Official Arcade Version

STAR TREK ™
STRATEGIC OPERATIONS SIMULATOR

Star Trek is a trademark of Paramount Pictures Corporation.

ENTERTAINMENT SPEECH CARTRIDGE

This cartridge is designed to be used with the Texas Instruments TI-99/4A Home Computer only. Optional **Solid State Speech™ Synthesizer** must be attached to the computer to activate the speech capabilities of the cartridge.

The power of the Starship Enterprise is at your command. Cross the galaxies with Warp Drive and Impulse Power. Defend the Federation with Photon Torpedoes and Phasers. Ward off the treacherous attack of the Klingons, the villians of the cosmos!
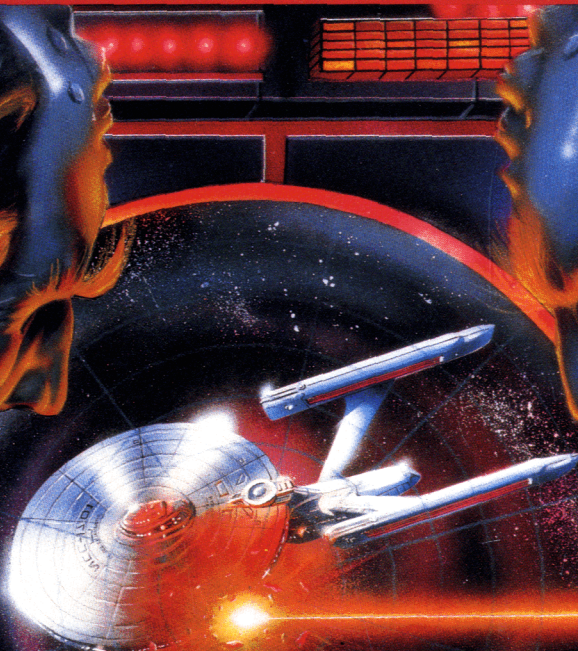
SEGA

STAR TREK™

Book developed and written by: Staff
members of Texas Instruments
Instructional Communications

Introduction

Captain's log—Stardate 2541. The Federation is in danger! A berserk, mutant probe seeks to destroy human life as we know it. Join this space adventure! Beam aboard the U.S.S. Enterprise and command the starship on its most challenging mission—to seek and destroy the deadly Nomad. Your course lies through hostile Klingons and Anti-Matter Saucers. Eliminate them before they eliminate you! Each victory helps you gain energy to annihilate Nomad. Dare to venture where no starship has gone before.

With Star Trek^{TM}, you

• Command from the bridge of the Enterprise

• Progress through several sectors of increasing difficulty

• Enjoy multi-graphics in this one-player game

• Hear sound effects that simulate the sounds of space battle

• Use Joystick Controllers (sold separately) or the keyboard

• Have more fun with synthesized speech that simulates the action of Star Trek adventure

Note: Star Trek is designed to work with or without the Texas Instruments *Solid State Speech** Synthesizer (sold separately). However, the Speech Synthesizer must be attached to the computer to activate speech capabilities.

Using the Solid State Cartridge

Inserting Solid State Cartridges is easy. If you have any problem inserting the cartridge, or if it is accidentally removed from the slot while in use, please see the "Maintenance and Service" section in this booklet.

Inserting the Cartridge

1. If you have been programming in BASIC, save your data before inserting a cartridge. When you insert a cartridge into the console, the computer automatically erases all data or program material you have entered and returns to the master title screen to begin the new program.

2. Be sure the cartridge is free of static electricity before inserting it into the computer (see the "Maintenance and Service" section in this booklet).

3. Turn the computer ON, and wait for the master title screen to appear.

TEXAS INSTRUMENTS
HOME COMPUTER
READY – PRESS ANY KEY TO BEGIN

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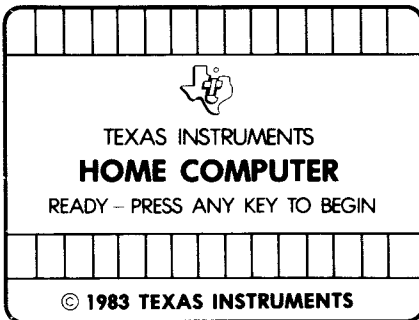
4. Slide the cartridge into the slot on the console.
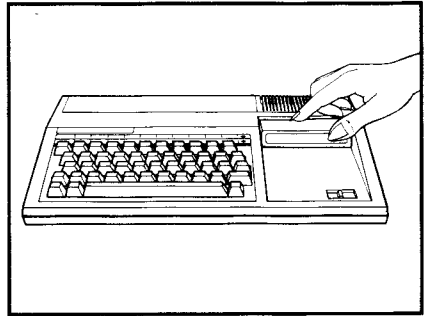
5. Press any key to make the master selection list appear. Then, press the appropriate number key for your selection.

Removing the Cartridge

1. To remove the cartridge at the end of play, press **QUIT** to return to the master title screen.

2. Remove the cartridge from the slot.

When the Star Trek title screen appears, press any key to begin. Use the Joystick Controllers or the keyboard to maneuver the Enterprise in this challenging space adventure. In each sector, waves of Klingons and Anti-Matter Saucers attack the Enterprise before Nomad, the ultimate adversary, appears in the last wave. If you guide the Enterprise safely, you automatically advance to the next sector and to a higher level of play. If you survive al ten sectors, the game continues at a much faster pace. Pilot the starship carefully to avoid destruction.

Playing the Game

After the title screen appears, you are on the bridge, and your voyage begins. You are immediately surrounded by hostile Klingons and Anti-Matter Saucers.

The Enterprise is protected by Energy Shields, but each attack diminishes your protection.

• Move your ship forward to advance on the enemy.

• Turn your ship left or right to zero in on your target.

• Fire Phasers or Photon Torpedoes to destroy the enemy.

• Use Warp Drive or Impulse Power for high speed maneuverability.

Using Pause During a Game

Press **P** to pause during a game. Press any key to resume play.

Advancing to Higher Levels of Play

When you survive all attacks in a sector you advance to a more challenging leve of play in which your enemies are more aggressive.

Ending the Game

The game ends when the Enterprise is destroyed. You may also press **QUIT** to end the game and return to the master title screen.

Playing the Game Again

Press **REDO** to play the game again or press **BACK** to return to the Star Trek title screen.

You are at the helm of the U.S.S. Enterprise. The screen is divided into three sections. Each one shows vital mission data. At top left are the gauges and Star Trek Units (score). The top right is the Radar Scanner. The bottom of the screen is the 3-D Viewer. Monitor the mission data closely to determine the status of your ship. Beware! Once the Enterprise loses its Energy Shields, all Photon Torpedoes are destroyed by the next hit. If the ship is hit again, the Warp Drive is lost.

Gauges

Show Star Trek Units (score) and monitor Enterprise defenses and weapons.

1. Energy Shield Gauge (green arrow)

   - Monitors the loss or gain of energy shields

   - Diminishes as ship is hit

   - Disappears when shields are depleted.

2. Photon Torpedo Gauge (red arrow)

   - Indicates available supply of Photon Torpedoes

   - Diminishes as torpedoes are used

   - Only the arrowhead appears when Photon Torpedoes are depleted.

3. Warp Drive Gauge (blue arrow)

   - Displays number of Warp Drive Units available

   - Diminishes each time Warp Drive is used

   - Only the arrowhead appears when Warp Drive Units are depleted.

Radar Scanner

Gives an overhead view of the battle. Shows the Enterprise and Starbase locations and maps the constantly changing positions of enemies.

3-D Viewer

Simulates a 3-D view from the bridge of the Starship Enterprise. Allows accurate target sighting.

To navigate the Starship Enterprise use the Joystick Controllers or the keyboard. Use your Impulse Power to move the Enterprise through space. Activate the Warp Drive to travel quickly through space. Dock at Green Starbases to replenish supplies.

Using the Joystick Controllers for Navigation

Pilot the U.S.S. Enterprise by moving the lever of the joystick in the desired direction.

Press	Action
Left	Rotates ship left
Right	Rotates ship right
Forward (toward the **FIRE** button)	Moves ship forward with Impulse Power
Back (away from **FIRE** button) while pressing **FIRE** button	Moves ship forward with Warp Drive

Note: The **ALPHA LOCK** must be in the **OFF** (up) position when using the Joystick Controllers.

Using the Keyboard for Navigation

Pilot the U.S.S. Enterprise by pressing these keys.

Press	Action
(←) **S**	Rotates ship left
(→) **D**	Rotates ship right
K	Moves ship forward with Impulse Power
H	Moves ship forward with Warp Drive

Green Starbases

Fly over Green Starbases to repair damage to the Enterprise and to reload your supplies. Starbases

• Provide one Energy Shield, one Photon Torpedo, and one Warp Drive Unit

• Change from full to empty when Enterprise docks

• Can be used once in each wave of battle

Commanding the Enterprise

As captain of the Enterprise, you
have powerful resources at your
command. You can fire Phasers or
Photon Torpedoes at the enemy and
escape or pursue by using Impulse
Power or Warp Drive. Energy Shields
protect the Starship from enemy
fire. Use the Captain's Battle Manual
to plan your attack.

	Purpose	Activate Keyboard	Activate Joystick Controllers	Starting Number	Maximum Number
Phaser	Destroys an enemy	Press **J** or **Y**	Press **FIRE** button. (Press and hold for rapid fire)	Unlimited	Unlimited
Photon Torpedo	Destroys all enemy ships in explosion area	Press **L**	Move joystick lever back (away from **FIRE** button)	5	Unlimited
Warp Drive	Moves Enterprise forward at high speed	Press **H**	Move joystick lever back and press **FIRE** button	5	10
Energy Shield	Protects from enemy fire	Automatic	Automatic	5	Unlimited

Nomad's destruction is your greatest victory! In your quest to destroy Nomad, you must first survive the attacks of the Klingon Battle Cruisers and Anti-Matter Saucers. Each direct Klingon hit damages your defenses. Survive waves of attack to face Nomad and its deadly mines and explosives. Carefully maneuver through the mine field to pursue Nomad. Strike quickly before it places the ninth mine, triggering detonation of the mines. Remember, destruction of Nomad means safety for the Federation!

Klingon Battle Cruisers

Red and Yellow Klingon Battle Cruisers seek to stop your voyage toward Nomad by destroying your ship and starbases.

If the Klingons do not destroy you with their rapid fire, they turn white, and begin a collision course for the Enterprise.

You lose one shield per hit and two shields per collision. If no shields are left, a collision causes you to lose all Photons and all Warp Drive Units. If no shields and no Photons are left, a collision destroys the Enterprise.

As you advance to new sectors, it takes less time for the Klingons to turn white.

Red Klingon Battle Cruisers

• Pursue the Enterprise

• Fire at the Enterprise

Yellow Klingon Battle Cruisers

• Attack Green Starbases

• Change color and attack the Enterprise after destroying a Green Starbase

Blue Anti-Matter Saucers

Blue Anti-Matter Saucers are allies of the Klingons and should be avoided or destroyed. Saucers

• Appear randomly on the screen

• Pursue the Enterprise

• Attempt to attach themselves to the Enterprise at random and drain Warp Drive energy

• Disappear if attached to Enterprise when no Warp Drive remains

Nomad

Nomad is the prime target of the Enterprise and can only be destroyed with Phasers. Nomad

• Appears in the last attack of a sector

• Scatters a protective screen of explosives

• Detonates a series of deadly mines when the last one is laid

• Moves rapidly off the screen and reappears from any direction

Command the Enterprise skillfully to save the Federation and achieve a high score. Plan your strategy carefully. Points are awarded for destroying enemies and for the "Starbase Bonus." For every 10,000 points, you earn an extra Energy Shield, Photon Torpedo, and Warp Drive Unit. In addition, if your gauges are gone at the end of a round, you are resupplied with arrowheads prior to the next round. This is a bonus for completing the round.

Strategy

- Keep the Enterprise moving. Enemies can't easily destroy a moving target.

- Dock with Green Starbases early in the game to repair damage and restock weapon supply.

- Fly over Starbases before destroying the last Klingon in a sector

- Gain more points by leaving Starbases unused in higher levels of play.

- Use Warp Drive or Impulse Power to advance on the enemy.

- Dislodge attached Blue Anti-Matter Saucers by turning the Enterprise to face them and firing Phasers or Photon Torpedoes.

- Maneuver the Enterprise to avoid broadside collisions with white Klingons.

- Move the Enterprise using Impulse Power and reserve your Warp Drive for emergency situations.

Scoring

Enemy/Starbase	Points Gained
Klingons	Number of round $\times 25$
Anti-Matter Saucer	5,000
Nomad	30,000 + (Number of round $\times 25$)
Used Starbase	Number of round $\times 250$
Unused Starbase	Number of round $\times 1,000$

Rounds

Although each round is represented by a sector number, such as 1.6, the sector number is not used to calculate your score. The "Number of Round" refers to the overall number of rounds completed. For example, 1.6 is the sixth round, while 2.1 is the seventh round. Therefore, if you destroy a Klingon in sector 2.1, your score would be 7×25, or 175.

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Maintenance and Service

Cartridges are durable devices, but they should be handled with the same care you would give any other piece of software media. Information concerning use and service can be found in your *User's Reference Guide*.

Caring for the Cartridge

Keep the cartridge clean and dry.

Caution: The contents of a cartridge can be damaged by static electricity discharges.

Static electricity buildups are more likely to occur when the humidity of the air is low (during winter and in areas with dry climates). To avoid damaging the cartridge, touch any metal object (a doorknob, a desklamp, etc.) before handling it.

If static electricity is a problem where you live, you may want to buy a special carpet treatment that reduces static buildup. These preparations are usually available from hardware and office supply dealers.

In Case of Difficulty

If the cartridge programs do not appear
to be operating properly, return to the
master title screen by pressing **QUIT**.
Withdraw the cartridge, align it with
the cartridge opening, and carefully
reinsert it. Then press any key to make
the master selection screen appear.
(**Note:** In some instances, it may be
necessary to turn the computer off,
wait several seconds, and then turn it
on again.)

If the cartridge is removed from the slot
while the cartridge contents are being
used, the computer may behave
erratically. To restore the computer to
normal operation, turn the computer
off and wait a few seconds. Then,
reinsert the cartridge and turn the
computer on again.

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TI-99/4A	
Key	Action
(←) S	Rotates Enterprise left.
(→) D	Rotates Enterprise right.
K	Moves Enterprise forward with Impulse Power.
H	Moves Enterprise forward with Warp Drive.
P	Stops game temporarily. Press any key to resume play.
J, Y	Fires Phasers.
L	Shoots Photon Torpedoes.
FCTN 8 or 8 (REDO)	Begins a new game.
FCTN 9 or 9 (BACK)	Returns to the Star Trek title screen.
FCTN = (QUIT)	Returns to the master title screen.

If the optional Joystick Controllers are used, four directions are available to maneuver the Enterprise; move the lever in the desired direction.

Note: The **ALPHA LOCK** must be in the **OFF** (up) position when using the Joystick Controllers.

For rapid play, Star Trek allows you to press the number key without the **FCTN** key for **REDO** and **BACK.**