally divided between the widest angles of fire. To change the spread, click your selected fire angle.

The diagram below shows an example of three torpedoes being fired at a 45° angle.



CHANGING TORPEDO SALVO AMOUNTS

To change the torpedo salvo amount (the light blue highlight), click on the torpedo salvo bars. The more to the right you click, the more torpedoes will be loaded for a volley. (The exact amount of torpedoes loaded and ready for a volley can be seen on the far right of the torpedo tube display.)

DAMAGE

The Damage display shows up-to-date information on the condition of the Starship Enterprise and its systems. It also provides data on your ship's range to current target, overall heading of the ship and the closure rate to the target.



READING THE DAMAGE DISPLAY

The Damage display shows two views of the Starship Enterprise: dorsal and ventral respectively. These views are identical to the ones displayed in Engineering. If a system becomes damaged, its color-coded damage status will be shown on one of these views.

The damage spectrum ranges from green (no damage) to red (totally inoperative). When a system becomes damaged in any way, a description of that damage will be shown in the space underneath the ship's diagrams.

RANGE

This shows the distance from your ship to the current target.

HEADING

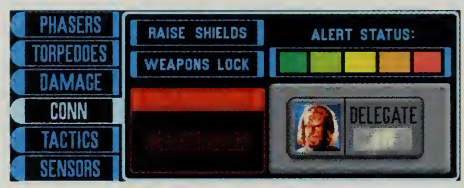
This displays the horizontal direction (in degrees) that the U.S.S. Enterprise is facing.

CLOSURE

The closure rate indicates how rapidly your ship is closing in on the current target. This number can either be positive (gaining on the target) or negative (losing ground from the target).

CONN

The Conn is the active display when you enter Tactical. It controls delegation of all tactical systems, alert status, and a command to raise all shields.



DELEGATE ON/OFF

Selecting this button (with Lieutenant Worf's face) will toggle the Delegate function of Tactical either on or off. When Delegate is on, you will be unable to make any adjustments to tactical systems (other than weapons fire)–including weapons power, tactics or piloting the ship. When Delegate is off, you must perform these functions manually.

ALERT STATUS

There are five levels of Alert Status: green (cruise mode), light green (downstage from yellow alert), yellow (cautionary alert), orange (downstage from red alert), red (emergency/battle alert). When Delegate is on and your ship is engaged in combat, alert status will always be at red.

Red alert means that all shields are at full strength, all weapons systems are at full power and maximum energy is directed to shields and weapons.

Yellow alert places shields at above normal levels and weapons are set to cautionary levels.

Cruise mode places shields at normal levels and redirects power from weapons to other onboard power systems.

RAISE SHIELDS

If shields have been lowered for some reason, Raise Shields will immediately place all shields at 100% power (if available).

WEAPONS LOCK

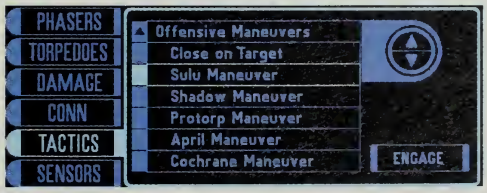
Weapons Lock will instantly lock all available and functioning weapons on the currently selected target.

SELF DESTRUCT

The Self Destruct button will initiate a bluff tactic designed to repel a nearby attacker. Hailing frequencies will be opened and a "self destruct sequence" will be transmitted.

TACTICS

The Starship Enterprise utilizes a number of preassigned tactical maneuvers developed by the leading strategic minds at Starfleet Command. These tactics have been arranged into categories that you must choose when engaging in battle.



There are two major categories of combat maneuvers: offensive and defensive. Each of these categories has a number of preset tactics you can use when engaging in combat.

Descriptions and uses of each tactic can be found in the Computer under the "Tactical" category.

INITIATING TACTICS

Initiating combat tactics is similar in structure to choosing topics in the ship's computer. First, you must choose a general category of tactics, then you need to select a specific tactic from that list.

To choose a tactics category, select either "Offensive Maneuvers" or "Defensive Maneuvers." This will bring up the list of maneuvers for that category. Select one and press Engage to initiate it. If you want to alter your tactics, repeat this procedure.

SENSORS

Similar in operation to the Damage display, the Sensor display shows the damage level, range, heading and closure rate from the current target to the Starship Enterprise. Any damaged systems on the target ship will be shown on either the top or right side views. The name or type of the current target ship will appear directly underneath the ship diagrams.



The damage spectrum ranges from green (no damage) to red (100% damage). When a system on the target ship becomes damaged, a description of that damage will be shown in the space underneath the diagrams of the target ship.

RANGE

This shows the distance from the selected ship to the U.S.S. Enterprise.

HEADING

This displays the horizontal direction (in degrees) that the current ship is facing.

CLOSURE

The closure rate indicates how rapidly the current target is closing in on the U.S.S. Enterprise. This number will either be positive (gaining on your ship) or negative (getting farther from your ship).

CONTROLLING NAVIGATION AND WEAPONS

The third, and most complex, method of space combat is to take complete control of all navigation and weapons systems. As with the second method (Executing Tactical Maneuvers), all of the control areas are active. Controlling navigation and weapons allows you the ultimate in hands-on piloting of the U.S.S. Enterprise.

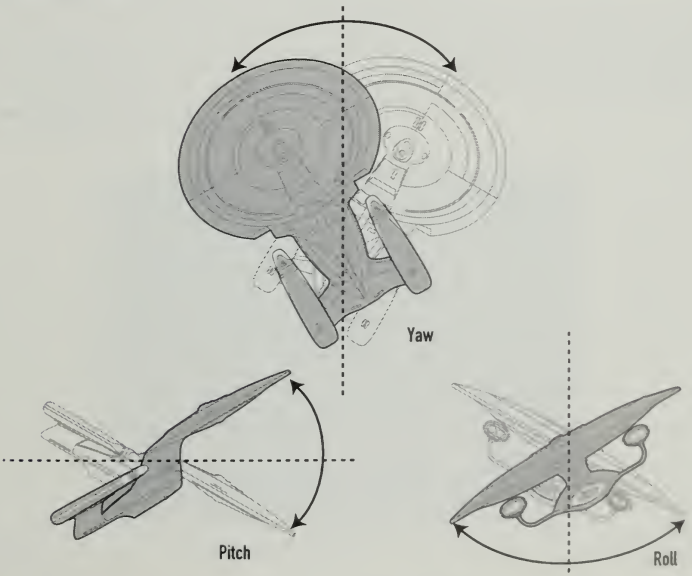
You don't need to do anything special to take over navigational control other than have Delegation turned off in the Conn control area.

PILOTING THE U.S.S. ENTERPRISE

All commands for directly piloting the ship are handled through the numeric keypad on your keyboard. When Delegate is off, the ship must be either piloted manually, or you must choose predefined maneuvers from the Tactics area.



There are six keys for steering the ship. Press [4] and [6] to *roll* the ship left and right, [7] and [9] to spin the ship on its Y-axis (*yaw*), or [2] and [8] to *pitch* the ship up or down. This is shown below:



In addition, use [+] to accelerate, and you can use [-] to put impulse engines in reverse. Hit [Enter] to begin a full stop.

FIRING WEAPONS

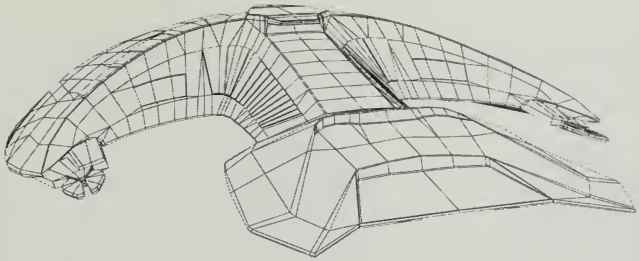
Press [/] to fire phasers and [*] to fire any loaded photon torpedoes. (These commands are identical to the Phasers button and Torpedoes button described earlier.)

OTHER KEYBOARD COMMANDS

The final two keys on the numeric keypad are view commands. The [0] (zero) key is identical to the Full/Split button on the Battle Window, while [.] takes the place of the View button. The [1] and [3] keys zoom the Combat Display in and out respectively.

EXITING THE GAME FROM TACTICAL

If you need to exit the game for some reason, hit the [Esc] key. This will bring up a dialog box confirming your action.



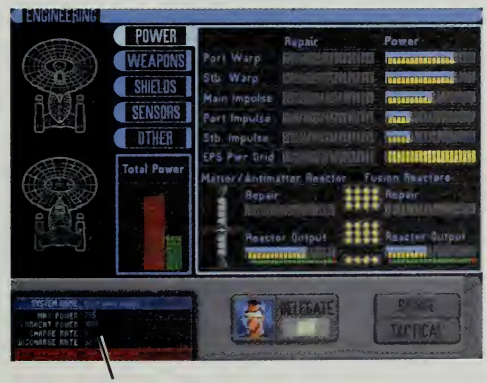
ENGINEERING

9

To enter Engineering, select the Turbolift on the right-hand side of the bridge, and then choose Engineering.

ADJUSTING REPAIR AND POWER LEVELS

At Engineering, you can control how much power the ship's systems generate and to which of the ship's systems that power will be directed. Since each individual system requires a different amount of power, you will need to keep a watchful eye on how much power is being drained from each of the two main reactors.



System Display

You can control how much power is applied to each individual power system: warp and impulse drives, phaser banks and photon torpedoes, shields, and sensor arrays. You can also adjust the power levels of the ship's tractor beams, life support and the computer cores.

Engineering and Tactical have an integral link when dealing with space combat. Many functions of Engineering directly correspond to systems on the Tactical station. Because of this, it's best to familiarize yourself with both areas before turning the Delegate option off. You can access the Tactical station by selecting the Tactical button in the lower right-hand corner of the screen.

IMPORTANT NOTE: If you're not interested in the "hands-on" area of power level distribution, you can delegate the engineering tasks to Mr. La Forge. He will then take charge of all functions of engineering. See "Delegating Engineering Control" following.

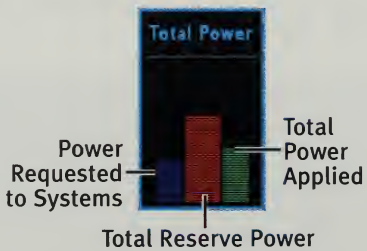
ENGINEERING OVERVIEW

There are two different options for control of Engineering: 1) delegate control to Lieutenant Commander La Forge, or 2) take complete control of all Engineering systems. The advantage of assuming Engineering control yourself is that you can assign power to only the critical systems and push the limits of Engineering control.

A couple of basic displays have shipwide significance to the rest of the Engineering systems.

TOTAL POWER DISPLAY

The Total Power display contains three colored bars that relate to reactor input and power distribution.



The large red bar in the middle represents total reserve power that is stored in the ship's Electroplasma System (EPS) power grid. As the EPS power grid builds up energy, this red bar will rise.

The blue bar on the left indicates the amount of power requested to all systems. When stored power is applied to a system, the blue bar will lower (and the green bar on the right will rise).

The green bar on the right displays the total power applied to Enterprise systems. This bar will rise and fall depending on how many systems have power applied to them.



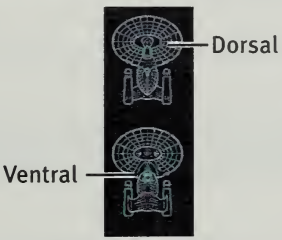
Requesting Power



After Power Dispersal

U.S.S. ENTERPRISE VIEWS

The left side of the Engineering screen shows two views of the Starship Enterprise: dorsal and ventral. When you select a particular systems group (such as Shields), all the power systems in that group will be illuminated on these diagrams. Moving your cursor over an individual system's repair or power bar will make that system flash on the diagrams.



The color of the system in question determines the operative status of that system. The damage spectrum ranges from green (no damage) to red (totally inoperative). Depending on the amount of damage to an individual system, this color will change from green to yellow to orange to red.

SYSTEM DISPLAY

The System Display provides information on the currently selected Engineering system: its name, the maximum amount of power that can be applied to it, its currently applied power, charge and discharge rates and an estimated repair time (if the system is damaged).

BRIDGE/HAIL BUTTON

The Bridge/Hail button has two purposes. When the ship is operating in cruise (normal) mode, the button will read Bridge and allow you to return to the Bridge at any time. If the ship is engaged in combat, however, the button will read Hail. This gives you the opportunity to hail the enemy craft.

DELEGATING ENGINEERING CONTROL

The default and easiest Engineering control option is to delegate all Engineering functions to Lieutenant Commander La Forge. Since Mr. La Forge is the chief engineer of the Enterprise, he knows the best use of power generation and routing of power systems to achieve optimal power distribution. By delegating control, you can rest assured that Engineering is in capable hands.

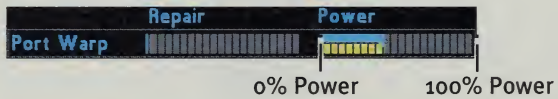


In Delegate mode, you will be unable to adjust any of the power or repair systems. You can watch the effects of Geordi's work. During combat, you can select which power system to view. When the ship isn't involved in a battle, most systems will have little activity.

To turn Delegate on or off, select the Delegate button at the bottom of the screen.

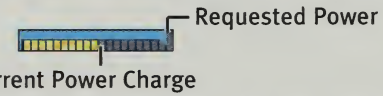
SETTING REPAIR/POWER LEVELS

Each power system has two corresponding horizontal bars associated with it: a Repair bar and a Power bar. These indicate a percentage of power applied to repair or power (increasing from left to right).



To increase a Repair or Power level, click on the respective bar. The more to the right you click, the more power you will request to that system. A solid blue bar indicates how much power you have requested for a system or to repair a system.

Once you increase power to a bar, a yellow power meter will appear under the blue bar. This indicates that the system in question is being charged. When that yellow power meter reaches the end of the blue bar, the system will have attained the requested power.



Repair bars are only active if a particular system has been damaged. When a system is damaged, these bars are shown in red. If the ship has been severely damaged in combat, you can make major repairs at a Starbase.

Note that certain systems (such as tractor beams) require considerably more power than others, so take this into consideration when adjusting levels in the midst of combat.

ENGINEERING SYSTEMS

There are five classes of Engineering systems. Each class corresponds to a certain category of power system.

POWER

The Power system is the most important of the five Engineering systems. It controls the warp and impulse drives and houses the EPS power grid as well as both reactors.



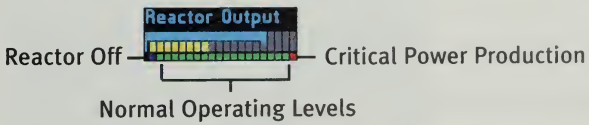
EPS POWER GRID

The EPS power grid is the main power distribution of the ship. When power is generated by the two reactors, that energy is transferred to the EPS power grid. As long as there's power in the grid, you can apply power to other Engineering systems.

MATTER/ANTIMATTER AND FUSION REACTORS

Reactors provide all power to the ship. Power generated by the reactors is then stored in the EPS power grid and transferred to Engineering systems. The matter/antimatter reactor primarily generates power to the warp engines, while the fusion reactor generates power for the rest of the power systems (and a little to the warp drive).

The colored bar below each reactor's power meter is the reactor's status. (You can adjust the power level of a reactor in the same manner as setting a power or repair level described earlier.)



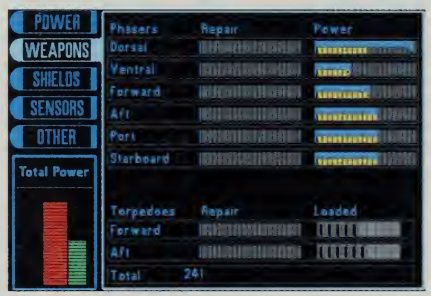
Green is the normal operating status of the reactor. If you set the power level to dark blue (the far left), the reactor will shut off when the power meter reaches that level. You also have the choice of pushing the power level to the red area. This will dramatically increase

power production, but will put a severe strain on the reactor. As you maintain the power level in the red, the reactor will become overheated and the red area will increase. Turning the reactors back to normal (green) will begin reversing the process.

IMPORTANT NOTE: Damage to either reactor can affect the ship's ability to go to warp.

WEAPONS

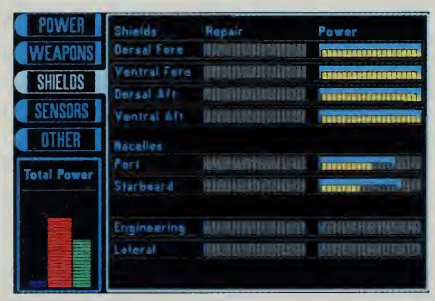
The Weapons system in Engineering contains power levels for all six phaser banks and allows you to adjust the maximum load for the two torpedo tubes. Photon torpedo tubes can hold 10 torpedoes each. These settings adjust the *maximum* number of torpedoes allowed for each salvo.



The ship's stores can hold 275 photon torpedoes. Once they're gone, you will need to dock at a Starbase to reload (see "Docking at a Starbase" in Chapter 6: Astrogation (Conn)).

SHIELDS

There are eight different shield systems on the U.S.S. Enterprise: four for the saucer section (dorsal and aft), two for the nacelles section (where the warp engines are located), one for the engineering hull and one for the lateral nacelles supports.



SENSORS

Sensor power systems control the analysis of planets, as well as short- and long-range scans. They are also used in combat for displaying tactical information and the condition of enemy vessels. (See "Damage" in Chapter 8: Tactical.)



OTHER

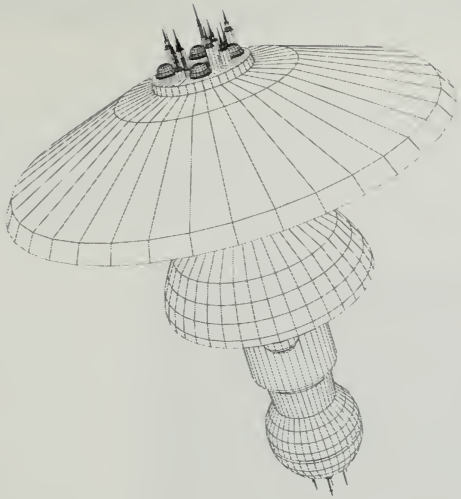
The last Engineering system class contains a variety of miscellaneous but important ship's functions. These include tractor beams, life support and the computer cores.



Since tractor beams require an immense amount of power, their power should be reduced to conserve energy if they're not immediately needed.

EXITING THE GAME FROM ENGINEERING

If you need to exit the game for some reason, hit the Esc key. This will bring up a dialog box confirming your action.



TURBOLIFT/ HOLODECK

10

ENTERING OTHER AREAS OF THE SHIP (TURBOLIFT)

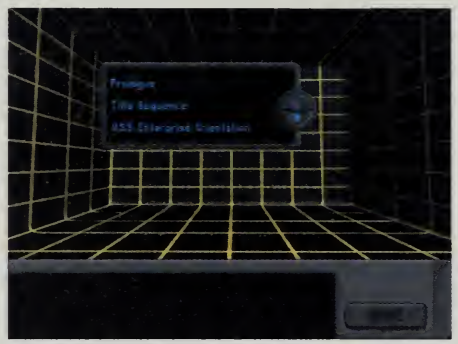
The Turbolift (located on the right-hand side of the Bridge) provides access to other areas of the ship: Engineering (for monitoring and modifying power and repair levels), the Holodeck (to review mission films) and the Transporter (for assembling and equipping an Away Team).



To enter the Turbolift, select the doors on the right side of the Bridge. Once selected, you now have the choice of the options listed above. Choose one of these areas to go to that location.

VIEWING MISSION FILMS (HOLODECK)

Throughout the course of your adventure, you will be treated to a number of cinematic cut scenes when important events occur. These scenes will not be repeated within the context of the adventure unless you visit the Holodeck. Here, you can review these mission films.

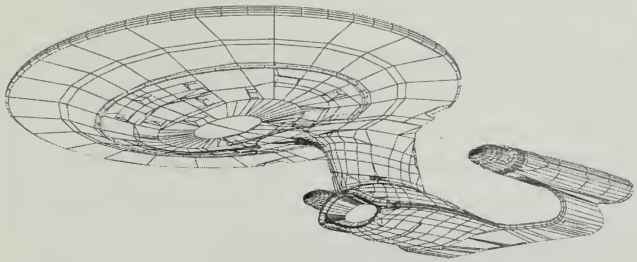


Once at the Holodeck, you will see a list of movies in the Holodeck film library. Use the up and down arrows to scroll through available films. To play a film, simply click on one from the list. The screen will fade, and the film will play. After the film has finished running, the view will return to the library selection. (You can press Esc at any time to cancel playing the film.)

When you are ready to return to the Bridge, select the Bridge button.

U.S.S. ENTERPRISE ORIENTATION

One useful film that can only be viewed in the Holodeck is the U.S.S. Enterprise Orientation. Selecting this film will bring you on a guided tour of the Starship Enterprise. Each of the major Bridge functions will be covered as well as the Transporter. During the orientation, the computer will provide a brief narration on each of the major stations to familiarize you with the ship. You can exit the orientation at any time by pressing Esc.



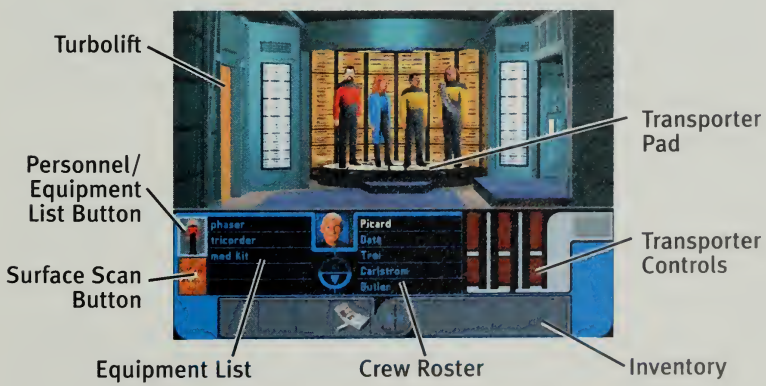
TRANSPORTER

11

To enter the Transporter, select the Turbolift on the right side of the Bridge and then choose Transporter.

PREPARING AWAY TEAMS

The Transporter is used to beam personnel from the Starship Enterprise to nearby locations such as planets. Once beamed down, these Away Teams can explore the world or undertake the current mission.



Before an Away Team mission can begin, the correct personnel and equipment must be assembled. To assign crew to an Away Team or add equipment to the mission, select the Personnel/Equipment List button.

Note: On Ensign and Lieutenant difficulty levels, all Away Team personnel assignments and equipment have been planned for you.

ASSIGNING AWAY TEAM PERSONNEL

Up to four crew members can be assigned to an Away Team. Depending on the nature of the mission, you will want to assign appropriate personnel to perform certain tasks. For example, if the mission is to treat a sick or injured creature, you'll want to assign Dr. Crusher to the landing party.

CREW ROSTER

To assign a crew member to the Away Team, click their name on the transporter crew roster and hold the mouse button down. Your cursor will change to an icon of that character which you can then drag to the transporter pad. (Click the up and down arrows to scroll through the transporter crew roster.) An alternate method of assigning crew members is to double-click the name on the crew roster. This will cause that character to enter from the door at the left.



To remove a crew member from the beam-down party, simply click and drag the crew member from the transporter pad back to the crew roster. (You can also double-click on the characters to remove them from the pad.)

If a crew member is unable to go on a mission due to injury, he or she will not appear on the transporter crew roster.

EQUIPPING THE AWAY TEAM

Once personnel assignments have been made, the appropriate equipment must be collected for the mission. The default Away Team equipment includes a tricorder and phaser. Other items may be added as necessary.

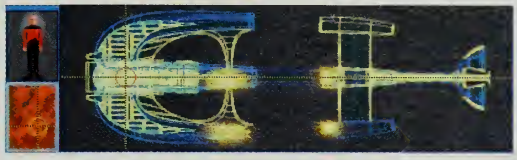
EQUIPMENT LIST

To add an object or piece of equipment to your inventory, click the name of the object from the item list and hold the mouse button down. Your cursor will change to an icon of that item which you can then drag to your inventory. (Click the up and down arrows to

scroll through the equipment list.) Another method of assigning items is to double-click on the object in the equipment list. This will add the object to your inventory.

To remove an object from the inventory, simply click and drag (or double-click) the object in question from the inventory back to the item list.

SCANNING FOR BEAM-DOWN POINTS



To scan for beam-down points, first click the Surface Scan button. This will produce an image of the beam-down surface with flashing points that represent safe beam-down locations.

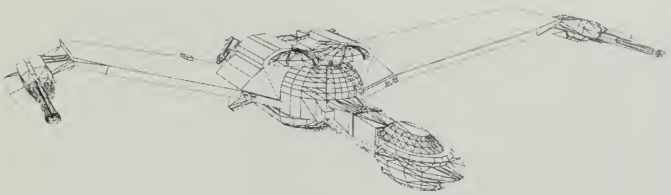
BEAMING DOWN



With an Away Team gathered, equipment assigned and a beam-down point plotted, it's time to beam the Away Team to their mission. Click on the transporter controls and drag upwards to beam the Away Team to their destination.

LEAVING THE TRANSPORTER

To exit the Transporter, simply click on the exit door on the left-hand side of the room. From here, you can exit to the Holodeck, to Engineering or up to the Bridge.



AWAY TEAM MISSIONS

12

The Away Team missions are the heart of the *Star Trek: The Next Generation "A Final Unity"* experience. Through these missions, key elements of the plot will be revealed. While on a mission, you will be interacting with alien creatures, strange devices and other crew members. Take as much time as you need, but be prudent. You'll know when you've completed all you need to do on an Away Team mission.

Up to four crew members can be assigned to beam down on an Away Team mission. During the mission, you can guide only one Away Team member at a time, but you can change between crew members at any time. You may encounter alien artifacts or other objects you can pick up and examine. When you collect an item, it will be added to your inventory.

Remember that Starfleet Away Team missions are the ultimate test of your decision-making ability. Correct choices not only affect your own actions, but the actions of your crew, your mission and possibly your entire current assignment. Respond decisively, but be careful to avoid snap decisions. The choice is always yours.

INTERPRETING THE MAIN SCREEN

The large upper portion of the game screen is the area where all the action takes place. This Mission Main Screen contains the members of the Away Team and any alien lifeforms or objects that can be interacted with.



Sometimes the scale of the screen is quite large–therefore, the members of your Away Team may appear very small by comparison. If the crew seems too small to determine who's who, click on the character portrait to switch between members of the team. One important note: whenever one Away Team member exits an area, the rest of the Away Team will always follow unless they are injured or stunned.

SELECTING A CREW MEMBER TO DIRECT

Just to the right of the RGCD, the currently selected crew member's face will appear. This determines which Away Team member you are currently directing. You can change which crew member you are guiding by clicking on this window. (You can also press Spacebar to toggle through all the Away Team members.)



HEALTH STATUS BAR

Immediately to the right of the face of the currently selected crew member will be that person's Health Status Bar. During an Away Team mission, characters may become injured or sick. This bar indicates the health of a specific crew member.

When the bar is at the top of the display, the character is in full health. Each time a crew member becomes injured, the bar will drop lower. The red portion at the bottom of the bar indicates critical condition. If the bar drops into this red area, the Away Team member will fall unconscious. Crew members will regain consciousness over time or if they receive proper medical attention.

ACTION SELECTION

Your Away Team has four different types of action. Each action will be performed by the currently chosen Away Team member. A description of the action taken will always appear just above the Action Selection buttons.



You can choose an action by clicking your mouse on the action you wish to perform or you can cycle clockwise through the four options with the right mouse button. When an action is chosen, the cursor will change to an icon of the action selected. For example, if you click on the Look (eye) icon, your cursor will change to an eye.

After an action is selected, move the cursor around the Main Screen. The cursor will illuminate light blue when there is something to interact with.

LOOKING AT THINGS (LOOK ACTION)

The Look action is used to gather more information on a particular person, place or thing on either the Main Screen or your inventory. Click on the action icon that looks like an eye and then select something to look at. The currently selected crew member will then give his or her observations on the viewed object, person or area.

You can also press [L] to select the Look action.

COMMUNICATING (TALK ACTION)

The Talk action allows the selected crew member to communicate with either another member of the Away Team or any alien lifeform. Click on the action icon that looks like a speech bubble and then select someone to talk to. This will begin a conversation.

You can also press [T] to select the Talk action.

MANIPULATING OBJECTS (USE/GIVE/GET ACTION)

The Use/Give/Get action is used when you want a certain crew member to use, give or get a certain object. To use an item, click on the action icon that looks like a hand, choose an item from your inventory and then click on a person, place or thing you wish to use the item on. (You can double-click on certain items, like the tricorder, to use them.) To give an item to someone or something, choose an item from your inventory and then click on the thing you wish to give the item to. Finally, to get an item, simply click on that item on the Main Screen. That item will then be added to your inventory.

You can also press [U] to select the Use/Give/Get action.

If a Use/Give/Get action can't be performed, the crew member will generally provide an explanation why.

WALKING TO LOCATIONS (WALK ACTION)

The Walk action is used when you want a crew member to move from one part of the screen to another. Click on the action icon that looks like a foot and then select an area to walk to. The current Away Team member will then walk to that location.

You can also press [W] to select the Walk action. (Hold down the [Shift] key as a character walks to increase movement speed.)



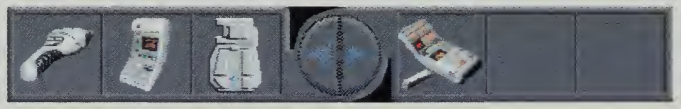
If your Walk Action icon turns into an arrow, this indicates that you can exit the screen. Simply click the mouse button to exit the screen.

ENDING AN AWAY TEAM MISSION



Use the Personal Communicator to beam back to the ship. Click on the Communicator to signal the U.S.S. Enterprise. They will respond with a confirmation, and the crew will be beamed back aboard. If there is no response, the Away Team is out of communication with the ship.

INVENTORY

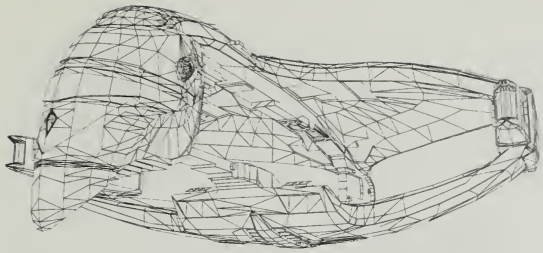


The Inventory contains all the items your Away Team is currently carrying. When an Inventory item is selected, its name will appear just above the Action Selection buttons. Scroll back and forth through the Inventory list by clicking on the left and right arrows in the middle of the list.

PHASER SETTINGS



These buttons allow you to control the power level of your phaser from setting 1 (the far left) to setting 16 (the far right). The higher the phaser setting, the more powerful the team's phasers are. Setting 1 is light stun, while setting 16 is heavy disruption. Higher settings should always be used with caution as they can cause massive damage. Remember, the phaser is a powerful weapon and should not be used indiscriminately.



APPENDICES

APPENDIX A: EQUIPMENT

Every Federation starship has certain standard equipment that is issued to an Away Team. This equipment is used for self-defense (the phaser) and data sensing/recording (the standard tricorder). Any additional equipment brought with an Away Team is specific to the mission.

PHASER (TYPE II)

This hand-held device is a self-defense weapon designed to repel personal attacks or cause structural damage to a building or vehicle. There are 16 power level settings from light stun to heavy disruption.



PHASER OPERATION

Use the phaser settings (described under "Away Team Missions") to set a phaser power level. Select the Use action icon and then choose the phaser from your inventory list. Now, aim the phaser at the selected target and click the mouse button. This will release a burst of energy at the selected target.

Harming planetary residents is a violation of the Prime Directive. A phaser's primary use is for personal defense. Any other phaser operations should be executed with caution.

STANDARD TRICORDER

The standard tricorder is used for local sensing and recording of pertinent data. It can also be used for computation and analyzing data. Once an Away Team returns aboard ship, the contents of the standard tricorder are automatically uploaded to the ship's computer.



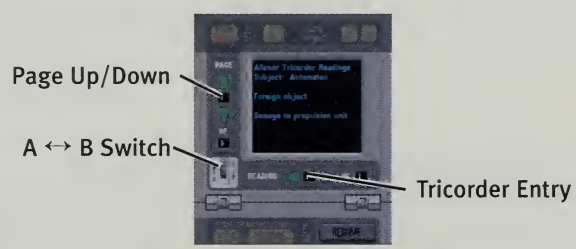
The tricorder's other function is to record planetary conversations. When on an Away Team mission, the tricorder will store up to nine conversations. This dialogue can then be read as text at any time before returning to the ship.

TRICORDER OPERATION

To prepare for scanning, select the Use action icon and then click the standard tricorder from the inventory list. Then click on an area, object or being on the main screen that you wish to scan. If you hear the whirring sound of the tricorder, the selection has been scanned. The Away Team member who scanned the selection may confirm that a tricorder reading was taken.

VIEWING TRICORDER READINGS

Occasionally, certain information will be recorded in the tricorder logs for future reference. To view these readings, select the Look action icon and then click on the standard tricorder. This will bring up the tricorder screen.



The main tricorder viewscreen will display the first record stored in the tricorder. To see more information on a record, use the page up and down arrows on the left side of the tricorder. To access another record, use the left and right arrows just below the main viewscreen.

A ↔ B SWITCH

The A ↔ B Switch changes the type of information that can be viewed on the tricorder. When the tricorder is in the A position, records displayed on the tricorder viewscreen are local area readings and any downloaded reports. If the tricorder is set to the B position, you can view the last nine conversations that took place on the current Away Team mission.

MEDICAL TRICORDER

The medical tricorder is a device used to diagnose injuries and their severity. It can be used on a member of the Away Team or any aliens encountered.



MEDICAL TRICORDER OPERATION

To use the medical tricorder, select the Use action icon and then click on the medical tricorder from the inventory list. Then, click on the crew member or alien you wish to diagnose. The crew member performing the analysis will then present his or her opinions.

MEDICAL KIT

A medical kit is primarily used to perform emergency medical procedures in the field. As with the medical tricorder, it can be used on crew members or aliens.



MEDICAL KIT OPERATION

Select the Use action icon and then click on the med kit from the inventory list. To perform basic medical treatment, click on an injured person with the med kit. The Away Team member will operate the device and then state the analysis.

While anyone can operate the medical kit, only Dr. Crusher can restore injured personnel to full consciousness. Others can only treat minor injuries.

APPENDIX B: U.S.S. ENTERPRISE COMMAND CREW

While there are over 1,000 crew members on board the Starship Enterprise, you have a select group of key personnel to help you make important decisions. These nine crew members can be assigned to an Away Team mission.

When the Ensign Difficulty level is selected in the RGCD, Away Team personnel and equipment are automatically chosen for the mission.

CAPTAIN JEAN-LUC PICARD



Captain Picard is the captain of Starfleet's flagship vessel, the U.S.S. Enterprise. Prior to his service aboard the Starship Enterprise, Picard served as a bridge officer and later captain of the exploration ship U.S.S. Stargazer. Picard is well-known throughout the galaxy and deeply respected by his peers. In addition to his notable skills in diplomacy, he has a wide variety of other interests including astrophysics and archaeology.

COMMANDER WILLIAM T. RIKER



Commander Riker is executive officer and second in command of the Starship Enterprise. He is prone to emotional (and sometimes unconventional) decisions, but is a very capable "Number One" to Captain Picard. Although he has been offered command of his own starship on numerous occasions, he prefers the crew and atmosphere of the U.S.S. Enterprise. His off-duty interests include cooking and jazz trombone.

LIEUTENANT COMMANDER DATA



Lieutenant Commander Data serves as the ship's operations manager and usually mans the Ops station on the Bridge. Data is a highly sophisticated android created by the legendary scientist Noonien Soong, who engineered Data's positronic brain. His basic programming forbids him to harm living beings, but he can use force to protect others. One of Data's unceasing quests is to understand what it means to be human.

LIEUTENANT COMMANDER GEORDI LA FORGE



Geordi is the chief engineer of the Starship Enterprise, after serving a time on its Bridge as flight controller. He has a brilliant mind for mathematics and engineering, and there is rarely a technical problem he can't solve. Blind from birth, La Forge wears a vision device called a VISOR that provides him excellent vision, even in different light spectrums. His whimsical attitude is only matched by his knack for different languages.

LIEUTENANT WORF



Lieutenant Worf is the chief of security and tactics expert on the Starship Enterprise. As the first Klingon in Starfleet, he has overcome a great deal to earn this respected position. Although strong emotions occasionally control his actions, his strength and knowledge of combat is unparalleled. In spite of his duties to Starfleet and the U.S.S. Enterprise, he has been heavily involved in Klingon politics.

COUNSELOR DEANNA TROI



Deanna Troi is the Starship Enterprise's counselor and is able to use her empathic power as a half-Betazoid to supplement her psychology skills. Her university training and Starfleet experience even allows her to read the feelings of alien beings. Not quick to anger, she can possess a fiery attitude when she feels someone is being wronged. Chocolate is her first love.

DR. BEVERLY CRUSHER



Dr. Crusher is chief medical officer aboard ship. She has expert biological training and is highly skilled at medical procedures, operations and diagnoses. Crusher is extremely clear-headed and always matter-of-fact when on duty. A skilled dancer, she is very involved in theater and playwriting.

ENSIGN NILS CARLSTROM



Ensign Carlstrom is a junior security officer on his first assignment out of Starfleet. He serves under the direct command of Lieutenant Worf. Although Nils is a capable ensign, he is very inexperienced and sometimes impatient. One of his interests is classical piano, especially Beethoven.

ENSIGN TAMARA BUTLER



Ensign Butler is a junior engineering officer serving under Lieutenant Commander La Forge. Even though she is quick to learn and quite level-headed, she lacks field experience. As with Ensign Carlstrom, this is Tamara's first posting after graduating from Starfleet Academy. Some of her off-duty hobbies include folk dancing and drama.



CREDITS

Executive Producer and Lead Designer	Mathias Genser
Associate Producer	Meg Storey
Production Assistants	Catherine Durand, Bryant Fong, Donald Simpson, Derwin Wyatt
Programmers	Roger M. Fujii, Kyle Granger, Kevin Ray
Supporting Programmers	Ally Chen, Anthony Chiang, Eric Grotke, Erick Jap, Kuswara Pranawahadi
Additional Programmers	Rebecca Ang, Mark Blattel, Gregg Seelhoff, Farah Soebrata, Jill Veronda, Peter Ward, Les Watts
Supervising Artists	Matt Carlström, Erol Otus
Artists	Aron Bonar, Chuck Butler, Chris Hamilton, David McGrath, Sunil Mukherjee
Supporting Artists	Anthony Chiang, Greg Dyer, Karen Ffinch, Paul Wood
Additional Artists	Charlie Aquilina, Alan Brimm, Tim George, Andy Probert, Sharon Stambaugh

Tactical Design Consultant	Gilman Louie
World Builders	Kyle Brink, Bing Crowell, Stephen Goldin, Steve Tsai, Joe Ward
Apprentice World Builder	Steven Weinstein
World Designers	Kyle Brink, Vera Chan, Stephen Goldin, Joe Ward
Scriptwriters	Kyle Brink, Vera Chan, Stephen Goldin, Naren Shankar, Joe Ward
Dialogue and Scriptwriting Consultant	Naren Shankar
Script Editor	Marisa Ong
Audio Director	Paul Mogg
Music Composition/Sound Designers	Paul Mogg, J. White
Sound Matchmaker	Steven Weinstein
Voice Production Assistant	Scott Petersen
QA Director	Marjorie DeWilde
QA Manager	Kurt Boutin
Quality Assurance	Matt Archambault, Evan Birkby, Greg Blaha, Jason Borovick, Peter Chou, Bing Crowell, James Green, Stewart Megan, Hoi Nguyen, Brian Oldham, Russel Reiss, Steve Tsai, Sergio Vuskovic, Robert Wong, Derwin Wyatt

Manual Writer	Robert Giedt
Manual Designer and Layout Artist	Carrie Galbraith
Manual Editor	Marisa Ong
Production Artist	Tom Barkett
Product Marketing Director	Rita Harrington
Marketing Services Manager	Kathryn Lynch
Senior Graphics Artist	Lucija Kordić
Production Assistant	Jerome Paterno
Vice President, Marketing Services	Holly Hartz
Public Relations Coordinator	Kathy Sanguinetti
Purchasing Manager	Sharon LoSasso
Production Buyer	James Stewart
Distribution Coordinator	Shannon Yates
Viacom Licensing	Suzie Domnick, Renee Froix, Terri Helton, Kristine Ross, Dave Rossi
"Star Trek: The Next Generation" Consultants	Denise Okuda, Michael Okuda, Naren Shankar
Recording Studios	Pacific Coast Sound Works, Hollywood, CA; Tennessee Production Center, Inc., Knoxville, TN; Buzzy's Recording Studios, Hollywood, CA; The Mix Place, New York, NY; Magmasters, London, England
Digital Audio Processing	Pacific Coast Sound Works
Voiceover Producers	Paul Mogg and Wendy Neuss

Starring

Patrick Stewart as Captain Jean-Luc Picard

Jonathan Frakes as Cmdr. William Riker

LeVar Burton as Lt. Cmdr. Geordi La Forge

Michael Dorn as Lieutenant Worf

Gates McFadden as Dr. Beverly Crusher

Marina Sirtis as Counselor Deanna Troi

Brent Spiner as Lt. Commander Data

Majel Barrett as the Ship's Computer

Voice Actors

Admiral Brodnack	Bill Krauss
Admiral Reddreck	Michael Mancuso
Admiral Williams	Deborah Sale
Aelont	Tom Silberkleit
Alien captain	Rob Jacobsen
Alien customs drone	Andy Valvur
Alien narrator	Andy Valvur
Alien scientist	David Booth
Aramut	J. White
Avakar	Colin Hussey
Captain Ky'Dra	"Tree" (Michael J. West)
Captain Pentara	Suzy Berger
Chancellor Daenub	Phil Keller
Chancellor Laraq	Andy Valvur
Commander Chan	Connie Hall
Commander Tyralak	Erol Otus
Constable LLiksze	Deborah Sale
Constable's deputy	David McGrath
Consultant Iydia	Roy Blumenfeld

DaiMon Tybok	Paul Silverman
Dr. Ana Benyt	Nancy Cole
Dr. Vi Hyunh-Foertsch	Suzy Berger
Dr. Silas Griems	Sean Owens
Ensign Tamara Butler	Cynthia Marcucci
Ensign Nils Carlstrom	Paul Mogg
U.S.S. Enterprise deck reports	Robert Giedt, Lucija Kordić, Jerome Paterno
Gart Kimlash	"Tree" (Michael J. West)
Gatekeeper	Andy Valvur
Healer ZZolis	Connie Hall
The Kabilan	Colin Hussey
Lucana	Jeanne Sophia
Madia	Linda Clements
Morassian computer	Madeleine Wild
Nachyl	Brian Vouglas
Optimator One	Rob Jacobsen
Optimator Two	Amanda Carrett
Romulan captain	Sean Owen
Shanok	Rob Jacobsen
Stamblyr	David Booth
T'Bak	Tom Silberkleit
Tracker Melas	Amanda Carrett
Unity Device Guardian	Cynthia Marcucci, Erol Otus, J. White
Veronda bird	Madeleine Wild
Watcher Tzudan	Paul Silverman

CREDITS

Special Thanks Bender, Goldman & Helper (Public Relations, Los Angeles), Tom Byron, Tamar Cohen, Suzi Crandal, Tom Dickson, Pat Feely, Simon Ffinch, Lou Gioia, Marianne Golan, Indian Rock Imagesetting, Dan Irish, Stan Jacobs, Jennifer Spalding & Associates, Greg Kennedy, Paul Kim, Matthew Lesher, Adam Levine, Gilman Louie, Guymond Louie, Bob Michaels, Mitchell Talent Management, Steve Olson, Jacqueline Pearl, Planned Marketing Solutions, Diane Roberts, Carol Rudisill, Smartalk, Richard Thompson, Mark Waldrep, Steven Weinstein, Wild Enterprises, Julie Williams, Woods & Woods, Jennifer Wyatt

U.S.S. Enterprise™ Romulan Warbird™ Klingon Bird of Prey™ Galileo shuttle, Starbase and Ferengi™ Marauder wireframes by Viewpoint

Character animation tools C-POL, C-BIRD, S-DKIT, C-TOOLS and Mental Ray by SOFTIMAGE

Illustration used on the package and the manual created by Bill Eaken especially for *Star Trek: The Next Generation "A Final Unity"*

Starship Enterprise LCD pin artwork designed by Andy Probert. Case and production by Chrysalid Group, Inc.

If you have any questions about *Star Trek: The Next Generation "A Final Unity"* or any of our other products, please contact Spectrum HoloByte Customer Support at:

- Spectrum HoloByte
  2490 Mariner Square Loop
  Alameda, CA 94501
  ATTN: Customer Support
- (510)522-1164
  9:00 AM to 5:00 PM Pacific Time
  Monday through Friday
- Fax
  (510)522-9357
- Automated technical support and fax back
  (800)TECH958

AMERICA ONLINE:

To reach our Customer Support board in the Industry Connection, press Ctrl K for "Go to Keyword." Then type **SPECTRUM** in the Keyword window. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Software Libraries." You can also send electronic mail to Customer Support at S HOLOBYTE. Call (800)827-6364 for membership information.

COMPUSERVE:

To reach our Customer Support board in the Game Publishers B Forum, type **GO GAMBPUB** at any "!" prompt. Then select "Section 3" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Libraries (Files)" menu. You can send electronic mail to Customer Support at 76004,2144.

Call (800)848-8199 and ask Representative #142 for your free introductory membership and $15 usage credit. Besides online support of Spectrum HoloByte products, CompuServe offers many other services including communications, hardware/software support, travel, reference libraries and more.

GENIE:

To reach our Customer Support board in the Games RoundTable, type **M805;1** at any "?" prompt. Then select "Category 18" for Spectrum HoloByte. In addition to posting and reading messages, you can download files (demos, updates, troubleshooting tips, etc.) from the "Games RoundTable Libraries." You can also send electronic mail to Customer Support at HOLOBYTE. Call (800)638-9636 for membership information.

INTERNET:

You can send electronic mail to Customer Support at startrek@holobyte.com.

SPECTRUM HOLOBYTE CUSTOMER SUPPORT BBS:

To reach our Customer Support BBS, phone (510)522-8909 [8-N-1]. The BBS supports 300 baud to 14.4K (v.42bis) and Xmodem, Ymodem and Zmodem transfer protocols. After you are logged in, follow the onscreen prompts to sign on as a new user. The Customer Support BBS has message areas and file libraries (program updaters and game utilities).

If you are having problems with *Star Trek: The Next Generation "A Final Unity,"* we can best help you if (1) you are at your computer when you call, and (2) you have the following information handy:

- Version number or serial number of *Star Trek: The Next Generation "A Final Unity"*
- Your computer's brand and model
- Your computer's BIOS brand and version number
- Total RAM installed in your computer
- Name and version number of your operating system (such as MS-DOS or DR DOS)
- Name and version number of your memory manager (such as QEMM or 386Max)
- Video card brand and model name
- Mouse brand and version number of mouse driver
- Sound card brand and model name
- Contents of AUTOEXEC.BAT and CONFIG.SYS files
- Type **MEM/C** [Enter] at the DOS prompt and copy down the onscreen listing

SPECTRUM HOLOBYTE, INC. NINETY-DAY LIMITED WARRANTY

To the original purchaser only, Spectrum HoloByte warrants the disc on which this software product is recorded to be free from defects in materials and faulty workmanship under normal use for a period of ninety days from the date of purchase. If during this ninety-day period the disc should become defective, it may be returned to Spectrum HoloByte for a replacement without charge, provided you have previously sent in your Warranty Registration Card to Spectrum HoloByte or send proof of purchase of the program.

Your sole and exclusive remedy in the event of a defect is expressly limited to replacement of the disc as provided above. If failure of a disc has resulted from accident, abuse or neglect, Spectrum HoloByte shall have no responsibility to replace the disc under terms of this limited warranty.

If the disc should fail after the original ninety-day limited warranty period has expired, you may return the disc to Spectrum HoloByte at the address noted below, accompanied by a check or money order for the applicable replacement fee (please contact Customer Support for the exact cost), a brief statement describing the defect, and your return address. Spectrum HoloByte will replace the disc provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the disc retains the original product label.

ANY IMPLIED WARRANTIES RELATING TO THE DISC, INCLUDING ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO A PERIOD OF NINETY DAYS FROM DATE OF PURCHASE. PUBLISHER SHALL NOT BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS MIGHT NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Spectrum HoloByte, Inc.
2490 Mariner Square Loop
Alameda, CA 94501

SPECTRUM HOLOBYTE SOFTWARE LICENSE AGREEMENT

THE ENCLOSED SOFTWARE PROGRAM IS LICENSED BY SPECTRUM HOLOBYTE, INC. TO CUSTOMERS FOR THEIR USE ONLY ON THE TERMS SET FORTH BELOW. OPENING THIS PACKAGE OR USING THE ENCLOSED DISKETTE INDICATES YOUR ACCEPTANCE OF THESE TERMS.

Spectrum HoloByte hereby grants you a non-exclusive license to use the enclosed software and manual subject to the terms and restrictions set forth in this Software License Agreement.

This manual and the software accompanying it are copyrighted, with all rights reserved. You may not copy or otherwise reproduce any part of the software or the manual, except that you may load the software into a computer as an essential step in executing the software on the computer. The original and any back-up copies of the software and the manual are to be used only in connection with a single computer. You may physically transfer the software from one computer to another, provided that the software is used in connection with only one computer at a time. You may not transfer the software electronically from one computer to another over a network. You may not distribute copies of the software or the manual to others. YOU MAY NOT USE, COPY, MODIFY, TRANSFER, SUBLICENSE, RENT, LEASE, CONVEY, TRANSLATE, CONVERT TO ANY PROGRAMMING LANGUAGE OR FORMAT OR DECOMPILE OR DISASSEMBLE THE SOFTWARE OR ANY COPY, MODIFICATION OR MERGED PORTION, IN WHOLE OR IN PART, EXCEPT AS EXPRESSLY PROVIDED FOR IN THIS LICENSE.

3/95
1-124-40-202