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A GAME OF ARMORED COMBAT

MECH WAR!

The year is 3050 and times are tough. The savage war between the Clans and the Inner Sphere is at a fever pitch. Seven-story, 75-ton BattleMechs hammer at one another barbarously for control of distant worlds.

BATTLETECH® puts you at the controls of the Clans' newest and most powerful weapon—the "Madcat" Heavy OmniMech. It can take on an entire army all by itself...and win. But it will take a ruthless and cunning MechWarrior to pilot the Madcat through the defenses of the Inner Sphere and bring the Clans final victory!



- Use 9 futuristic and devastating weapons systems to obliterate enemy resistance!
- Battle the forces of the Inner Sphere on 5 different planets!
- 2-Player Cooperative Mode lets one player steer and another control the weapons systems!



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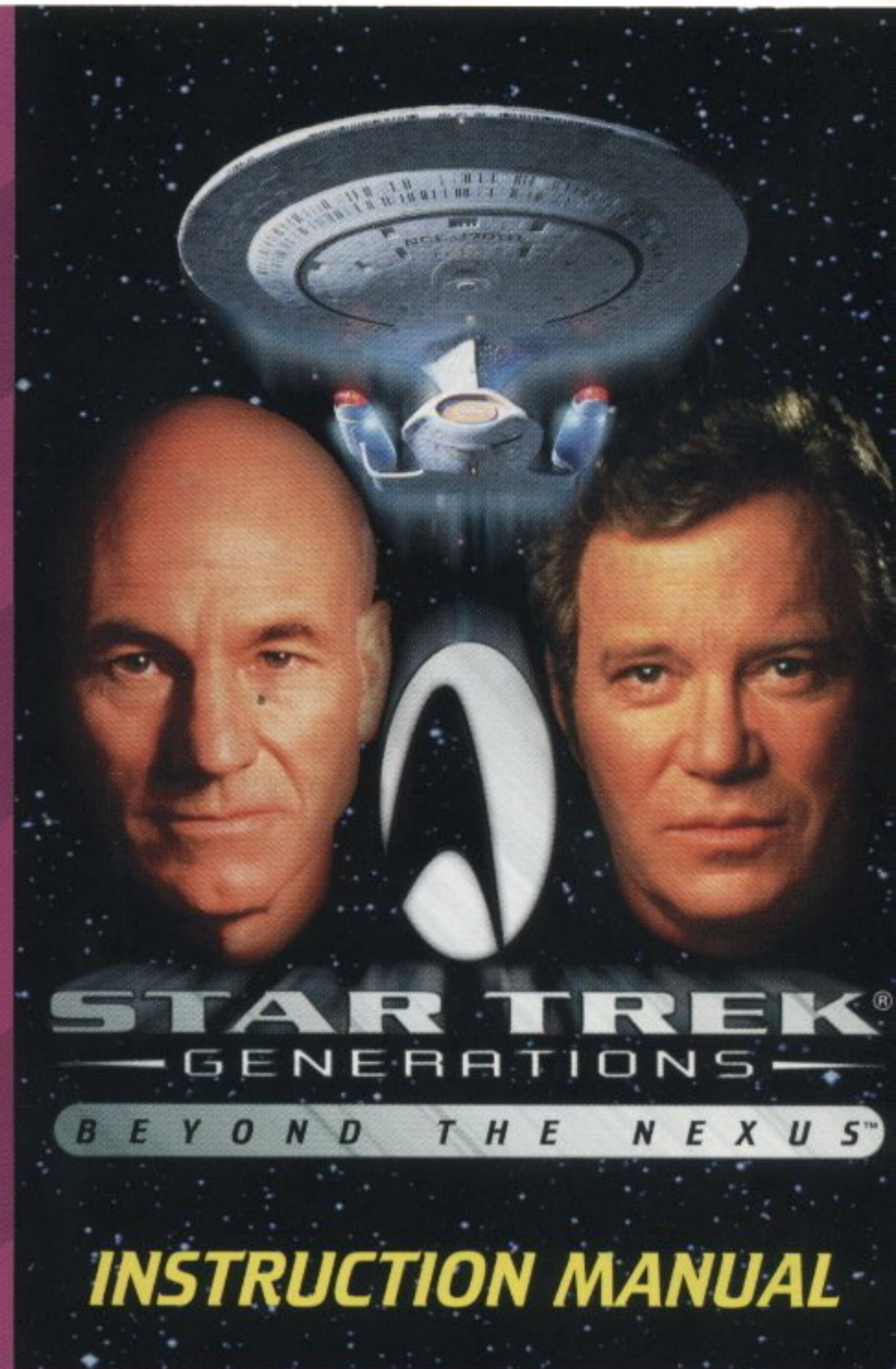
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Printed In Japan

SEGA™

GAME GEAR™



ABSOLUTE™

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

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YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.



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ABSOLUTE™

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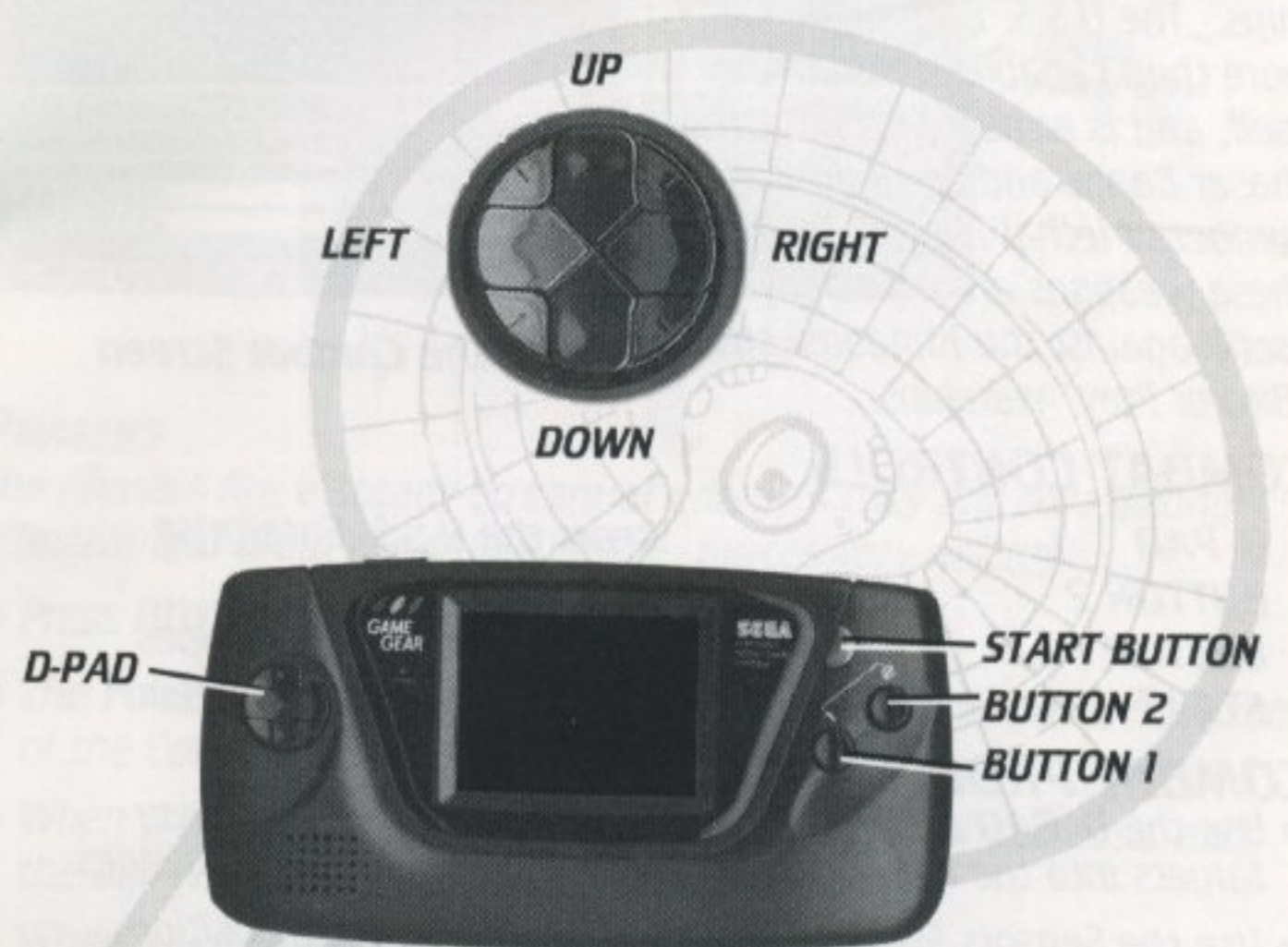
JOURNEY INTO THE FINAL FRONTIER

The maiden voyage of the U.S.S. Enterprise-B™ is interrupted by a distress call from an unknown vessel that is trapped in a bizarre cosmic phenomenon. Rushing to the ship's rescue, the U.S.S. Enterprise-B and her crew are thrust into their greatest adventure yet! Now it is up to you to help Captains Kirk and Picard as they and their crews save the survivors of the battered ship, battle the forces of the Klingons, and defeat the sinister Dr. Soren! The Federation is depending on you! Good luck!

To join the Star Trek Fan Club, Call 1-800-TRUE FAN!

GETTING STARTED

Make sure the Game Gear™ power switch is **OFF**. Insert the **STAR TREK® GENERATIONS: BEYOND THE NEXUS™** Game Pak, then turn **ON** the power switch.



Handling Your Cartridge

- This Cartridge is intended for use exclusively with the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

COMBAT

As a last resort, it may be necessary to use force in order to accomplish mission objectives, or to fight off attacks from hostile ships. The U.S.S. Enterprise™ is more than capable of defending itself, and is armed with powerful Phaser Banks and an unlimited number of lethal Photon Torpedoes. These weapons are especially useful against the Klingons' stealthy "Bird of Prey" warships.



The Combat Screen

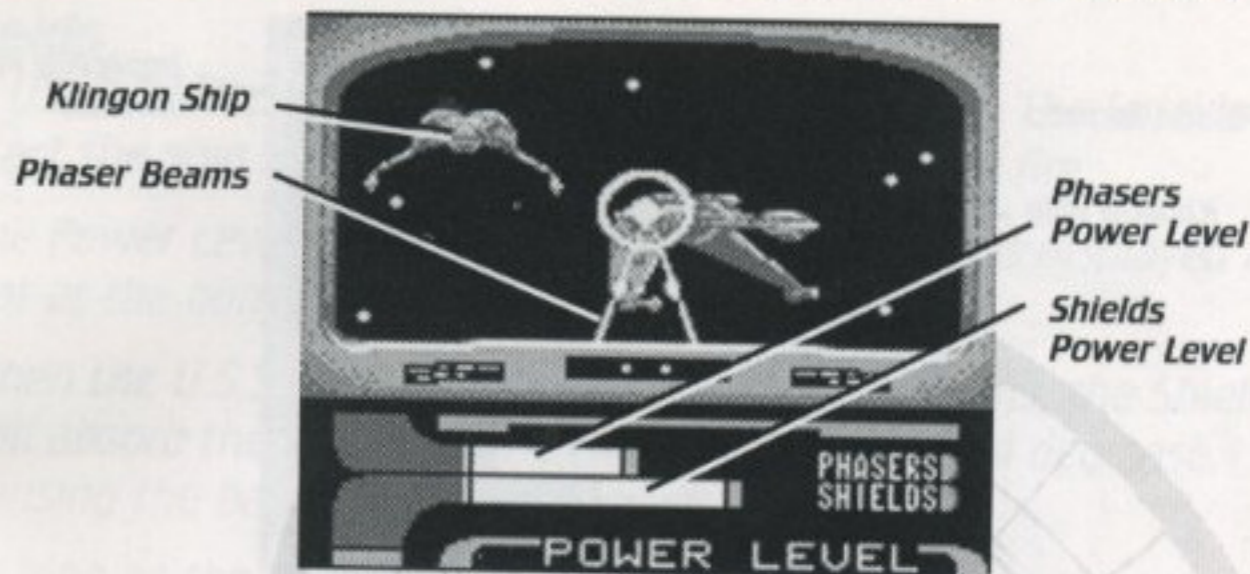
COMBAT CONTROLS

- D-PAD**Steers the U.S.S. Enterprise
- BUTTON 2**Fires Phasers
- BUTTON 1**Launches Photon Torpedoes
- START**Calls up the Sensors Screen

COMBAT PROCEDURES:

- Use the **D-PAD** to steer the U.S.S. Enterprise and maneuver targets into the line of fire of the Phasers or Photon Torpedoes.
- Use the Sensors Screen (see page 10) to locate the position of targets within the Enterprise's sector, and to steer it within weapons range of these targets.
- A combat mission will be successfully completed when all of the targets have retreated or have been destroyed.

COMBAT CONTROLS



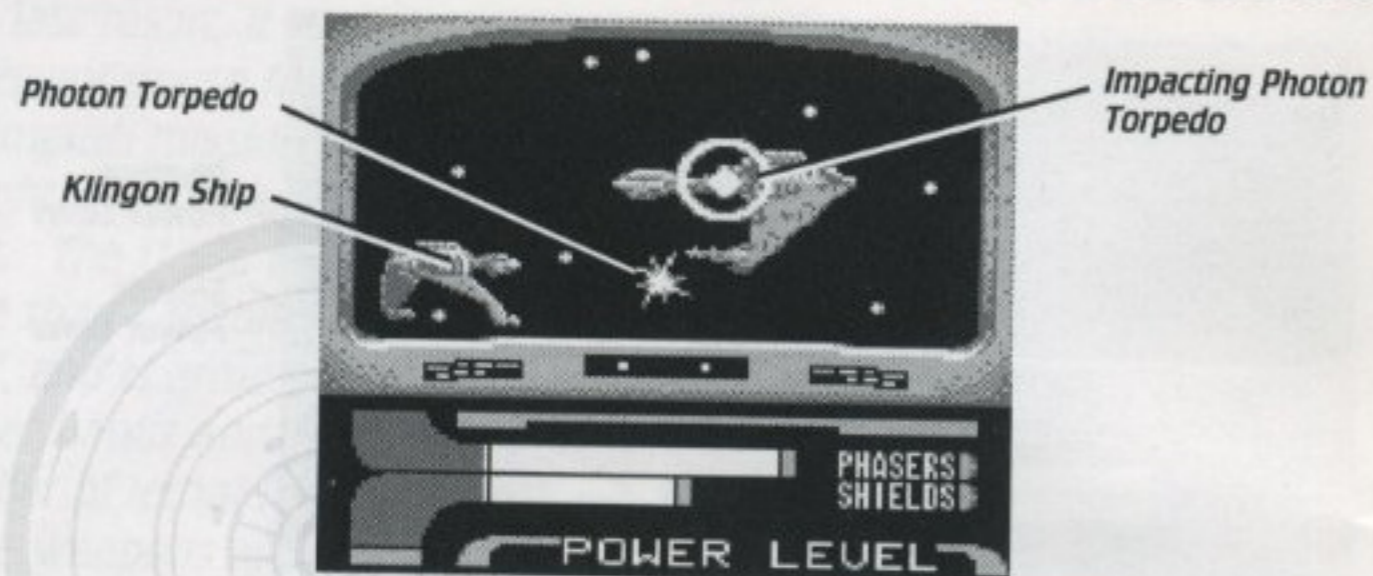
Phasers Firing

PHASERS

The Phasers fire a steady stream of energy. They are devastatingly effective and drain the ship's power sources very quickly.

- Press **BUTTON 2** to fire Phasers.
- The Power Level of the Phasers is displayed as a bar at the bottom of the Combat Screen.
- When the Phasers are fired, their Power Level will decrease, and the bar will recede to the left.
- When all of the power of the Phasers has been used, the Phasers will be inoperable until they have time to re-energize.
- Phasers are best fired in short, concentrated bursts.

COMBAT (CONTD.)



Photon Torpedoes Launched

PHOTON TORPEDOES

Photon Torpedoes are concentrated balls of energy. They can be fired singularly or two at a time. It takes skill to learn how to use them effectively.

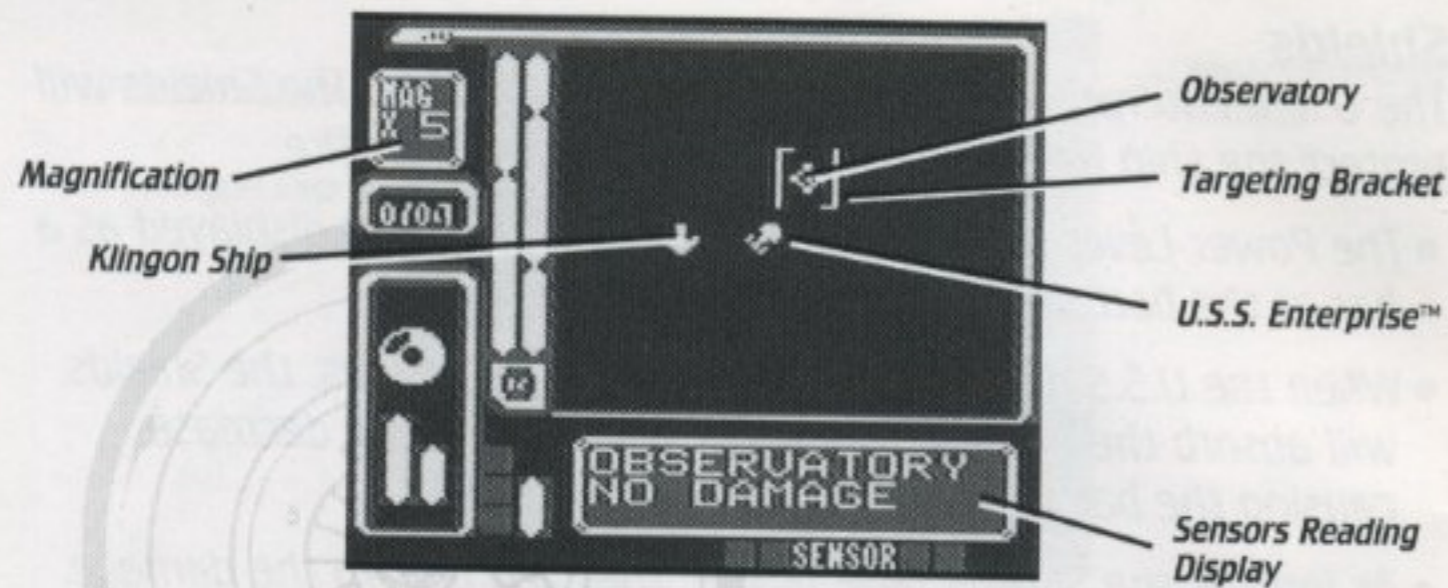
- Press **BUTTON 1** to launch Photon Torpedoes.
- Photon Torpedoes travel in a straight line after launch.
- Photon Torpedoes inflict more damage on their targets than Phasers.
- The U.S.S. Enterprise™ is armed with an unlimited number of Photon Torpedoes.
- The Photon Torpedoes **WILL NOT BE OPERABLE** during the U.S.S. Enterprise's first combat mission.

Shields

The U.S.S. Enterprise's™ main defense is its Shields. The Shields will protect the ship from damage resulting from enemy fire.

- The Power Level of the U.S.S. Enterprise's Shields is displayed as a bar at the bottom of the Combat Screen.
- When the U.S.S. Enterprise is hit by enemy weapons, the Shields will absorb the damage, and their Power Level will decrease, causing the bar to recede to the left.
- As long as the Shields have power, they will absorb the damage caused by enemy weapons.
- When multiple hits cause the Shields' Power Level to decrease to zero (the bar having receded all the way), the U.S.S. Enterprise will sustain all subsequent damage, and will continue to do so until the Shields have time to re-energize. During this time, the U.S.S. Enterprise is in danger of being destroyed.

COMBAT (CONTD.)



The Sensors Screen

THE SENSORS SCREEN

During combat, the Sensors Screen can be called up by pressing **START**. It will provide an overhead view of the sector in which the U.S.S. Enterprise is operating. It can be used to get an overall picture of the tactical situation, to steer and maneuver the U.S.S. Enterprise into or out of weapons range, and to scan objects for damage reports. The U.S.S. Enterprise will always appear in the center of the Sensors Screen.

Remember: Viewing the Sensors Screen **DOES NOT** pause the game; the U.S.S. Enterprise will still be vulnerable to enemy attack while the Sensors Screen is being viewed. Return to the Combat Screen (see page 6) to continue combat operations.

SENSORS SCREEN CONTROLS

- UP**Increases magnification of Sensors Screen
- DOWN**Decreases magnification of Sensors Screen
- LEFT**Steers U.S.S. Enterprise™ **LEFT**
- RIGHT**Steers U.S.S. Enterprise **RIGHT**
- BUTTON 2**Selects targets
- BUTTON 2 + UP**Increases U.S.S. Enterprise's speed
- BUTTON 2 + DOWN**Decreases U.S.S. Enterprise's speed
- BUTTON 1**Returns to Combat Screen
- START**Pauses/Unpauses Game

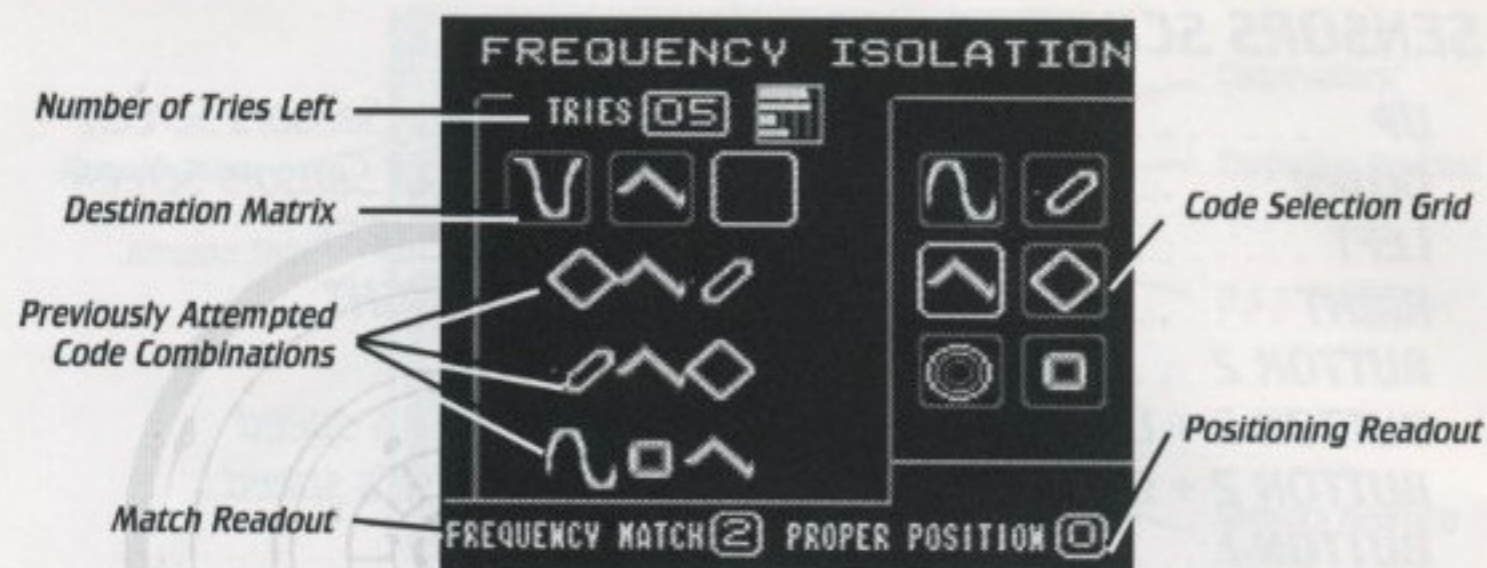
Sensors Screen Magnification

- The magnification of the Sensors Screen can be increased and decreased by pressing **UP** and **DOWN**, respectively.
- The higher the magnification of the Sensors Screen view, the smaller the area of the sector that will be visible (the widest magnification is 6x).
- The lower the magnification of the Sensors Screen view, the larger the area of the sector that will be visible (the tightest magnification is 1x).

Sensors Scans

- Press **BUTTON 2** while on the Sensors Screen to cycle through all of the scannable objects in the U.S.S. Enterprise's sector. Brackets will appear around the object targeted for scanning.
- When an object has been targeted for scanning, the Sensor Reading Display will identify the object and provide a damage report of the targeted object.
- The U.S.S. Enterprise can also be targeted and scanned in this manner. This is helpful for providing crucial damage reports during combat.

CONDUCTING ANALYSES



An Analysis Screen

During the course of the adventure, you will be required to conduct several types of analyses. Analyses are conducted to interpret communications frequencies, determine energy signatures, search for organic or chemical elements, etc.

ANALYSIS CONTROLS

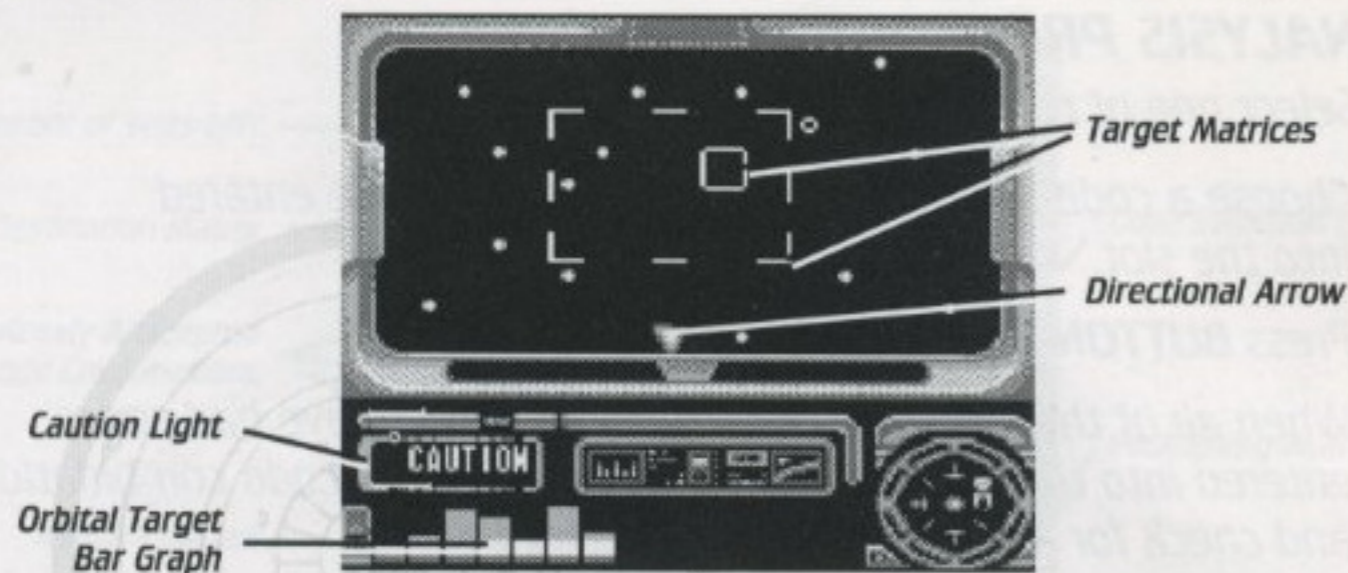
- UP / DOWN**Cycles through the Code Selection Grid
- LEFT / RIGHT**Cycles through slots on the Destination Matrix
- BUTTON 2**Enters a highlighted code onto the Destination Matrix
- BUTTON 1**Enters code selections and checks for match
- START**Pauses/Unpauses Game

ANALYSIS PROCEDURES:

- Select one of the slots on the Destination Matrix.
- Choose a code from the Code Selection Grid to be entered into the slot.
- Press **BUTTON 2** to enter the desired code.
- When all of the slots in the Destination Matrix have had codes entered into them, press **BUTTON 1** to enter the code combination and check for a match.
- The Match Readout will display how many of the slots on the Destination Matrix have been entered with the correct code.
- The Positioning Readout will display how many of the matching codes (if any) are in the proper position.
- The last three code combinations you have attempted will appear beneath the Destination Matrix (the most recently attempted code combination will appear directly below the Matrix).
- When all of the slots on the Destination Matrix have been entered with the correct codes in the correct order (in the given number of tries), the analysis will have been successfully completed.

As the adventure progresses, you will be required to conduct more detailed and complex analyses. As a result, the number of tries and the number of codes on the Code Selection Grid will vary depending on the type of analysis being conducted.

ORBITING PROCEDURES



The Orbit Screen

In order to perform many of its functions, the U.S.S. Enterprise™ must first enter into a stable orbit around a planet or a space station. If the Starship Enterprise is unable to achieve orbit, there can often be dire consequences for the outcome of the mission, and the fate of the Starship and her crew. In order to enter into orbit, the U.S.S. Enterprise must closely follow the orbiting procedures.

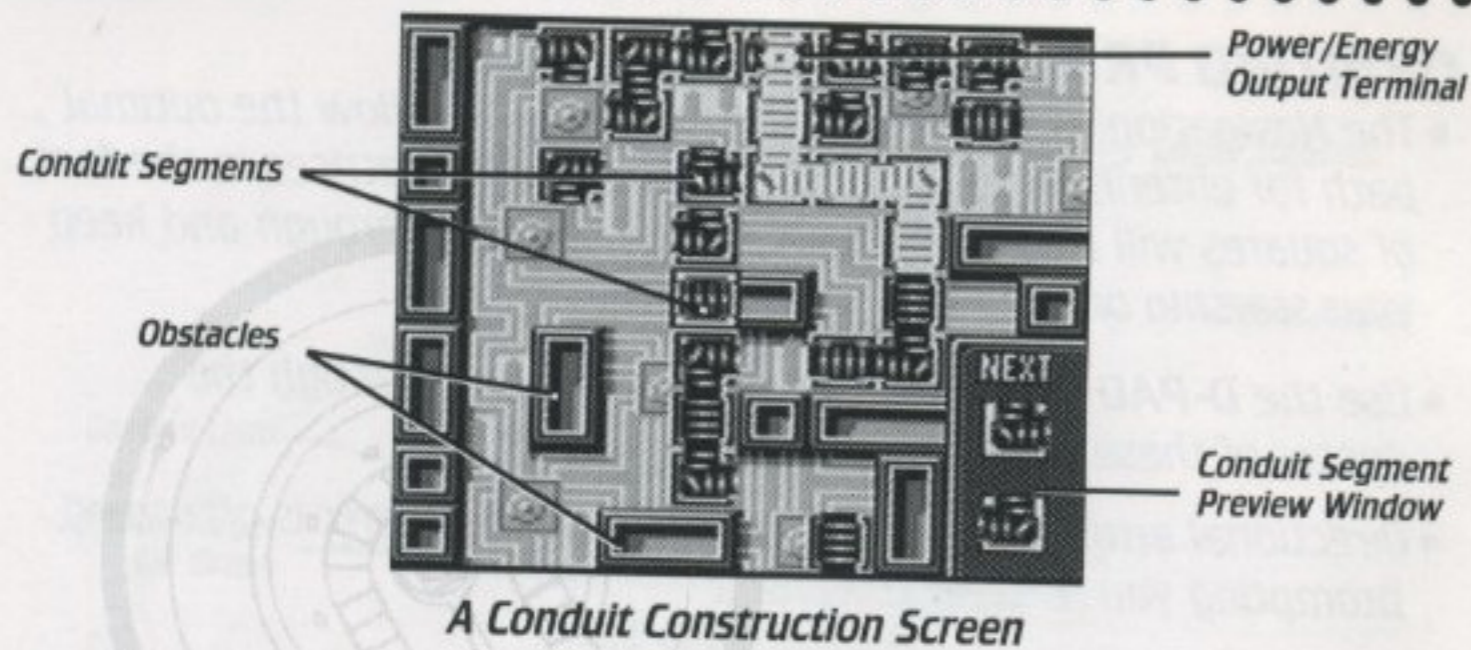
ORBITING CONTROLS

UP	Steers U.S.S. Enterprise UP
DOWN	Steers U.S.S. Enterprise DOWN
RIGHT	Steers U.S.S. Enterprise RIGHT
LEFT	Steers U.S.S. Enterprise LEFT
START	Pauses/Unpauses Game

ORBITING PROCEDURES:

- The Navigational Computer will prompt you to follow the optimal path for entering into orbit. A series of target matrices in the form of squares will be displayed for you to navigate through and keep your starship on course.
- Use the **D-PAD** to steer the U.S.S. Enterprise™ through the center of these squares as you approach them.
- Directional arrows will appear when the next matrix is off-screen, prompting you to steer toward it.
- The bar graph serves two functions:
 - 1) The number of bars displayed is equal to the number of matrices you will need to steer through in order to successfully enter orbit. This number will vary from orbit to orbit.
 - 2) The height of the bars directly corresponds your success in steering through the matrices. They increase in size any time that you make a miscalculation that affects your staying on course. Miscalculations range from touching a matrix border to missing a matrix completely. The Navigational Computer averages your success rate to determine whether or not orbit has been achieved. A large number of errors will severely inhibit that possibility.
- The caution light flashes when you are in danger of failing your attempt to enter orbit.
- If orbit is successfully achieved, the mission will continue.

CONSTRUCTING CONDUITS



Some missions may call for the construction of various types of conduits in order to re-route power or energy from one point to another. Conduits such as these are usually emergency contingencies, and need to be constructed quickly. As a result, the computer will randomly feed crew members a variety of segment shapes for use. Crew members of the U.S.S. Enterprise™ must be prepared for any emergency.

Within moments, the power or energy that is to be conducted will begin to flow through the conduits. If it reaches the end of the conduit before the conduit is connected to the input terminal, it will flow unrestricted into the energy grid with disastrous results. It will be up to you to quickly construct a path based on the shape of the conduit segments the computer feeds you.

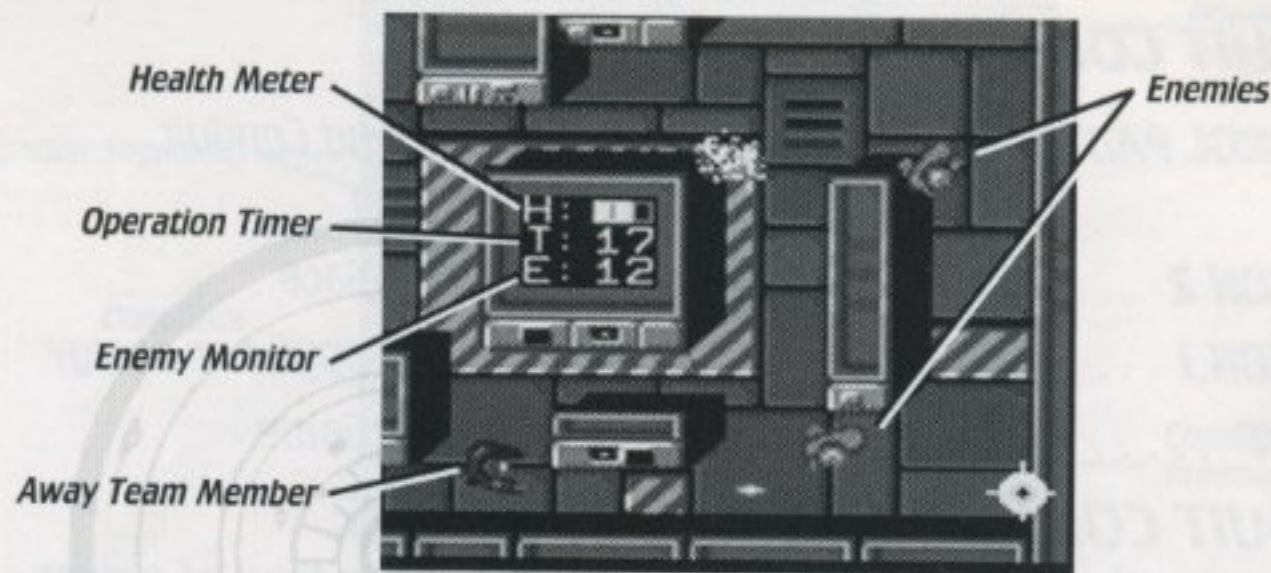
CONDUIT CONSTRUCTION CONTROLS:

- CONTROL PAD** Moves cursor around Conduit Construction Screen
- BUTTON 2** Puts conduit into place
- BUTTON 1** Speeds up flow of power or energy
- START** Pauses/Unpauses Game

CONDUIT CONSTRUCTION PROCEDURES:

- Conduits will need to be constructed to bridge the flow of power or energy from an input at the top of the screen to an output at the bottom of the screen.
- The Conduit Preview Window displays illustrations of the shapes of the next two segments of conduit that the computer will distribute.
- Use the **D-PAD** to position the sections of the conduit.
- Press **BUTTON 2** to put a section of conduit into place.
- Placing a new conduit directly on top of a previously placed conduit will replace the old conduit with the new, and will cause an overload resulting in the destruction of all conduits adjacent to the conduit being replaced. This method should be used carefully.
- Conduits can not be placed on, nor can energy flow through, any of the obstacles on the energy grid.

AWAY TEAM OPERATIONS



An Away Team Operations Screen

The requirements of certain missions may call for an Away Team to be sent from the U.S.S. Enterprise™ to space stations, other starships or a planet's surface. As a member of an Away Team, you may be required to neutralize a certain number of enemies, locate and make contact with a life form or object. Away Teams members do not operate in controlled environments, and the locations where their missions occur are incredibly dangerous. A great degree of skill and caution is required during these operations.

AWAY TEAM CONTROLS

- D-PAD** Controls direction of the Away Team Member
- BUTTON 2** Fires Phaser Pistol
- START** Pauses/Unpauses Game

AWAY TEAM SCREENS

The Away Team Screen contains three key monitors that display crucial information: the Operation Timer, the Health Meter, and the Enemy Monitor.

The Operation Timer (T)

All Away Team Operations are conducted under time constraints. The Operation Timer displays the time remaining to complete the operation. Each unit of time on the Operation Clock represents about 4 seconds of real time (i.e., 4 units on the Operation Timer is equal to about 16 seconds of real time. An operation must be completed before time expires on the Operation Timer. If it is not, the mission will have failed.

The Health Meter (H)

The Health Meter displays the amount of life force that you have during the course of an Away Team Operation.

- The Health Meter will recede to the **LEFT** when the player is hit with a beam from an enemy Phaser.
- When the Health Meter has been completely reduced as a result of damage sustained by enemy weapons hits, the player will have been neutralized and the operation be a failure.
- The amount of health that a player has at the beginning of an Away Team Operation varies.

The Enemy Monitor (E)

Displays the number of enemies in the operation area.

- The number of enemies may fluctuate as an enemy beams reinforcements into to the operation area to replace units neutralized by Away Team members.

AWAY TEAM OPERATIONS (CONTD.)

AWAY TEAM OPERATION PROCEDURES:

There are two types of Away Team operations: Neutralizing Operations and Rescue Operations. Each one has its own goals and procedures.

Neutralization Operations

During these operations, you will be required to beam down to the location in question and, using a Phaser Pistol, neutralize as many of the enemy as possible in the given amount of time.

- The Enemy Monitor displays the number of enemies left that must be neutralized. This number may increase if the enemy continues to beam fresh personnel into the vicinity.

Rescue Operations

Rescue Operations, require contact to be made with an object or life form in order to give the coordinates to beam yourself and the life form to safety.

- The object or life form to be contacted must be touching the Away Team Member for 1 to 3 seconds in order for the operation to be completed.
- During certain Rescue Operations, the Phaser Pistol will be set to stun; an enemy will be stunned for a longer interval each time it is stunned.
- Some Rescue Operations are conducted by unarmed Away Team Members. During these operations, the player must avoid any enemies (which may be armed, and may have weapons powerful enough to destroy obstacles).

PASSWORDS



The Password Entry Screen

At the end of every three or four tasks, you will be assigned a password that will allow you to continue your game from that point at any time. WRITE THIS PASSWORD DOWN. At the beginning of the game you will have the option of entering this password or beginning a new game.

PASSWORD ENTRY CONTROLS

- CONTROL PAD UP/DOWN** . . .Cycles Through Letters
- CONTROL PAD LEFT/RIGHT** . .Selects Portion of Password Entry Line
- BUTTON 2**Enters Password

CAPTAIN'S LOG



Lined writing area on page 22. The page contains 18 horizontal lines for text. A large, faint background illustration of a Star Trek phaser is visible, showing its circular firing mechanism and handle.

CAPTAIN'S LOG



Lined writing area on page 23. The page contains 18 horizontal lines for text. A large, faint background illustration of a Star Trek phaser is visible, showing its circular firing mechanism and handle.

CAPTAIN'S LOG



Lined area for writing the Captain's Log.



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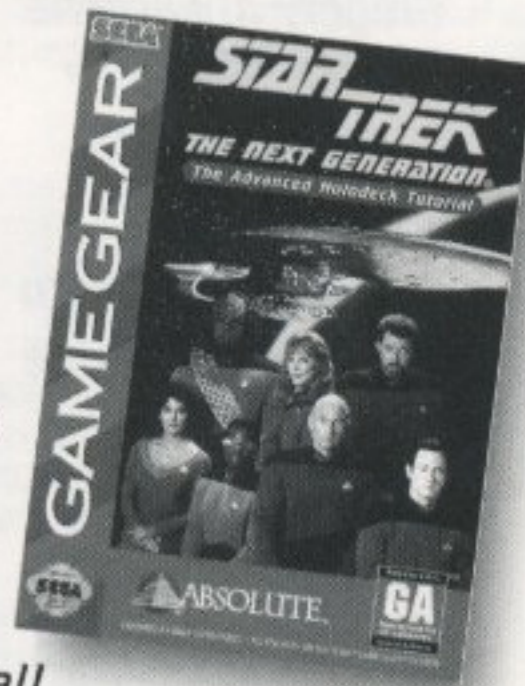
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Upper Saddle River, NJ 07458
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