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TO INSTALL STAR TREK ELITE FORCE II

Insert the Star Trek® Elite Force™ II CD #1 into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the **Install** button and follow the on-screen instructions. If AutoPlay is not enabled, double-click on the **My Computer** icon on your desktop. Double-click on the CD-ROM drive icon. Follow the installation instructions. If Elite Force II does not begin installing immediately, double click on **setup.exe**.

For updates to Elite Force II, please refer to www.activision.com.

Note: You must have the Elite Force II CD (CD #1) in your CD-ROM drive in order to play the game.

Enter CD Key
To install the game, you must have a valid CD key. Your unique CD key is affixed on the back of the manual cover. During installation, please enter the key exactly as it appears on the manual cover. Keep your copy of the CD key safe and private in case you need to reinstall the game at a later point.

Never give your CD key to anyone. If you lose your CD key, you will not be issued another one.

Latest Information
The latest information about the game is in the ReadMe file on the game disc. Select ReadMe from the Start Menu to view this information. If you have problems installing or playing the game, you can also find help in the Support Info file section of the splash screen.

THE MAIN MENU

Double-clicking on the Star Trek® Elite Force™ II icon on your desktop launches the game and displays the main menu. Press the **ESC** key at any time to access the main menu. If you're currently in a game, pressing the ESC key will give you a simplified menu.

New Game – Begin a new game. If you wish to change the difficulty level, click on one of the skill levels (i.e., Easy, Normal, Hard or Very Hard). Note that as the difficulty level increases, the damage that is caused by enemies will increase as well.

To brush up on your skills or if you're new to this type of game, we recommend that you play the training missions. Lieutenant Commander

Tuvok will instruct you on the basics that every Hazard Team member should know before going into the field.

To go back to the main menu, click the **Main Menu** button or press the **ESC** key.

Load Game – This menu will allow you to load any previously saved games. Select the game that you want to load and click on the **Load** button. To delete any of your old games, select the game and click on the **Delete** button. Remember, if you delete your saved game, you cannot retrieve it later.

MultiMatch – In MultiMatch, you can play in a HoloMatch against computer or human players.

Configure – This will take you to the Options menu where you can customise different aspects of the game.

Exit – Exit the game.

Configuration Options
At this menu, you can choose to configure your controls, video options, advanced video options, audio options and game options.

■ CONTROLS
At this screen, you can configure your movement, attack, weapon hotkeys and the gameplay controls. To change a key associated with a particular command, click on the command that you want to change. When the **Press a Key** prompt appears, the next key that you press will be associated with that action.

■ VIDEO
Video Mode – Select a screen resolution for the game. Elite Force II supports game resolutions from 640x480 up to 1600x1200.

Colour Depth – Select the colour depth of the game. You can choose from the default setting, 16 bit or 32 bit. 16 bit colour depth is recommended for lower end video cards.

Texture Detail – Select the level of texture detail in the game. Low texture detail is recommended for low end video cards.

Texture Filter – Select either bilinear or trilinear filtering. Select bilinear if you have a lower end video card.

Full Screen Checkbox – Click on this box if you want to play the game in full screen mode.

Brightness – Move this slider to affect the brightness of the game. You should move the slider until you can see all the gradients in the colour bar.

Advanced – Click on this button to access the Advanced Video options.

Apply – After you make changes, click on this button to accept the changes.

Note: Backing out of the menu without clicking the Apply button will not save your changes.

■ ADVANCED VIDEO

Turning on these options increases the amount of system resources used. If you experience choppy or slow gameplay, we recommend reducing these settings for increased system performance. For more information on these options, please refer to the ReadMe.

■ AUDIO

Master Volume – Move the slider to the right to increase the overall volume of the game.

Music Volume – Move the slider to the right to increase the volume of the music in the game or to the left to decrease it.

Speaker Type – Choose from Normal Speakers, Headphones, Surround Sound Speakers, Quad Speakers, 5.1 Speakers or 7.1 Speakers.

Sound Quality – Choose from 11 kHz, 22 kHz or 44 kHz sound quality. It is recommended you use lower sound quality levels if you experience sound issues.

Sound Driver – Choose the sound driver for your game here. You can choose from Software, A3D, EAX, EAX2 and EAX3 or Autodetect. Please note that you can only choose a sound driver if your sound card supports it. If it does not, then the sound driver will revert to software mode. For more information on whether or not your sound card supports the driver, please contact your sound card manufacturer.

Reverb On – Click on this box in order to turn audio reverb on or off.

■ GAME OPTIONS

Mouse Sensitivity – Move the slider from left to right to increase the sensitivity of the mouse.

Invert Mouse – Click on this box to turn the invert mouse function on. Turning this function on means that you look down when you move the mouse away from you and look up when you move the mouse toward you.

Smooth Mouse – This turns the smooth mouse function on or off.

Always Run – This option will turn the always run feature on or off.

View Kick – Enable this feature to alter the movement of players due to weapon recoil or enemy damage.

View Bob – Choose to see side to side movements while walking.

Dialog Text – Choose when to see the dialog text.

Radar View – Choose the display mode of the radar.

Auto Switch Weapons – Automatically switch your weapon to the last one that is picked up (multiplayer only).

Auto Switch HUD Weapons – Select this box if you want your weapons to automatically switch as you scroll through the weapons.

Use Weapon Aim – Click on this box if you want the ability to move the targeting cursor around the screen.

Show Crosshair – Select this box if you want to see a crosshair.

Crosshair – Click on the crosshair to change your crosshair type.

Data Rate – Select the data rate of your Internet connection.

Low Bandwidth Checkbox – Select this box if you wish to keep your bandwidth usage to as little as possible.

Taunts Checkbox – Select this box to hear other players' taunts.

PLAYER CONTROLS

The following is the default control configuration for Star Trek® Elite Force™ II.
If you wish to customise your keyboard settings, go to the Configure section
and then to Control settings.

The Default Controls

Move Forward . . . . Up Arrow or W

Move Backward . . . . Down Arrow or S

Turn Left . . . . Move Mouse to the Left or Q

Turn Right . . . . Move Mouse to the Right or E

Run/Walk . . . . Shift

Strafe Left . . . . Left Arrow or A

Strafe Right . . . . Right Arrow or D

Jump . . . . Spacebar

Use X

Mouse 3 (middle mouse) Button

Holster . . . . =

Taunt 1 . . . . F3

Taunt 2 . . . . F4

Quick Save F6

Quick Load F9

Look Up . . . . Page Down

Move Mouse Forward

Look Down . . . . Delete

Move Mouse Backward

Vote Yes F1

Vote No F2

Pause . . . . Pause

Centre View . . . . End

Lean Left . . . . F

Lean Right . . . . G

Crouch C

Weapon Aim . . . . N/A

Night Vision Mode . . . . N

Primary Fire . . . . Mouse 1 (Left) Button

Secondary Fire . . . . Mouse 2 (Right) Button

CTRL

Reload V

Objectives/Score . . . . Tab

Drop Rune/Bomb . . . . R

Weapon Group 1 1

Weapon Group 2 2

Weapon Group 3 3

Weapon Group 4 4

Weapon Group 5 5

Weapon Group 6 6

Note: For the weapon groups, you cannot use the number pad.

Next Weapon . . . . Mouse Wheel Down

Previous Weapon . . . . Mouse Wheel Up

Multiplayer Chat . . . . ENTER

Multiplayer Chat (Team Only) . . . . '

N/A – Functions are not bound by default.

PLAYING THE GAME

You are Lieutenant Alexander Munro, leader of an elite force of Starfleet tactical officers known as the Hazard Team. You have been transported to a Borg Sphere with one final mission— to disable the Borg dampening fields that are preventing Voyager from escaping. This is a mission that no traditional away team would be able to undertake, but that's why you signed up for the Hazard Team.

Upon arrival, you become separated from two of your teammates, Ensigns Chell and Murphy. In the upper right hand corner there is a map that will help you find your way around the Borg Sphere. The green cone indicates the direction you are facing. The red arrow points in the direction you need to travel. To see a more detailed map, activate your Tricorder by pressing the 6 key. When the Tricorder is in your hand, an advanced map will appear in the upper right hand corner. In this map, blue dots indicate usable objects, green dots represent friendly characters, orange dots represent destructible items and red dots represent hostile characters.

Although the Borg will initially ignore your presence, they will attack if they sense nearby hostile actions. If the Borg drones become aggressive, you should switch to your I-Mod weapon (press 4 on the keyboard). To fire your weapon, press the left mouse button to use the primary function of the weapon or press the right mouse button to use the secondary function. The secondary function fires a more powerful blast, but it will consume energy at a much faster rate.

The standard issue Hazard Suit you're wearing has many different functions. One of the important functions of the Hazard Suit is the Tactical Eye Display, or TED, which displays important vital statistics to each Hazard Team member.

The light blue number in the lower right hand corner represents how much energy is left in your weapon. Below the energy meter is a number that indicates the amount of energy left in your battery pack. This energy is specific for Federation weapons only (e.g., the Compression Rifle and I-Mod). Always keep an eye on the energy level of your weapon! If it ever reaches zero, you will be unable to fire your weapon and must rely only on your Phaser, which has the capability to recharge automatically.

Not only does the Hazard Suit monitor your energy level, it also monitors the amount of physical damage you can withstand. The yellow number in the lower left corner of the screen is your health level, and it will decrease if you get hurt. Keep an eye on this number. While the Hazard Suit attempts to stabilise and prevent your physical condition from deteriorating, it's up to you to make sure this number will never reach zero. The Hazard Suit also utilises energy to power your armour, which absorbs damage from most attacks. While your armour will absorb the brunt of the attack, you'll always take damage. You'll take less physical damage with a higher armour level and vice versa.

Throughout the game there are health and energy stations. Pressing the **Use** key on the health stations enables the Hazard Suit to automatically power its Nano-Regenerators to heal any physical damage you may have taken. Utilising the Use key on the energy stations allows the Hazard Suit to convert the energy and store it in the main battery. The Hazard Suit automatically uses this energy from the main battery to power your weapons. However, you can recharge your weapon's energy clip at any time by pressing the **V** key.

As you progress through the game, you'll encounter other types of ammo as well. Throughout your adventure, you'll find that alien cultures have specific ammo for their own weapons.

WEAPONS

Throughout your missions with the Hazard Team, you'll encounter a variety of weapons. The following is a small list of weapons and items that can be found in your adventures.

Enhanced Tricorder

While not a weapon, the Enhanced Tricorder is a valuable tool in your missions for Starfleet.

Primary Attack: The primary use of the Tricorder enables you to scan objects and people and hack into systems. The Tricorder also provides information on the location of allies and enemies.

Secondary Attack: One of the new enhancements to the Tricorder is the Visual Scan Filter. With the Visual Scan Filter, you can detect trace gasses as well as faults in the structural integrity of objects.

Phaser

Working on its own self-charging power system, you'll never have to worry about the Phaser completely running out of power.

Primary Attack: The Phaser fires a constant beam of energy.

Secondary Attack: The Phaser fires a constant high intensity beam. This blast can disintegrate some of your targets.

Compression Rifle

This is the standard field rifle used by the Hazard Team.

Primary Attack: The rifle fires short, rapid energy bursts.

Secondary Attack: The rifle fires a condensed, high energy blast.
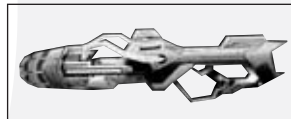
I-Mod (Infinity Modulator)

Designed by Seven of Nine, the I-Mod was created to counter the Borg's ability to adapt to Starfleet weapons.

Primary Attack: The I-Mod fires a single short burst of energy.

Secondary Attack: The I-Mod fires a concentrated burst of energy. While this takes twice as much power, it does twice the amount of damage.

MULTIMATCH

In the Holomatch, you can choose to play a game against Artificially Intelligent holographic characters (SoloMatch) or go online and play against other players from around the world (MultiMatch).

SoloMatch Main Menu – At this menu, choose the settings for a match against holographic opponents.

- SoloMatch Arena List – In SoloMatch, you can choose from several different arenas to play in. To select an arena, left-click on the name of the map you want. Below the map name, there'll be a list of recommended opponents that will challenge you in this map.

  Note: Specific game types can only be played on certain maps.

- Time Limit – This is the amount of time that you will be in the map.

  Note: If there is a point limit attached as well, the winner will be determined by the limit that is reached first.

- Point Limit – This is the amount of points that a player will need to earn in order to win the match.

- Bot Skill Level – Changing this increases or decreases the difficulty of your Holomatch opponents. Lieutenant is the easiest setting. Captain is the hardest.

- Custom Match – At this menu, you can customise the map and game type that you wish to play.

    **Game Type* – Choose the type of game that you wish to play.

    **Custom Match Map List* – Choose to play on one of the maps from the list.

    **Custom Holomatch Opponents* – Click on the name to change the opponent you want to fight against. If you want to remove or add an opponent, click on Bot or Open. If you wish to change the team affiliation, click on the Red or Blue.

    **Modifiers* – Click on any of these boxes to enable one of the game modifiers.

■ SoloMatch Advance Options Menu – From this menu, you can change the variables for the match.

For more information on each option, see the in-game help text when the mouse cursor is over the option. Additional information about these settings can be found in the ReadMe file, accessible from the Start Menu folder.

MultiMatch Main Menu – From this menu, you can choose to search for a game server that is running Star Trek® Elite Force™ II on the Internet or your LAN, specify a certain server that you wish to join or create a server for other people to join.

■ Start Server – This screen allows you to set the variables for the server if you choose to host a multiplayer game via the LAN or Internet. Once you have made your settings, click on **Engage** to launch the server.

    *Server Type – Select the type of server that you wish to set up.

    *Game Type – Choose the type of game that you wish to set up (Holomatch, Team Holomatch, Capture the Flag or Bomb Defusion).

    **Holomatch Maplist – The list of all available maps will be here. To choose a map, click on the name of the map.

    **Maximum Players – This is the maximum number of players allowed into the game.

    **Time Limit – This is the amount of time in minutes that a game will last.

    **Point limit – This is the number of points that a player must get in order to win the game.

    **Host Name – This is the name of the server.

    **Password – If you wish to enable a password for the server, type in the password here.

    *Opponents Setup – Choose to add bots into your multiplayer game here.

■ MultiMatch – This screen allows you to search for Star Trek® Elite Force™ II games on a LAN or the Internet.

    **Server Source – Choose between playing on your LAN or on the Internet.

    **Get List – Click this button to get a list of available servers.

    **Refresh – Click this button to refresh your current listing of servers.

    **Show Empty – When this is enabled, it shows any servers that are empty.

    **Show Full Servers – When this is enabled, it shows servers that are completely full with players.

    **Ping – This allows you to sort through the servers by ping time. A lower ping time indicates a faster connection between you and the server.

    **Name – This allows you to sort through the list of available servers by name.

    **Map – This allows you to sort through the list of servers by map name.

    **Type – Clicking on this groups the servers by the game type that is currently being played.

    **Sorting by Number of Players – Clicking on this will sort the servers by the number of players in the game.

■ Specify Server – This allows you to enter the Internet address of the host in order to join a specific server. If you know the specific IP address and port of the host, enter it here.

■ Set Password – If the server that you're trying to join is password protected, enter the password in this field.

Player Setup – At this screen, you can change the settings for your player.

■ Name – Here, you can choose to name your player character.

■ Player Model – In this menu, you can choose the player model that you wish to use in the match.

Game Types – The following is the list of game types that you can play in SoloMatch and MultiMatch.

■ Holomatch – This is the standard multiplayer game where it is you against every other player. The following modifiers are selectable for this game type: Disintegration, Elimination, Action Hero, Auto Handicap and Weapon Score.

■ Team Holomatch – In this mode, you'll team up with a group of players to eliminate the other team. The following modifiers are selectable for this game type: Control Points, Disintegration, Elimination and Weapon Score.

■ Capture the Flag – In this game, both teams have a flag. You must defend your flag at all costs while attempting to steal the enemy flag and return it to your base. The following modifiers are selectable for this game type: One Flag, Specialties, Disintegration and Power Struggle.

■ Bomb Defusion Mode – In this mode, both teams try to plant a bomb in the other team's base. Note, to set or defuse the bomb, you will need to use your Tricorder on the bomb site. The following modifiers are selectable for this game type: Disintegration and Specialities.

- Disintegration – Each player is armed with a Sniper Rifle. One hit from this weapon will immediately disintegrate you or your enemies.
- Action Hero – In this mode, one player starts with all the weapons, full ammo and the ability to regenerate health. The player who kills the Action Hero gets 5 points (as opposed to the usual 1) for the kill, and then becomes the new Action Hero.
- Auto Handicap – In this mode, the game automatically handicaps players who are outscoring others by a large degree. That player's hits will do less damage.
- Weapon Score – In this game mode, you'll get more points for using the weapons that are harder to kill with. For example, if you use the Quantum Burst weapon, you'll only get two points for the kill. If you used a phaser, you get more points per kill.
- Control Points – There are several control points scattered throughout the map. Your team must try to capture and control as many points as possible.
- One Flag – In this version of Capture the Flag, there is only one flag in the centre of the map. You must take this flag and bring it to the enemy's base in order to score a point.
- Power Struggle – Each team is tasked with destroying the other team's singularity while protecting their own. Players can repair their team's singularity using the Tricorder.
- Elimination – Eliminate your enemies and force them out of the match in Holomatch or Team Holomatch. The last person or team remaining wins the round.
- Specialties – When you start the level you will need to select a rune and then proceed to the transporter pad to be beamed into the environment. Picking up a rune gives you a specific character class (classes are Infiltrator, Medic, Technician, Demolitionist, Heavy Weapons and Sniper). Each rune gives you different abilities and weapons depending on the character class. For a complete description of the classes, please see the ReadMe that is accessible via the Start menu.

Note: If you transport to the environment without selecting a rune, you will be assigned the role of Infiltrator.

Items
The following is a list of items that you can collect during a multiplayer match.

■ HEALTH PICKUPS
Booster Hypospray – Gives a small health boost, activated upon pickup.

Emergency Hypospray – Gives a larger health boost, activated upon pickup.

■ HOLDABLE PICKUPS
Portable Medkit – Restores health level to 100. Activated with the Use function. No effect if your health is at 100 or above.

Personal Transporter Device – Transports you to a random location on the map, activated with the Use function.

Ultritium Explosive Charge – Detonation pack that you Use to place and Use again to detonate.
Note: When placed, the explosive charge can be shot and deactivated.

■ ARMOUR PICKUPS
Incremental Shield Boost – Small armour boost, activated upon pickup.

Personal Deflector Screen – Medium armour boost, activated upon pickup.

Isokinetic Deflector Screen – Large armour boost, activated upon pickup.

■ POWER-UP PICKUPS

Nano-Regenerative Protoplasmer – Regenerates your health up to 200; activated upon pickup with a time duration.

Metaphasic Shielding – Makes you invulnerable, activated upon pickup with a time duration.

Quantum Weapon Enhancer – Increases your weapon damage, activated upon pickup with a time duration.

Temporal Accelerator – Increases your movement speed, activated upon pickup with a time duration.

Personal Cloaking Device – Makes you nearly invisible, activated upon pickup with a time duration.

Death Quad Rune – Increases your weapon damage and causes damage to you, activated upon pickup.

Ammo Regen Rune – Regenerates your weapon ammunition, activated upon pickup.

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CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed.

In order to assist us when dealing with your difficulty, please have the following information ready when you call or attach it to your email to support@activision.co.uk.

Complete product title.

Exact error message reported (if any) and a brief description of the problem.

A copy of your Direct X Diagnostics report.

To access this go to Start –> Run and type - dxdiag c:\dxdiag.txt and press ENTER. The report will be found in your My Computer C: drive.

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

What kind of modem is on each end (brand, model, speed, internal or external)?

Do you have more than one modem?

On which port is each configured?

Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.

At what speed are you connecting?

Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

What kind of serial card is being used?

Do you have a seven-wire serial cable?

If you are on a LAN:

Can you see other computers on the network?

What is your network configuration?

What brand of network card do you have?

What network software are you running? What version number?

CUSTOMER SUPPORT
CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

Online Services with Activision Forums, E-Mail and File Library Support

We advise for cost efficiency that you use our online web support.

Web Support

http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for any solutions that you require. This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

Email Support

If you require email support on a specific issue not covered by our website, please contact: support@activision.co.uk
NOTE: Internet/e-mail support is handled in English only.

Phone Support

For any other issues not covered by our web or email support, you can contact Activision's phone support in the UK on + 44 (0)8705 143 525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays.
Your calls may be monitored

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

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