STAR TREK™

STRATEGIC OPERATIONS SIMULATOR

OFFICIAL SEGA ARCADE GAME

You are the potential Captain of the USS Enterprise. Your training mission: Save the Federation from their most powerful enemy...NOMAD!

Fight off marauding Klingons and menacing Anti-Matter Saucers. Destroy them before they destroy you or they will deplete your Enterprise functions and defenses.

Dock with your Starbases to replenish your weapons and repair your damages.

The longer you survive, the more space dangers you'll encounter.

Store your energy! Sharpen your navigational skills! Prepare for the ultimate challenge: Destroy the deadly, mine-laying NOMAD!

If you're successful, proceed deeper into space for more STAR TREK action. Ten different skill levels of unparalleled adventure!

Do you dare to venture where no video game has gone before? Be brave, be bold, be daring...but BEWARE!

SCORING

(Strategy Training Units = points)

- Destroy Klingon cruiser—50 + (25 × round number) STU's × (Sector + 1)

- Colliding with Klingon—No STU's

- Destroy Anti-Matter Saucer—5000 STU's

- Each remaining green Starbase (not docked with)—1000 STU's + (1000 × round)

- Each remaining blue Starbase—500 STU's + (500 × round)

- Destruction of NOMAD—30000 STU's

- An extra photo torpedo, shield, and warp will be awarded every 10,000 pts.

*U*SING YOUR CONTROLLERS

T he Star Trek controls are key to your survival in space. A combat panel is included that fits over the joystick to familiarize you with Star Trek Controls:

E NTERPRISE NAVIGATION
JOYSTICK

Pushing the joystick FORWARD moves or THRUSTS the Enterprise in whatever direction it's positioned.

Pushing the joystick LEFT rotates the Enterprise COUNTER CLOCK-WISE.

Pushing the joystock 45 degrees LEFT rotates the Enterprise COUNTER CLOCK-WISE and THRUSTS it in that direction.

Pushing the joystick RIGHT rotates the Enterprise CLOCK-WISE.

Pushing the joystick 45 degrees RIGHT rotates the Enterprise CLOCK-WISE and THRUSTS it in that direction.

Pulling joystick BACK engages Enterprise WARP DRIVE function for high-speed maneuverability.

Depressing button "0" on joystick fires PHASERS.
Depressing button "1" on joystick fires PHOTON TORPEDOES.

Once in game play press CNTL K to use keyboard.
KEY FUNCTIONS:

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A	= ROTATE LEFT	L	= FIRE
S	= ROTATE RIGHT	J	= PHOTONS
K	= THRUST	SPACE BAR	= WARP

C ONSOLE SWITCHES

Pressing 1 or 2 player starts the game. ESC—Pauses the game. To end pause press ESC a second time.

H OW TO PLAY

T he object of the game is to destroy NOMAD before other enemies and obstacles destroy you!

T HE SCREEN You're at the helm of the U.S.S. Enterprise. Your screen is divided into three sections. Each one shows you vital mission data:

A. GAUGES
SCORE
SHIELD
PHOTON
WARP
150
B. RADAR SCANNER
C. VIEWER
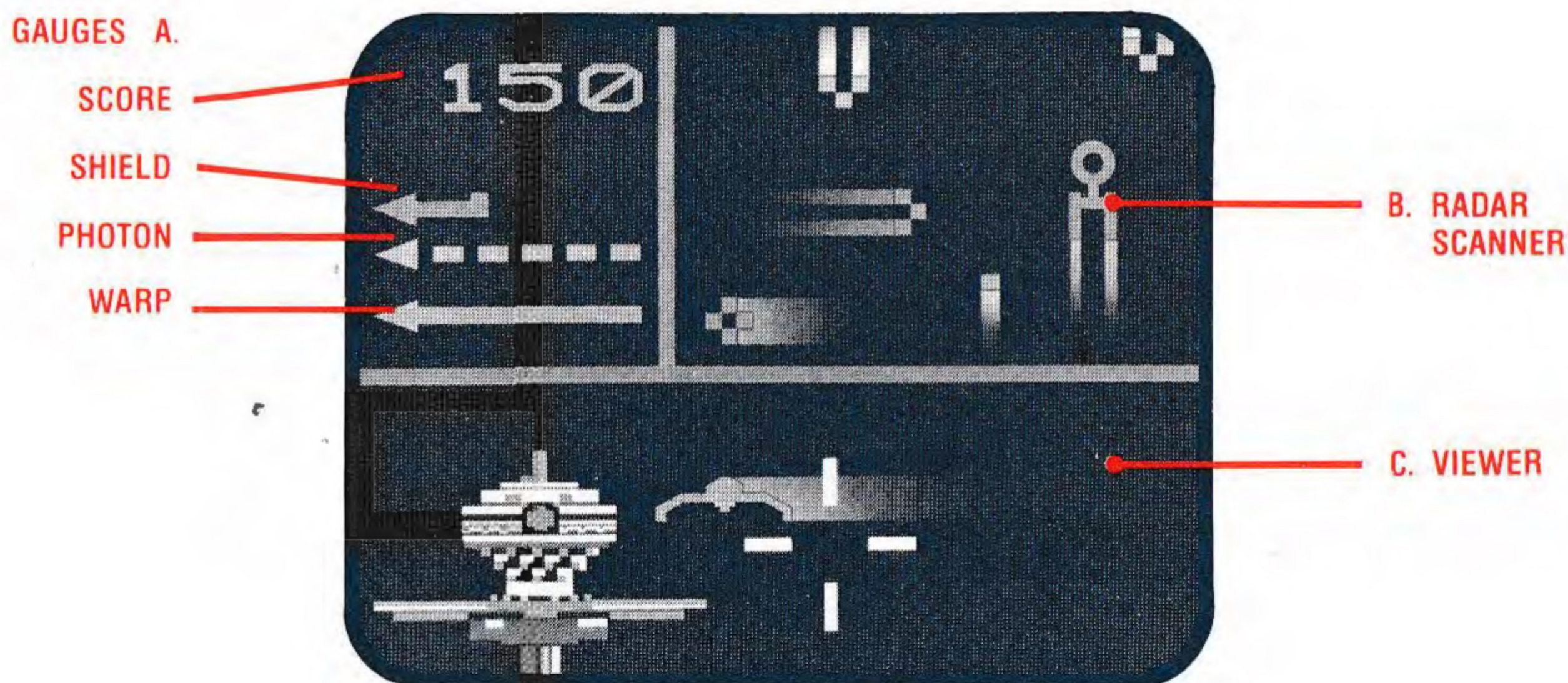
A. GAUGES Tracks your score (Strategy Training Units) and monitors Enterprise defenses and weapons. Energy Shields (green lines) and Warp drives (blue lines) are your two defenses. Photon Torpedoes (red rectangles) and Phasers (not shown on gauge) are your two weapons.

Energy Shields Activate automatically; protect Enterprise from enemy fire and damage.

Warp Drives Activate by pulling back joystick to gain high-speed maneuverability.

Photon Torpedoes Push Button 1 to launch.

Phasers Acitvate unlimited number to destroy only one enemy at a time by pushing fire button 0.

B. RADAR SCANNERS Your overhead view of the battle zone. Shows you the position of the Enterprise and your Starbase while it maps the constantly changing location of obstacles and enemies.

C. VIEWER Simulates a 3-D view of the enemy and obstacle encounters. It's the view from the bridge of the Starship Enterprise.

G **AME PLAY** Now you are ready to play STAR TREK. The game is divided into Sectors (different skill levels). Each Sector has up to six different levels:

1. Klingon Encounter
2. Klingon Encounter
3. Klingon Encounter

4. Klingon Encounter
5. Klingon Encounter
6. NOMAD

Guide the Enterprise safely through a round of play and you automatically enter the next one.

After surviving all six rounds in a sector, you automatically move to the next. As you advance, your enemies become more aggressive and dangerous and your victories more rewarding!

K **LINGON ENCOUNTERS** In your quest to destroy NOMAD, you must first survive the attacks of the Klingon Battle Cruisers and Anti-Matter Saucers. The enemy vessels have the following characteristics:

The Red Klingons ignore the Enterprise but try to destroy the Starbases. If a Red Klingon destroys a Starbase it turns white and sets out to ram the Enterprise.

The Purple Klingons seek to destroy the Enterprise with Plasma Energy Orbs. They will keep enough distance from the Enterprise to avoid collision while attacking. When Red Klingons turn white, Purple Klingons also turn white and try to ram the Enterprise.

Purple Anti-Matter Saucers appear randomly. If the saucer collides with the Enterprise, it attaches itself to the ship and drains all Warp Drive Energy.

All defenses and weapons are available for use during Klingon Encounters. If you dock with green Starbases, (by flying into them), damage to the Enterprise is repaired. An Energy Shield, a Photon Torpedo, and a Warp Drive unit are added to your Starship's armory, if needed. Up to 127 shields and Photons can be stored up.

You may dock with a Starbase only once in each round. After docking, the Starbase changes from green to blue. The Red Klingons attack Bases. Each Base's Shield can survive ten (10) hits. When there are 5 Shields left, the BASE FLASHES RED!

There is either one (1) or two (2) Bases per round.

NOMAD is your greatest danger. His destruction is your greatest victory!

You must hunt down and destroy NOMAD while avoiding its deadly missiles and the mines it lays in your path. If you strike a mine or are hit by one of NOMAD's missiles, your supplies are depleted. Skillful maneuvering and rapid fire of your Phasers are the key to your success. If you destroy NOMAD, you receive maximum bonus points. Your Starship advances to the first round of the next, more difficult Sector. NOMAD cannot be destroyed by a Photon. You *must* use Phasers to destroy NOMAD!

Remember, your success means *safety* for the Federation!
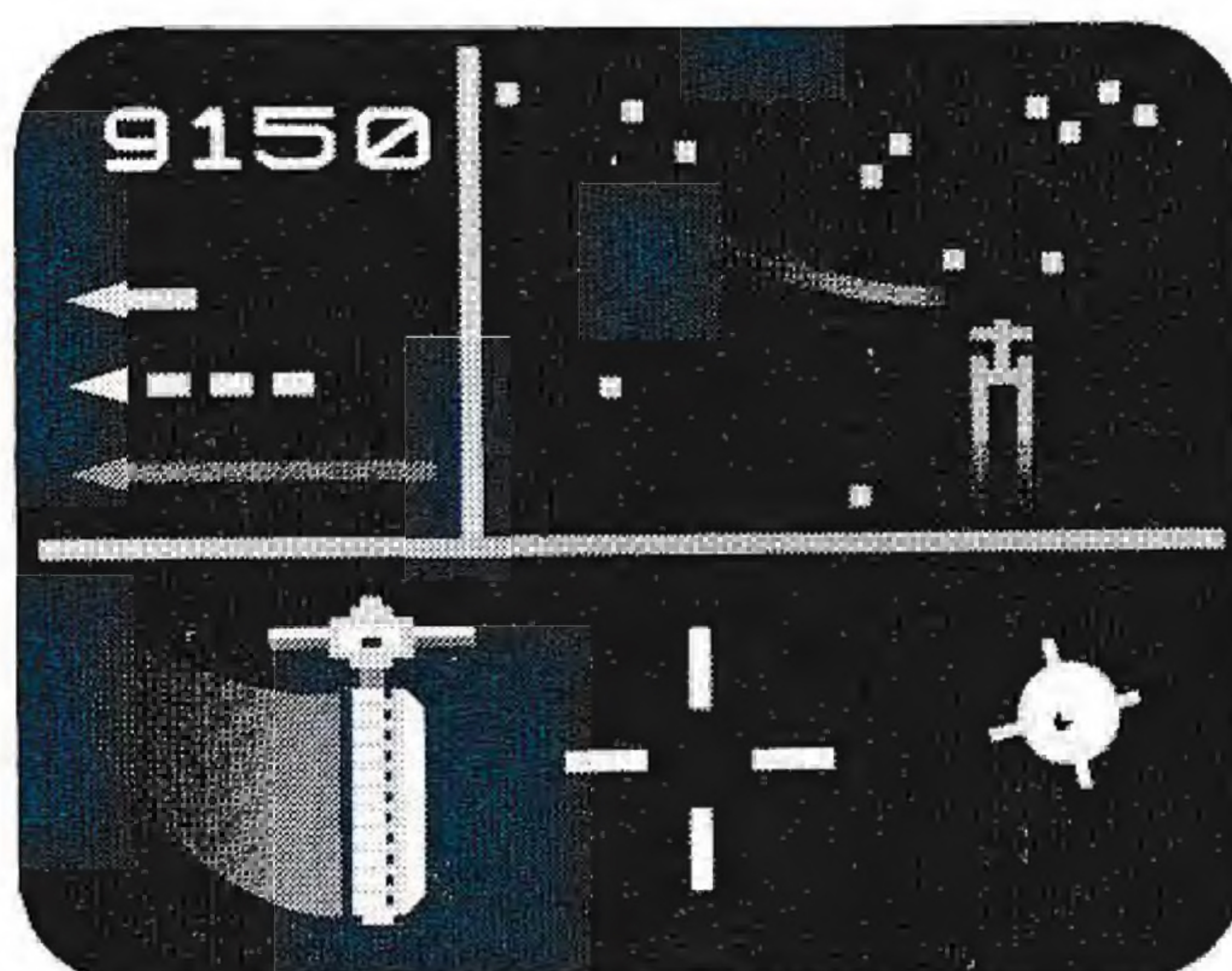
STRATEGIC TIPS

After playing STAR TREK several times, you'll discover which techniques work best for you. Here are some tips you will find helpful in your mission:

THE KLINGON ENCOUNTER
- Keep the Enterprise moving—Klingons can't easily destroy a moving target.
- Store up Photon Torpedoes for later sectors when enemy Klingons are more numerous.
- Learn how to get Klingons to pursue the Enterprise in a line, and easily destroy them with one Photon blast.
- Use Warp to dodge Klingon's plasma. The Enterprise can not be harmed in any way while in Warp.

THE ANTI-MATTER SAUCER
- It always moves away from the Enterprise; to destroy it, make a swift about-face and fire away.

YOUR STARBASES
- Dock with your Starbase in early rounds to build supplies for more difficult rounds.
- Try *not* to dock in later rounds for increased bonus STU's.

NOMAD
- Be patient, observe NOMAD's movements.
- Avoid hitting or shooting mines, they will explode and deplete your supplies.
- Effective use of Warp Drive can allow you to position yourself near NOMAD.
- NOMAD places mines randomly. Try to get him as he travels across your path or while he is resting after reaching his destination.