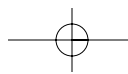


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FOREWORD

Thank you for purchasing *Star Trek*® Away Team for your PC. This manual will show you how to install the game and quickly jump into the action and adventure that Away Team has to offer.

Reflexive Entertainment and Activision® have worked long and hard to provide you with the best interactive experience possible. We hope you enjoy playing Away Team as much as we enjoyed making it!

Visit us on the web at <http://www.reflexive.net>, <http://www.stawayteam.com>, <http://www.activision.com> and let us know what you think. We look forward to hearing from you.

Have fun!

Sincerely,

The Away Team Development Team

INTRODUCTION

Communiqué from Admiral Nolotai to Starfleet Command

I have concluded my analysis of Starfleet's ability to respond to threats and found the mobility and adaptability of our forces to be lacking.

Enemies like the Borg, the Romulans, the Dominion, and many others seek to dissolve the United Federation of Planets. With our own resources spread thin across the galaxy, it is becoming increasingly difficult to protect all of our borders.

I propose that Starfleet Command form a *special* crew for a *new* time. A team prepared for the most extreme missions, capable of entering places that our conventional forces cannot go.

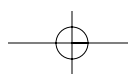
Starfleet research has completed their work on the *U.S.S. Incursion*, a Starship equipped with the Holographic Masking System. With this holographic technology, the *Incursion* can assume the form of any ship, allowing the crew to infiltrate areas that the rest of our fleet cannot enter.

To complement the *Incursion's* stealth power, I have worked closely with Commander Data to train a diverse crew of seventeen very talented individuals.

I believe that this new crew represents the best and brightest from Starfleet. Enclosed in this document, you will find dossiers on all the officers of this team, detailing their talents and abilities.

It is my opinion that we establish this elite Away Team immediately. Without their presence, the integrity of the Federation will be endangered.

Fleet Admiral Nolotai
Starfleet Command



INSTALLATION

TO INSTALL STAR TREK AWAY TEAM

Insert the game CD into your CD-ROM drive. Please close all open programs before installation. Choose one of the following options to install the game:

- If your CD-ROM drive has AutoPlay enabled, the setup will begin automatically. Simply follow the on-screen installation instructions.
- If AutoPlay is not enabled, double-click on the **My Computer** icon on your desktop. Double-click on the **CD-ROM drive icon**. Then double-click on the Away Team **setup icon** and follow the on-screen installation instructions.

COPY PROTECTION

To play *Star Trek* Away Team, you must have the Away Team CD in your CD-ROM drive.

QUICK START REFERENCE GUIDE

For those that like to jump right into the game, we've created a quick reference guide. These are all the default controls you will need to play Away Team. If you would like to change any of these settings, you can easily do so in the Configure menu.

BASIC DEFAULT CONTROLS

Mouse

Select/Move	Left Button
Use/Fire	Right Button
Next/Previous Inventory	Mouse Wheel (if available)

Movement

Walk	W
Run	R
Crouch	C
Cycle Movement	X

Map Controls

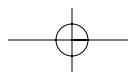
Scroll Left	←
Scroll Right	→
Scroll Up	↑
Scroll Down	↓

Inventory

Next Inventory]
Previous Inventory	[
Phaser	P
Concussion Grenade	G
EMP Grenade	E
Neural Disruptor	N
Hypospray	H
Sniper Rifle	F
Vulcan Nerve Pinch	K
Enhanced Mind Meld	D

General

Pause Time	ENTER
Center on Last Hit	SPACE
Select Vision Cone	V
Cycle Vision Cone	TAB
Toggle Sound Cone	S
Chat (Network Only)	T
Select Entire Team	A
Select Individual Team Members	1-6
Objectives	O
Mini-Map	M
Zoom In	KEYPAD +
Zoom Out	KEYPAD -
Zoom Reset	KEYPAD *
Configuration Menu	F1
Save Menu	F9
Load Menu	F10
Quick Save	F11
Load Quick Save	F12



THE MAIN MENU

MAIN MENU SYSTEM

When you load *Star Trek Away Team*, you will see the Main Menu system. Maneuver the cursor with the mouse to highlight the options.

At the Main Menu, you can choose from the following: Start New Game, Load Game, Settings, Play Network Game, Credits, and Quit.

Start New Game

When you select Start New Game, you will be prompted to select a difficulty mode. The default mode is Normal. If you are a novice gamer, or would like an easier gameplay experience, select **Easy** and the Introduction Cinematic will play. You can skip this movie, and any other cinematic movie, by pressing the **Spacebar** (or the **Esc** key). After the cinematic, the game will begin with a Captain's Log briefing for Mission One. Click on **End Briefing** to start the mission.

Load Game

This sub menu lets you load a saved game to resume where you left off on a previous mission.

When you select this menu, a list of all your saved game files will appear. You will see the text description of the file next to a thumbnail picture of the game where you saved. Then click on the highlighted file you wish to load.

SETTINGS

When you select Settings, you will bring up the Configure menu. This sub menu allows you to adjust many of the game settings to optimize your experience.

Brightness: You can move the slider on this setting to change the Brightness of your screen.

Scroll Speed: You can affect the speed of scrolling when you move your cursor off the screen, or use the arrow keys on your keyboard.

Scroll Accel: You can control the acceleration rate of scrolling when you move your cursor off the screen.

Pause Game When Hit Off Screen: Checking this option will auto pause the game when a member of your team is hit off screen, allowing you the choice to issue orders.

Difficulty: You can select a new difficulty mode with this option. The default difficulty mode is Normal. This setting can be changed at any time during the game with this option.

Configure Keyboard

Within this sub menu, you can customize your control set. If you don't like the default keyboard settings, you can rebind the keyboard commands in this menu. You can change the following settings:

- *General:* This menu allows you to bind key commands for various controls.
- *Inventory:* Change the controls that select items and equipment. You can bind key commands for items like the Cloaking Band and the Teleportation Brig with this menu.
- *Movement:* The movement menu allows you to rebind the commands that move your Away Team. You have the ability to change the keyboard commands associated with the Movement Toggle keys.
- *Weapon:* Change the controls allowing you to select your different weapons.
- *Mouse:* On the right side of the key configuration screen, there is a representation of your current mouse controls. The default setting for the mouse utilizes the **Left Mouse Button** for moving and selecting, the **Middle Mouse Wheel** for cycling through the inventory, and the **Right Mouse Button** for firing weapons and using items. These buttons can be reversed by clicking on the Reverse Mouse Buttons icon.
- *Reset to Default:* You can restore the original control configurations by selecting this icon.

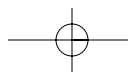
Configure Sound

Master Volume: Adjusting this will affect the overall volume of the game. Raising or lowering this control will change all sound in the game: music, sound effects, and voices. Press the **M** button if you want to mute the volume.

Sound Effects Volume: Adjusting this setting will only change the volume of the sound effects in the game, like explosions, Phaser blasts, doors opening, and other effects.

Music Volume: Adjusting this setting will change the volume of the music in the menus and briefing screens and the background ambient music played during the game.

Voice-Overs: This setting turns Voice Overs On or Off. Your Away Team members will occasionally talk to each other, depending on



the circumstance. Also, enemies or characters in the environment may say something to you. If turned off, you will not hear the audio portion of the dialogue, but you will still see the dialogue's text.

Stereo: Mono or Stereo. The default setting is Stereo sound. If you are experiencing performance issues, you can adjust the sound quality to Mono.

Sound Mixing: Set this to Better or Faster depending on your system requirements. The Better setting plays the highest quality sounds. If you are experiencing slowing during the game, you could set this to Faster.

Credits

An homage to all of the people at Reflexive, Activision, and other companies who worked together to bring you *Star Trek Away Team*.

Quit

Selecting the Quit icon will bring up a screen that asks if you are sure that you want to quit the game. Select **Yes** if you want to exit the game and return to your desktop environment or **No** if you want to remain in the game.

OPTIONS MENU

Once you begin the game, you can enter the Options Menu by pressing the **Esc** key. From this menu, you can perform several functions: Configure, Load, Save, End Game, and Resume.

Configure: You can also configure your keyboard controls from this menu, and access it directly with the **F1** key. From the Configure menu you can also select a new Difficulty mode. The default difficulty mode is Normal. This setting can be changed at any time during the game with this option.

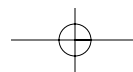
Save: You can save your progress with this option. You will be prompted to name the saved game file. You can access this menu directly with the **F9** key.

Load: You can load any saved game with this option. This menu can be accessed directly using the **F10** key.

Restart Mission: Restarts the current mission.

End Game: This will quit your current mission and return you to the Main Menu.

Resume: Select this to continue your mission, or you can simply press **Esc** again.



PLAYING THE GAME

THE BASICS

Once you have installed the game and have set up your configuration in the game menus, you're ready to join the *Incursion* crew on their first mission. This manual will introduce you to the basics of the game and show you the interface used to select and control an Away Team.

Throughout *Star Trek Away Team*, you will assume control of a team of one to six operatives to perform missions. These missions will take you across the galaxy to confront enemies of the Federation.

For the first tutorial mission, a team has been selected for you that will teach you the basics of the game interface. After Mission One, you will have the opportunity to choose your own team for each mission.

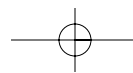
PAUSE TIME

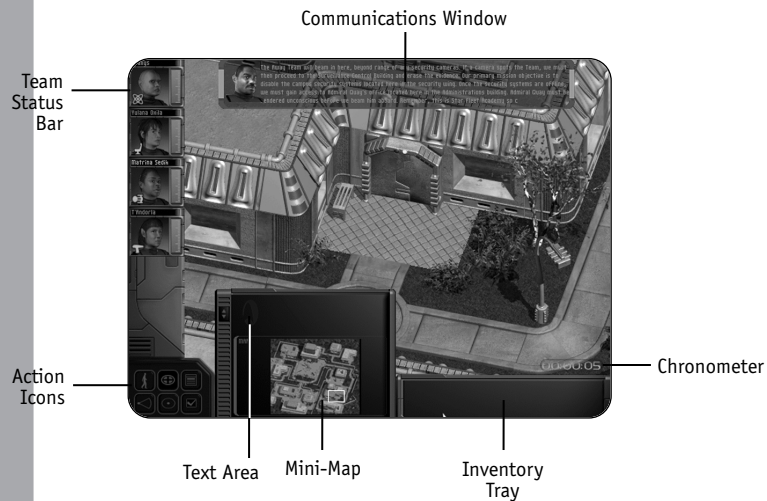
A very important tool in *Star Trek Away Team* is the Pause Time feature. By default, Pause Time is set to the Enter key. By pressing this key, you can pause the game and issue commands to your team members. After you've given orders to the team, you can exit Pause Time and return to the game by pressing the **Pause Time** key. In later missions when the action becomes intense, this invaluable feature will help you complete all your objectives.

INTERFACE

GAME INTERFACE SCREEN

Most of the action will take place in the main screen. If you would like to zoom in to see something more closely, or zoom out to see more of the environment, use the numeric keypad **+** and **-** to zoom in and out. Note: The Zoom feature is available in Single Player only.





The following list details all of the elements of the main game interface.

Cursor

Your cursor allows you to interact with the game world. You will primarily use the cursor to select members of the Away Team to move them in and out of combat, but you can also interact with your environment. If you see an object or console that you would like to inspect, move the cursor over it. The cursor will change to let you know what kind of interaction could occur.

Movement Cursor: Selecting and Moving the Away Team

You will see a simple arrow cursor when you are moving Away Team characters. You can select a single character by **left-clicking** on the character on the screen, or on the character's portrait. Then use the movement cursor to point to an area you want to move to and **left-click** again. If you want to move a group of characters, **left-click** and drag a selection box to select all available team members within that area. Once selected, you can **left-click** to move the team. Holding down the **Shift** key and clicking on a team member will add them to the current group, while holding down the **Control** key will deselect the crew member clicked on. You can also select team members with the keyboard numbers **1** through **6**.

You can also assign a group of characters to a key command so that they can be selected quickly. Group select the characters you would like to assign to a new group, then press and hold **Control** and a

number from **1-6**. Once this group is assigned, you can press and hold **Shift** then the number from **1-6** to select that group again.

If you attempt to move any character to an inaccessible area, or to a location that is too far away from the current position, you might see the cursor change into a large **X**. This **X** cursor lets you know that your character cannot move to the location from the current position.

Interact Cursor

If you move the cursor over something that you can interact with, the cursor will change to an Interact cursor. If the object is something you can pick up, you can **right-click** on the object to pick it up. If the object is a computer terminal or control device, you can **right-click** to attempt to use the object. Some terminals can only be used by characters with specific skills, like Terminal Repair.

If the character you have selected can't perform an interaction, the cursor will change to an **X** or you will hear a voice-over explanation.

Combat Crosshair Cursor

When you have a weapon selected, the cursor changes to a Combat Crosshair cursor. Any ranged weapon, like a Phaser, displays the Combat cursor to show you if the shot is clear. If the cursor is green, you have a clear shot at the acquired target. A red crosshair lets you know that your shot is obstructed or that your target is out of range. When using the Sniper Rifle, pay attention to the cursor—you don't want to waste a valuable round when the cursor is red.

Team Status Bar

On the left side of the screen, there is a vertical bar with the portraits of your Away Team characters. This is the Team Status bar. It not only shows you the current roster of your Away Team, it also displays their current health level. The red bar next to the portrait indicates the health level—as a character takes damage, the red bar will shrink. The portraits of the team members selected will be displayed in color. **Double-clicking** on a team member's portrait will center the screen on that person, allowing you to easily locate them on the map.

Each portrait also has a Discipline symbol that shows which class the character belongs to. There are five classes: Command, Engineering, Science, Security, and Medical.





Inventory Tray

The lower right portion of the interface is dedicated to your inventory tray. By **right-clicking** on this tray, you will bring up a pop-up menu showing all the weapons and items possessed by the character you have selected. If you have more than one character selected, then all of their items, skills and weapons will be shown. Once the inventory is open, you can equip a character with a weapon or select an item or skill by **left-clicking** on the appropriate icon.

You will notice that the tray is sorted by groups of items. When you have the entire team selected and you bring up the inventory tray, you will see all of their weapons, skills, and items. The tray has been arranged so that you can quickly find the weapon types aligned in the same column and likewise for items and skills.

Chronometer

This clock continues to tick as you progress through a mission. If you click on the time, you can enter Pause Time. While in Pause Time, you can issue orders to any of your Away Team members. To return to real-time action, simply click on the chronometer again. You can also enter Pause Time by pressing **Enter** on the keyboard.

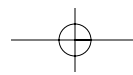
GAME TIP: Pause Time is an excellent way to control your Team during combat, allowing you to choose your attack and defense strategy.

Text Window

The text window displays text descriptions of different objects in the game. When you select a weapon or an object from your inventory, a brief description appears in the text window. If you use the tricorder to examine something in the environment, the tricorder will display text in this window.

Mini-Map

To bring up the Mini-Map, press the **M** key. The Mini-Map will show you a representation of the entire mission map. Animated blue squares on the Mini-Map will show you the locations of mission objectives. Use the Mini-Map to find where you need to go to complete your primary and secondary objectives.



Communications Window

If a character speaks to you or sends you a communication, you will hear the character's voice and see a message at the top of the interface. Next to the message, you will see the portrait of the character sending you the message. If at any time you would like to skip through the dialogue, press the **Spacebar** and you will skip the message.

Action Icons

The lower left area of the inventory has six important icons.

Movement Mode Toggle – This button allows you to change the movement mode of any number of characters you have currently selected. The three movement modes for a character are Walk, Run, and Crouch. You can cycle through these modes by pressing the **X** key or by using the mouse to press the toggle button. There are advantages to the different modes. Running allows you to travel through the environment faster, but it is the loudest of the three modes. Crouching is the slowest movement mode, but it is the quietest. Walking is moderately fast and moderately quiet.

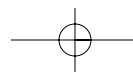
Select All – This useful command allows you to quickly group select all of your Away Team characters, regardless of their position. Once selected, you can move them to a location by **left-clicking**. This is a great way to gather your operatives to one place if they are separated. You can also press the **A** button to group select.

Display Objectives – You can view Primary Objectives and Secondary Objectives for your current mission. During a mission, you could receive new objectives, so check this screen periodically. You can also press the **O** key to access this screen.

Toggle Vision Cone – To help you prepare for encounters with enemy guards, you can select the vision cone feature to see a guard's field of view. Press the vision cone button on the interface or press the **V** key to turn on vision cone—you will notice that the cursor changes to a blue vision cursor. Now click on a guard and you will be able to see the guard's field of view, represented by a transparent blue area on the screen.

You can also use the **Tab** key to cycle through the fields of views for the different guards on screen. You can only see the field of view for one guard at a time.

Toggle Sound Cones – During stealth missions, the sound cone toggle is a vital asset. When turned on, you see blue circular sound cones emanating from characters making noise (shooting a gun, running, etc.). Enemy guards will react to noises that they can



hear—if a sound cone hits a guard, the guard has “heard” that sound. You can also press the **S** key to toggle sound cones on.

Louder noises create larger cones of sound. You can minimize your noise by crouching while moving.

GAME TIP: Use sound cones when you’re trying to sneak up on an enemy. It is recommended that you turn sound cones off when you’re running with an entire group, as many sound cones will emanate from the characters and obscure your view of the map.

Options Menu – You can access the Options Menu by clicking on this icon. You can also use the **Esc** key to bring up this menu.



AWAY TEAM COM – TEAM SELECTION SCREEN



After Mission One, you will be able to choose a team before each mission, for most missions. Once you have completed a mission, you will receive a debriefing for the mission and a new briefing for the next mission. Once the briefings finish, the Team Selection screen will appear. You can return to the briefing screen again by clicking on Briefing at the top left of the screen.

The Team Selection screen utilizes an intuitive folder tab system to let you access more information about the different characters.

Character Screen

On the left side of the screen are the available characters you can choose for a mission. These characters are separated into folder tabs marked with their respective Discipline symbols. Click on a new folder tab to show all the characters available for a given discipline. If you would like to see the weapons and items for a given character, click on **Inventory** (then press **Character** to see their statistics again).

Take time to look at the different characters to get a feel for their different strengths and abilities.

Required Skills or Items

The upper right region of this interface tells you what skills or items are necessary for the current mission. Skills or items that are required for the mission are listed on top. You can click on this to cycle through Away Team members with the respective skill needed for the mission. There is also an area of Recommended Items. By clicking on these skills or items, you can cycle through the different characters with the recommended skills or items.

Transporter Pad

When you are ready to add characters to your Away Team, select the appropriate character and then click on the **right arrow** button at the middle of the screen or **double-click** on their portrait. Clicking this will “transport” that character to the Transporter Room on the right side of the interface. Continue choosing characters in this manner until you have selected all the Away Team members required for the mission—the middle arrows will fade if you can’t choose any more team members. If you change your mind, you can select another Away Team character by selecting a character on the Transporter Pad and clicking on the **left arrow** button—this puts that character back into the roster pool.

For some missions, there are specialists that are required to go on a certain mission. For instance, Slovaak and Refelian must accompany you for Mission Two. However, you are free to choose the remaining members of the team.

BRIEFING AND DEBRIEFING SCREENS

Briefing

Before you begin a mission, you will receive a briefing from a Command Officer like Admiral Nolutai or Captain Refelian. You will be given plot information about the current mission.

Press **Continue** after the first briefing to see if there are any other messages from other crewmembers. For later missions, you may receive messages from other Away Team members, informing you that they have researched a new weapon or equipment upgrade.

You can also review the briefing again by pressing **Replay**. When you are ready to start the mission, select **End Briefing**.

Debriefing

Once you’ve completed a mission, you will proceed to a debriefing screen where a Command Officer will summarize your accomplishments. You’ll also be given information pertaining to the next mission.

When the debriefing for the completed mission is done, you then receive a briefing for the next mission. Once you are briefed, you will then go to the Away Team Com screen so you can pick your squad.



STORY BACKGROUND

Several days ago, strange events were detected from deep within Klingon space. Numerous disturbances throughout the Klingon Empire, including distress calls and reports of scattered battles, have raised concern among Starfleet Command.

To assess the situation discreetly, Starfleet Command activated the newly formed Away Team for its first mission.

The *Incursion* team has been ordered to use the holographic power of the Starship to enter Klingon space undetected and determine the nature of these events. If the Klingons are waging a civil war or battling a new foe within their borders, it could change the political balance of the galaxy.

Using the different skills of the Away Team, the answers to these strange occurrences must be discovered. It is likely that the search for these answers will take the Away Team to different hostile systems. Starfleet Command has given the Away Team the freedom to enter any system to determine the nature of these events, within the reasonable boundaries of the Prime Directive.

Commander Data, the team's Technical Advisor, has volunteered to accompany the crew of the *Incursion* on their maiden voyage.

AWAY TEAM ROSTER

The seventeen-member crew of the *Incursion* is a diverse group of elite Starfleet officers. Each of these officers possesses weapons and equipment designed for their personalities and their abilities.

COMMAND OFFICERS

Captain Marcus Refelian

Marcus Refelian is a highly decorated Starship Captain, hand-picked by Admiral Nolotai to lead the crew of the *Incursion*. Marcus distinguished himself several years ago when he defended a group of Federation Colonies against Breen Raiders.

Because of his remarkable accomplishments, Starfleet Command asked Refelian to select a new team of secret operatives. Starfleet allowed Refelian to train an elite team comprised of Starfleet's most gifted officers. This team would be given a prototype vessel, the *U.S.S. Incursion*, equipped with new stealth technology to carry out extremely dangerous missions. Refelian worked with Starfleet, going through hundreds of personnel files to gather the most effective team. With Refelian's aid, Starfleet chose a team with diverse talents and knowledge, forming one of the most highly trained Away Team groups in Federation history. His weapon of choice is the Concussion Grenade.



Quint Freedman

Quint grew up on a reservation on Earth among people that could trace their ancestry back to ancient Maori tribes of New Zealand. As a proud Maori warrior, Quint has a Moko, a facial tattoo that displays his character and identity.

Before joining the Away Team, Quint was an operative for the Maquis, an organization dedicated to stopping Cardassian aggression. During the long campaign against the Cardassians, Quint trained many of the resistance members and became good friends with the Maquis leader Chakotay.

Captain Refelian personally recruited Quint to be his second command officer, knowing that he possessed tremendous leadership potential. He is the stealthiest Away Team member and a master of infiltration techniques.

Quint utilizes an Herbal Extractor to gather useful items from the environment around him.





Yulana Oxila

Yulana descends from the House of Oxila, a prominent Betazoid family that is the keeper of the Six Orbs of Choiza and guardian of the Sceptre of Betazed. Yulana's mother was an influential diplomat for the Betazoid government, helping to form a favorable trade arrangement with the Ferengi.

Yulana uses her empathic abilities to know the minds of those with whom she serves. In combat, her empathic ability helps her to guess the next move of an opponent.

Before her role as a Command Officer, Yulana served on a Starship as a Medical Officer. She still retains some healing knowledge, and she carries Hyposprays to help wounded Away Team members.

Marcus Refelian recruited Yulana for her leadership skills and for her ability to know the mind of an opponent.

MEDICAL OFFICERS



Dr. Sheila Thatcher

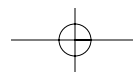
Sheila is the Chief Medical Officer aboard the *U.S.S. Incursion*. Raised in London, she joined Starfleet at a young age. She is a very talented healer and a respected authority on alien biology. While her battle skills are not as strong as the other Medical Officers, her healing skills are unmatched.

Throughout her career, Dr. Thatcher has been credited with discovering cures for seven disease-causing alien agents. She is widely regarded as Starfleet's foremost authority on alien pathogens and physiological disorders.

Sheila prefers to carry numerous Hyposprays over spare Neural Disruptor recharge clips.

Sirta D'Qua

Sirta comes from a large Andorian family with a long military history. Her father was an engineer of the Andorian Defense Force and two of Sirta's siblings joined Starfleet to protect the Federation. When Sirta was of the proper age, she trained as a battle medic at the Andorian Academy. After graduating with honors, she joined the Andorian Defense Force and was assigned to a small Starship patrolling a local system.



Her ship's first assignment was to track down Andorian renegades, those who rejected the notion that Andoria should belong to the Federation. During her first battle against a squadron of renegades, her ship took heavy casualties. When the Chief Medical Officer was killed during the attack, Sirta took control of sick bay and had to treat dozens of wounded Andorians. After the battle was won, Sirta was commended and quickly promoted.

News of her bravery reached Starfleet, and Sirta was soon invited to join Starfleet Academy. The study of medicine came easily to Sirta, who possesses a keen mind for grasping the many differences between alien physiologies.

Medical Officer Sirta is an Andorian with a fiery attitude. She uses her knowledge of anatomy to her advantage in battle. She prefers to carry a fully loaded Neural Disruptor over many Hyposprays.



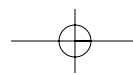
Kolanis Mikala

Kolanis is a half-Betazoid with limited empathic powers. He grew up under the care of his mother on the planet Betazed. His father, a human trader crossing the stars in a small vessel, left while Kolanis was still an infant. His mother raised him alone, urging him to study hard and embrace his Betazoid heritage. While growing up, Kolanis wondered about his human heritage and his father, a subject his mother never really wanted to talk about. When he was old enough, Kolanis wandered space looking for his father.

He traveled space for years, learning many skills, until he chanced upon a derelict Federation vessel. He rescued many trapped crewmembers and treated dozens of wounded.

Because of his valor, Starfleet extended an invitation to Kolanis to join the Academy. Kolanis performed exceptionally at the Academy and was handpicked by Dr. Thatcher to join the *Incursion's* Medical Team.

Kolanis is equally skilled at warfare and healing.



SECURITY OFFICERS



Ty Mijoral

Ty is a unique Bolian warrior. What he lacks in brilliance he makes up for with his tremendous brawn.

Ty originates from a conclave on the southern hemisphere of Bolarus IX, the Bolian home planet. Like all Boliens, his head is divided with a bifurcated ridge.

When he was of age, Ty left his planet to join a Bolian Exploration Starship. An unfortunate incident with a Cardassian Patrol Ship sent Ty and the Bolian crew to a harsh prison planet. Ty escaped capture with a handful of other prisoners. Using guerilla tactics, Ty attacked the Cardassians for several months until the prison planet was liberated by a Federation Starship.

Since his rescue, Ty has dedicated his life to serving Starfleet.

Ty is adept with Phaser weapons and explosive ordnance. He is especially proficient with Mines.



Vin Asunder

Vin is a hardened veteran of many battles with a checkered past. The son of a Chinese mother and an English father, Vin left to explore space and eventually become a mercenary working for a band of Orion pirates. For several years, Vin learned to wield heavy weaponry and design explosive devices. His skills allowed the pirates to prey on shielded cargo transports. During a raid, a Federation Starship attacked the pirates. Vin refused to fire on Federation personnel. After he was captured and placed in a Federation prison, Vin entered a rehabilitation program sponsored by Starfleet Command.

Years of intense rehabilitation eventually allowed him to enter Starfleet Academy. He shared his knowledge of martial arts with many fellow cadets and became the leader of his squadron before graduation.

After graduation, Vin served on several different Starships. He has survived many missions and has the most combat experience of any Away Team member in Starfleet. Over the years, Vin has become a bit superstitious. He carries a Tribble named Spike on all his away

missions, believing that the creature brings him luck and prevents him from becoming a "redshirt statistic."

Captain Refelian recruited Asunder for his raw physical talents and highly developed combat skills.

T'Andorla

Intrigued with the ancient history of Vulcan, T'Andorla studied the period before Surak brought logic to the race, a time of great savagery and warfare. She learned that some of the fighting styles still survived today, taught by secluded Vulcan Masters honoring ancient rites. Seeking out these trainers, T'Andorla learned old battle meditations to increase her combat proficiency and awareness during critical situations. She also found Romulan and Vulcan history fascinating, and studied it exhaustively.

After graduating from the Vulcan Academy, T'Andorla joined the elite Vulcan Guard, well-trained guardians for the leaders of the Vulcan government. As a Vulcan Guard, T'Andorla distinguished herself several times by helping to defend the council members against several Romulan assassination plots.

Ironically, T'Andorla's focused Vulcan nature has allowed her to become the perfect warrior.

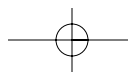
As a Security Officer, she has been trained to use the Phaser Rifle. She has also become an expert with the Sniper Rifle. As a Vulcan, she has the natural ability to use the Vulcan Nerve Pinch.

Sinjin Kirk

Sinjin is the grandson of George Samuel Kirk, who was the brother of the famous Captain James T. Kirk. George Samuel Kirk and one of his three sons were killed by Denevan neural parasites in 2267. However, Samuel Kirk's youngest son, Craig Kirk, was visiting relatives in Iowa at the time and survived the disaster. After George Kirk's death, his son Craig decided not to enter Starfleet and stayed on Earth to become an engineer. He raised a family shortly after, having Sinjin and a daughter.

While growing up, Sinjin lived on a rural farm in Iowa with his family and studied to become an agricultural engineer like his father. When Sinjin expressed interest in joining Starfleet, Sinjin's father discouraged him from applying to the Academy, believing it to be too dangerous.





In his third year at the Academy, Sinjin became squad leader of his class. He continued to study military history, mastering the Academy's battle tactics classes. That year, Sinjin recorded one of the highest scores for the Kobayashi Maru in the Academy's history.

When Sinjin graduated, all of his instructors recommended him for the special Away Team being formed by Captain Refelian. After reviewing his sterling record, Captain Refelian recruited Sinjin out of the Academy for his superior tactical knowledge and security skills. He is the undisputed marksman of the team with his Phaser Rifle and Sniper Rifle.

ENGINEERING OFFICERS

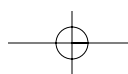


Brexen Ijoula

Brexen Ijoula is a Trill, a being composed of two sentient individuals living symbiotically. The symbiotic being, Ijoula, has had more than twenty hosts throughout its long lifespan. It joined with the female host Brexen five years ago and entered Starfleet. Ijoula's vast experience allowed her to excel at the Academy, graduating at the top of her Engineering class.

Brexen's research into electromagnetic field technology has allowed her to create several weapons capable of disrupting electronic equipment.

Because of Ijoula's long lifespan, she has been to many worlds and encountered many alien races. Not only is Brexen valuable for her combat engineering skills, but her familiarity with different planets and enemy races are valuable to an Away Team leader. She is especially familiar with the Borg, a species she has fought several times during her life.



Slovaak

The Vulcan Slovaak was born to a well-known family, descendants of the Vulcan explorers that initiated first contact with Earth.

Slovaak graduated from the Vulcan Science Academy with top honors, studying neurochemistry and physics.

After achieving Kolinahr, Slovaak noticed a dramatic increase in his psychic abilities. Fascinated by the increase in his telepathic prowess, he began to develop his mental energies. After many years of study, Slovaak developed the Enhanced Mind Meld, a powerful mental discipline that allowed him to initiate a Vulcan Mind Meld from a ranged distance, even through walls and doors. Slovaak refined the skill's power so that he could mentally influence and control a target's mind and body.

Hearing of his research, Captain Refelian requested that Slovaak be transferred to the *IncurSION*.



Matrina Sedik

Matrina is a dedicated engineer from Earth. She has developed an Equipment Enhancement technology that boosts the efficiency of the Away Team's weapons.

Matrina was born in the African Confederation to a large family. Her father was an exobiologist and her mother was a psychologist that worked on a Starship as ship's counselor. As a young adult, Matrina had a high proficiency with technology and an affinity with computer engineering.

Matrina entered Starfleet to pursue engineering and studied hard to graduate with honors to become an outstanding officer.

Captain Refelian recruited Matrina for her flexible thinking and ability to adapt technology for different needs.



SCIENCE OFFICERS



Aloram Vas

Vas was born to a modest family on Bajor and studied at a local temple. While interested in science, she concentrated on religious studies during her early years, until one day she had an epiphany of her becoming a scientist. Believing it to be the will of the Prophets, Vas received permission from her family to join Starfleet Academy. Although the conflict between the Bajorans and Cardassians troubled her deeply, Vas realized that she was not destined to fight in the conflict. She believed she could affect more positive changes by joining Starfleet rather than the Bajoran resistance.

At Starfleet Academy, Vas studied physics and transporter technologies. Since graduating from the Academy, Vas has been responsible for many improvements to transporter technology. When Vas was recruited by Captain Refelian to join the *Incursion*, she developed a mobile teleportation brig capable of transporting dead bodies into a transport buffer.

Vas is a deeply spiritual person. She is a dichotomy, a staunch believer in hard science and the mysticism of faith. She is a loyal Starfleet officer and a respected member of the *Incursion* crew.



Ivan Verov

Ivan grew up in central Russia in a large family. While growing up, it became apparent that Ivan was a child prodigy.

His parents enrolled Ivan into a special education program at the Daystrom Institute. Ivan's photographic memory allowed him to retain incredible amounts of information.

When Ivan was old enough, he was accepted into Starfleet Academy. At the Academy, Ivan pursued degrees in several scientific disciplines, including cybernetics, advanced computer studies, and energy field studies. One of Ivan's inventions included a dynamic stasis field that would later become a critical part of the *U.S.S. Incursion's* Holographic Masking Technology.

Ivan is widely regarded as one of Starfleet's brightest minds, a renaissance scientist who has mastered several fields of study. Although he is a pure scholar, Ivan is a robust young man who is more than able to protect himself. During stressful situations, he unconsciously mumbles in Russian.

Captain Refelian recruited Ivan to become the Chief Science Officer of the *Incursion* and to develop new weapons and equipment for the team.

Yraxys

A Bolian of many talents, Yraxys studied Botanical Sciences on Bolarus before joining Starfleet Command. She has developed an Extractor that allows her to take elements from alien plants so that she can create useful items. With the extractor, she can create things like healing Hyposprays and from poisonous plants she can create toxins that can hurt or paralyze enemies. Yraxys delights in concocting dangerous brews from exotic and deadly alien plants.



Wes Pulaski

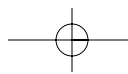
Wes is the nephew of Dr. Catherine Pulaski, noted physician that once served on the *Enterprise*. Wes broke a long-standing family medical tradition by not following a medical career. While always interested in science, Wes preferred the comfort of technical journals and warp drives over the study of medicine.

Wes graduated with honors from Starfleet Academy, furthering the field of advanced engineering mechanics with a thesis on modified pulse fields. Tapped by Starfleet Command to join a weapon research division, Wes developed new defensive systems and advanced shielding technology for prototype Starships.

Captain Refelian recruited Wes as an engineer to develop new weapons for his Away Teams and to improve the stealth technology on the *U.S.S. Incursion*. He is a dedicated and enthusiastic officer.

Wes utilizes the Audio Decoy, a technology that allows him to distract enemy guards.





WEAPONS

Each member of the Away Team is equipped with an arsenal of weaponry. Most of these weapons are restricted to a specific class and can only be used by a trained officer.

You will undoubtedly discover more weapons during your missions aboard alien vessels. It will be up to you to discover the powers and functions of these weapons.

Phaser

A slightly modified Type-II Standard Phaser has been issued to every Away Team member. This dependable weapon will serve you well for most occasions. These Phasers have been optimized for the crew of *Incursion*—the settings have been limited so that the recharge feature will never deplete the power supply. These Phasers feature two main settings: Kill and Stun.

- **Stun Setting:** On this setting, a single shot will knock out most enemies for a *short period*. After 10 to 15 seconds, the effects of the stun will wear off. Most guards will react after being stunned, and will definitely attempt to find out who attacked them. This is a good setting to use when you want to limit casualties. The stun setting allows you to incapacitate guards without killing, allowing you to move on to other areas.
- **Kill Setting:** The kill setting inflicts serious damage to enemies. Most people will die from three to four shots from a Phaser set to kill. Because some of the enemies you will face wear some type of protective armor, it may require three or more shots to take them down. Other enemies, like the Borg, could become immune to your Phaser blasts. A Phaser set to kill is a good standard weapon to use for most occasions. However, you will find that the special weapons carried by the other Away Team members are far more effective.

Phaser Rifle

The Type-III Phaser Rifle is a more powerful version of the standard issue Phaser. The Phaser Rifles have Stun and Kill settings. Like the Phaser, the Phaser Rifle has unlimited power ammunition, but this has necessitated the limitation of two settings. The Kill setting of the Phaser Rifle does more physical damage than that of a standard Phaser. These rifles have been issued to Security Officers.



Sniper Rifle

The most deadly weapon in the Away Team arsenal, the Sniper Rifle uses packets of phased molecular particles to take down an enemy target. The Sniper Rifle has the longest range of all the weapons, and can only be used by trained Security Personnel.

When the Sniper Rifle is selected, the cursor becomes a circular crosshair. When the crosshair is green you have a clear shot. If the crosshair is red your shot is either obstructed or out of range.

Concussion Grenade

The Concussion Grenade is a special device issued to trained personnel only. A few seconds after being thrown, the Grenade will explode with massive concussive force, taking down any targets in its range.

To throw, select the Grenade from the inventory. The cursor will turn into a green oval target. Throw by **right-clicking** the area where you want the Grenade to land.

Electromagnetic Pulse Grenade

When the EM Pulse Grenade detonates, it unleashes a pulse that disrupts all nearby electrical equipment. You can use an EM Pulse Grenade to disable security cameras and terminals. Starfleet Research reports that these Grenades also stun the Borg for long periods of time.

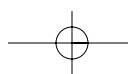
Like the Concussion Grenade, you can throw the EM Pulse Grenade by selecting it and **right-clicking** the area where you want it to land.

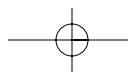
Proximity Mine

These powerful Mines are only given to trained Security Officers. A Proximity Mine will detonate if an enemy approaches within its blast radius. Because of a Friend-or-Foe signal in the comm badges of your Away Team, your own team will not set these Mines off. However, an enemy can walk near the Mine and set it off, damaging anyone in the blast radius.

Remote Mine

Your team has been researching the Remote Mine for some time. It is possible that you could receive this weapon later in the game. You will receive upgraded weapons like this one faster if you complete all the Secondary Objectives for a given mission.

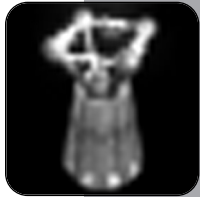




The Remote Mine is similar to a Proximity Mine, except that you can detonate it whenever you like. When you have the Remote Mine selected, you will see a Detonate button on the bottom left of your screen. Clicking on **Detonate** will blow up all remote Mines on the map, even those left by other players.

Neural Disruptor

Only Medical Officers are trained to wield the Neural Disruptor. A strike from a Neural Disruptor causes havoc to a victim's nervous system. One shot from a Neural Disruptor will incapacitate any one target. The Neural Disruptor must be used at close range. To attack with the Neural Disruptor, select the weapon and **right-click** on the target. Neural Disruptors have limited charges.



Anti-Matter Charges

These explosive charges can only be handled by Security Officers. Because of their explosive power, these weapons can only be used on certain missions to destroy specific targets. These items are used to blow up structures, not enemies, so you will not be able to use them for combat.

EQUIPMENT



Cloaking Band

Usable only by Science Officer Ivan Verov, the Cloaking Band turns Ivan invisible for brief periods of time. When activated, the Cloaking Band allows Ivan to be completely invisible until the energy reserve is depleted. However, he can still be heard. Once the band is out of energy, it cannot be reused until Ivan can charge it again for the next mission.

GAME TIP: If you use the Cloaking Band for short bursts of invisibility, you will be able to stealthily infiltrate more areas. Monitor the energy meter for this item carefully!



Teleportation Brig

This useful item uses modified transporter technology to beam away fallen enemies. During a mission, a guard will enter a heightened sense of alert or summon other guards if a body is seen. With the Teleportation Brig, you can beam a body into the Brig's containment buffer so guards won't see it.

To use the Brig, select it and find a secluded area to activate it. The Brig remains on the ground where it is activated (choose an area

beyond the patrol routes of guards). In the inventory of the person with the Brig, you will see a control device. When you want to beam a body into the Brig, use the device on the body by **right-clicking** it.

Holographic Projector

There are rumors that Starfleet Scientists have created a Holographic Projector. If you can find this item, you will be able to create a virtual image of another guard anywhere you like. This projector is perfect for distracting enemy guards.

Hypospray

These invaluable medical tools heal wounds. Hyposprays are only usable by medics.

GAME TIP: You may often find Hypospray refills in enemy territories.

Tricorder

The Tricorder is a multipurpose scientific and technical instrument. Developed by Starfleet, the Tricorder incorporates sensors, computers, and recorders in a convenient portable form.

Use the Tricorder to give you information about your environment. Once selected, the cursor will change to the Tricorder cursor and will update information in the text window whenever the cursor hovers over something.

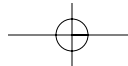
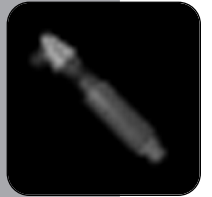
Medical Tricorder

Like a standard Tricorder, the Medical Tricorder is tuned for medical purposes. Certain missions may order you to use the medical tricorder to perform a more thorough examination of a subject.

Audio Decoy

The Audio Decoy emits sound pulses to distract enemies. Using a unique sonic enhancer, the Audio Decoy can "throw" sounds anywhere you want.

Once the Audio Decoy is selected, you will see an oval cursor. This cursor will turn green when the decoy can be used. If you **right-click**, you will create a noise emanating from that location. If an enemy hears the noise, the sound will most likely lure the guard away.





Herbal Extractor

Only skilled personnel wield the Herbal Extractor. The Extractor can harvest specific plants so that the character can create useful items: Healing Elixirs and Paralysis Toxins, though Paralysis Toxins can only be extracted once Yraxys has completed her research.

A healing elixir heals wounds just like a Hypospray, though it heals about half of the damage that a Hypospray does. Paralysis Toxins are as potent as Neural Disruptors.

When the Extractor is selected, you will see the Extractor Cursor. When the cursor is red, there is nothing to extract. If you move the cursor over a plant and the cursor turns green, you can harvest that plant to create something. Plants suitable for healing extraction show a small white berry in the leaves. Plants suitable for paralysis extraction are relatively small, unobtrusive plants. A tricorder can be used in-game for assistance in locating them.

SKILLS



Vulcan Nerve Pinch

The two Vulcan characters, Slovaak and T'Andorla, can use this skill. The skill requires the Vulcan to approach the victim close enough so that fingers can grip the nerve points at the base of the neck. A successful strike with a Vulcan Nerve Pinch will incapacitate a victim for a short period of time.



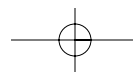
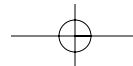
Equipment Enhancement

This Engineer skill augments the range and/or damage of all weapons in the target character's inventory. Once the skill is selected, you can then choose one of your Away Team members. The enhancement effect only lasts for a short period of time.



Enhanced Mind Meld

Engineer Slovaak perfected this unique skill after years of difficult training. By performing a rapid Mind Meld, Slovaak is able to disorient the mind of his victim and control his actions directly. The Enhanced Mind Meld requires extraordinary concentration, so Slovaak cannot move while he is joined with a target. Also, Slovaak has a limited pool of psychic energy—when this psychic energy is depleted, Slovaak cannot perform any more Mind Melds, and his psychic energy will take a long time to come back to him. If the enemy Slovaak is controlling is attacked, Slovaak will also take damage because of the link.



To use the Enhanced Mind Meld, select the skill and **right-click** on a target. You can initiate this skill over a distance. You can sever the link at any time by clicking on **Break Control** in the text window.

Computer Skill

The Computer Skill can be used by Science Officers to access alien computer terminals. Some missions require at least one Computer Skill expert to retrieve critical information buried in an enemy computer database.

Security Doors and Systems

This skill allows a character to bypass security systems. Some missions require at least one Security Specialist to deactivate an enemy security device.

Terminal Repair

Terminal Repair is a skill only available to Engineers. It allows a user with this skill to tap into computer systems that have been damaged.

ENEMIES

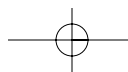
BORG

The Borg are a relentless species, part organic and part machine. They have taken over countless worlds and assimilate conquered enemies into their vast Collective. Those beings that are assimilated lose their identities and serve the Collective as Drones.

Unfortunately, the Borg possess many powerful abilities and few weaknesses. Utilizing highly advanced technology, Borg Drones have the ability to capture and assimilate others, converting them into Borg Drones to increase the Collective's efficiency. Defensively, the Borg can adapt their personal shields to the frequency of different types of energy weapons, including Federation Phasers.

Because they share a single mind, an attack against a single Borg instantly alerts any nearby drones.





KLINGONS

Klingon warriors revel in the glory of honorable combat. All Klingons are very experienced combat veterans and formidable opponents.

The home planet of the Klingon Empire is Qo'noS, a heavily populated and well-fortified world where elite Klingon warriors train.

ROMULANS

Few races are as cunning and dangerous as the Romulans. Like the Klingons, Romulans are a warlike race. However, Romulans are not bound by honor, in fact most Romulan centurions use trickery and treachery most effectively. Romulans share a common ancestry with Vulcans.

Some high-ranking Romulans also utilize cloaking technology to hide their presence. They also use cloaked Mines to stop invaders—you can use a tricorder to detect cloaked Mines when you enter Romulan territory.

The home world of the Romulan Empire is Romulus, a dangerous place beyond the Neutral Zone.

GAMEPLAY TIPS

- If you enjoy a gaming experience with more strategy than reflex action, pause the game and issue orders to your crew. This will allow you to play the game at your pace and will help you during combat.
- The Borg will attack if they perceive you to be a threat. If you fire at them, all Borg in the surrounding vicinity will activate to assimilate you. Also, the Borg possess a defensive capability that allows them to adapt to a Phaser's energy frequency. You will only have a few shots before the Borg adapt, so use them wisely.
- During a mission, seek out stockpiles of items to replenish your weapons and equipment. You will often be able to take an enemy's cache of weapons and Hypospray refill cartridges.
- You should check your mission objectives frequently to see if your goals have been changed or if you're unsure of what to do next. You can check your mission objectives at any time by pressing the **O** key.

- If you bring up your Mini-Map, the locations of your main objectives will show up on the map as animating blue squares. Bring up the Mini-Map and look for these squares when you're not sure where to go next. You can access the Mini-Map by pressing the **M** key.
- Pay close attention to your Secondary Objectives. By completing the secondary objectives, you earn special upgrades for your Team members.
- Use Slovaak's Enhanced Mind Meld to disrupt a guard's patrol route. By just controlling a guard for a few seconds, you can save Slovaak's mental energy reserves and avoid killing an enemy.

MULTIPLAYER

Away Team features a cooperative mode that can be played over a LAN between two players. During a network game, the host and other player share control of the Away Team members. Either player may select any team members they choose at any point, just as long the other player does not have that unit selected. In-game chat is available to help players coordinate their team orders. (By default, the **T** key brings up the in-game chat window.) You must also enter a player name before joining a game.

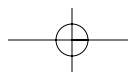
To start a multiplayer game, click **Play Network Game** from the Away Team Main Menu. This will bring you to the Create/Join screen. In this screen, already available games are displayed in the window at the left hand side, the upper right is where you can enter your player name.

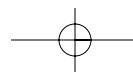
Select Type of Netgame – This is where the host can select the type of network protocol to use in the game. Options are TCP/IP (this is the default protocol) and IPX. If one or the other of these protocols is not installed on your computer, this protocol cannot be selected.

Create Game – This allows the host to create a new game, taking them to the Net Lobby screen.

Join Game – Allows a player to join an already created game. To join, simply highlight an available game from the list on the left, enter your desired player name, then click this button. (Player must also enter a player name to be able to proceed).

Refresh List – Refreshes the available game list to update it with recently created games.





Cancel – Returns you to the Away Team Main Menu.

Once the host has created a game and a player joins, both are brought to the Net Lobby.

In this screen, the host selects the mission to be played. Available missions are listed in the lower left side of this screen, a brief description and outline of mission objectives is given at the lower right. (When you play for the first time, only Mission 1 will be available; you must complete a mission to make the next one available.)

There is a chat window at the upper left. To use the chat, click on the text box to the left of send button to activate the cursor there, then type in your message and click **Send** (or press the **Enter** key). The upper right hand window displays the names of players in the game. Once a mission has been selected and players are ready to continue, the host clicks **Start Game** to proceed.

Exit to Main Menu – Exits you to the Away Team Main Menu.

Special Ops Briefing – At this screen, players receive a more detailed briefing of the mission they are about to enter. Players will also sometimes receive special additional briefings informing them of new technologies that have become available.

Player Status – This list shows the status of each player, either ready or waiting.

Exit – Exits game and returns player to Main Menu.

Replay – Will repeat the briefing for you.

Continue – Takes you to next portion of briefing. (This won't always be available, as some missions only have the initial briefing.)

End Briefing – Clicking this changes your Player status from Waiting to Ready. Once both players have clicked this, you will either continue on to the Away Team Com to select your team, or load into the mission, depending on which mission you are in.

Away Team Com – In this screen, the host will select the team members to be taken on the mission. This screen is identical to the Away Team Com screen in Single Player, and is thoroughly described in the Single Player portion of this manual. Clicking **Start Mission** once a team has been selected will launch both host and client into the game.

Game Play – Game play in Multiplayer mirrors the Single Player experience, with a few exceptions. Only the host may pause the game—if the client needs the game to be paused, they can still press the **Pause** key (Enter by default) and the host will receive a message

that the other player would like the game to be paused. Pressing the key again during pause time will send a message that player would like the game to be unpaused. **Left-clicking** on the Chronometer at the lower right of the screen accomplishes the same thing.

Chat – Players may type chat in-game to one another. The chat window is opened by hitting the **T** key (by default).

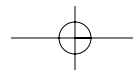
Ending the Game or Restarting – As in the Single Player game, your mission will end if one of your team dies, or you fail a Primary Objective. Once a mission is failed, the host will get a window with End Game and Restart options. Clicking **End Game** brings the host back to the Main Menu, and clicking **Restart** will load the host and client back into the mission with the team that was previously selected. The client will only see an End Game option, and should only click this if they intend to quit playing the current game. The client will launch automatically if the host clicks Restart. At any time during the mission, either player may press the **Esc** key to bring up the in-game menu. This menu functions just as the one in Single Player does, with the exception of Load/Save Games options.

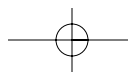
Completing a Mission – Once all primary objectives have been completed, your mission will end successfully. Upon clicking **Continue**, you will be brought to the Debriefing screen where you can review the results of your mission. Clicking **Continue** from here will bring you back to the Net Lobby, where you can begin your next mission.

UPDATES AND FUTURE RELEASES

Please refer to the Documentation folder on the Away Team CD or in the Away Team install directory on your hard disk for updates to this manual and for the latest support and compatibility information. The information presented in this manual cannot be considered 100% final at the time of printing.

Updates for Away Team may be available for download in the near future from www.stawayteam.com and www.activision.com.





CUSTOMER SUPPORT

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- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed (e.g., Pentium 200 MHz)
- Amount of RAM
- Make and model of your video and sound cards (e.g., Diamond Viper V770, Creative Sound Blaster Live Platinum)
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NOTE: Internet/e-mail support is handled in English only.

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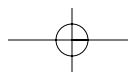
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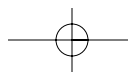
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CREDITS

REFLEXIVE ENTERTAINMENT

ProducerLars Brubaker
 Project LeadJohn Price
 ArtChad Max (Art Director)
 Jeff McAteer
 Dylan Gottlieb
 Mike Suyo
 Nathan Campbell
 Computer Rendered Animation
 Chad Max
 Level DesignIon Hardie
 Zach Young

Programming
 John Price (Lead Programmer)
 Lars Brubaker
 James Smith (Director of Engineering)
 Steve Ecker
 Loren Osborn
 Director of FinanceErnie Ramirez
 ChairmanMarlin Eller
 Production TestingErnie Ramirez
 Sound Effect MixingIon Hardie
 StoryIon Hardie, Eric Dallaire
 Character DialogIon Hardie
 Zach Young
 Eric Dallaire

VOICE TALENTS

Brent SpinerCommander Data
 Michael DornAmbassador Worf

 Jerome Butler .Captain Refelian / Klingon Guard / Klingon Scientist
 Iris Bar-ZivSirta D'Qua / Romulan Female Commander
 Carolyn HenneseyAloram Vas
 David GrafTy Mijoral
 Matt Prescott MortonWes Pulaski/Captain Jurai
 Lise SimmsT'Andorla
 Jimmie SkaggsQuint Freedman / Romulan Guard
 June ChadwickDr. Sheila Thatcher
 Tim LounibosVin Asunder
 Henri LubattiKolanis Mikala
 Ravil IsyanovIvan Verov
 Scott LawrenceSlovaak
 Kim RhodesYulana Oxila
 Michael E. StricklandSinjin Kirk / Federation Guard
 Beverly LeechYraxys
 Renee GoldsberryMatrina Sedik
 Devon RaymondBrexen Ijoula
 Joseph RuskinAdmiral Nolotai / Vulcan Master N'Kal
 Alexander EnbergVulcan Acoloye /
 Romulan Commander/Vulcan Guard

VO DirectorJonathan Knight
 VO ProducerEric Dallaire

CASTING

Casting DirectorRon Surma
 Casting AssistantChadwick Struck

Voice Over Recorded at:

POP Sound
 Salami Studios

ACTIVISION

PRODUCTION

ProducerEric Dallaire
 Executive Producers . . .Jonathan Knight
 Mark Lamia
 Production Coordinators
 Jim Hudson, Aaron Gray

INSTALLER

.John Fritts, Drew Petterson

LOCALIZATION

Localization MgrStephanie O'Malley

U.S. MARKETING

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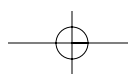
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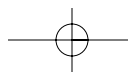
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France

Marketing DirectorBernard Sizey
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 Associate Brand Manager
 Gautier Ormanecy
 PR ManagerDiane de Domecy





QUALITY ASSURANCE TEAM

QA Project LeadMatt McClure
Floor LeadJay Anthony Franke
Senior QA Project LeadJuan Valdes
Manager, PC TestingSam Nouriani

TESTERS

.Doug Mirabello, Andy Lamp
Michael Beck, Henry Villanueva
Kevin Spangler, Rob Fleischacker
Jesse Shannon, Brad Arnold
Thaddeus Sasser, Damien Fischer

LOCALIZATION

LeadEric Zimmerman
Floor LeadJeffrey Moxley
TestersFrank So
Anthony Korotko, Dustin Thomas

CODE RELEASE GROUP

Manager, Code Release Group
.Tim Vanlaw
LeadBrad Saavedra

COMPATABILITY

Lead, QA Network Testing . . .Chris Keim

NETWORK LAB

Lead, QA Compatibility Testing
.Neil Barizo

NETWORK LAB TESTERS

.Jason Kim, John Sweeney

CUSTOMER SUPPORT

Customer Support Manager
.Bob McPherson
Customer Support Leads
.Rob Lim, Gary Bolduc, Mike Hill

SPECIAL THANKS

.Laird Malamed
Bill Anker, Graham Fuchs
Mitch Lasky, Zack Norman
Doug Pearson, Thaine Lyman
Suzy Luko, Chad Bordwell
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Francis O'Neill, Paul Baker
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Jeremy Gage

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Director, Product Development –
Interactive and Technology
.Harry Lang
Supervisor, Product Development –
Interactive and Technology
.Dan Felts

VIACOM CONSUMER PRODUCTS/PARAMOUNT PICTURES

Rick Berman
Dave Rossi
Pam Newton
Terri Helton
Andrea Hein
Sylvia Cascallar

INTRO MOVIE CINEMATIC

Cyberlore Studios

Lead ArtistDave White
ArtistMatt Skutnik

MUSIC COMPOSITION

Danny Pelfrey, Earmark Productions

CREATIVE SERVICES

V.P., Creative ServicesDenise Walsh
Manager, Creative Services
.Jill Barry

Ignited Minds LLC

Manual Layout and Design
.Sylvia Orzel
Mike Rivera, Belinda Van Sickle

VISIONEER TESTERS

Mike Allen, Eric Aupperlee, Tim Barnes,
CJ Biro, Jeffrey Call, Wayne Chang,
Chris Chao, Armond B.Clark,
Dan Condon, Aaaron Cox, Chad Cutlip,
James Dicken, Ethan Dicks, Steve Erhardt,
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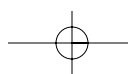
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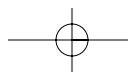
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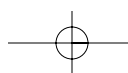
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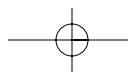
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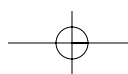
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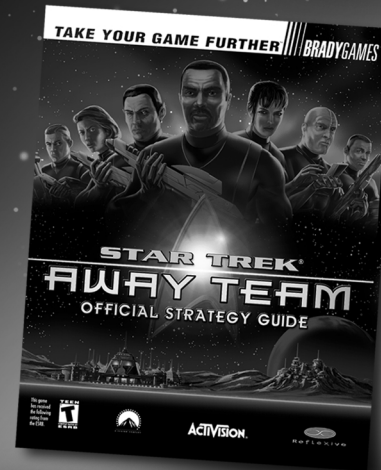


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