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System Requirements

REQUIRED

Minimum P90
16 Meg of memory required
1 Meg SVGA Video card
100% Sound Blaster™ or Compatible sound card
15 Meg of free hard disk space
2xCD-Rom drive

RECOMMENDED

P133
32 Meg of memory

Installation

WIN95

Once you have placed the Star Trek™ Pinball CD into your PC's CD-ROM drive, the installation should begin. If the game does not automatically install, locate and double-click on your 'My Computer' icon. Then locate and double-click on the CD-ROM drive icon. Double click on the file 'Setup.exe' to begin installation of Star Trek Pinball.

DOS

At the DOS prompt, change to your CD-ROM drive by typing the letter of your CD-ROM drive, followed by a colon, and hitting <ENTER>. (Your CD-ROM drive is generally D). When you haved changed to your hard drive, type 'INSTALL' and hit <ENTER> to begin installation of Star Trek Pinball.

Starting Star Trek Pinball

WIN95
Simply click on the "Start" button,
Highlight "Programs"
Highlight "Interplay"
Highlight "ST Pinball"
Highlight and click on the "Star Trek" icon

DOS
If you installed Star Trek Pinball into the default directory of C:\INTRPLAY\STPIN,
go to that directory by typing CD\INTRPLAY\STPIN <ENTER> at your C: prompt.
To start the game, type STPIN and hit <ENTER>. If you have changed the default
directory, then go to that directory and type "STPIN" and press the <RETURN> key.

MAIN MENU SCREEN
Use the keyboard or the mouse cursor on the selection you desire, when using the
mouse click on the left mouse button to activate the selection.

To Boldy Go: This selection allows the player to take the helm and experience some of the world of James T. Kirk.

Qapla': Selecting this table allows the player to be a Klingon Warrior, what used to be, the most hated enemy of the Federation.

Nemesis: This table allows two players to go head to head on one PC pitting their skills against each other. On one side is the bold Federation and the other, the fearless Klingons.

Structure of Setting up the 2 Player Games

New Game	Sets Play	<Choose No. of Sets>
	Points Play	<Choose No. of points>
	Cancel	

Graphix: You can select the resolution for Star Trek Pinball. Choose from 800 x 600 or 640 x480.

Quit: Choose this option to exit Star Trek Pinball.

New Game: Allows the player to select Multi-player game.

In Game Options

SOUNDS:

SFX: Pressing the <SPACE> key while highlighting the SFX option will toggle the feature On/Off.

MUSIC: Pressing the <SPACE> key while highlighting the MUSIC option will toggle the in table music feature On/Off.

VOLUME: To Decrease/Increase sound effect volumes (when highlighted), use the Left/Right cursor.

CD VOLUME: To Decrease/Increase in table music volumes (when highlighted), use the Left/Right cursor.

CD TRACK: If you use the Left/Right cursor, you can select the CD track to be played in table.

GRAPHICS:

Contrast: Using the Left/Right cursor allows the player to alter the contrast.

Left Flipper - Left Shift

Right Flipper - Right Shift

Left Tilt - Front Slash

Right Tilt - Back Slash

Up Tilt - Space

Plunger - Enter

CONTROLS:

Keyboard: Using cursor keys highlight the setting you wish to change, press
<ENTER> and then the key you would like to assign.

Default Settings: *Default settings listed above*

The player may alter either Keyboard or Joystick configurations by highlighting the appropriate action and pressing the <SPACE> key, before pressing the key they wish to use.

To Boldly Go

Ball Launch

Dotmation shows three Tribbles, the player chooses one. If player chooses the correct Tribble, one million points are awarded. Each correct choice at the start of a ball launch awards double the previous award. The ball is then launched onto the table via 'Federation Loop' and falls past the top flipper. If the player hits the ball into 'Warp Lock', a further bonus of two million is awarded. If the ball falls to the lower flippers and is shot into the 'Loop of Fire', the player is awarded an additional three million points. Extra awards are only valid if no other points are collected before them. If the player chooses a Tribble with no points, the ball launch switches to the secondary skill shot launch. In the launch lane there are three 'zones' for a skill shot. If the player makes a successful skill shot, the ball will drop down along the one way gate and be diverted onto the play area. The player is then awarded one of the following:

> 5 million
> 2 million
> 1 million

If the ball overshoots, it is caught in the ball tunnel at the top of the launch lane and enters the table.

Federation Loop
Every shot, either way around this loop, adds one 'ship' to the Federation Battle total. When the set number of 'ships' is reached, a feature is activated:

3 Ships	Transporter Room
6 Ships	Loop-Millions
9 Ships	Activate Raised Area

This sequence rotates after nine 'ships' have been collected. When a feature has been activated, shooting the 'Federation Loop' will not add any 'ships' to the Federation battle total until the lit feature has been collected and completed. Shooting the 'Federation Loop' at this time will however enable the 'Federation Frenzy' feature which awards 500,000 and is doubled for each shot made within five seconds, up to a maximum of sixteen million. The 'Federation Frenzy' value resets to 500,000 if shots are not made within five seconds of each other, or a maximum bonus is achieved. Getting two maximum 'Federation Frenzy' awards, starts the hidden feature 'Lock Millions'. During this feature all the targets drop and a extra ball is launched. All locks now score eight million and the player has to shoot all the lock holes.

During 'Lock Millions' the following applies:

Enterprise Ramp	1 Million
Galactic Jump	2 Million
Transporter Ramp	1 Million
Federation Loop	2 Million
Other Loops	500,000
Special Targets	100,000
'KIRK' Targets	250,000

If two or more locks have been collected, the 'Transporter Ramp' starts an additional hidden feature instead of awarding 1 million. If a full set of special targets are lit during 'Lock Millions', the lock value is doubled. If a full set of 'KIRK' targets are lit, the lock value is also doubled, but a two million bonus is awarded. The 'Federation Loop' has a diversion gate and this switches to the closed position (if normal multiball lock is active) allowing a full loop to be made from either direction. When this loop shot is made, two million is added to the next lock hole collected.

During the hidden feature mode, the raised playing area is enabled (with two balls in play). To enter this play area, the player must shoot the 'Transporter Ramp' which will lock the ball to the Transporter. The player has five seconds to lock a ball in any of the lock holes to activate the Transporter, which then transports the ball into the raised area feed ramp. If a lock shot is not made within five seconds, the ball in the transporter is released back onto the 'Transporter Ramp' and the player must lock the ball in the transporter again to enable the raised playing area.

When the ball is released from the transporter onto the feed ramp, it enters the raised area. This is a rectangular area in the top right of the table. At the bottom of the raised area is a Photon torpedo tube and at the top, three runners on which targets travel from side to side. The targets represent Klingon ships moving across space.

The player has three torpedoes to hit the targets, the ball is lost as targets are missed. The ball fired at the targets represents Photon torpedoes. If the player hits one of the Klingon ship targets, the ball sticks to it and is dragged across to the left or right into the covered area. The Klingon ship targets travel at different rates and the score is related to the speed they travel:

Top (fast)	5 Million
Middle (medium)	1 Million
Bottom (slow)	500,000

Play continues on the raised area until the player has used all three balls, at which point the ball is popped back out onto the Enterprise ramp and into the normal play area. Play now resumes with 'Lock Millions'.

Transporter Frenzy

During normal play (when 'Transporter Frenzy' is not active) the loop scores 500,000 and awards a 'Transporter Bonus' and adds one million to 'Explore Space' feature. The bonus will be a random selection:

  1 Million
  5 Million
  Lock Ball
  Warp Power Flippers
  Torpedo Balls
  Advance Final Bonus Multiplier
  Start Multiball
  Smash Ball

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Once a bonus has been awarded from 'Transporter Frenzy', it will not be awarded again until it is re-activated. To re-activate the bonus, a ramp shot and loop shot have to be made. While inactive it will only award 500,000. When the 'Transporter Frenzy' feature is active, the ball is transported around the transporter model at the top left of the table. As the ball is shot into 'Transporter Frenzy', the following awards are given:

1st Shot	3 Million
2nd Shot	6 Million
3rd Shot	9 Million
4th shot	12 Million

After the 4th shot, the awards reset to three million. Extra millions can be added to 'Transporter Frenzy' by shooting Warp 10 lock. This adds one million to the current 'Transporter Frenzy' award.

Enterprise Ramp
Every shot to the 'Enterprise Ramp' adds one to the 'Warp Total' and awards 500,000. When this reaches any of the set totals, the relevant feature is activated. The features are awarded as follows:

3 'Warp 3'	Warp Power Flippers
6 'Warp 6'	Torpedo Balls
9 'Warp 9'	Deep Space Travel
12 'Warp 12'	Big Millions

This sequence repeats after 12 'Warp 12'.

Galactic Jump

This ramp is situated over the 'Federation Loop' at the top center of the table. It is called the 'Galactic Jump' ramp because it has a section missing directly above the 'Federation Loop' and can only be jumped with 'Warp Power Flippers'. Any shots made without 'Warp Power Flippers' will not make the gap and drop the ball into the 'Federation Loop' and returning to play via the center exit. Failed jumps award one million and add one million to 'Galactic Jump' completion bonus. This is collected by being awarded 'Warp Power Flippers' and shooting the 'Galactic Jump' ramp, making a successful jump. Additional shots to the 'Galactic Jump' ramp after being awarded 'Galactic Jump', will award a bonus of two million (while warp power flippers are still active).

Transporter Ramp

When in normal play, the 'Transporter Ramp' awards three different features. All are available from ball launch. Once one is collected, the remaining features are only activated again after two loop shots and any other ramp shot is made. If the 'Transporter Ramp' is shot when inactive, the ball will just bounce off the transporter awarding a 'Transport Rejected' bonus of one million. Collecting three features tied to the 'Transporter Ramp' are accessed via the transporter. The player has the choice of which feature to play, and can play the same feature over and over. If the player completes all 3 choices, a 20 million 'Transporter Master Bonus' bonus is awarded.

As a hidden skill feature, if the player shoots the 'Enterprise Ramp', shortly followed by the 'Transporter Ramp', a super combo bonus of five million is awarded. In a similar fashion, shooting the 'Galactic Jump' ramp followed by the 'Enterprise Ramp', then the 'Transporter Ramp' awards ten million. Finally, shooting the

'Federation Loop' followed by the 'Galactic Jump' awards 'Warp Power Flippers' which will enable the player to jump the ball for the 'Galactic Jump' bonus. The three features linked to the 'Transporter Ramp' are:

Smash Ball
Shuttle Launch
Target Practice

Smash Ball

When chosen via exit drop, the ball travels down past the raised area, and another ball is released from the alley. This ball travels slowly on a set circular path into the middle of the table and back into alley, via the bottom entry point of the 'Federation Loop'. The player must attempt to hit this ball and knock it off it's set path to start the 'Smash Ball' feature. If the player achieves this, an extra ball enters into play and the 'Smash Ball' mode is started. All targets are now worth two million. A full set of targets down, awards five million extra and lights Jackpot on 'Warp Lock'. This Jackpot is worth ten million. All ramps score one million each and all other locks apart from the 'Save Galaxy Lock' score two million. The 'Galaxy Lock' awards 'Double All Values' which is active for ten seconds. Target banks only re-activate when both sets have been knocked down. This feature ends when one of the balls drain, and play reverts to normal.

Shuttle Launch

Hidden in the central play area of the table are five targets. When 'Shuttle Launch' is activated, one of these targets will lift out of the play area. The two doors in the play area slide back and the targets rise up until the base of the targets are flush with the play area (so that when the target 'drains', the area below matches exactly with what

was there before). The player must now hit this target (causing it to drain) and collect five million bonus. When a target is drained, another one raises from the table base and play continues for 60 seconds or until one ball drains. During this feature the 'Save Galaxy Lock' and 'Shuttle Launch Lock' score a one million bonus. The 'Warp Lock' awards the value. The 'Enterprise Ramp' doubles the amount 'Mr. Scott's Ramp' scores 750,000. The 'Transporter Ramp' locks the ball to the transporter, and ejects the ball back down the 'Transporter Ramp' awarding a 'Transporter Lock Bonus' of four million. The 'Federation Loop' and 'Transporter Frenzy Loop' score one million each. Targets score 500,000.

Target Practice
This feature is accessed from ramp exit. The player must shoot any lock hole to activate this feature. When this happens, the ball is held in the lock and a large area of the central play area lifts out of the table. This area is closed on all sides but the front, which gives access to the drop inside. Moving from side to side within this area is a target. The player must hit this target as many times as possible within the two minute time limit. 'Loop of Fire' doubles the size of the moving target and ramp increases the value of the target from two million to five million. Achieving ten hits within the time limit awards a completion bonus of ten million. Play continues in this mode until the time expires or ball drains.

Hidden Feature
If the player taps the 'left flipper' six times while the dotmation is printing up the introduction text to 'Target Practice', the target value is automatically increased to five million throughout the feature.

Warp Power Flippers

When 'Warp Power Flippers' is active, the flippers now have 50% more power and can make special shots and knock down targets which are not possible to do in normal play. 'Warp Power Flippers' remain active for 60 seconds.

There are two hidden locks only accessible when 'Warp Power Flippers' are active. The first is behind the middle target of the three targets on the lower/middle left of the table. When the middle target is hit with 'Warp Power Flippers', it drops down, revealing a lock. Every shot to the lock makes the Federation out-run the enemy and awards five million. With four shots to this lock, the Federation makes it back to a space station and the player is awarded a ten million bonus.

Hidden lock 2 is behind the touch target in the 'Planet Discovery' channel. When hit during 'Warp Power Flippers', it will drop revealing the 'Discover New Planet Lock'. Every time this shot is made during 'Power Flippers', the player is awarded 2,4, and 6 million respectively; up to 16 million for each shot.

The 'Galactic Jump' ramp can now be made. When shot with 'Warp Power Flippers' mode, the player is awarded the current 'Galactic Jump' bonus that was built up during normal play. After this is collected, 'Galactic Jump' awards 'Short Galactic Jump' which is half of the 'Galactic Jump' bonus. All other play continues as normal during 'Warp Power Flippers'.

HIDDEN QUICKBALL... If the player shoots the 'Warp Lock' during 'Warp Power Flippers', the ball is released back into play via the 'Federation Loop' and another ball is released via a popper. Play now changes to multiball mode. All ramps score one million, and all lock holes score five million. The 'Federation Loop' scores two million, which is doubled for each shot, up to a total of sixteen million if each shot is

made within five seconds of the last shot. 'The Transporter Frenzy' loop scores one million. Targets score one million each and completing a set, awards a further bonus of five million. If all five lock holes are shot, the player is awarded a 'Captain Jackpot' of twenty million. Once collected, all locks reset, getting all five again awards thirty million and then fifty million. If this can be achieved again, the player is awarded a 'Mega Jackpot' of one hundred million and every loop, target, ramp and lock is worth 10 million for 10 seconds. This feature ends when one ball or both balls drain and play resumes from 'Warp Power Flipper' stage.

Torpedo Balls
When 'Torpedo Balls' is activated, sling shots and return lanes power up. When the ball enters the left return lane it is released from the right side slingshot, and vice versa. This is a 'Torpedo'. The player is awarded five million for each collected. If the player collects five Torpedoes, a 10 million completion bonus is awarded. Play continues for thirty seconds and normal play continues on all other features. The only difference is that target values increase to one million each, and ramps now score double.

Deep Space Travel
This is a super points scoring feature. It is a timed feature of forty seconds during which all targets score two million, all ramps five million and the 'Federation Loop' three million. The player must complete all four features:

Loop Of Fire
Transporter Frenzy
Warp Lock
Warp 10

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Each of these features is worth six million and collecting all four awards a 'Deep Space Master' bonus of twenty million. Each lock can only be collected once. If the lock is shot twice, it will throw the ball out and the player is awarded a sympathy bonus of one million.

BIG MILLIONS!

A monster of a feature! Eight balls are released into the play area and all lamps are lit. The player has until one ball is left to put out all the lights. Each light is worth five million and putting out all the lights awards ONE BILLION points. A ball saver is active for the first 10 seconds of this feature and any ball exiting the table during this time is automatically returned to the play area via the launch channel. If all the lights are put out, the ONE BILLION awarded then resets and the player has the chance to put out the lights again. The second time, the lights are worth seven million each and the bonus is 1.5 BILLION. If the player manages to put out all the lights a third time, (at 9 million each) the bonus is 2 BILLION points. The bonus value then resets to the original and sequence repeats.

Target Bank

The player must hit all targets to light all the letters in the sequence. When all six have been hit, the player is awarded a two million completion bonus and must now attempt to continue on. The four targets represent force fields, each is worth three million. When all four have been hit, the player must hit the touch target before the time limit of 10 seconds expires. If this is achieved a bonus of five million is collected.

Target Banks

Targets score 500,000 each and a full bank down activates the lock ball for MultiBall gate in the 'Federation Loop'.

Planet Discover Channel

Located in the top left corner of the table (below the transporter). This channel is primarily linked to the target bank feature. During normal play the force field targets are in the dropped position, only standing up when all six targets have been shot. With the five force field targets down, only the touch target is accessible. When this target is hit for the first time, it adds 250,000 to the 'Planet Search' accumulator located on the central entry point to 'Federation Loop'. The player can either shoot the loop and collect 250,000 or keep shooting the target to double the available total up to a maximum of sixteen million. If the player gets the 'Planet Search' total up to sixteen million, the player has 8 seconds to collect it or the 'Planet Search' total resets
back to zero. The total will reset if shots to the target are not made within 8 seconds of each other.

If a feature or MultiBall is awarded when collect 'Planet Search' total is active, it is put on 'hold' until the MultiBall feature has ended. If features end due to ball drain then 'Planet Search' resets to inactive state.

Loop of Fire

If shot when no other feature is active, this lock builds up 'letters' for an extra ball. Every time this lock is shot, it lights one letter in 'Loop Of Fire'. Completing the word awards two million and activates 'Quick Lock' feature. Target then flashes and the player has 10 seconds to hit it. If this is achieved, the player now has 30 seconds to lock the ball as many times as possible. Each lock is worth four million (ball re-enters table via popper). Completing both words awards six million and an extra ball. The feature now resets.

Warp Lock

When shot during normal play this awards a random bonus of one, two, five or ten million (for the first four shots). Every fifth shot activates 'Ramp Millions'. During this feature, the 'Enterprise Ramps' and 'Mr. Scott's Ramp' score five million per shot throughout the sixty second time limit. The 'Transporter Ramp' scores five million only if the transporter base is reached. Play changes for all other table features thus:

Targets score 500,000 each
Federation Loop scores one million
Transport Frenzy doubles loop value
Locks two million

Warp 10 Lock
During normal play, this features awards one million points and decreases the countdown by one (starts at six). The default total is two million and the player adds to this total by shooting the 'Transporter Frenzy' loop to add one million to it.

When the countdown is zero, the bonus is collectible via the 'Enterprise Ramp'. When collected, the feature resets to inactive. The bonus reverts back to two million and the countdown goes back up to six.

Lock Miniball

When any lock is shot for the first time, it lights a letter in the word 'BRIDGE'. If all the locks have been shot, including the 'Warp Power Flipper' hidden locks, letters "J.T. Kirk" are lit, then target flashes. If this target is hit, the remaining letter is lit and the 'Mini-ball' feature begins. Play changes to multiball mode. All targets score 500,000 each and a full set awards two million and doubles Jackpot for five seconds. 'Federation Loop' scores one million per shot, as does 'Transporter Frenzy'. 'Transporter Frenzy' also has an extra ball counter during 'Miniball' and six shots will award an extra ball. The Jackpot is on 'Warp Lock' and 'Shield Bash' and is worth five million, collecting both Jackpots light 'Super Jackpot' is worth ten million. All ramps score 500,000 per shot.

MultiBall Features

Multiball features are activated by locking three balls in the lock via the right side entry point on the 'Federation Loop'. Lock is enabled by hitting all 'KIRK' targets. To start MultiBall the player must shoot the 'Transporter Ramp' and lock the ball into the transporter. Each MultiBall can only be collected once and collecting all three, doubles and then triples all MultiBall values for the next time they are active.

MultiBall 1 (Kirk's MultiBall)

Play changes to MultiBall mode. Jackpots are now collectible from 'Warp Locks' and 'Shield Bash'. The player can only collect them if they are activated. To activate a jackpot, the player must shoot 'Enterprise Ramp' for 'Warp Lock' and 'Mr. Scott's Ramp' for 'Shield Bash'. If four jackpots are collected (two from each lock) the 'Super Jackpot' is lit on 'Save Galaxy Lock'. Normal jackpots are worth ten million, with a chance to increase the value by shooting 'Federation Loop' (scores 500,000 per shot and adds 1 million to jackpots). The 'Federation Loop' adds one million to 'Warp Lock' if shot from the right entry and one million to 'Shield Bash' if shot from the center entry point. 'Super Jackpot' is worth thirty million.

All jackpots can be doubled for ten seconds by completing a full bank of targets. All targets score 500,000 each during multiball. Completing bank 'KIRK' awards five million. Force field targets stand up during this MultiBall feature. When hit, force field targets score 500,000 each and stay down until touch target is hit. Hitting touch target awards five million. 'Transporter Ramp' awards a 'Super Bonus' of 1.5 million if the player hits the transporter base. If the transporter base is hit three times, 'Transporter Ramp' awards five million and activates a twenty second ball saver. The 'Transporter Ramp' then resets to a 1.5 million bonus after three hits, repeating sequence above. 'Transporter Frenzy' awards one million per shot and collecting the 'Super Jackpot' resets the jackpot sequence.

MultiBall 2 (Enterprise MultiBall)

The three power targets drop in this mode. This lock hole is the jackpot, worth ten million. When this is shot, the ball is released via the popper into 'Transporter Frenzy'. Once collected, the jackpot must be re-lit by shooting the touch target (targets drop during this MultiBall mode). If touch target is shot when the jackpot is already active it will add two million to the jackpot total. 'Federation Loop' awards a bonus of 2 million.

Pinball Manual

'Transporter Frenzy' awards two million points and lights one of the remaining three targets. The player now has ten seconds to hit it and collect five million. The 'KIRK' targets score 750,000 each and a full bank awards ten million. 'Warp Locks' and 'Shield Bash' lock award one million and add two million to the 'Enterprise Bonus'. This bonus is collected by shooting 'Mr. Scott's Ramp'. If it is hit when no 'Enterprise Bonus' has been built up, it awards one million. 'Loop Of Fire' scores one million and adds two million to the total collected on 'Transporter Ramp'. If this ramp is shot, the ball is dropped into the 'Transporter Frenzy' feature and transported around collecting six million, plus any extra gained from 'Loop Of Fire'. Once collected, the 'Transporter Ramp' must be hit three times (scoring 750,000) to re-activate the possibility of more points. 'Enterprise Ramp' scores two million per shot. This is a three ball MultiBall.

MultiBall 3 (Star Trek MultiBall)

This MultiBall differs from the rest as the player can 'control' the amount of balls in play. When MultiBall 3 is activated, three balls are released into play via popper and 'Federation Loop'. The player can add to these by knocking down force field targets. The jackpot is activated by shooting 'Enterprise Ramp'. If this ramp is shot when jackpot is already active it awards just 750,000 per shot. The jackpot is on 'Shield Bash' and is worth twenty million. Collecting four standard jackpots lights 'Super Jackpot' worth forty million on 'Save Galaxy Lock'. Shooting lock when 'Super Jackpot' is not active awards only five million. There middle targets score thirteen million each and a full set awards five million, which doubles the jackpot for ten seconds. The 'KIRK' score one million each and a full set awards five million and this triples the jackpot for ten seconds. 'Mr. Scott's Ramp' scores 750,000 per shot and three shots lights a 'Scott's Bonus' bonus on 'Transporter Frenzy' worth nine million. If this loop is shot when 'Scott's Bonus' is not lit, it will award two 'Scott

Millions' per shot. Shooting 'Transporter Ramp' locks the ball to the transporter which, transports it to exit drop. A 'Star Trek' bonus of five million is awarded. 'Federation Loop' scores one million and adds one million to the current jackpot total.

Raised Area (Normal mode)

This is activated by building up nine 'ships' around 'Federation Loop'. The raised area game differs slightly from the hidden version, as more points are available to the player in normal mode. The game also differs in the way it is timed. In this mode the player starts the game with eight shots. The player can lose one of these by missing a target and landing in the trough at the back, or by hitting the 'Lose Ball' target. The player also has the opportunity to add to the amount of shots by hitting the 'Bonus Shots' targets. The raised game ends when all shots are lost.

The ball launch from the 'Torpedo Tube' is player controlled, but failure to launch a ball within ten seconds of it loading activates 'auto-launch'. There are now nine different targets all with differing awards. These targets travel at differing rates on the three tracks located in front of the 'trough', depending on their value. The nine targets are:

1 Million
2 Million
5 Million
10 Million
1 Bonus Shot
2 bonus Shots
Lose A Shot
Extra Ball
Jackpot (20 Million)
Ball Launch

QAPLA'

The ball is always launched, at full power, along the channel on the right and onto a small raised area at the rear of the table. This mini playfield has three rollover lanes which spell "BOP" when completed. The ball will then exit this area and drop onto the main playfield via the rightmost loop. Note that this area cannot be reached during normal play and is a launch-only feature.

One of the (lit or unlit) letters of 'BOP' will flash before ball launch and will be picked at random. If the ball rolls over the flashing lane, all letters in the sequence will be completed as a bonus. The player may cycle the lit lanes using the flipper keys in the usual way, but this action does not affect the flashing bonus lamp.

A ten second ball saver (indicated by a flashing lamp between the flippers) will be active after the launch of every ball.

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BOP Rollovers

Completing the 'BOP' sequence advances the bonus multiplier. This is initially 1X and ascends through 2X, 3X, 4X and 5X.

This multiplier is maintained throughout the game and is not reset by new ball launches.

Making the 'BOP' sequence when the multiplier is maxed will award 5 million points.

Qono'S Loops

These are the two main loops on the table and can be shot from either end. Shooting any of these loops will advance the 'Klingon Factor' by one unit, which in turn awards features at preset values. Shooting any loop will light lamps at both ends of the other loop. Shooting this lit loop will then light the first loop and so on. This awards 1, 2, 5 and 10 million points indefinitely.

Klingon Factor Awards
The following features are awarded :

> 6 units - Light Extra Ball
> 12 units - Ramp Mania
> 18 units - Quick MultiBall

The cycle repeats at 24, 30 and so on.

Light Extra Ball
Shooting the 'Timeslip Ramp' (right ramp) will award an extra ball when lit.

Ramp Mania
Both ramps are worth 10 million points for 15 seconds.

Quick MultiBall
Shooting the 'Mode Start' lock will start Quick MultiBall when active. The ball in the lock will be returned and an additional ball will be launched from the left popper. The player must then shoot either 'Imperial Loop' to enable the Jackpot. If the left 'Imperial Loop' is shot then the Jackpot will be lit on the left ramp, and vice versa. Shooting the lit ramp will collect the Jackpot and the cycle repeats until a ball is lost.

The Jackpot starts at 25 million and grows by 5 million every cycle.

Ramps
There are two ramps on the table; the left 'Mystery Ramp', and the right, 'Timeslip Ramp'.

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The 'Mystery Ramp' feeds back to the 'Timeslip Ramp', returning the ball to the upper flipper. This will allow the player to repeatedly shoot the left ramp with relative ease. Because of this, the ramp only awards 500,000 per shot and increments the Orion counter by one. The Mystercounter awards a random feature from the list below at 10 point intervals :

Invincible (Ball Saver)	(20%)
10 Million	(40%)
Light Extra Ball	(10%)
25 Million	(30%)

The 'Timeslip Ramp' feeds the ball back down to the right flipper and is much harder to re-shoot. Consequently this scores better; it awards 2 million per shot and increases the value of the 'Bunker Award'. (See next page for a description of the Bunker Award).

Shooting either ramp and then immediately shooting the other ramp awards a 10 million point 'Ramp Combo' bonus.

Neutral Zone
This is an enclosed area on the upper left of the playfield containing the jet bumpers. The shot can only be made from the upper flipper. Each hit to the jet bumpers awards 100,000 during normal play. Every 50 hits to the jets starts 'Warp Drive', which increases the score for each jet hit to 2 million, for a period of 15 seconds.

The Bunker

This is the center shot on the table and is shielded by three drop targets. Each target is worth 500,000 and will only pop up again after a ball enters the drop hole. Shooting the Bunker collects the 'Bunker Award' and enables MultiBall lock. The 'Bunker Award' is a feature based on point value which is reset to 5 million at new ball launch or after the Award has been collected. The value is increased by shooting the 'Timeslip Ramp'. After shooting the Bunker, 'Lock is Lit' is displayed and MultiBall mode becomes active.

MultiBall Modes

There are four progressive levels of MultiBall play which are user selectable. When 'Lock is Lit' is active, the player may lock ball in the following:

Qono'S Loop (gates at the rear of the table lower, allowing balls to enter the Klingon head).

The Klingon Spaceship

The Bunker Shot (but only during 'Honor MultiBall', as the drop targets otherwise obscure the shot).

The current MultiBall mode is indicated by lamps on the table, and starts initially with the MultiBall. Better modes can be engaged by shooting the drop targets in front of the Bunker. Each target dropped advances the mode by one level. Here are the different modes:

MultiBall	Lock one ball to start
Teleport MultiBall	Lock two balls
Mystery MultiBall	Lock three balls
Honor MultiBall	Lock four balls

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Each mode has progressively better scoring opportunities to reflect the greater effort required to start them.

MultiBall
This is the simplest MultiBall mode and requires only one ball to be locked. After locking a single ball the mode is started. Two balls are released from the Klingon head and fired into alternate Qono'S Loops. The player must shoot the target to collect the 25 million point jackpot, which then enables the 'Super Jackpot'. This is worth 50 million and can be collected by shooting the Bunker (the drop targets should be lowered at the start of this mode). The cycle then repeats with 5 million being added to both Jackpots until one of the balls is lost

Transporter MultiBall
Two balls must be locked to start this mode, which are then both launched from the Klingon head as per MultiBall. The Jackpot in this mode remains at one of the following sites for 10 seconds before randomly transporting to another one:

Mode Start
Qono'S Ramp
Bunker
Klingon Spaceship
Timeslip Ramp

No 'Super Jackpot' is offered in this mode, but the player can collect as many jackpots as they can hit as both balls remain in play. The Jackpot value starts at 25 million and is increased by 5 million for every jackpot collected.

Mystery MultiBall

Three balls must be locked which are again released from the Klingon head into the Loops. A Jackpot of 50 million is initially offered at the 'Mode Start' lock. Once collected, a 'Super Jackpot' of double the Jackpot value is lit on the Cloaking Device (the drop targets should be lowered at the start of this mode). This cycle is then repeated, but with 10 million points added to the Jackpot, which moves on through the following locations (only when collected - not during play):

Mode Start
Qono'SOrion Ramp
Spaceship
Timeslip Ramp

Honor MultiBall

The best one! Lock four balls to start, which are launched in the usual way from the Klingon head. The five locations defined in Transporter MultiBall are all lit with a Jackpot of 75 million. The player must collect each of the five Jackpots to enable the 'Super Jackpot' of 250 million, which is collected by shooting the Bunker. The drop targets in front of the Bunker (which must be lowered during normal Jackpot mode) must all be hit before the Bunker shot can be made - but once all three are down they will remain that way for 10 seconds only, before popping back up. Once the 'Super Jackpot' is collected, the cycle repeats with 25 million points being added to the Jackpots and 50 million added to the 'Super Jackpot'.

Targets

These score 150,000 each and when completed begin the battlemode. This is a 10 million point award which rapidly counts down towards zero over 20 seconds. The player must shoot the Klingon Spaceship to stop the counter and collect the bonus.

Attack Shot

This randomly awards one of the following:

Light Extra Ball
25 Million
Activate Ball Saver
Start Super Warp Coils
Max Bonus X
Quick MultiBall
50 Million

Modes

There are several sub-games or Modes available on the table which are indicated by lamps on the playfield. The player must complete them all for a chance at a secret MultiBall mode. Any modes successfully completed have a steady lamp, any modes not started, or incomplete are unlit. The next mode to be started is indicated with a flashing lamp, and can be advanced with any ramp shot.

'Mode Start' Shot

Shooting this starts the lit mode on the playfield. Modes will only be started during normal play; if any other feature is active (i.e. MultiBall) then the ball will simply be ejected.

Mode Descriptions

Each mode listed has a 10 million point completion bonus, which should be added as part of the normal ball-drain bonus summary. Following are the modes...

The Triangle

A ball is fired from the Klingon's head into the triangle mini-playfield. The player has control of two electromagnets, via the flipper buttons, which can fling the ball around the play area. This is lined with targets which score 1 million per hit, and a drain hole at each corner. If the player can hit ten targets then the mode is completed, control of the magnets is lost and the ball will drain into the lowest hole (into the Qono'S Loop). If the ball should drain during play then the game is over. (The top drain hole returns the ball via the left popper).

Attack

The ball is released from the 'Mode Start' hole and returned to play. The player must repeatedly shoot the Attack lane into the Klingon Spaceship to attack a Federation Spacecraft. Four shots are required, scoring 2 million each. This game has a 30 second timer.

Capture Traitor

A ball is released from the left popper into play and the ball in the 'Mode Start' hole begins to roam around the main playfield under the control of an electromagnet. The player must hit the roaming ball before a 30 second timer elapses. If the timer expires, the roaming ball disappears into the Klingon Spaceship. If the mode is successfully completed, the players ball gets caught by the magnet and is taken into the Klingon Spaceship; either way only one ball should remain in play.

Outrun Attack

Display shows player being pursued by the Enterprise, which must be outrun by making any three ramp shots. Game has a 30 second timer.

Captive Hunt

The ball is released from the 'Mode Start' hole and returned to play. Player must locate Captain Kirk in a randomly selected area from:

Left Qono'S Loop
Right QonoS Loop
The Klingon Spaceship
Mystery Ramp
Timewarp Ramp

This game has a twenty second counter which is set back to twenty every time one of the shots above is made. Shooting the correct location awards 10 million points.

MultiBall

Awarded when all five modes have been completed. All shots and features on the table have their associated lamp lit and five balls are released into play. The player must try to extinguish every lit lamp by making the appropriate shots. Each lamp put out scores 5 million points. When (if) all lamps are extinguished, a 1 billion point Jackpot is enabled which can be collected by shooting the Bunker. Once this has been awarded, all the feature modes are reset and must be completed again.

Ball Launch

At the start of a 'round' two balls are ejected from the popper and rest against barriers. When the balls are in position, the gates drop so both balls enter the table at the same time. Both players now have the chance to gain a million points right away. This award is only active for the first 5 seconds of play, then reverts to a normal value target regardless of whether it is hit or not. If hit with a player's shot before any other table feature points for each target are doubled for that round. The table, play is divided into four repeating rounds, and between these four rounds there is a bonus round. During any of these rounds (except bonus round) there is a feature which when activated gives both players an opportunity to rack up more points.

General Game Rules

There are several game rules that remain constant throughout the differing rounds, these rules are:

A player may shoot the ball into their opponent's half of the table via ramp. When a player's ball is in their opponent's part of the table it may be detrimental to their game depending on the round. During this time a replacement ball is launched on the other player's half. This ball will remain in play in their game area until the ball in the opponents area is returned to their half of the table. A player can use this to their advantage as two balls can remain in play as long as they do not touch. As soon as they touch they 'gel' back into one ball. If a player's ball is in the opponent's half and the opponent lets the ball drain it will re-appear with twice the power. Draining for a fourth time automatically causes the opponent to lose the round. If this happens during 'points' play (see Game Types) the 'Worm Hole' opens preventing shots to the opponent's side and their ball is locked in the next shot to the 'Worm Hole', 'Docking Bay' or exit and that player is awarded victory millions of 5 million points. A player can only shoot one ball into their opponent's half, after which their balls will not travel up the ramp.

At any time during a round the player has the opportunity to 'Block' opponent's shots to their targets in this area. This is done by hitting the 'Shield' targets. Each of these targets correspond to one of the pop-up targets directly in front of the main area. Once one of the targets has been hit, it remains lit and that target cannot be re-activated until the whole bank of targets has been lit (regardless of whether the opponent has knocked the corresponding target down). Each target takes two hits to knock down.

At a random point during a round the 'Diverter Gate' will raise and the dotmation flashes to both players that the "all out feature" is now open and both players now race to be the first to lock a ball in to it. If a player shoots the opponent's ball which was in their half into the special zone, it counts as a lock by the opponent. The first player to shoot the zone is awarded 5 million (if playing in points play) or a bonus 'Weapon' (if playing in set play). In addition, the player is awarded a 'Tractor Beam' weapon which causes the opponent's ball to travel erratically for the next 30 seconds. This is effected by a tractor beam unit which lifts out of the table base and gradually draws the ball towards it. The ball will ultimately be trapped until the opponent's ball is released back into play from the well via the popper.

During play both players have the opportunity to collect weapons which hamper their opponents attempts to win and can aid their own efforts. By shooting the ramp, the player adds power to the weapons factory. After every three shots a new weapon is made and awarded to the player. This weapon is chosen at random from the list below:

Energy Boost - Ball doubles in speed
Cloaking Device - Ball becomes semi-transparent
Curse of Tribbles - Ball will not travel up any of the ramps
Declaring War - Ball has rubber effect and bounces around unable to remain still
Shields Up- When ball hits targets it doesn't knock them down
Cold Revenge - Ball splits into two tiny balls, NOTE : both tiny balls draining counts as one ball loss only

All of the weapons mentioned are active for 30 seconds and can be counteracted by collecting the shield of protection.

SHIELD OF PROTECTION
To collect the Shield of Protection the player must light all the targets located in the lower half of each play area. Once these have been lit the player now has a shield to ward off any weapons activated by the opponent. Once collected the player can enable it at anytime.

DOCKING BAY
Shooting this lock gives the player an award which the player may select from the following list:

Stand Up Opponents Targets
Drop Own Targets
Reverse Opponents Flippers (50 sec)
Open Worm Hole
Bonus Weapon
Ball Saver Active (30 sec)
Super Protection (lasts 2 weapon strikes)

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The awards 'Stand Up' and 'Drop Targets' are tied to the spinner located below the lock in the channel. The number of revolutions it makes determines the amount of targets either stood up or dropped down. Once the Docking Bay has given an award, it will not award another until a ramp shot has been made.

NOTE opponent's balls in your half: If you shoot an opponent's ball up your ramp you will not get the award, instead the power level in the 'Weapons Factory' is reduced by one.

COMBATING OPPONENT'S BALL DAMAGE

If you have an opponent's ball in your half there is a way of changing it into one of your balls and thus stop any damage it is doing to your side of the table. When shot into the 'Docking Bay' the opponent's ball is trapped for 4 seconds as you receive the message while the dotmation prints up the 'Enemy Craft' In Docking Bay - Reprogram Now!!' message. During this time the player has the opportunity to 'trap' the opponent's ball in the Docking Bay and 'reprogram' it to convert it to their ball. If this is done correctly, the player's ball is released back into play followed two seconds later by the newly converted opponent's ball. Normal rules now apply, as soon as the balls touch they will 'gel' into one ball again. It is up to the player's skill to determine how long they can keep two balls going in play. The opponent now defaults back to normal mode as if he/she had never launched a ball into the other half of the table.

Game Rounds
The five differing game 'rounds' are as follows :

Round 1 - Wake Entity X
Players battle to be the first to knock down all their own targets and take control of the galaxy. The Gateway To The Galaxy is opened automatically when all sixteen of the targets in the area have been knocked down. Entering the Gateway first wins the round and awards a 5 million bonus.

Round 2 - Find the Phaser
Hidden behind one of the players' area targets is a 'Phaser' target if it is knocked down the dotmation informs the player that he/she has found the crystal and that it must be returned to the 'Worm Hole'. At this point the diverter gate stands up. The player who has not yet found the crystal now has a chance to 'block' their opponent in their attempts to deliver the crystal to the 'Worm Hole'. By shooting the hole first, the diverter gate changes shape so any shots just return down the ramp from where they came. The blocking player's ball returns to their play area via the popper. Delivering the crystal wins the round awarding 5 million bonus. NOTE: shooting the Worm with an opponent's ball in your side will just return the ball back to the opponent via popper when diverter gate is active.

GAME ROUNDS.
Round 3 - Perseverance
In this feature area all of the sixteen targets are in the dropped position. One of these sixteen will stand up for 6 seconds, the player now has to hit this target before it drops again. Fifteen 'hits' are needed before the player can open the gates at the top of the screen and advance. Hitting a raised target in your own half with a ball from the

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Star Trek

opponent will knock it down but add 1 shot to the current total needed to advance. When a player has hit fifteen targets the Docking Bay light flashes and now becomes the activator for the gates. Shooting the Docking Bay with an opponent's ball activates a guardian and does not open the gates. Completion awards 5 million to the first player to enter the Gateway. If a player shoots an opponent's ball which is in his/her half into the Gateway the ball is returned to him/her via popper and the gate closes. The player must open the gates again by shooting the Docking Bay.

GAME ROUNDS
Round 4 - Find The Crystals

The players search the table for 'Di Lithium' crystals. The Crystals are behind one of the sixteen targets. Once this is found the dotmation acknowledges this and informs the player to take them to the Gateway. As soon as this first crystal is found, the gates will automatically rise and fall, repeating like this to the end of the round. If the player shoots an opponent's ball into the Gateway, the crystal disappears and returns to a new hiding place on the play area (relative to where it was found). The second crystal is found either in the Docking Bay or on the ramp. It is purely random as to which one is the second or third hiding place. Again, the opponent's ball rules apply. Once all three have been taken to the Gateway the player wins and is awarded a 5 million completion bonus.

GAME ROUNDS.
Round 5 - Bonus Round

Players race around their side of the table trying to discover the hidden prizes. These prizes are:

1 million
2 million
5 million
10 million
Extra Ball
Super Shield (lasts 2 spells)
Ball Saver (lasts 30 seconds)
Di'Lithium Crystals (converts an opponent's ball in player's half into own ball immediately)

Once one of the above has been found the player has the choice of either collecting that one by shooting the Docking Bay or continuing to try and collect more. If the player does continue and their opponent enters the Docking Bay with an item or items then the player loses and all collected items are lost. If one of the players loses their ball (ball drain from between the flippers), the remaining player automatically collects the items he has and the round ends. This is done by the flippers no longer responding and the ball draining off the screen. Hitting the targets on this round lights a ball saver for 5 seconds for each full bank lit. Shooting the ramp gives a clue to where the next item is hidden by flashing it briefly. The Ramp diverts the ball into the well which awards 250,000 plus per 'Deadly Drop' and pops ball back into play.

Bonus round continued....
When playing in set mode three of the awards change to reflect this.
1 million, 2 million and 5 million are now of little use and so these awards are
changed during the bonus round into the following:

Photon Blast!
Protects the player from up to four shield targets by knocking them straight
back down.

Captain Prize
This will award 2 'set' points if the player wins the next round
You can't take it with you! For one round any balls not lost are carried on to the
next round.

NOTE: Extra balls are awarded at every 25 million interval regardless of round.

GAME TYPES
There are two types of game play; set play and points play.

POINTS PLAY

The players start the game with 5 balls. Losing all of these would normally end a player's game but on this table play can continue. When a player loses the last of their balls a new ball is popped from 'A'. This ball scores nothing and the player continues the round in an attempt to win it. Winning a round awards the player with a 'real' ball with which scoring can continue. This ball however only scores half the values of one of the original 5 balls. This way both players can continue playing regardless of whether one player has 'died'. The ultimate goal is to reach a predetermined score or the highest score of the two players will win when both players are down to a 'charity' ball (i.e. both have lost all the 5 balls and any legitimate extra balls).

SET PLAY

The players decide on a number of sets to reach at the start of the game i.e. 4 sets, and play begins with players being awarded 1 game point for each round won. 5 game points equals 1 set so 3 will win a set for a player. The players are awarded 3 balls at the start of each round. Losing all three balls in one round awards that round to the opponent.

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