

# STAR TREK:™

## JUDGMENT RITES

SPECIAL CD-ROM EDITION



INSTRUCTION MANUAL



MACPLAY™

mac

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## SYSTEM REQUIREMENTS

To run **Star Trek™: Judgment Rites™**, you need a Mac OS-compatible computer with at least:

- 68040 or PowerPC processor
- Double-speed CD-ROM drive
- 256-color monitor; full-size display requires a resolution of 640x400 or greater
- 28 MB of hard disk space
- System 7.0.1 or later
- QuickTime 2.1 and Sound Manager 3.1 or later (both included with the game)
- 3800K free memory for 68040 processor, 4100K for PowerPC processor

**Note** that you will have to reduce the application's preferred size (using the Finder's Get Info command) to about 300K less than the amount of your free memory if it is near the minimums listed above.

## INSTALLING STAR TREK: JUDGMENT RITES

- 1) Place the **Star Trek™: Judgment Rites™** CD-ROM in your CD-ROM drive.
- 2) Double-click the "Star Trek JR CD" icon to open its window.
- 3) Double-click the "Install Star Trek JR" icon to begin the installation.
- 4) Follow the on-screen instructions to install the game in the desired folder. If you need QuickTime 2.1 or Sound Manager 3.1, you will be given options to install them as well.
- 5) Please be sure to read the "Read Me" file on the CD-ROM for important tips.

To run **Star Trek™: Judgment Rites™**, open the "Star Trek Judgment Rites" folder created by the installer and double-click the "Star Trek JR" icon. You must have the CD-ROM in your drive while playing the game because all speech, sounds, and movies are loaded from it.

## BEFORE YOU DIVE IN: CONFIGURATION AND THE MENU BAR

The Macintosh's menu bar is hidden during game play, but can be displayed at any time in order to adjust your configuration or switch to a different application. By pressing **⌘-P** you can pause the action at almost any point to reveal the menu bar. You can then use the Application menu on the far right to return to the desktop and perform other functions without quitting your game. You can also access the game commands, which are described below. Note that the keyboard equivalents for menu commands operate even when the menu bar is hidden.

### FILE MENU

- New (⌘-N)** — Interrupts the current game and starts a new one.
- Open (⌘-O)** — Loads a saved game file and restarts that game.
- Save As (⌘-S)** — Saves the current game state to a file.
- Quit (⌘-Q)** — Quits the game without saving it.

You cannot start a new game, load, or save a game while a character is talking (this means during speech or while a text dialog box is displayed). Even if you pause the game during talking, the New, Open, and Save commands are disabled.

## EDIT MENU

The Edit Menu Commands (Undo, Cut, Copy, Paste and Clear) are only usable within system dialogs such as saving a file.

### OPTIONS MENU

- Pause Game (⌘-P)** — Pauses and resumes the game. Pausing stops game time, displays the menu bar, and allows you to switch to other applications.
- Sound Effects (⌘-E)** — Turns sound effects off or on (menu item checked when on).
- Music (⌘-M)** — Turns music off or on (menu item checked when on).
- Better Music Quality** — Music sounds better when this item is checked, but this may slow down game graphics on computers with 68040 processors.
- Text/Speech Options** — This sub-menu offers four options for specifying what happens when a character talks:

- **Text Only:** What characters say appears as text in a text dialog box. You must click the dialog's close button or press the <return> or <space> key to continue.
- **Text with Speech:** What characters say both appears as text and is spoken by the actors. You must click the dialog's close button or press the <return> or <space> key to continue.
- **Speech with Linked Text:** What characters say both appears as text and is spoken by the actors. When the speech is finished, the text dialog box closes automatically. You can continue before the speech is completed by clicking the dialog's close button or pressing the <return> or <space> key.
- **Speech Only:** What characters say is only spoken by the actors -- no text is displayed unless you need to choose Kirk's response from several options. You can cut off a speech and continue by pressing the <return> or <space> key.

**Volume**

- This sub-menu has Softer (⌘-I) and Louder (⌘-J) commands.

**Large Image**

- Toggles between a 640X400 and a 320X200 game area. Option unavailable if the resolution of the monitor displaying the game is less than 640X400.

**QuickDraw Compatible**

- Use only if graphics do not draw correctly on your monitor. Should be necessary only with certain third-party video cards, and may slow down the game considerably.

**Smoother Graphics**

- Makes the displayed graphics smoother when Large Image is selected. May slow down game graphics on computers with 68040 processors. Unavailable if QuickDraw Compatible is selected.

**Faster Graphics**

- When checked, gives more processor time to the game and less to background applications and tasks.

## A FEW QUICK NOTES: TEXT DIALOG BOXES, MOVIES, AND MULTIPLE MONITORS

If a character speaks and you've chosen a Text/Speech option involving text, the game offers you what we call a "text dialog box." If there's more text to see than can be displayed, click the vertical arrow buttons which appear on the right of the box to scroll through the extra text "page" by "page." If you want finer control, press the <up-arrow> or the <down-arrow> on your keyboard to scroll through the information line by line. Click the button at the top-right or press <return> or <space> to close a text dialog box.

Sometimes Kirk is allowed more than one response in a situation; when this happens, you'll be offered a text dialog box containing several choices. Click the horizontal arrow buttons on the top of the box to flip through his potential responses, which may range from polite to macho. (You can also use the <left-arrow> and <right-arrow> on your keyboard.) When the best choice (or so you hope!) is displayed, click the close button or press <return> or <space> to select it.

At various points in the game, movies are played to advance the action. If you don't want to view them when you play through the same part of the game again, you can click the mouse button or press any key to skip them and get on with the plot.

If there is more than one suitable monitor connected to your Macintosh, the first time you run the game you will be asked which monitor you'd prefer to view the game on. If you change your mind (or your monitors) later, simply hold down the <option> key while starting Star Trek: Judgment Rites and you will be asked again.

## GETTING STARTED

Before taking command of the USS ENTERPRISE™, you must select your combat level. After the introduction, a text dialog box allows you to choose the level of gameplay: Federation Cadet, Academy Graduate, or Commissioned Officer. These levels determine the difficulty of the starship adversaries you may encounter while traveling in space; they have no effect in the ground- or ship-based adventures.

**Federation Cadet:** This level is for players who are not interested in starship combat. Any combat that is part of a mission/scenario will be avoided. If you stray off course from a Starfleet Command assigned mission, any enemy ships you run into will be easy to handle.

**Academy Graduate:** This level is for players who want simple starship combat. Any combat required for a mission/scenario or encountered off-course is relatively easy.

**Commissioned Officer:** This level is for players who want challenging starship combat. Enemy ships encountered during a mission or when off-course are at full strength.

Click the arrows above the text dialog box to scroll through these three choices and select the close button when you are satisfied with your selection. After making your selection you are ready to take charge of the USS ENTERPRISE and her crew. Good luck, Captain!

## ON BOARD THE USS ENTERPRISE™

At the beginning and the end of each scenario, Captain Kirk oversees control of the Starship ENTERPRISE from its bridge. From here you can issue commands to the crew, travel to and communicate with new worlds, and engage in potentially dangerous situations. There are two modes on the bridge: the crew selection mode in which the cursor controls the actions of the bridge crew, and the travel/battle mode during which the cursor controls the Starship ENTERPRISE's travel direction and aims its weapons. In crew selection mode, the cursor is shaped like a hand and is free to roam around the lower bridge; in travel/battle mode it is confined to the viewscreen and shaped like either the Starship ENTERPRISE or a crosshair (when the ship's weapons are armed). To switch between these two modes at any time, press the <tab> key.

Each member of the bridge crew has a set of specific duties. When the cursor is in crew selection mode, you can order an officer to execute a given task by moving the hand cursor over the crew member and clicking. This displays a set of icons symbolizing the actions that crew member can take; click the appropriate icon for the desired order, or click outside the icon menu to dismiss it without issuing an order. If you do select an order, the officer executes the indicated task unless there's a good reason why he or she can't carry out your order – for instance, you can't order a beam-down while the shields are raised, or while the ship is in deep space!

You can also issue some orders directly by pressing the "shortcut key" listed below for them; this works in either cursor mode. Whether the key is uppercase or lowercase makes no difference, but do not hold down the ⌘ key when typing them. The tasks each crew member can perform and their icons are:

## KIRK (SHORTCUT KEY = K)

You are James T. Kirk, captain of the USS ENTERPRISE.



### Captain's Log (shortcut key = R)

Select the Captain's Log icon to read reviews of past mission performances.



### Transporter (shortcut key = B)

Choose the Transporter icon when you wish the landing party to beam down to a planet or over to another ship.



### Options (shortcut key = P)

Select the Options icon (the Starfleet emblem) to display another icon menu. Most of these options are also available from the menu bar, and those menu items with command-key equivalents can be directly executed at any time.

#### TEXT DISPLAY

**Text Display** allows you to customize the way the characters and narrator "talk" during the game. Clicking it displays a text dialog box offering the following settings: Text Only, Text with

Speech, Speech with Linked Text, and Speech Only. These are described in the "Before You Dive In: Configuration and the Menu Bar" section starting on page 5.



**Save Game** allows you to save your current game to a file.



**Load Game** allows you to open and restart a saved game file.



**SFX (Sound Effects) On /Off** allows you to turn the game's sound effects on and off.



**Music On /Off** allows you to turn the game's music on or off.



**Quit!** allows you to quit the game without saving it.

## SPOCK

First Officer Commander Spock occupies the science station.



### Talk (shortcut key = T)

Use Spock's Talk icon to get valuable advice and information on your current mission.



### Computer (shortcut key = C)

Spock has access to the ship's library computer. If you select the Computer icon, you can type in any topic related to the game and press <return>. The



computer will tell you any relevant information about your subject. To exit the computer, enter an empty topic or press <esc>. You may wish to take notes on the information you find. It can be extremely useful!



### Target Analysis (shortcut key = A)

Spock can also give you a computer analysis on alien vessels during combat. The Ship Systems Monitors will show damage information on the last ship you have hit. Remember: you cannot see damage information on the USS ENTERPRISE while Target Analysis is on, so be sure to turn it off occasionally to check your own status!

## SULU

Lieutenant Sulu is the ship's helmsman.



### Impulse Power

(shortcut keys = ` 1 2 3 4 5 6 7 8 9 0)

Selecting the Speed icon will order Sulu to adjust the speed of the USS ENTERPRISE according to your orders; this can be from dead stop to full impulse power.



The number keys along the top of the keyboard (not on the numeric keypad) act as hot keys for controlling impulse power. The "1" key is a dead stop, with speed increasing as you choose higher numbers. The "0" key sets top speed – think



of it as "ten." The "`" (backquote) key – to the left of the "1" key on most keyboards – will put the ship into reverse at 1/10th speed.



### Orbit (shortcut key = O)

Click the Orbit icon and Sulu will take the ship into planetary orbit. You can't "beam down" to a planet until you are in orbit around it due to the transporter's limited range.



### Shields (shortcut key = S)

Sulu also controls the ship's shields. If you select the Shields icon, he will raise or lower the ship's main deflector shields (changing their current state). The main deflector shields are used to protect the ship from attacks by hostile starships. If the ship's shields are raised, you cannot use the transporter.



### Main Viewscreen

Choose Sulu's Viewscreen icon to bring up its icon menu. These icons are Direction, Magnification, and Viewscreen.



**Direction:** Sulu can select six views from the USS Enterprise: Fore, Aft, Port, Starboard, Above, and Below. Each of these views allow you to keep track of enemy positions relative to the USS ENTERPRISE.



FORE

=



&lt;Up Arrow&gt;



AFT

=



&lt;Down Arrow&gt;



STARBOARD

=



&lt;Right Arrow&gt;



PORT

=



&lt;Left Arrow&gt;



ABOVE

=



&lt;Option - Up Arrow&gt;



BELOW

=



&lt;Option - Down Arrow&gt;



**Magnification:** Sulu can adjust the viewscreen magnification from x1 to x5.



You can also use the following shortcut keys:



Increase or



Decrease



**Full Screen** (shortcut key = V): This makes the viewscreen fill the entire game area while in travel/battle mode. You can toggle back to the normal bridge view by pressing "V" again, or enter crew selection mode by pressing <tab>.

## CHEKOV

Ensign Chekov is the navigator and weapons officer.



**Navigation** (shortcut key = N)

Select the Navigation icon to bring up the star map. You will need to refer to the star map in the center of this manual for the names of the stars. Position the cursor so that a circle surrounds the star to which you wish to go. Click it and the USS ENTERPRISE will arrive at warp speed. You can exit the star map without making a selection by pressing <esc> or the space bar.



**Weapons** (shortcut key = W)

Chekov also controls the ship's phasers and photon torpedoes. When you select the Weapons icon, he will activate or deactivate the ship's phaser and photon torpedo systems. You can't fire until these are armed! The USS ENTERPRISE's weapons are automatically armed if you select Weapons lock while under attack. Regardless of the status of the ship's weaponry, neither phasers nor photon torpedoes can be fired while in crew selection mode.



### Weapons Lock (shortcut key = L)

Chekov can initiate weapons lock. After activating weapons lock, one of the ships on the viewscreen will have a yellow targeting square on it. When lock is final, the square will turn red. If more than one ship is on the viewscreen, you can switch the lock to a different target by pressing the "[" or "]" key. Weapons lock is valid only when a target is on the viewscreen, and will not track a target off of it.

When weapons lock is active, both phasers and photon torpedoes are automatically aimed at the target, instead of being manually aimed by the cursor position. A weapon will not fire unless the targeting computer judges that it will hit the target. Thus, when weapons lock is on, the comparatively slow photon torpedoes will often not be fired upon command.

Note that target lock does not guarantee a hit – the faster an opponent is moving and the farther away it is, the less accurate the system will be.

## SCOTTY

Lt. Commander Montgomery Scott sits at the engineering station. From there he directs damage control and the ship's engines. If the USS ENTERPRISE is damaged in combat, Scotty will direct his damage control teams to make repairs on the ship's systems automatically.



### Damage Control (shortcut key = D)

By selecting the Damage Control icon, you can tell Scotty to concentrate repairs on a particular system. You indicate which system by clicking its icon in the menu that then appears. Scotty will allocate additional repair crews to that system, repairing it faster. See "Ship Systems" for more details and identification of the icons.



### Emergency Power (shortcut key = E)

You can order Scotty to give you Emergency Power. This boosts your ship systems' power for a short time, but the strain on the engines is such that you can not use Emergency Power again until Scotty has time after combat to do repairs.

## UHURA

Lieutenant Uhura is the communications officer.

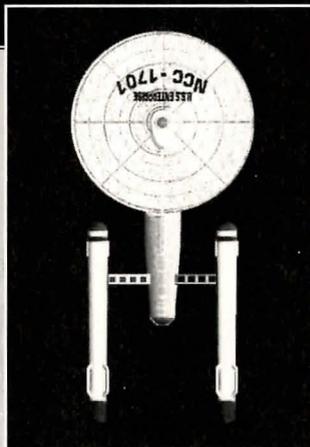
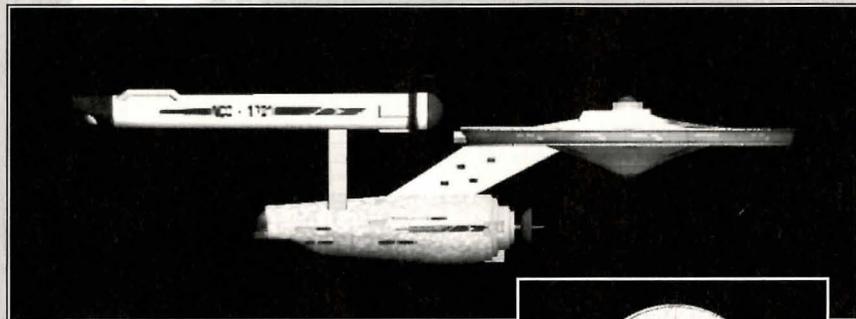


### Communications (shortcut key = H)

If you need to talk or send information to a ship or planet, select the Communications icon. Uhura will open hailing frequencies and try to establish contact.

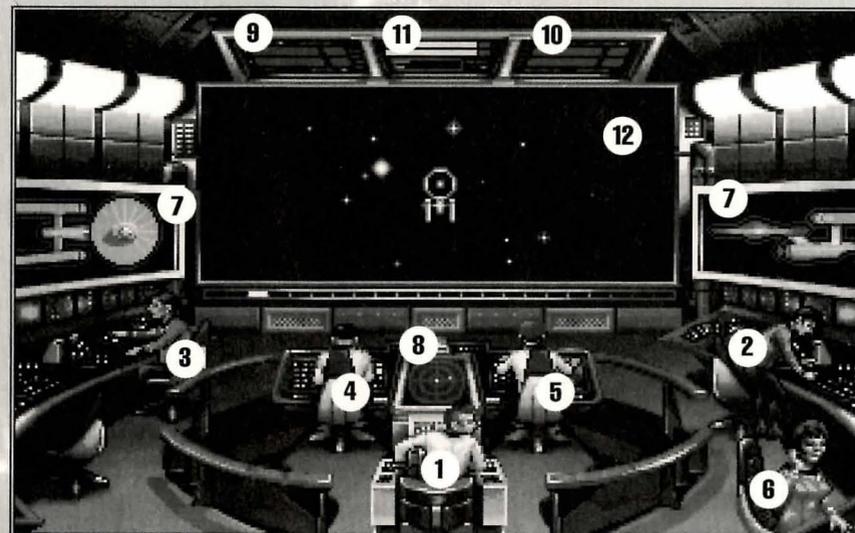
## THE SHIP

USS ENTERPRISE™, Constitution class, NCC-1701



The USS ENTERPRISE is a top-of-the-line Federation starship designed for long-term exploration and peacekeeping duties, almost 1,000 feet long and carrying a crew of over four hundred. The main saucer section contains the crew quarters and scientific research areas. The lower section is the engineering area and houses the main sensor array. The two cylindrical pods are the warp drive engines, which must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

## SHIP SYSTEMS



1) Kirk, 2) Spock, 3) Scotty, 4) Sulu, 5) Chekov, 6) Uhura,  
7) Ship Systems Monitor, 8) Ship Position Monitor, 9) Phaser Ready Monitor,  
10) Torpedo Ready Monitor, 11) Power Status Monitor, 12) Main Viewscreen

## SHIELDS



The main deflector shields protect the USS ENTERPRISE from damage. Once raised, they will absorb some of the impact from enemy weapons fire. However, the more hits the shields take, the less effective they become, until they fail completely.

There are six shields: fore, aft, port, starboard, above, and below. Each is damaged individually, so if your left shield is damaged, you may want to try and keep

that side away from enemy fire until Scotty can repair it! The shield strength is displayed on the Ship Systems Monitors. When a shield is at full strength, it will glow bright yellow. As it gets damaged, it will dim until it is totally drained.

## BRIDGE



The bridge itself is heavily armored and shielded, but the controls to the ship can be damaged. The ship will handle sluggishly as damage to the bridge's control systems increases.

## SENSORS



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

## HULL



Scotty will repair the hull after a conflict, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the USS ENTERPRISE's structural integrity is lost, and the game ends.

## WARP AND IMPULSE ENGINES



Power for the ship's systems and movement is provided by the ship's engines. The two warp nacelles are required to travel at faster-than-light speeds between stars. The impulse engines provide considerably less power than the warp engines but can provide a nice reserve; they are also used for maneuvering during combat. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

## PHASERS



Phaser weapons are somewhat similar to laser beams, and must be charged before each firing. The Phaser Ready Monitor is just above the Main Viewscreen on the left (see page 21). A bar graph shows each phaser's charging status. Once a phaser is fully charged and ready to fire, the light to the right of its graph turns from amber to green. When a phaser is out of commission, its light blinks red. The light is off when weapons are not armed. See "Starship Combat" for more information.

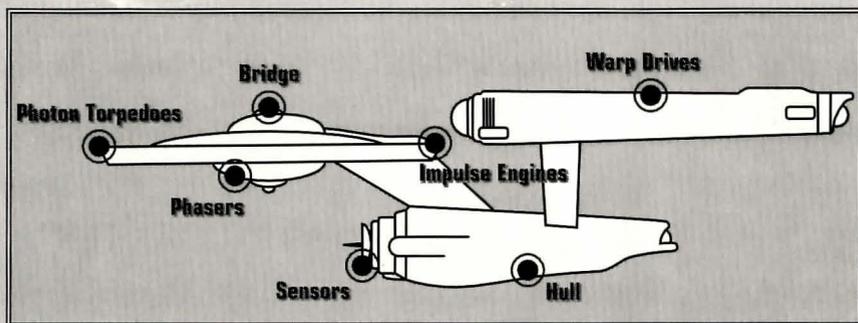
## PHOTON TORPEDOES



Photon Torpedoes are energy charges that detonate on contact. The Photon Torpedo Ready Monitor is just above the Main Viewscreen on the right (see page 21). A bar graph shows each torpedo tube's reload

progress. Once a torpedo is loaded and ready to fire, the light to the right of its graph turns from amber to green. When a photon torpedo tube is out of commission, its light blinks red. The light is off when weapons are not armed. See "Starship Combat" for more information.

## SHIP SYSTEMS MONITORS



The Ship Systems Monitors are set to the left and right of the Main Viewscreen (see page 21.) They display ship system status. Ship systems will glow red when they are damaged. See the chart above for system locations. Shield strengths are indicated by the outline around each ship display. As an individual shield is damaged, its outline section dims from bright yellow to dull orange. The left monitor shows fore, aft, port, and starboard (forward, rear, left, and right) shield strength. The right monitor shows top and bottom shield strength.

If Target Analysis is activated, the Ship Systems Monitors instead display the last enemy ship hit and its condition (or the current target if Weapons Lock is on). If the enemy ship is destroyed, the monitors' display reverts to the USS ENTERPRISE until another enemy ship is hit or locked onto. Turning off Target Analysis also switches the monitors back to the USS ENTERPRISE.

## SHIP POSITION MONITOR



The Ship Position Monitor is above Kirk and below the Main Viewscreen (see page 21.) It shows the relative positions of enemy ships with respect to the USS ENTERPRISE. The monitor functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer ring. To keep track of multiple targets, the Ship Position Monitor assigns a different colored dot to each ship. Remember the color of each ship; if there are several ships of the same type, this is the only easy way to tell them apart! The enemy ship that is (or would be) displayed on the Ship Systems Monitors by Target Analysis is represented by a small cross instead of a dot.

## POWER STATUS MONITOR



The Power Status Monitor is just above the Main Viewscreen in the middle (see page 21.)

The two orange upper bar graphs indicate the power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated.

The two lower bar graphs relate to ship speed, and are discussed in the "Speed" sub-section under "Ship Movement."

## A NOTE ON POWER ALLOCATION

Power allocation is optimized by the ship's computers. After life support, shields have top priority and will always be charged as long as power is available. When weapons are armed, they have the next priority on power. Phasers draw a fair amount of power to charge, but requirements are low once they are fully charged. Photon torpedoes have low power requirements. Whatever power is left over is available for movement.

As long as the engines are undamaged, the USS ENTERPRISE has power to go top speed and arm weapons and shields. Power lost to damage slows the ship down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the USS ENTERPRISE will probably soon follow.

## SHIP MOVEMENT

On the bridge of the USS ENTERPRISE, you have three choices when it comes to sending the ship and its crew where they need to be:

- Issue a Navigate order to engage the warp drive and cross vast reaches of space in search of your next mission. You can tell Chekov where to lay in a course by clicking him while in crew selection mode (the hand cursor) and then clicking his Navigate icon, or by pressing the "N" key while in either cursor mode. For more information on the Navigate order, see page 17.
- Issue an Orbit order to enter planetary orbit after arriving at the star system for your mission. Lieutenant Sulu will handle this if you click him and then his Orbit icon while in crew selection mode, or press the "O" key from either mode. For more information on the Orbit order, see page 15.
- Manually direct the course of the USS ENTERPRISE through "local" space under impulse power. You must be in travel/battle cursor mode, which is indicated by either a gold USS ENTERPRISE or red crosshair cursor, depending on whether weapons are armed (press the <tab> key to switch cursor modes). The cursor is then restricted to the Main Viewscreen; simply use the mouse to steer the ship in the direction you wish to go. The further away from the center of the screen you move the cursor, the faster the USS ENTERPRISE turns. To roll the ship left or right, press "Z" or "X," respectively.



If you've instructed Chekov to arm the ship's weapons (either in response to a threat or just because you wanted to see what would happen), the travel/battle mode cursor controls your travel direction AND aims your weapons when weapons lock is off. It may take some practice to become proficient at performing both functions simultaneously. For more information on interstellar dogfighting, see "Starship Combat."

## SPEED

Unless you are docked, in orbit, or navigating to a new star system, the USS ENTERPRISE is flying under impulse power, and you can control the USS ENTERPRISE's speed by issuing an order to Lieutenant Sulu. This can be done by selecting Sulu and choosing his Speed icon; you can also access the Speed controls more directly by using the hot keys for impulse engine speed.

The number keys along the top of the keyboard (not on the numeric keypad) act as hot keys for controlling impulse power. The "1" key is a dead stop, with speed increasing as you choose higher numbers. The "0" key sets top speed (think of it as ten). The "`" (backquote) key – located to the left of the "1" key on most keyboards – puts the ship into reverse motion at 1/10th speed.

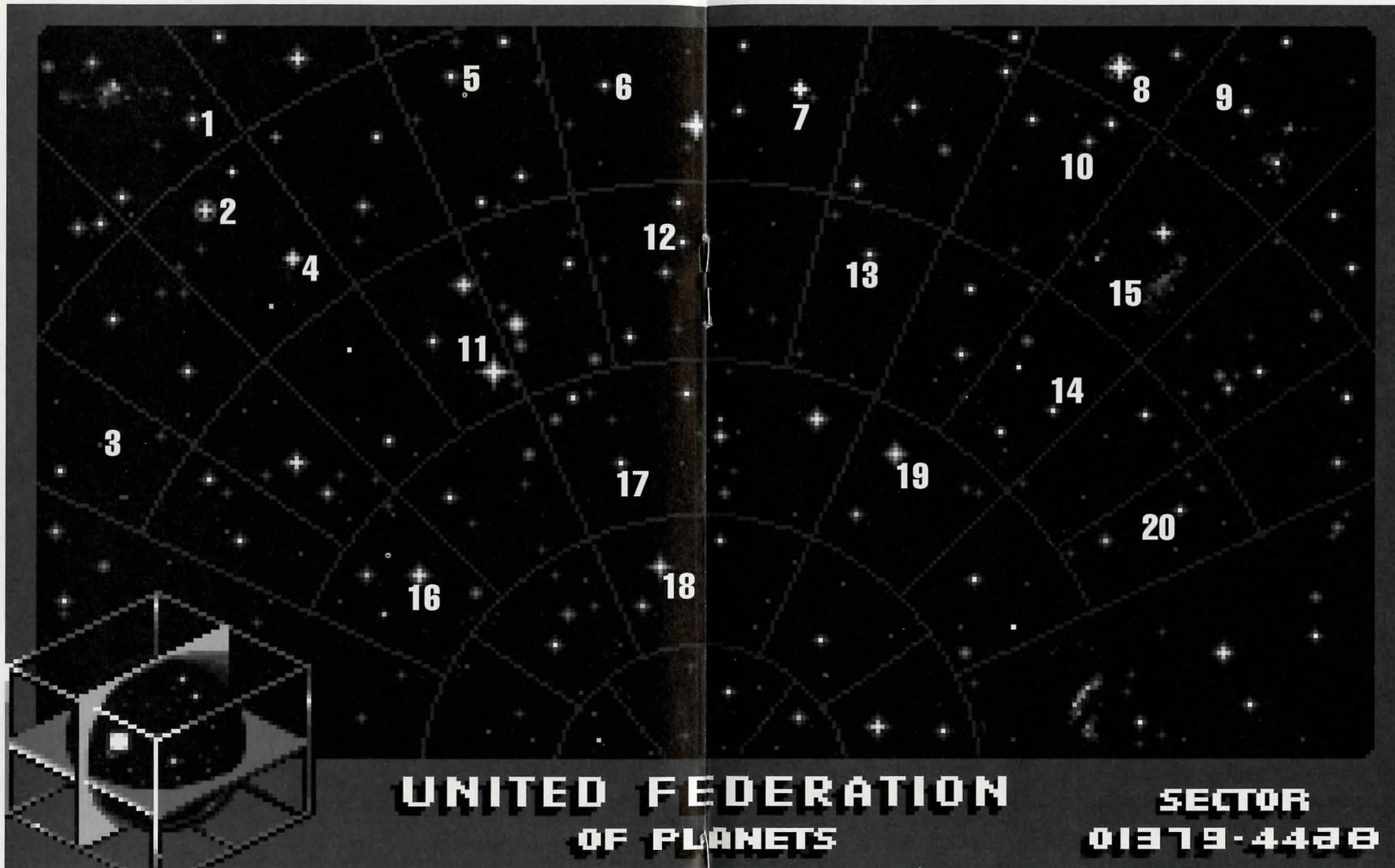
You can check your current speed by looking at the middle monitor just above the Main Viewscreen. Its lower two bar graphs pertain to ship speed. The purple upper bar represents the speed you ordered and the green lower bar represents your actual speed, which may be slower when the ship's power has been reduced by enemy fire.



## STARSHIP COMBAT

In space, you'll usually be alerted to danger by an incoming transmission from a hostile vessel...or several hostile vessels! If there seems to be no way to avoid battle, you'll have to move fast to bring the USS ENTERPRISE up to full battle-readiness; your enemies won't wait, and most likely they'll take advantage of even a momentary delay to land some decisively crippling first shots. Once your adversaries have closed in, there's no escape – peaceful exploration mission or not, it's time to dig in your heels and fight!

The instant they cut off transmission, select Sulu (make sure you're in crew selection mode, of course) and order him to raise the shields. Now, click on Chekov and order him to arm weapons. Then press <tab> to enter travel/battle mode -- or you may want to switch to that mode first and use the shortcut keys to issue Sulu's and Chekov's orders more rapidly. Use the mouse to move the crosshair around the Main Viewscreen in search of targets, steering the USS ENTERPRISE towards the blip on your Ship Position Monitor. You may find that you need to fire, keep an eye on various system status monitors, direct Scotty's repair efforts, AND adjust the ship's speed (using the number keys across the top of your keyboard) at the same time; no one ever said that being a starship captain was easy! You can hand some of the work over to the ship's computer by enabling weapons lock (through Chekov); keep in mind, however, that the computer will be more cautious when choosing targets and may not score as many strikes as you can. As Kirk has proved time and again, when lives are on the line computer logic is often no match for human intuition.



- 1 Praetus
- 2 Delphi
- 3 Omega Corvus
- 4 Symphony Alpha
- 5 Epsilon Sierra



30

- 6 Zhraad
- 7 Borea IV
- 8 Atabis
- 9 Klahmac
- 10 Stonrak

- 11 Onyus II
- 12 Espoir Station
- 13 Saracles
- 14 Beta Chimera
- 15 Antares Rift



31

- 16 Nova Atar
- 17 Diogenes
- 18 Lachian
- 19 Balkos III
- 20 Alpha Nexus I

If you do want to take advantage of your combat experience and target your weapons fire manually, your blasts will be aimed at the location of the crosshair cursor. Be sure to lead your target, adjusting for its speed and your weapon choice! If you opt for computer targeting so you can concentrate on maneuvering the ship, see page 18 for more information on how weapons lock affects your firing capabilities.

If the USS ENTERPRISE is destroyed in battle, you'll be sent back to the beginning of the game to try again. If you're having trouble winning, you may want to save the game right before a dangerous encounter to avoid having to slog through half of the plot over and over again.

## SHIP'S PHASERS

Phasers are somewhat similar to laser beams. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes' reloading time, but they require a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission.

Click the mouse button or press <return> to fire phasers. You can only do so in travel/battle mode and when the cursor is a targeting crosshair -- in other words, after you order Chekov to arm weapons or establish weapons lock.

## PHOTON TORPEDOES

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

Press the <space bar> to fire photon torpedoes. As with the phasers, you can only launch torpedoes in travel/battle mode and when the cursor is a targeting crosshair -- after Chekov has armed the USS ENTERPRISE's weapons or established weapons lock. Photon torpedoes are considered too slow to be reliable by the targeting computer's exacting standards, and will therefore often not fire while weapons lock is active.

## THE LANDING PARTY

When transporting to a planet or another starship, Captain Kirk leads the landing party. He can be accompanied by various personnel, including Mr. Spock, Dr. McCoy, Lt. Uhura, Ensign Chekov, Lt. Sulu, and Commander Scott (Scotty). Be warned: situations can be dangerous. If Kirk or any other landing party member is killed by your actions, the game is over. Usually there is some kind of warning placed within the game – you don't have to learn by dying, but you can die.

During landing party adventures, you directly control Captain Kirk. Through him you can move around, look at the surroundings, get and use objects, give orders to landing party members, and talk with your companions or any other intelligent lifeforms encountered. The action you are set to perform is indicated by the cursor's shape. The initial cross cursor indicates that you can direct Captain Kirk to walk to the location you click. To perform other actions or issue orders, press the space bar or hold down the <option> key when you click the mouse button. This displays the "Golden Boy" Command Interface, from which you can select an action. You can also change to a different action using its "shortcut key."

The available commands are described below, along with their shortcut keys and how to select them from the Command Interface. The cursor corresponding to each command is also pictured. Note that the cursors for the Talk, Look, Get, and Use commands will be surrounded by a red border when positioned over an object they can potentially act upon.

The various commands are:



### **WALK** (shortcut key = W)

The Walk command is selected by opening the Command Interface and clicking outside its box. You control only Captain Kirk's movement directly – the other members of the landing party will move when circumstances require it.

Place the Walk cursor over the ground position you want Captain Kirk to approach, and click the mouse button. He will walk to that spot automatically. If you want Captain Kirk to pass through a door, click it; Kirk and the rest of the landing party will then walk through that door. When outside, if you click the ground near the edge of the displayed area, the landing party will walk to any connected area and the corresponding scene will be displayed.



### **TALK** (shortcut key = T)

The Talk command is selected by clicking the Command Interface's mouth.

Place the Talk cursor over the person (alien, intelligent machine, etc.) to whom you wish to speak and click it. You can have Captain Kirk speak first by clicking him. Often, an extended conversation develops.

You may be offered several options for what Captain Kirk is to say – be sure to read them all before making your selection. Remember, you are representing the Federation, and Starfleet Command will review your performance. What you say can and will affect the response you receive from the entity

you are talking to. And don't neglect talking with your landing party companions, as they may have valuable advice to give.

Your options for how speech is presented (text dialogs and/or recorded speech) are discussed in the "Before You Dive In: Configuration And The Menu Bar" section. For details on operating the text dialog boxes, see the "A Few Quick Notes: Text Dialog Boxes, Movies, And Multiple Monitors" section.



### LOOK (shortcut key = L)

The Look command is selected by clicking the Command Interface's eyes.

Place the Look cursor over the person or thing you want to look at and click it. The game's narrator will provide you with information about the object, if any is available.

When the Look cursor is active, the Inventory icon is displayed in the upper left corner of the game area. If you click it, icons for the items you are carrying are displayed, and you can click any item to examine it.



### GET (shortcut key = G)

The Get command is selected by clicking the Command Interface's lowered hand.

Place the Get cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.



### USE (shortcut key = U)

The Use command is selected by clicking the Command Interface's raised hand.

You can use a landing party member or an inventory item on another object, which can be either a person, an inventory item, or something in your surroundings. Doing this is usually a two-step operation: click the crew member or inventory item you wish to use, then click the object you wish to affect. The exception is that clicking an object in your surroundings with the Use cursor will automatically use Captain Kirk on it.

For example, use Spock on the alien contraption and he will try to operate it. Use the medical kit on the security officer and McCoy will try to heal him. Use Kirk on the communicator and he will try to contact the ship. If a character is asking for an item, use the item on the character and it will be given to him. Remember, no more than two objects can be involved – you can't use Spock on the science tricorder on the rock, but you can use the science tricorder on the rock (Spock will automatically operate the tricorder).

When the Use command is selected, the Inventory icon is displayed in the upper left corner of the game area. You can select an inventory item for use by clicking this icon and then that item's icon from among those displayed. After the crew member or inventory item to use has been selected, an icon

representing it is displayed in the upper left corner with the Inventory icon to its right. To use your selection on an inventory item instead of an object in your surroundings, click the Inventory icon and then that item's icon.



### **INVENTORY** (shortcut key = I)

As mentioned under the Look and Use commands, the Inventory icon is displayed while they are active. Clicking this icon or typing the Inventory shortcut key displays an icon menu of the items the landing party is currently carrying. Click an item to select it for the command, or click outside the menu to dismiss the menu without selecting an item.

Pressing the Inventory shortcut key at other times switches to the Look command and displays an icon menu of the party's items. Click an item to examine it.



### **OPTIONS** (shortcut key = P)

The Options menu is displayed by clicking the Command Interface's Starfleet emblem.

This Options menu is identical to the one available on the bridge of the USS ENTERPRISE. Its commands of Text Display, Save Game, Load Game, Sound Effects On/Off, Music On/Off, and Quit are described under "Kirk" in the "On Board The USS ENTERPRISE" section.

## LANDING PARTY EQUIPMENT

The landing party starts out equipped with several items from the USS ENTERPRISE. The following gives a brief description of each. You must figure out how to utilize other items that may be acquired as you go along. Your current complement of equipment can be viewed by using the Inventory command.



### **PHASERS**

*Stun*

*Full Power*

The hand phaser is similar to the ship's phasers in operation. It imparts a small amount of energy to an object in stun mode, a destructive amount on full power. These firing modes are represented by two phaser icons, green for stun and red for full power.



### **TRICORDERS**

*Science*

*Medical*

These are sensing and scanning instruments. Think of them as very powerful Look devices. Spock's tricorder is calibrated for scientific measurements, and McCoy's for medical readings. If someone is injured, McCoy's tricorder is the obvious choice; if you want to find out something about the alien contraption, Spock's tricorder is the right tool

for the job. You do not need to Use Spock or McCoy on the tricorders. Just use the appropriate tricorder on an object (or person), and Spock or McCoy will scan it.



## MEDICAL KIT

McCoy's tricorder is only a diagnostic aid – you need to use the medical kit to actually heal anyone. This little black bag is useful on a wide variety of conditions and species.



## COMMUNICATOR

You can talk with Uhura or Scotty aboard the USS ENTERPRISE with this and get advice or issue commands. You can also use a communicator to contact the ship's computer and make inquiries of it in some situations. You can use anyone on this, but it's Kirk that will usually do the talking.

# THE ADVENTURE

## THE SCENARIOS

Each scenario begins with a mission assignment from Starfleet Command. You should then proceed to the star system containing this galactic hot-spot. Stay on your toes: along the way, you may face interference from other not-so-friendly starships.

After arriving, Captain Kirk and the landing party will usually need to beam off of the ENTERPRISE to continue the assignment. When you have achieved the mission objectives—or gotten the landing party run off of the planet! – you will be beamed back aboard the USS ENTERPRISE. (Of course, if you get Captain Kirk, another landing party member, or the entire crew of the USS ENTERPRISE killed, you won't be exploring any more strange new worlds!) After completion of the mission, Starfleet will evaluate your performance.

There are multiple scenario outcomes, some not as optimal as others, so be sure to save the game at the start of each scenario if you want to experiment.

## LANDING PARTY COMBAT

If you are attacked on the ground, you'll have mere seconds to activate the Command Interface (press <space>), click the Use ball, and grab a phaser – preferably the green one indicating a stun setting, as Starfleet will have your hide if you should kill

anyone in cold blood. (You can also press "U" to shortcut right to the Use command.) Once you've selected the phaser, aim it by positioning the cursor over an enemy, then click the mouse button to fire. Your opponents won't wait politely for you to arm yourself; move fast or the fight's over!

## STARFLEET REVIEW

The better you do in a given mission, the higher the rating Starfleet Command will give you. Solving puzzles, aiding others, and behaving like a representative of Starfleet are the keys to a high rating. Violence never helps your rating, and may actually hurt it. After the final mission in the game, Starfleet will give you an overall rating for all the missions combined. In game terms, this is your "score."

Commendation points are awarded based on your rating from Starfleet. These reflect the increased experience and morale of your bridge officers, and will result in increased efficiency at their duties on board the USS ENTERPRISE – Mr. Sulu maneuvers the ship quicker, Mr. Scott coaxes more emergency power from the engines, etc. While on the bridge of the USS ENTERPRISE, you can review your commendation points from prior missions by consulting the Captain's Log.

## PROFILES



### CAPTAIN JAMES T. KIRK

Kirk is the current captain of the USS ENTERPRISE, which is in its fourth year of a five-year mission in space. He is the youngest Academy graduate to be assigned as a starship captain. An idealist, he drives himself hard and is decisive, but listens thoughtfully to his crew.



### COMMANDER SPOCK

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



### LT. COMMANDER LEONARD "BONES" MCCOY

Dr. McCoy is the Senior Ship's Surgeon of the USS ENTERPRISE and head of the Medical Department. Outspoken, cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually seems to like the Vulcan First Officer.



## LT. COMMANDER MONTGOMERY "SCOTTY" SCOTT

The ever-resourceful Engineering Officer. Third in command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the Starship ENTERPRISE as his own. Scotty worked his way up through the ranks by dint of his sheer love of engineering.



## LIEUTENANT HIKARU SULU

The ship's Helmsman, he is the model of an efficient officer and never needs to be given the same order twice. Sulu is an excellent swordsman and has been known to fancy himself as a modern-day D'Artagnan.



## LIEUTENANT UHURA

She is the ship's Communications Officer. Uhura is a native of the United States of Africa -- in Swahili, her name means "freedom." She delights in singing during her off hours, and is an expert in communications when on duty.



## ENSIGN PAVEL CHEKOV

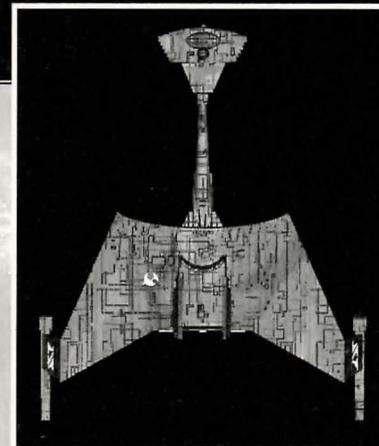
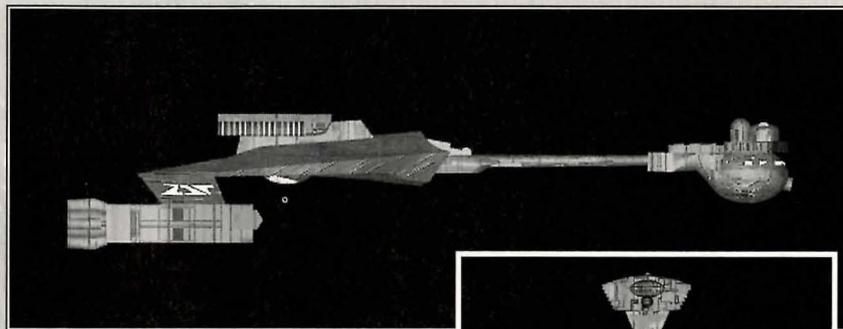
The ship's Navigator and Weapons Officer, born on Earth in Russia. Reliable, but brash and inexperienced -- he is raw material waiting to be honed by Kirk. The USS ENTERPRISE is his first space assignment.



## THE OPPOSITION

Starfleet is a peacekeeping organization and the USS ENTERPRISE is on a non-aggressive exploration mission. However, during your adventures, you are likely to encounter several hostile alien cultures that may oppose you...

## THE KLINGON™ EMPIRE



The Klingon Empire is an aggressive culture that extols warrior values. Klingons follow the ways of the legendary warrior Kahless, who centuries ago taught the Klingons honor and fighting prowess; however, many Klingon warriors have proven to be more guileful than honorable.

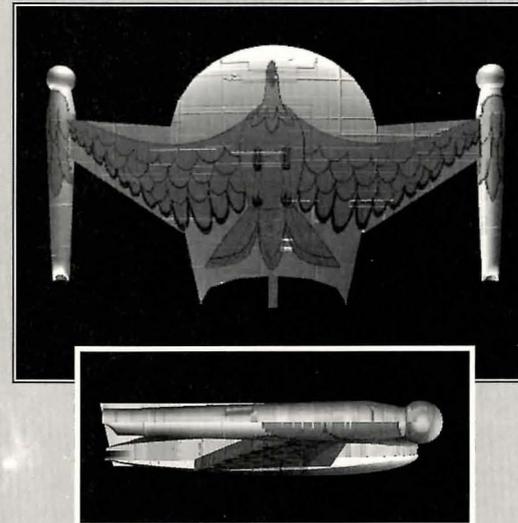


The Klingon-Federation Neutral Zone was established by the Organian Peace Treaty. Disputed planets within that Neutral Zone (and there are many) are open to competition between the two cultures, who must prove themselves to be the most capable of developing the planets' resources. This has led to an intense rivalry between the Federation and the Klingons over influence in the Neutral Zone. The Federation has accused the Klingons of numerous treaty violations and attacks on Federation ships. The Klingon Empire has accused the Federation of systematically strangling trade and attempting to interfere in their natural development.

Outright war is prevented by the Organian Peace Treaty, but Klingon encroachment into the Neutral Zone has been recorded. Federation captains must be very careful when encountering Klingon starships. Klingon captains will not hesitate to fire when it is in their best interests, or when they believe they can gain personal glory.

Armed with disruptors and torpedoes, Klingon Battle Cruisers are similar in speed and maneuverability to the Starship ENTERPRISE. The Klingon heavy cruisers' single photon torpedo mounts give them slightly less firepower than a Federation Constitution-class starship, but facing two of these cruisers would be extremely dangerous.

## THE ROMULANS™



Little is known of the origin of the Romulan race except that they are an aggressive offshoot of the Federation's Vulcan culture, located near the Federation-Klingon Neutral Zone. The Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A Neutral Zone agreed upon by

treaty separates the two societies. Neither race is permitted to enter this Neutral Zone, but violations on both sides have occurred.

As mentioned earlier, Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. Their ships usually fight to the death -- they rarely take prisoners, and if defeated they will self-destruct rather than surrender.

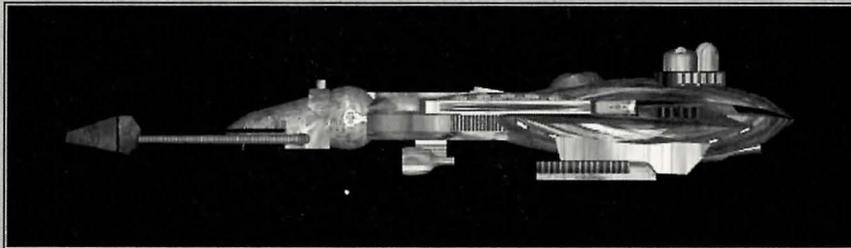
Romulan Warbirds are slow and maneuver poorly, but they do have two distinct advantages. First, they have an extremely powerful plasma torpedo that is the most destructive weapon



known to be carried by any starship currently in service. Second, they have a cloaking device that renders their ships very difficult to detect in combat, either visually or with the standard complement of ship sensors. This cloaking device requires a lot of energy -- a Warbird cannot fire its weapons while its cloaking device is activated.

Warning: Following a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers and retro-fitted them with cloaking devices. Federation intelligence believes that the Klingons may be encouraging the Romulans to fight a proxy war against the Federation; given this delicate situation, the importance of not violating Romulan space cannot be overstated.

## ELASI PIRATES™



Given the vastness of interstellar space, Federation starships are incapable of patrolling all sectors as heavily as required. Too often, pirates emerge in these lightly-protected sectors. The Elasi are but the latest of a long line of pirates to plague Federation space.



The Elasi are renegade clans from the planet Menalvagor that prey on shipping, for the most part. Their bolder leaders work to undermine the Federation, and have made alliances with Federation enemies such as certain segments of the Romulan Star Empire. The Elasi Frigate is believed to be an altered version of early Klingon battle cruisers, though the Klingons deny the connection. The Elasi were most recently allied with the renegade Dr. Les Breddell of the Vardaine Technarchy. Dr. Breddell's attempt to duplicate Federation Constitution-class technology was thwarted by the intervention of the USS ENTERPRISE.

Elasi Storm-class frigates are small but very maneuverable, and are armed with a variety of defensive systems. One-on-one, they are a match for older Federation light cruisers, and two Elasi frigates can threaten even a Constitution-class ship. The resource base of the Elasi renegades is unknown, but Federation intelligence and Starfleet are actively working to defeat this newest menace to Federation security.



## WALK-THROUGH

Once Star Trek™: Judgment Rites™ has passed through all of the introductory movies, your first choice involves the space combat level of your game. Displayed is a text dialog box reading "Federation Cadet." This is the simplest of the three levels offered, as detailed in the "Getting Started" section of this manual. At the top of the text dialog box you'll see three buttons: a left arrow, a right arrow, and a symbol representing the end of your selection phase. (We'll call that the "close button" -- it comes up quite a lot in this game.) For now, let's keep it simple: click the close button to indicate that "Federation Cadet" is your decision.

The first "episode" of Star Trek: Judgment Rites is "Federation." You are Captain Kirk, on the bridge of the USS ENTERPRISE, and your first indication that this isn't going to be a nice quiet journey to the Scientific Academy is the appearance of the battered remains of the USS Alexander. Captain Luke Rayner of the Alexander appears on your viewscreen, trying to warn you of a Federation-crushing disaster...which will occur eight days in the future!

Next to Rayner's image are three buttons: a close button, an up arrow, and a down arrow. If you like, you can click the down arrow to read all of the captain's dire warning. When Rayner finishes speaking, the text dialog box will close and you'll be able to watch what happens to the Alexander...

(Note: If you wish to move ahead with the plot in the middle of a character's speech, click the close button. If you want to spend more time reviewing the text of important speeches, you can select the text/speech option Text with Speech from the Options menu. With this, you close each text dialog box when you are ready.)

Kirk reacts in shock, and then presents you with a log to read. Be sure to study its mission specs carefully! (You might want to pause the game while you review them.)

You must now travel to Espoir Station to determine exactly what is going on there. Notice that your cursor has become a little gold USS ENTERPRISE and cannot leave the viewscreen? It steers the ship for combat maneuvers but isn't very useful otherwise. Press <tab> to switch into crew selection mode. You'll need to set a course to Espoir Station, and the best person for the job is your navigator, Ensign Pavel Chekov. He's the brown-haired officer sitting directly in front of Kirk. Click him and you'll be offered three choices: Navigation (a star chart), Weapons (a crosshair), and Weapons Lock (a crosshair on an enemy ship). The latter two will be useful in a fight, but for now you want to click Navigation.



*Sulu/Chekov*



*Navigation Icon*

This will present you with a stargate. Refer to your star map within this book to locate the star you must warp to in order to investigate Espoir Station. Move the circle using the mouse until it surrounds the correct star, and click the mouse button. **WARNING:** Clicking any other star will take you off course and result in an enemy attack, and at this stage of the game you probably won't survive the fight. Stay on course.

As you approach the station, Uhura relays an incoming message to you; Kirk orders the message displayed. Commander James Munroe of Espoir Station greets you, complaining of harassment by Elasi frigates; understandably, he seems quite glad to see a starship in dock. When he is done speaking, you choose how Kirk replies. You can scroll through your three choices by clicking the left/right arrows above the text dialog box; click the close button when the choice you want is onscreen. Choice 1 is polite, a simple request to come aboard and have a look around. Choice 2 is demanding – why hasn't Munroe filed a report with Starfleet? Choice 3 hints at disturbing reports and asks permission to check out Espoir Station's research.

Let's be polite for now and choose Choice 1 – Kirk knows better than to spook the commander and possibly lose valuable evidence. Munroe promises to send coordinates and ends the transmission.

Time to beam down: click Kirk and examine your three options. The scroll-and-Enterprise icon is the Captain's Log; the rightmost symbol, the golden Starfleet emblem, represents your game options. (If you want to save or end your game at any time, select the Options icon.) The "man" in the middle is

the Transporter command. Click it to send Kirk, your first officer Mr. Spock, and Dr. Leonard "Bones" McCoy down to the station's control room.



*Log Icon, Transporter Icon, Options Icon*

Commander Munroe is pleased to see you, and he has something to show you: as he gestures to the viewscreen, two red beams of force lash out from the station and lock onto the USS ENTERPRISE! Munroe calmly informs you that unless you surrender, the modified tractor/overload beam will tear your ship apart!

You get another "Kirk choice" to express your horror, anger, or confusion; go with any choice you like to see the mystery resolved. The white-bearded, hard-edged man who appears on the station viewscreen is Dr. Breddell, an old enemy. He casually explains the situation, and you get to choose how to respond to this new threat. No matter that you say or do, however, Breddell has already made up his mind to have you thrown into the station brig.

Once you are secured in the brig behind a force field, you have a chance to speak with your captor, a big blond man named Menao Sheme. He doesn't seem too fond of Dr. Breddell, but he isn't going to let you escape, either. The cursor is set to Walk mode (the crosshair), and Kirk will go anywhere you click. However, right now you need to find a

way out. To open the Command Interface, press <space>, or hold down the <option> key while you click the mouse button. See that picture of a man? We've nicknamed him "Golden Boy." He's your faithful interface – move the cursor over him to see your choices.



Golden Boy: Walk, Talk, Look, Get, Use, Options

Try clicking Golden Boy's mouth. This activates the Talk cursor. You might want to exchange a few words with Spock and McCoy – sometimes they have good advice for you, sometimes they're as stumped as you are. Try it. (You can even talk to yourself as Kirk, although of course too much of that can be unhealthy!)

Okay, enough goofing around. Display Golden Boy again and click his eye for your Look cursor, then look around the cell by clicking various places. How about that open panel next to the door? Move the eye cursor to that spot. The wall is weaker here than elsewhere, all right, but it's still a wall. You'll need your strongest man to pry it apart and get at the force field circuitry. Go back to Golden Boy and click the ball in his raised hand. This will give you the Use cursor. Click Spock, then click the panel. Spock knows what to do...and when SHEME gets in the way, he receives a Vulcan nerve pinch for his trouble, leaving the force field conveniently down for you to make your escape.

It's a good idea to check SHEME before you go -- he carries something which could prove essential to your survival. Click Golden Boy's lower hand and use that Get cursor to click SHEME, allowing Kirk to rummage through the man's pockets. Aha! One passcard. It's now in your Inventory, which you can view by pressing its "I" shortcut key. This displays an icon menu of the items the landing party is carrying -- currently just that passcard. Right now it's of no use to you, but perhaps in the next room...?

Your only way out is through the brig door into the exterior jail. Press the space bar and click outside Golden Boy to return to Walk mode. (If you're getting tired of accessing the Command Interface, now might be a good time to start using the shortcut keys -- try pressing "W" to select the Walk cursor instead.) If you click the floor outside the door with the crosshair cursor, Kirk will walk out of the room with Spock and McCoy close behind him. Once out of the cell, you'll need to figure out how to use that passcard to collect your confiscated equipment from the storage lockers (the locker controls are on the far wall by the exit) because you won't get very far without your phasers, communicators, and tricorders.

From here on, you're on your own. Good luck, Captain! The fate of the entire United Federation of Planets rests on your shoulders. Hope you can handle the pressure...

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### Sentinel

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**Director** . . . . . Chris De Salvo  
**Costumes & Special Effects** . . . . . Bryon Carson,  
 Arlene Somers

### No Man's Land

**Writer** . . . . . Scott Bennie  
**Directors** . . . . . Chris Jones  
**Costumes and Special Effects** . . . . . Bruce Schlickbernd,  
 Scott Mathews, Scott Bieser,  
 George Almond, Todd Camasta

### Light and Darkness

**Writer** . . . . . Michael A. Stackpole  
**Director** . . . . . Chris DeSalvo  
**Costumes & Special Effects** . . . . . Todd Camasta

### Voids

**Writer** . . . . . Scott Bennie  
**Director** . . . . . Greg Christensen, Mark Whittlesey  
**Costumes & Special Effects** . . . . . Eddie Rainwater,  
 Cheryl Austin

### Museum Piece

**Writer** . . . . . Mark O'Green  
**Director** . . . . . Wes Yanagi  
**Costumes & Special Effects** . . . . . Bruce Schlickbernd,  
 Scott Mathews,  
 George Almond

### Though This be Madness

**Writer** . . . . . Elizabeth Danforth  
**Director** . . . . . Wes Yanagi  
**Costumes & Special Effects** . . . . . Eddie Rainwater,  
 Cheryl Austin, Bryon Carson,  
 Arlene Somers

### Yet There is Method in It

**Writer** . . . . . Elizabeth Danforth  
**Director** . . . . . Mark Whittlesey  
**Costumes & Special Effects** . . . . . Scott Bieser,  
 George Almond

## VOICE CAST

### STARRING

**James T. Kirk** . . . . . William Shatner  
**Mr. Spock** . . . . . Leonard Nimoy  
**Leonard McCoy** . . . . . DeForest Kelly

### CO-STARRING

**Montgomery Scott** . . . . . James Doohan  
**Hikaru Sulu** . . . . . George Takei  
**Pavel Chekov** . . . . . Walter Koenig  
**Lt. Uhura** . . . . . Nichelle Nichols  
**Enterprise Computer** . . . . . Majel Barrett

### GUEST-STARRING

**Trelane** . . . . . William Campbell

### FEATURING

**Narrator** . . . . . Catherine Battistone  
**Admiral Richards** . . . . . Anthony de Longis  
**Admiral Cain** . . . . . Melodee M. Spevack

### ALSO FEATURING BY EPISODE

#### Federation

**Eadric Kamend** . . . . . Steve Bulen  
**Guard 1** . . . . . Ernie L. Guderjahn  
**Guard 2** . . . . . Johnny Cann  
**Menao Scheme** . . . . . Roger Kern  
**James Munroe** . . . . . Steve Kramer  
**Bivander Zane** . . . . . Simon Prescott  
**Ies Breddell** . . . . . Mike L. Reynolds  
**Ops** . . . . . Melodee M. Spevack  
**Vardaine Assistant** . . . . . Terrence Stone  
**Capt. Luke Rayner** . . . . . Ken Allen

#### Sentinel

**Gellman** . . . . . Michael McConnohie  
**Yet There is Method in It**  
**Captain Klarr** . . . . . Clynell Jackson III

#### Light and Darkness

**Cicissa** . . . . . Doug Stone  
**Azrah** . . . . . Steve Kramer  
**Mr. Jons** . . . . . Kerrigan Mahan  
**Vizznr** . . . . . Mike L. Reynolds

#### Voids

**Savant** . . . . . Michael McConnohie  
**Vurian** . . . . . Clynell Jackson III  
**Lt. Walker** . . . . . Douglas Coler  
**Lt. Kyle** . . . . . Eddie Frierson  
**Debug** . . . . . Melodee M. Spevack

### No Man's Land

**Gerhard, Babysitter** . . . . . Sylvia Biller  
**Frau Humperdink, Wolfgang** . . . . . Molly Brandenburg  
**Nielson** . . . . . Steve Bulen  
**Sundergard** . . . . . Douglas Coler  
**Schiller** . . . . . Doug Stone  
**Commander** . . . . . Anthony de Longis  
**Old Man** . . . . . Ernie L. Guderjahn  
**Maria** . . . . . Melora Harte  
**Gellert** . . . . . Kerrigan Mahan  
**Soldier 1** . . . . . Michael McConnohie  
**Ingrid** . . . . . Joyce Kurtz  
**Boy** . . . . . Edie Mirman  
**Soldier 2** . . . . . Michael G. Pender  
**Uhland** . . . . . Simon Prescott  
**Eckhart** . . . . . Mike L. Reynolds  
**Gretel** . . . . . Madalyn Rofer  
**Hapitan Hauptmann** . . . . . Terrence Stone  
**Commander Ellis** . . . . . Tom Wyner  
**Pupils** . . . . . Sylvia Biller, Molly Brandenburg,  
 Melora Harte, Edie Mirman

### Museum Piece

**Curator Breznia** . . . . . Anthony de Longis  
**Lucas** . . . . . Eddie Frierson  
**Guard** . . . . . Michael G. Pender  
**Door** . . . . . Madalyn Rofer

### Though This be Madness

**Grinagog** . . . . . Johnny Cann  
**Gomagon** . . . . . Douglas Coler  
**Jakesey** . . . . . Doug Stone  
**Rockaback** . . . . . Ernie L. Guderjahn  
**Console, Moll** . . . . . Melora Harte  
**Captain Klarr** . . . . . Clynell Jackson III  
**Klingon Aide** . . . . . Steve Kramer  
**Computer** . . . . . Joyce Kurtz  
**Stambob** . . . . . Kerrigan Mahan  
**Voice (Xenti)** . . . . . Jessica Mulligan  
**Rabe** . . . . . Michael G. Pender  
**Tuskin** . . . . . Simon Prescott  
**Phays** . . . . . Melodee M. Spevack  
**Atrioil** . . . . . Terrence Stone  
**Romulans** . . . . . Johnny Cann, Eddie Frierson,  
 Roger Kern

## SOUND ENGINEERING

**Spoken Dialog Recorded at Post Logic, Hollywood and Interplay Productions, Inc.**

**Dialogue Recording Engineer** . . . . . Bryant Arnett at  
**Post Logic Studios**

**Casting & Voice Direction** . . . . . Michael McConnohie  
 and Melodee M. Spevack at  
**The Voiceworks**

## CUSTOMER SERVICE

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

### HINTLINE

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

**Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

**America Online:** You can E-mail Interplay Customer Support at IPTeCH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are located in the Game Publishers B Forum, type GO GAMBPU8 at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBPU8. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**Génie:** We are located in the Games RoundTable by Scorpio, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the Libraries.

**PRODIGY®** Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

**Internet:** You can reach MacPlay by sending Internet E-mail to support@macplay.com. Many MacPlay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.macplay.com" or you may ftp to ftp.interplay.com.

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Once again, welcome!

Brian Fargo

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MacPlay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:

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