# STAR TREK ®

## 25TH ANNIVERSARY ™

Interplay™

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# GETTING STARTED

## INSTALLATION

1. Insert disk into (internal floppy disk drive) and click on icon for disk 1

2. A window with a picture of the Starship Enterprise™ will appear, with 'STAR TREK™ 25th installer underneath

3. Click on hard drive icon another window will open.

4. Click on Starship Enterprise™ icon and drag it across to the hard disk window, this will copy the install program to your hard disk.

5. Close the disk 1 window by clicking on the small square in the top left hand corner of the window.

6. Now double click on the Starship Enterprise™ Icon and follow the on-screen instructions.

# KEYBOARD COMMANDS

Note that some commands are available only from the keyboard, so read through these even if you are using a mouse or joystick.

V - View: This toggles between the normal bridge view and a close-up of the main view screen. Yon don't have access to your monitors or bridge crew, but you get a more panoramic view of the action.

<tab> - toggles between ship movement and fire mode and bridge crew selection mode.

5 - (from the numeric keypad) Centres the flight controls.

< - Reduces the Main View Screen magnification.

> - Enlarges the Main View Screen magnification.

11 - Hail: Activates Uhura's Communication Icon.

T - Talk Spock: Ask Mr Spock for advice.

C - Computer: Activates Spock's Library Computer.

K - Kirk: This brings up Kirk's Options Icons.

W - Weapons: Toggles the Phasers and Photon Torpedoes on and off.

<cont> - Pauses the game. From the bridge, yon can simply press P, but

<cont> - works and is required on the ground.

A - Analysis: Shows an analysis of enemy ships on the side monitors.

Always shows the last ship damaged by the U.S.S. Enterprise™.

S - Shields: Toggles the shields on and off.

O - Orbit: enters or exits orbit around the nearest planet.

N- Navigation: takes you to the main star map. Refer to the star map in the middle of the manual for star names.

D - Damage Control: This brings up the Repair Icons. Select the ship system you want Mr Scott to concentrate on from here.

E - Emergency Power. This activates emergency power if it is available

F1  - Fire Phasers
F2  - Fire Photon Torpedoes
F3  - Forward View
F4  - Rear View
F5  - Port
F6  - Starboard View
F7  - Above View
F8  - Below View

# GAME SYSTEM
## INTRODUCTION
In STAR TREK®: 25th ANNIVERSARY™, you take on the role of the captain of the Starship Enterprise™, James T. Kirk. As Captain Kirk, you are faced with the same command decisions he faced, but it's your decisions that will determine the fate of the U.S.S. Enterprise™ crew. The game system is split into two sections, one for when you are on the bridge of the U.S.S. Enterprise™, the other for

when you are on a planet or another starship.

## ON BOARD THE STARSHIP ENTERPRISE™
Captain Kirk oversees control of the U.S.S. Enterprise™ from its bridge. From here you can issue commands to the crew, travel to and communicate with new worlds, and engage in combat. The bridge crew each have specific duties. By selecting the appropriate crew member, you can order that officer to execute a given task. What tasks each crew member can perform is listed below:

CAPTAINS LOG    TRANSPORTER    OPTIONS

**KIRK**: You are Captain Kirk. You can check Starfleet Command's review
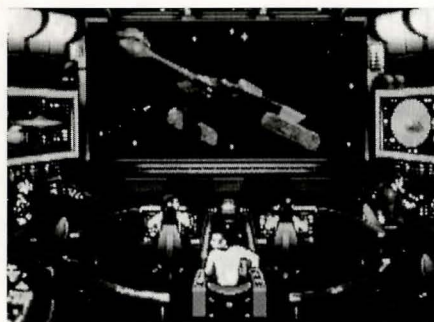
of your performance by selecting the Captain's Log Icon. Choose the Transporter Icon when you wish the landing party to leave the ship. Even starship captains have to sleep sometime- or would like to let others sleep - select the Options Icon and a new

set of icons will be displayed: Save Game, Load Game, Music On/Off, Sound Effects On/Off.
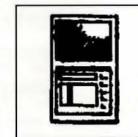
TALK    COMPUTER

## SPOCK:
Commander Spock occupies the science station. Once you enter orbit, he will scan the area with the ship's sensors and give a report. He will offer valuable advice if you select the Talk Icon. Spock has access to the ship's library computer - if you select the Computer Icon, you can type in any subject (unless your computer is as large as the U.S.S. Enterprise's™, you'll only get responses on subjects mentioned in the game, though). Type in the subject you are requesting information on, and then press <enter>.
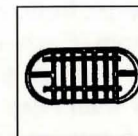
DAMAGE          EMERGENCY
CONTROL         POWER

## MR SCOTT: Lieutenant
Commander Scott sits at the engineering station. From there he directs damage control and the ship's engines. During combat, Mr Scott will direct his damage control teams to fix the most damaged of the ship's systems. By selecting the Damage Control Icon, you can tell Mr Scott to concentrate on

a particular system first. Once that system is repaired, he will automatically return to his usual damage control pattern. See the section on Ship Systems for more details. Also, you can order Mr Scott to give you Emergency Power. This only lasts for a short time and the strain on the engines is such that it will take several minutes before such a command can be issued again.
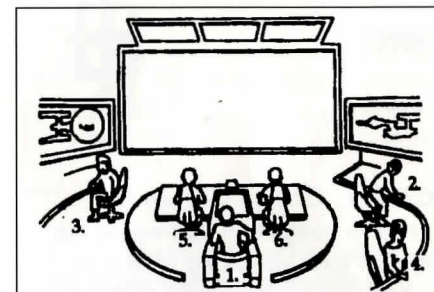
I. KIRK, 2.SPOCK, 3. MR SCOTT, 4.UHURA, 5.SULU; 6.CHEKOV

## UHURA:
Lieutenant Uhura is the communications officer. If you need to talk or send information to another ship or planet, select the Communications Icon. Uhura will open hailing frequencies and try to establish contact. Once communications are established, you can order her to send computer data files and other information by selecting the Communications Icon again.
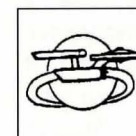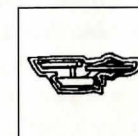
ORBIT              SHIELDS

**SULU:** Lieutenant Sulu is the ship's helmsman. By selecting the Orbit Icon, Sulu will take the ship in or out of orbit. You can't "beam down" to a planet until you are in orbit around a planet due to the transporter's limited range! Sulu also controls the ship's Shields - by selecting the Shields Icon he will raise or lower the U.S.S. Enterprise's™ main deflector shields.



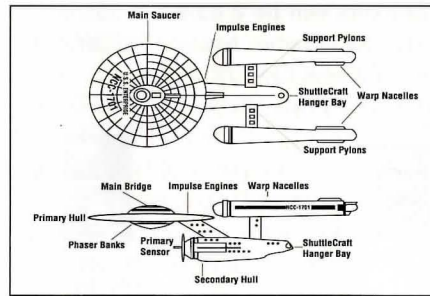*SHIPS SYSTEMS MONITOR*
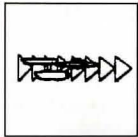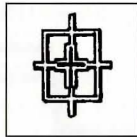


*NAVIGATION*



*WEAPONS*

**CHEKOV:** Ensign Chekov is assigned to navigation. Selecting the Navigation Icon will bring up a star map. You will need to refer to the star mapsheet that comes with the game for the names of the stars. Select your destination and the U.S.S. Enterprise™ will arrive at warp speed. During combat, Chekov controls the ship's weapon systems. By selecting the Weapon Icon, he will activate or de-activate the ship's phasers and photon torpedoes. You can't shoot until you arm the weapons!

## SHIPS SYSTEMS

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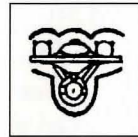


*MAIN SHIELDS*

**SHIELDS:** The main deflector shields protect the U.S.S. Enterprise™ from damage when in combat. Once activated, they will nullify a portion of the damage done to the ship. The more damage they absorb, the less effective the shields become until they fail completely. There are six shields: front, rear, left, right, top and bottom. Each is damaged individually, so if your left shield is damaged, you may want keep the side protected until Mr Scott can repair it!



*PHASER*

**PHASERS:** These are one of the U.S.S. Enterprise's™ two primary weapons. Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. These are quicker to load than photon torpedoes, but draw a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission.
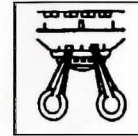


*PHOTON TORPEDOES*

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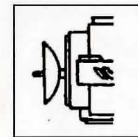


*SENSORS*

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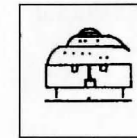


*BRIDGE*

**BRIDGE:** The bridge itself is heavily armoured and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage to bridge controls increases.



*HULL*

**HULL:** There's not a lot that can be done about this in the middle of a combat. Mr Scott will repair it after a battle, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the U.S.S. Enterprise™ is destroyed.
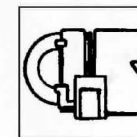


*ENGINES*

**WARP AND IMPULSE ENGINES:** Power for the ship's systems and movement are provided by the U.S.S. Enterprise's™ engines. The two warp nacelles provide the bulk of the power and are required for "warping" space to travel at faster than light speeds between stars. The impulse engines provide considerably

less power than the warp engines but can provide a nice reserve. During combat, there is no distinction made between power types. Mr Scott will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

## POWER ALLOCATION

Power allocation is optimised by the ship's computers. Shields are the first priority and will always be charged as long as there is power available. As long as the weapons are armed, they will have second priority on power. Phasers draw a fair amount of power to charge, but power requirements are low once they are fully charged. Photons torpedoes have low power requirements. Whatever power is left over is available for movement. The ship will try to move at the last speed you commanded, but may not be able to go that fast until you take the weapons or shields offline. As long as the engines are undamaged, the U.S.S. Enterprise™ has power to go top speed and arm weapons and shields. If power should be lost to damage then the ship effectively slows down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the U.S.S. Enterprise™ will probably soon follow.

## OPPOSING SHIPS

Aside from mock combat with another Federation heavy cruiser, there are several starships that may oppose you in combat:
KLINGON™ BATTLE CRUISER: The Klingon™ Empire is an aggres-

sive culture that extols warrior values. Outright war is prevented by the Organian peace treaty, but the Klingons™ have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon™ vessels are similar in speed and manoeuvrability to the U.S.S. Enterprise™.
ROMULAN™ BIRD OF PREY: Romulans™ fought an inconclusive but exceedingly fierce war against the Federation a century ago. A neutral zone agreed by treaty separates the two societies, but violations on both sides have occurred. Romulans™ are of the same genetic stock as Vulcans, but have not learned the Vulcan values of peace and logic. The Romulan™ ships are slow, manoeuvre poorly, but have two advantages: a powerful plasma torpedo and a cloaking device that renders it very difficult to detect in combat except when firing the torpedo. Beware! Due to a recent alliance of convenience, the Romulans™ have acquired some Klingon™ Battle Cruisers which have been retro-fitted with cloaking devices.
ELASI PIRATES: A loose confederation of pirate captains that prey on shipping for the most part. Their ships are small and quick and are only armed with photon torpedoes. They are primarily a danger when attacking with two or more ships.

## THE LANDING PARTY

When transporting to a planet or other starship, Captain Kirk will lead a landing party of himself, Mr. Spock, Dr. McCoy and a Security Officer. Be warned, situations can be dangerous.



UNITED FEDERATION OF PLANETS

X 10 PARSECS
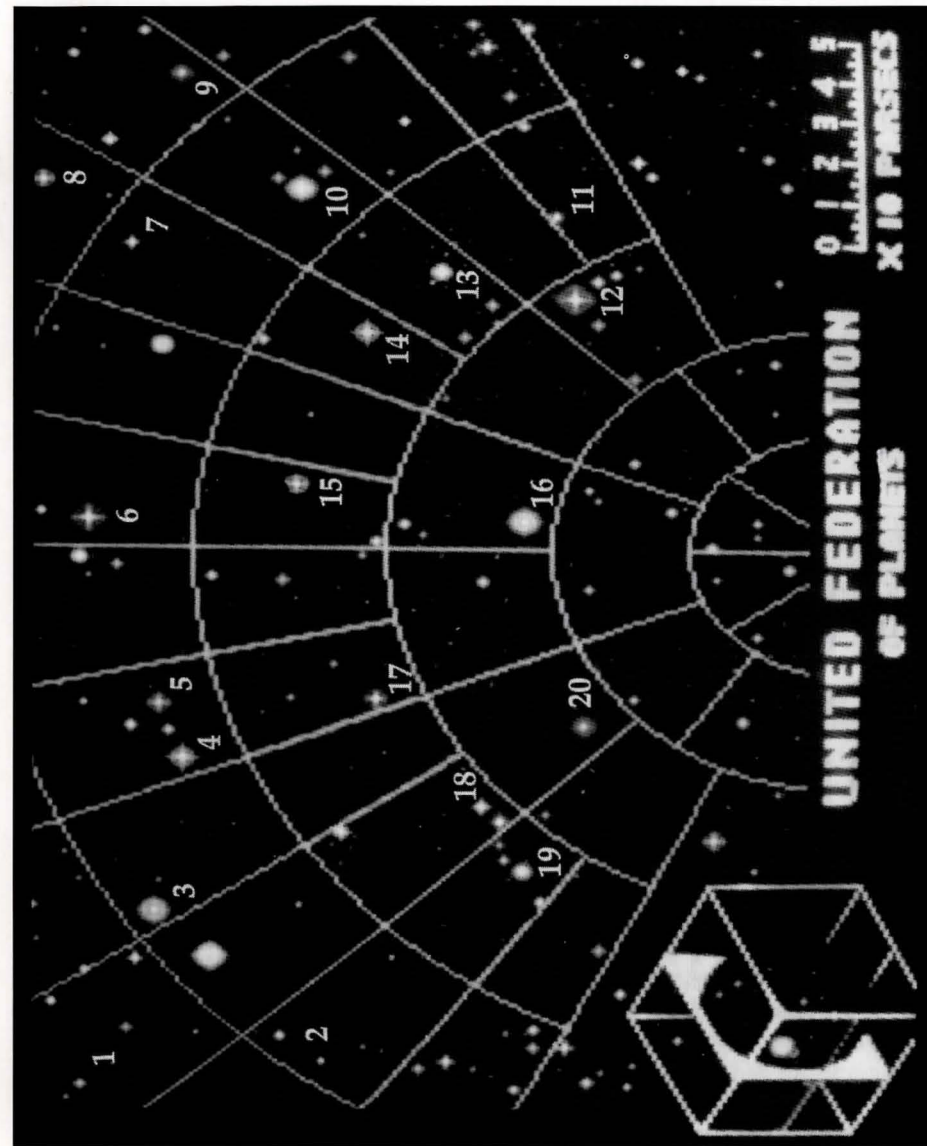
STERN

1. CENTURIUS
2. CAMERON'S STAR
3. ARK-7
4. HARLEQUIN
5. HARRAPA
7. DIGITAL
8. STRAKEER
9. HRAKKOUR
10. TRI-RHO NAUTICA
11. SHIVA OMICROM
12. ALPHA PROXIMA
13. OMEGA MEALSTROM
14. ARGOS IV
15. BETA MYAMID
16. SIRIUS
17. SIGMA ZHUKOVA
18. CASTOR
19. POLLUX
20. CHRISTGEN

If Captain Kirk, Mr Spock or McCoy is killed by your actions, the game is over. Generally there is some kind of warning placed within the game - you don't have to learn by dying, but you can die. Losing the Security Officer does not lose the game, however, and you can continue the mission. Constantly losing security officers is frowned on by StarFleet Command!



*LANDING GROUP, KIRK, McCOY AND SPOCK*

## MOVING ABOUT

Simply point to the area of the floor that you want Captain Kirk to go to with the cursor and click the left mouse button (or Joystick fire button or press the <enter> key). He will walk to that spot automatically. You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.

## COMMAND ICONS

By pressing the right mouse button or <space> bar, you can call up the Command Interface. You select with the joystick fire button, left mouse button or press the <enter> key. To clear a current selection or escape a menu use the right mouse button or <escape> key. This pattern of selec-

tion and clearing is used throughout the landing party missions. By selecting the appropriate area you can use the following commands:



*TALK*

TALK: Place the cursor over the Icon's mouth and select it. The normal cursor will be replaced with a Talk cursor. Place this over the character you wish to talk to and hit the select again. You may be given several options on what you can say - be sure to read them all before making your selection. You can scroll through the selections with the right mouse button or << space >> bar. Remember, you are representing the Federation and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. Don't forget to Talk to Spock, McCoy and the Security Officer - they may have valuable advice to give.



*LOOK*

LOOK: Place the cursor over the Icon's eyes and select it. There will now be a Look cursor. Place this over the person or thing you wish to look at and select it. Additionally, there will be

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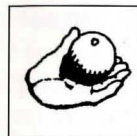


*GET*

GET: Place the cursor over the Icon's Hand that is extended downward and select it. Place the new cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.
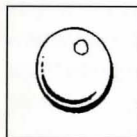


*USE*

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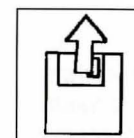
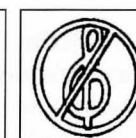Rock, but you can Use the Tricorder (Spock's or McCoy's) on the Rock.
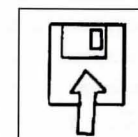
 

*SYMBOL OPTION*          *SAVE*

  

*LOAD*          *MUSIC ON/OFF*   *SOUND EFFECTS*

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

## STANDARD EQUIPMENT

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

PHASER: Two icons are shown, one for stun, the other for dematerialisation. The hand phaser is similar to the U.S.S. Enterprise's™ phasers in operation. It imparts a small amount of energy to an object in stun mode, a destructive amount on full power (dematerialise).

**TRICORDER:** This is for sensing and scanning. Think of it as a very powerful Look device. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy's is the obvious choice; if you want to find out something about alien contraptions, use Spock's.

**MEDICAL KIT:** McCoy's Tricorder is a diagnostic aide - you need to use the medical kit to actually cure anyone.

**COMMUNICATOR:** You can talk with the Mr Scott aboard the U.S.S. Enterprise™ with this and get advice or issue commands. You can get anyone on this, but it's Kirk that will do the talking.

## THE SCENARIOS

Each scenario will begin with a mission assignment from Starfleet Command. You will need to navigate (Chekov) to the star system Starfleet assigns you and resolve the situation. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance. There are multiple scenario outcomes, some not as optimal as others so be sure to save the game at the start of each scenario if you want to experiment.

## COMMENDATION POINTS

The better you do in a given mission, the more commendation points Starfleet Command will issue to you and your crew. This will help in your final evaluation, but also in a more

practical sense. The performance of your crew in combat will increase: Mr Scott will be able to repair damage quicker and give more emergency power, Sulu will be able to manoeuvre the ship more adroitly, Chekov will be able to target vital areas of enemy ships more accurately and increase damage. It will be very difficult in the latter combats without these increased skills.

## BACKGROUND

**U.S.S. ENTERPRISE™:** This is almost 1000 feet long and carries a crew of over four hundred. The main hall is the crews quarters and scientific research areas. The secondary hull is the engineering section and houses the main sensor array. The two cylindrical nacelles are the warp drive engines and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

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

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

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

**LIEUTENANT COMMANDER MONTGOMERY "SCOTTY" SCOTT:** The ever resourceful Engineering Officer. The third-in-command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the U.S.S. Enterprise™ as his own. Mr Scott worked his way up through the ranks through sheer love of engineering.

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

**LIEUTENANT UHURA:** She is the ship's communication officer. In swahili her name means "Freedom". Uhura is from earth. She delights in singing during her off hours, and is an expert in communications when on duty.

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

## CREDITS

DIRECTOR OF PLAYTEST:
Jacob R. Buchert III

PLAYTEST: Jason Ferris, Scott
Everts, Jeremy Airey, Fred Royal,
Michael Packard, Steve Nguyen, Jay
Simpson

MANUAL TEXT: Bruce
Schlickbernd

MANUAL & COVER DESIGN:
Definition (UK)

COVER ILLUSTRATION: Kevin
Davidson

THE CREW OF STAR
TREK™: The 25th Anniversary
would like to thank the creator of Star
Trek for all the joy of discovery that he
shared with us, Gene Roddenberry.
Though he passed away his message
that we can grow and become better as
a world has not.

_Handwritten notes:_

Andorian - andorians

Elasi Clan — ajElasi = 46 attacks

Elasi prime.    ajthuRi    3 years

onRusili    Scythe

Menalvagor — menalvagorians

SO2S

4  100    3 9?

Boxing lucs III

293391 - 197736 - 3829

Profftrey

Gazel

5 planets    200 years

_Interplay_ ™

## BY GAMERS FOR GAMERS

STAR TREK

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25TH ANNIVERSARY ™