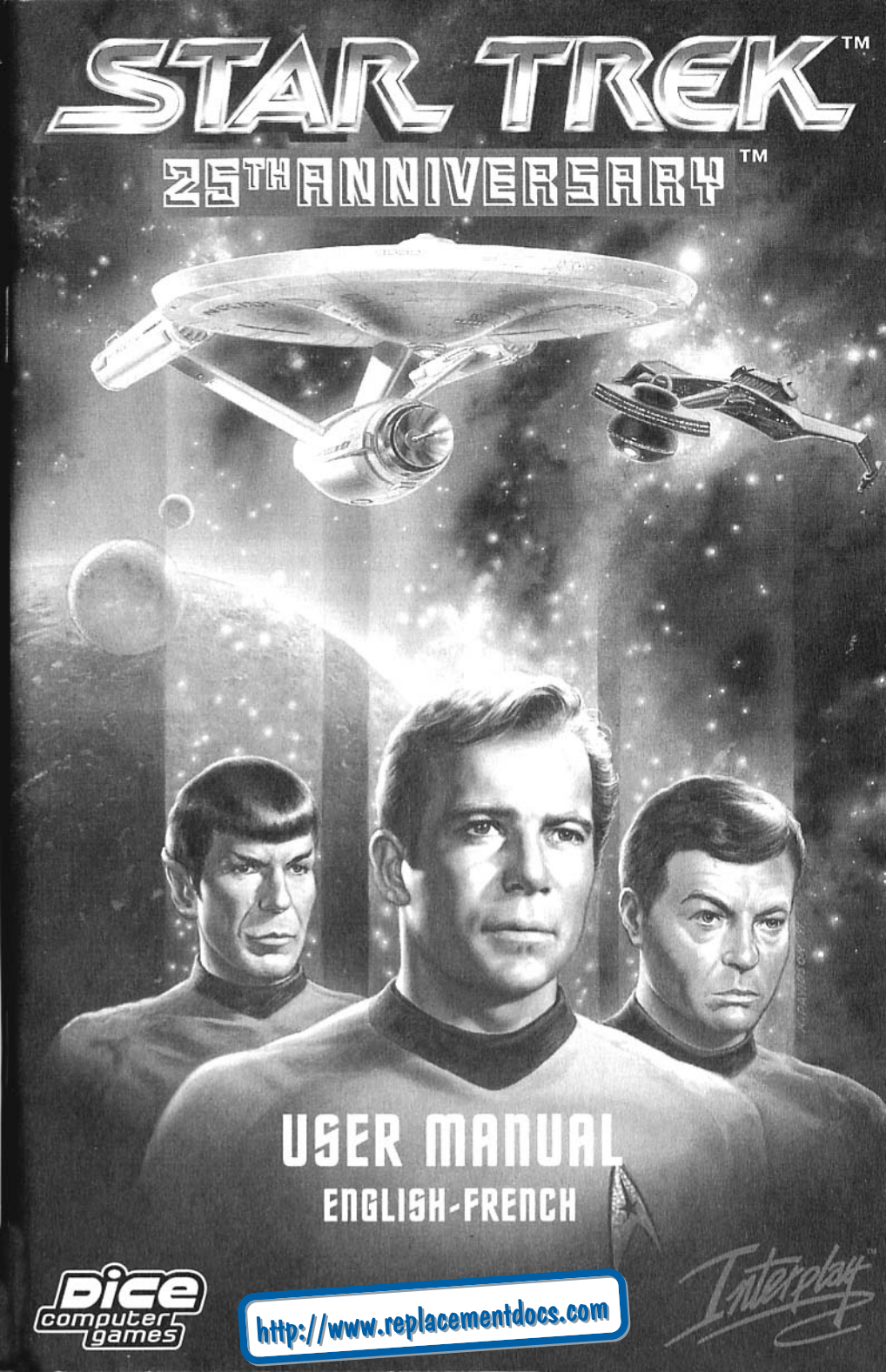
STAR TREK™

25TH ANNIVERSARY™



USER MANUAL

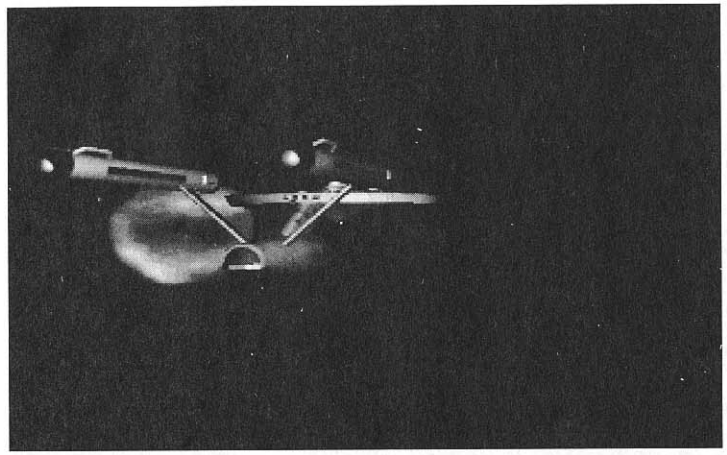
ENGLISH-FRENCH

DICE computer games

http://www.replacementdocs.com

Interplay™

INTRODUCTION



In **STAR TREK®: 25th ANNIVERSARY™ Enhanced CD-ROM,** you take on the role of the captain of the Starship Enterprise™, James T. Kirk. As Captain Kirk, you are faced with the same command decisions he faced, but it's your choices that will decide the fate of the Starship Enterprise crew. The game system is split into two sections; when you are on the bridge of the U.S.S. Enterprise, the other when you are on a planet or another starship.

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GETTING STARTED

The Transporter Room, you and your crew beaming down to explore new worlds...

You need the following computer equipment to play **Star Trek®: 25th Anniversary™ Enhanced CD-ROM**.

- 386SX or better computer
- 560K free low memory and 1MB free expanded (EMS) memory
- Expanded-memory manager software, such as EMM386.EXE, QEMM, or 386MAX
- Pro Audio Spectrum series, Sound Blaster series or 100% compatible sound card
- CD-ROM drive
- Microsoft™ Mouse or compatible
- DOS 3.1 or higher
- Speakers or headphones

MEMORY

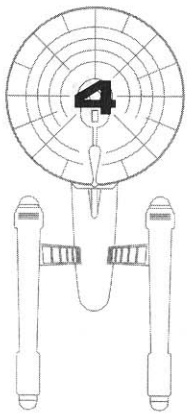
You need 560K free low memory and 1MB free expanded memory to play. For suggestions on freeing up memory, see the "Troubleshooting" section on page 5.

If your computer has more than 1MB free expanded memory, the game will make use of all available memory. The more memory, the better! The memory will be used to store sound effects and graphics as needed as you play the game.

LOADING INSTRUCTIONS

To play Star Trek®: 25th Anniversary™ Enhanced CD-ROM, you must install some files on your hard disk. Here are the steps to follow to install the game.

1. Boot your computer with DOS.
2. Install Star Trek: 25th Anniversary by typing
   D: <Enter>
   INSTALL <Enter>
   from the DOS prompt. If your CD-ROM drive letter is other than **D:**, substitute that letter in the first command.
3. Answer the questions asked in the **INSTALL** program.
4. To play, first make sure you are in the correct directory by typing
   C: <Enter>
   CD \TREKCD <Enter>
   then type **STARTREK** and press <Enter>.



TROUBLESHOOTING

Q. "The game says I don't have enough memory."

A. Star Trek: 25th Anniversary Enhanced CD-ROM requires 560K of free low memory and 1MB of free expanded memory (EMS).

To see how much free low memory you have:

- If you have DOS 4.0 or higher, type **MEM** and look for "largest executable program size".
- If you have an earlier version of DOS, type **CHKDSK** and look at the end of the list for "bytes free".

If you need more low memory free, try moving TSR and Device Driver programs listed in you CONFIG. SYS and AUTOEXEC.BAT files into upper memory. Make sure the statement **DOS=HIGH, UMB** is in your CONFIG.SYS, if you are running DOS version 5.0 or higher.

You can get even more free low memory by running a program such as DOS 6.0's **MEMMAKER**, QEMM's **OPTIMIZE**, or 386MAX's **MAXIMIZE**. These programs free up low memory by moving your TSR programs into high memory. For more information on freeing up low memory, see your DOS manual.

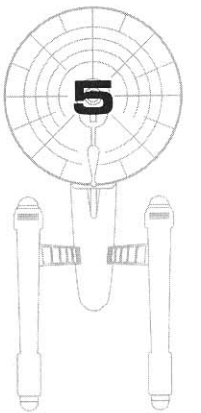
Be sure you booted your computer with DOS and are not running a DOS shell from Windows.

Q. "I can't hear any voices."

A. All sound is played through your sound card. Make sure you have attached headphones or speakers to the sound card's audio-out connector, and that you have installed any software drivers that the sound card needs in order to work.

Q. "The game runs slow when I'm on the ground missions."

A. Try increasing the amount of low memory available. The more low memory you have, the better! You may also want to try running a disk cache program, such as SMARTDRV or NCACHE, before playing **Star Trek®: 25th Anniversary™**. You should configure the program to cache data from the hard disk where the Star Trek program is located, not from your CD-ROM drive.



Captain's Log

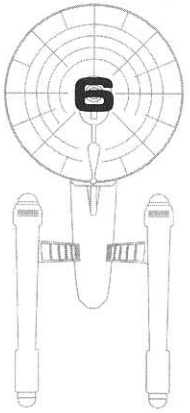
Transporter

Options

Talk to Spock

Consult Computer

Target Analysis



Basic Controls

To control the U.S.S. Enterprise™ and its crew, we will assume for the next several paragraphs that you are using a mouse. If no mouse is connected to your computer and you are playing using only the keyboard controls, see "Keyboard Controls", on page 18.

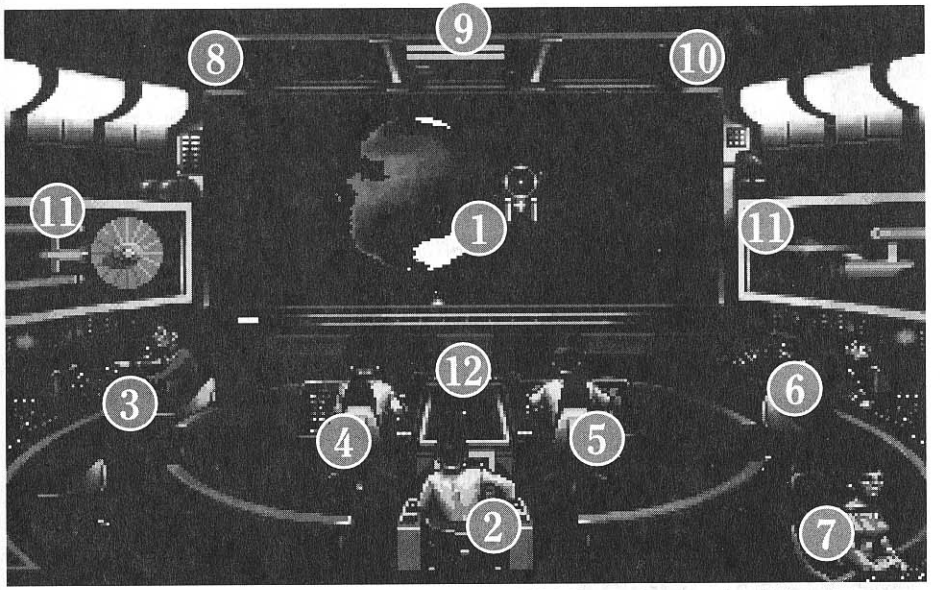
Star Trek®: 25th Anniversary™ is divided into two sections: on board the U.S.S. Enterprise, and on ground missions. Read the following section, "On Board the U.S.S. Enterprise" for how to play while on board the Starship Enterprise. See page 19, "The Environment", for how to play the ground missions when the crew beams down to planet surfaces and other starships.

On Board the U.S.S. Enterprise™

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. The bridge crew each have specific duties. By selecting the appropriate crew member, you can order that officer to execute a given task. What tasks each crew member can perform is listed below:

KIRK

You are Captain Kirk. You can check reviews of past mission performances by selecting the *Captain's Log Icon.* Choose the *Transporter Icon* when you wish the landing party to leave the ship. Select the *Options Icon* and a new set of icons will be displayed: Save Game, Load Game, Music On/Off, Sound Effects On/Off, Text Display Options, and Quit Game.



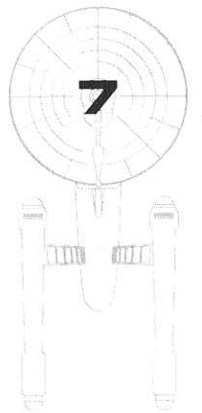
The Bridge with 1-Starship Cursor and Main Screen. Crew members 2-Capt. Kirk, 3-Scotty, 4-Sulu, 5-Chekov, 6-Spock, 7-Uhura. Monitors include 8-Phaser Ready, 9-Power Status/ Speed Status, 10-Photon Torpedo Ready, 11-Ship Systems, and 12-Ship Position.

SPOCK

Commander Spock occupies the science station. Use his *Talk Icon* to get valuable advice and information on your current mission.

Spock has access to the ship's library computer. If you select the *Computer Icon,* you can type in any subject relating to the game and press [Enter]. The computer will tell you any relevant information about your subject. To exit the computer, enter an empty message or press [Esc]. You may wish to take notes on the information you find. It can be extremely useful!

Spock can also give you a computer analysis on enemy starships during combat. The *Ship Systems Monitors* will show damage information on the last ship you have fired on. Remember that you can not see damage information on the



U.S.S. Enterprise™ while *Target Analysis* is on, so be sure to turn it off occasionally to check on your own status!

Damage Control

SCOTTY

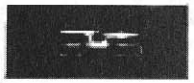
Lt. Commander Scott sits at the engineering station. From there he directs damage control and the ship's engines. If the U.S.S. Enterprise is damaged due to combat, Scotty will direct his damage control teams to make repairs on the ship's systems automatically.

Emergency Power

By selecting the *Damage Control Icon,* you can tell Scotty to concentrate repairs on a particular system. Scotty will allocate additional repair crews on that system, repairing it faster. See *Ship Systems* for more details.

Communications

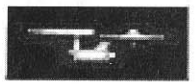
You can order Scotty to give you *Emergency Power.* This only lasts for a short time and the strain on the engines is such that you can not use Emergency Power again until Scotty has time after combat to do repairs.



Orbit

UHURA

Lieutenant Uhura is the communications officer. 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. Once communications are established, you can have her send computer files and other information by selecting the *Communications Icon* again.

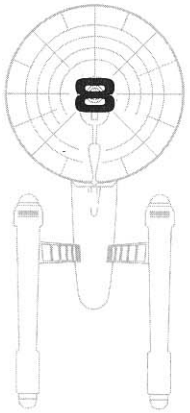


Shields

SULU

Lieutenant Sulu is the ship's helmsman. By selecting the *Orbit Icon,* 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.

Sulu also controls the ship's shields. By selecting the *Shields Icon,* he will raise or lower the U.S.S. Enterprise's main deflector shields. If the ship's shields are raised, you cannot use the transporter.



CHEKOV

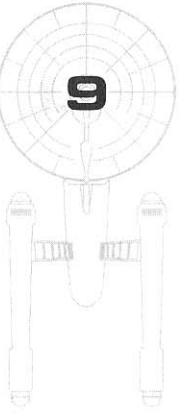
Ensign Chekov is assigned to navigation. Selecting the *Navigation Icon* will bring up the star map. You will need to refer to the star map in the center of this manual for the names of the stars. Position the cursor around the star you wish to go to. Click it and the U.S.S. Enterprise™ will arrive at warp speed.

Navigation

Weapons

Be sure of your destination before your select the *Navigation Icon.* You must select a destination once you are at the star map screen. Going off-course is sure to antagonize someone! (Lt. Uhura will remind you of your destination if you ask her.)

Chekov also controls the ship's phasers and photon torpedoes. By selecting the *Weapons Icon,* he will activate or deactivate the ship's phasers and photon torpedoes. You can't fire until these are armed!



There are a number of systems that are vital to the operation of the U.S.S. Enterprise™ during hazardous situations. If damaged, Scotty will assign damage control parties to make repairs.

Repair Shields

SHIELDS

The main deflector shields protect the U.S.S. Enterprise from damage. Once activated, they will nullify a portion of the damage done to the ship. The more damage they absorb, the less effective the shields become until they fail completely.

There are six shields: front, rear, left, right, top and bottom. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away 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.

Repair Bridge

BRIDGE

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

Repair Sensors

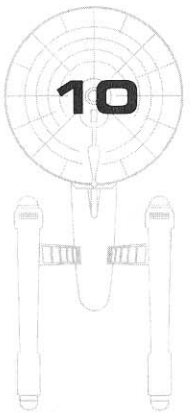
SENSORS

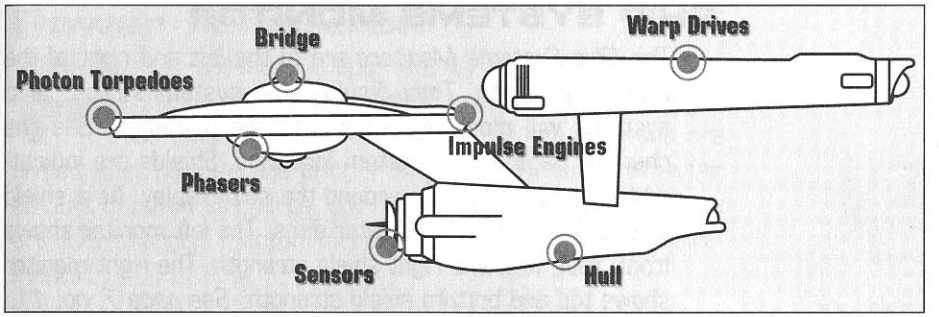
The main sensor array is represented by your main view screen. Without this you are virtually blind! As it accumulates damage, there will be greater and greater interference patterns obscuring your view. If you ever want Mr. Scott to concentrate his damage control parties on something, this is it.

Repair Hull

HULL

Scotty will repair this 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 Starship Enterprise is destroyed.*





PHASERS

Phasers are a phased light beam, somewhat similar to a laser beam. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes can be reloaded, but they draw 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.

Repair Phasers

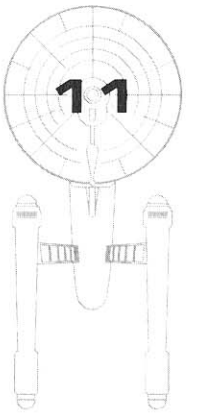
The *Phaser Ready Monitor* is just above the Main Viewscreen on the left. A bar graph shows the charging status. Once the phasers are fully charged and ready to fire, the light will turn green. A phaser that is out of commision will blink red.

Repair Photon Torpedoes

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 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. The slower speed requires you to lead the target more than you would with phasers.

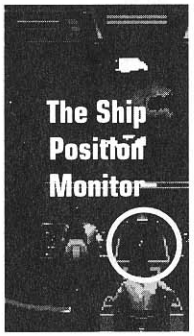
The *Photon Torpedo Ready Monitor* is just above the Main Viewscreen on the right. A bar graph will show the reload progress, and the light will turn green when they are ready to fire. A photon torpedo tube that is out of commission will blink red.



SHIP SYSTEMS MONITOR

The *Ship Systems Monitors* are to the left and right of the main viewscreen. They display ship system status. Ship systems will glow red when they are damaged. See the chart on page 11 for system locations. Shields are indicated by the yellow outline around the ship display. As a shield side is damaged, the indicator dims. The left monitor shows front, rear, left, and right shield strength. The right monitor shows top and bottom shield strength. *See page 7, no. 11.*

SHIP POSITION MONITOR

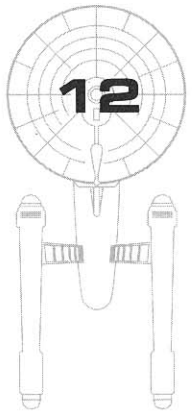


This is above Kirk and below the Main Viewscreen. It shows the relative position of enemy ships to the U.S.S. Enterprise™. It functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer edge. To keep track of multiple targets, the Ship Position Monitor assigns different colored dots for each ship. Remember the colored dot of each ship. If there are several ships of the same type, this is the only easy way to tell the difference! *See page 7, no. 12.*

WARP AND IMPULSE ENGINES

Power for the ship's systems and movement are provided by the ship's engines. The two warp pods provide the bulk of the power and are required for "warping" space 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. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

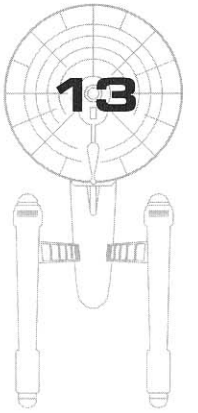
The *Power Status Monitor* is just above the Main Viewscreen in the middle. The two upper bar graphs show the relative power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated. *See page 7, no. 9.*



Power Allocation

Power allocation is optimized by the ship's computers. Shields have top priority and will always be charged as long as power is available. When weapons are armed, they have second 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 U.S.S. 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 U.S.S. Enterprise™ will probably soon follow.



Ship Movement

You can toggle between direction control and crew selection by pressing Tab.

5
Centers Flight Cursor (from keypad)

Speed Control

~ `
Reverse (slow)

! 1
Stop

@ 2
Slowest

^ 6
Half Speed

) 0
Full Speed

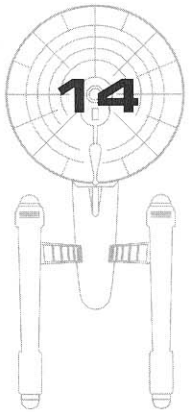
MOUSE

When in ship movement mode, the cursor will be restricted to the Main Viewscreen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. You can center the cursor by pressing 5 on the numeric keypad.

The left mouse button fires your phasers. The right mouse button fires your photon torpedoes. These are aimed at the current location of the *Starship Cursor*.

SPEED

Use the number keys along the top of your keyboard (not from the numeric keypad) to select your speed. [1] is a dead stop with speed increasing as you choose higher numbers. [0] is top speed (think of it as ten). The [~ `] key (left of the [1] key) will put the ship into a slow reverse speed. You can check your current speed by looking at the middle monitor directly above the view screen (below the Power Available bar graphs). The upper green bar represents the speed you last commanded, and the lower red bar represents your actual speed (which may be reduced because the ship's power is down).



Opposing Ships

Aside from mock combat with another Federation heavy cruiser, there are several starships that may oppose you:

KLINGON™ BATTLE CRUISER

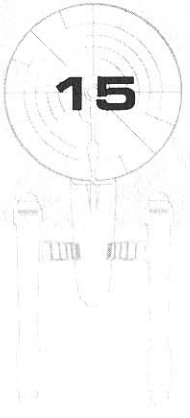
The Klingon Empire is an aggressive culture that extols warrior values. Outright war is prevented by treaty, but the Klingons have been able to provoke more than a few incidents. Armed with disruptors and photon torpedoes, Klingon vessels are similar in speed and maneuverability to the Starship Enterprise™. The single torpedo leaves the firepower somewhat weaker but facing two of these cruisers would be extremely deadly.

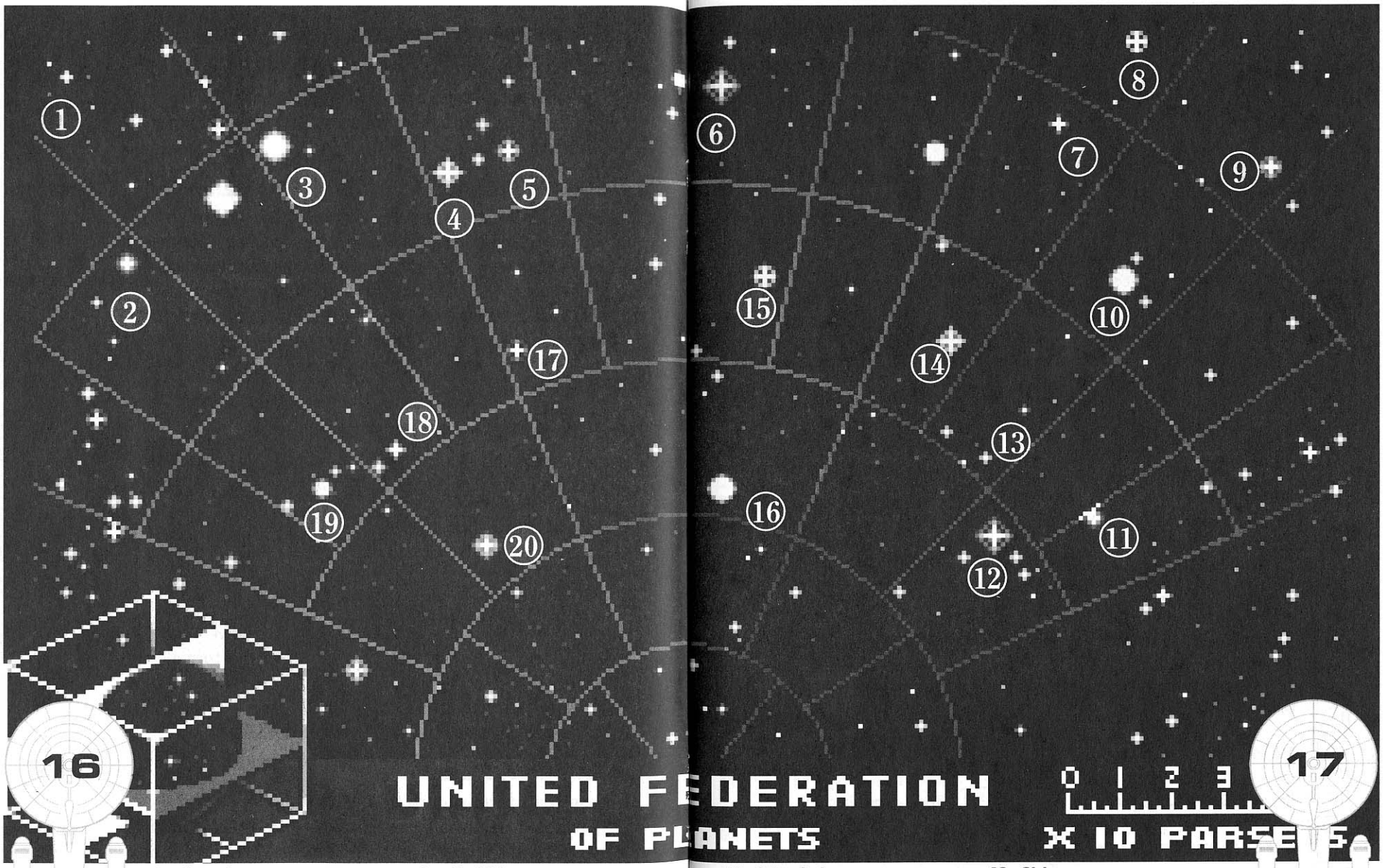
ROMULAN™ WARBIRD

Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A neutral zone agreed by treaty separates the two societies, but violations on both sides have occurred. Romulans are of the same genetic stock as Vulcans, but do not believe in the Vulcan values of peace and logic. The Romulan ships are slow and maneuver poorly, but have two advantages: a powerful plasma torpedo and a cloaking device that renders the ship very difficult to detect in combat except when firing the torpedo. Beware! Due to a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices.

ELASI PIRATES

A loose confederation of pirate captains that prey on shipping for the most part. Their ships are small and quick and are armed with a variety of defensive systems. They are primarily a danger when attacking with two or more ships.





1	Centurius	6	Elasi Prime
2	Cameron's Star	7	Digifal
3	ARK-7	8	Strahkeer
4	Harlequin	9	Hrakkour
5	Harrapa	10	Tri-Rho Nautica

11	Shiva Omicron	16	Sirius
12	Alpha Proxima	17	Sigma Zhukova
13	Omega Maelstrom	18	Castor
14	Argos IV	19	Pollux
15	Beta Myamid	20	Christgen

KEYBOARD COMMANDS

Left button fires **Phasers.**

Right mouse button fires **Photon torpedoes.**

W — Toggles **weapons** on/off.

S — Toggles **shields** on/off.

A — Toggles **target analysis** of enemy ships on Ship System Monitors. Always shows the last ship damaged by the U.S.S. Enterprise™

E — Activates **emergency power** if it is available.

D — This brings up the **damage control** Repair Icons. Select the ship system you want Scotty to concentrate repair on first.

Enter — Fires **phasers.**

"Space bar" fires **photon torpedoes**

V — Toggles between the **normal bridge view** and **full screen view.**

Tab — Toggles between **movement/fire mode** and **crew selection mode.**

Shift + < — **Reduces** the Main View Screen magnification.

Shift + > — **Enlarges** the Main View Screen magnification.

0 — Enters or exits **orbit.**

5 — [keypad] **Centers** controls.

N — Main star **navigational** map.

K — Opens **Kirk's** option icons.

T — Ask **Mr. Spock** for advice.

C — Spock's **Library Computer.**

H — Uhura's **Communication Icon.**

Ctrl + P — **Pauses** the game.

Ctrl + E — Toggles **sound** on/off.

Ctrl + M — Toggles **music** on/off.

Ctrl + Q — **Quits** STAR TREK.

Ship speed.

REVERSE ~ ` | STOP ! 1 | SLOW @ 2 # 3 $ 4 % 5 ^ 6 & 7 * 8 (9) 0 FAST

THE ENVIRONMENT

Kirk and his landing party on Pollux V.

The Landing Party

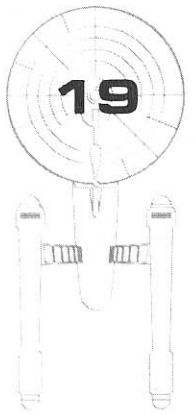
When transporting to a planet or other starship, Captain Kirk will lead a landing party of himself, Mr. Spock, Dr. McCoy and a Security Officer. Be warned, situations can be dangerous. If Kirk, Spock or McCoy is killed by your actions, the game is over.

Generally there is some kind of warning placed within the game (you don't have to learn by dying, but you can die.) Losing the Security Officer does not lose the game, however, and you can continue the mission. Constantly losing security officers is frowned on by Starfleet Command!

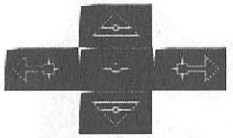
Moving About

Point to the area of the ground you want Captain Kirk to go to and click the mouse. He will walk to that spot automatically. If you want Captain Kirk to exit a door, then click on it. Kirk will walk to the door and the landing party will exit the room.

You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.



The Command Interface.



Scrolling icons: Left/Right, Up/Down, and Select in the center.

Inventory Icon

Command Icons

By clicking on the right mouse button or pressing the space bar, you can call up the Command Interface. This is where you can select the various game commands during landing party missions. The following commands are available: Talk, Look, Get, Use, and Options.

The cursor will change to an appropriate icon when one of these commands is activated. The icon will display a red border when placed over something potentially useful. To close the Command Interface without selecting an icon, click outside the box. When no icon is selected, the cursor will default to the Walk Icon.

When on a ground mission, your right mouse button will only be used to call up the Command Interface. If you want to click on anything else, you'll be using the left mouse button.

The various commands are:

TALK

Place the cursor over the Command Interface's mouth and click the left mouse button. The normal cursor will be replaced with a *Talk* cursor. Place the *Talk* cursor over the character you wish to talk to and click the left mouse button again.

You may be given several options on what you can say—be sure to read them all before making your selection. You can scroll through the selections using the scrolling icons.

Remember, you are representing the Federation and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. *Remember to talk to Spock, McCoy and the Security Officer as they may have valuable advice to give.*

LOOK

Place the cursor over the Command Interface's eyes and click the left mouse button. The cursor will change to the *Look* cursor. Place this over the person or thing you wish to look at and click the left mouse button again.

Additionally, there will be an Inventory Icon in the upper left of the screen. Point to the Inventory Icon and click the left mouse button to look at anything you may be carrying, including your landing party equipment (see page 23).

USE

Place the cursor over the Command Interface's hand holding the ball and click the left mouse button. The cursor will become a ball. From here it is a two-step operation: select the item or crew member you wish to use followed by the item or character you wish to affect. Use Spock on the Alien Contraption and he will try to operate it. Use medical kit on Security Officer and McCoy will try to heal him. If a character is asking for an item, use the item on the character and it will be given. Use Kirk on the Communicator and he will try to contact the ship. Remember, this is always a two-step operation: use one thing on the second thing. (You can't Use Spock on the Tricorder™ on the Rock, but you can Use either Tricorder on the Rock.)

Note that the item or person that is selected "In Use" will be displayed next to the Inventory Icon. You can also use one inventory item on another. To do this, click the Use Icon with the left mouse button, then select an inventory item. While this item is displayed, click on the inventory icon with the left mouse button and select another item.

THE ENVIRONMENT

GET

Place the cursor over the Command Interface's hand that is extended downward and click the left mouse button. Place the *Get* cursor over the thing you wish to get and click the left mouse button again. If the item can be taken, it will be added to your inventory.

OPTIONS

Place the cursor over the Starfleet Symbol and click the left mouse button. This will bring up a series of icons similar to the ones available on the bridge: Save Game, Load Game, Music On/Off, Sound Effects On/Off, Text Display Options, and Quit Game.

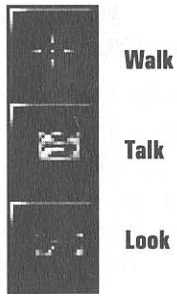
KEYBOARD COMMANDS

Shortcut keyboard commands are available while on landing party missions.

[T] Talk [L] Look [G] Get [U] Use [W] Walk

[I] Inventory *(while in the Use or Look mode)*

Ground Icons



Walk

Talk

Look

Use

Get

Options

LANDING PARTY EQUIPMENT

The landing party comes equipped with several items. The following gives a brief description of each. Other items you must figure out as you go along.

PHASER

Two icons are shown, green for stun, red for 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.

TRICORDER™

This is a sensing and scanning device. Think of it as a very powerful Look device. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy is the obvious choice; if you want to find out something about the alien contraption, Spock is your man. 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.

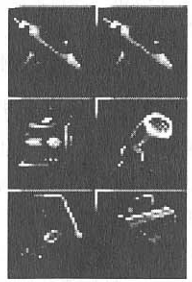
MEDICAL KIT

McCoy's Tricorder is a diagnostic aid. You need to use the medical kit to actually cure anyone.

COMMUNICATOR

You can talk with Scotty aboard the U.S.S. Enterprise™ with this and get advice or issue commands. You can use anyone on this, but it's Kirk that will do the talking.

Phaser (green) Stun



Phaser (red) Full Power

Spock's Tricorder

McCoy's Tricorder

Kirk's Communicator

McCoy's Medical Kit

Standard equipment. More items will be added to your inventory through game play.

Your boss, the Admiral of Starfleet.

THE SCENARIOS

Each scenario will begin with a mission assignment from Starfleet Command. You will need to navigate to the star system Starfleet assigns you and resolve the situation. You may face interference from other starships. 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.

STARFLEET REVIEW

The better you do in a given mission, the higher the rating Starfleet will give you. Solving puzzles, aiding others, and behaving like a representative of Starfleet in general is the key 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 of their duties on board the U.S.S. Enterprise™ — Mr. Sulu maneuvers the ship more quickly, Mr. Scott coaxes more emergency power from the engines, etc.

U.S.S. ENTERPRISE™

The ship is almost 1000 feet long and carries a crew of over four hundred. The main saucer section is 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 and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

CAPTAIN JAMES T. KIRK

Kirk is the current Captain of the U.S.S. Enterprise, 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. He is 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 U.S.S. 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 likes the Vulcan First Officer.

BACKGROUNDS

LT. COMMANDER MONTGOMERY "SCOTTY" SCOTT

The ever-resourceful Engineering Officer. The 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 through sheer love of engineering. Saying Mr. Scott is from Scotland would be redundant.

LIEUTENANT HIKARU SULU

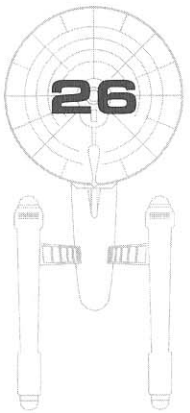
The ship's helmsman, he is the model of an efficient officer and never needs to have the same order given twice.

LIEUTENANT NYOTA UHURA

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

ENSIGN PAVEL CHEKOV

The ship's navigation officer. Reliable, but brash and inexperienced. The U.S.S. Enterprise™ is his first space assignment. Raw material waiting to be honed by Kirk. Chekov was born outside of Moscow in Russia.



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Manual Editor	Bruce Warner
Cover Illustration	Kevin Davidson
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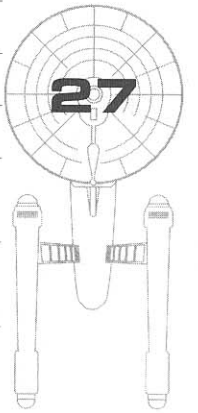
Assistant Producer	Scott Campbell
Producer Star Trek 25th Anniversary	Bruce Schlickbernd
Producer Enhanced CD-ROM version	Bill Dugan
Executive Producer	Brian Fargo



VOICE CAST

Starring

William Shatner	James T. Kirk
Leonard Nimoy	Mr. Spock
DeForest Kelley	Dr. Leonard McCoy
James Doohan	Montgomery Scott
George Takei	Hikaru Sulu
Walter Koenig	Pavel Chekov
Nichelle Nichols	Nyota Uhura

Also Featuring

Catherine Battistone	Narrator
Joyce Kurtz	Computer Voices
Carol Sally Rainer	Federation Admiral
Melodee M. Spevak	Brittany Marata and Computer
Robert Barron	Brother Stephen
Steve Bulen	Elasi Cereth, Lt. Ferris and Captain Patterson
Eddiie Frierson	Ensign Everts and Elasi Captain
Clynell Jackson III	Vlict Kenka
George Almond	Elasi Crewman 1, Elasi Crewman 2
Anthony de Longis	Federation Admiral
Kerrigan Mahan	Lt. Stragey and Brother Chubb
David Mallow	Ensign Kije
Michael McConnohie	Lt. Christensen, Brother Chubb and Commander Taraz
Darren Raleigh	Ensign Mosher
Michael Reynolds	Alien Reptile and Les Bredell
Michael Sorich	Ensign Bennie and Kallarax
Doug Stone	Prelate Angiven and Tloaxac
Terrence Stone	Lt. Buchert, Andrea Preax and Brother Roberts
Bob Towers	Crewman 1, Bialbi and Lights
Jeff Winkless	Quetzecoatl
Tom Wyner	Harry Mudd and Cheever
Voices directed by	Michael McConnohie, Bill Dugan and Charles Deenen

Engineers

Village Recorder	Richard Ornstein and Jeremy Welt
Post Logic	Tony Friedman
Paramount Studios	"Stoker"
Interplay	Charles Deenen
Voice Editing and Processing	Rick Jackson, Larry Peacock, Brian Luzietti and Charles Deenen
Music	Rick Jackson, The Fatman and Dave Govett
Original Star Trek Theme	Alexander Courage
Sound Effects	Charles Deenen and Brian Luzietti
Audio Director	Charles Deenen

Recorded at Village Recorder, Post Logic, Paramount Studios and Interplay Productions,Inc. DINR Software provided by Digidesign.

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GEnie

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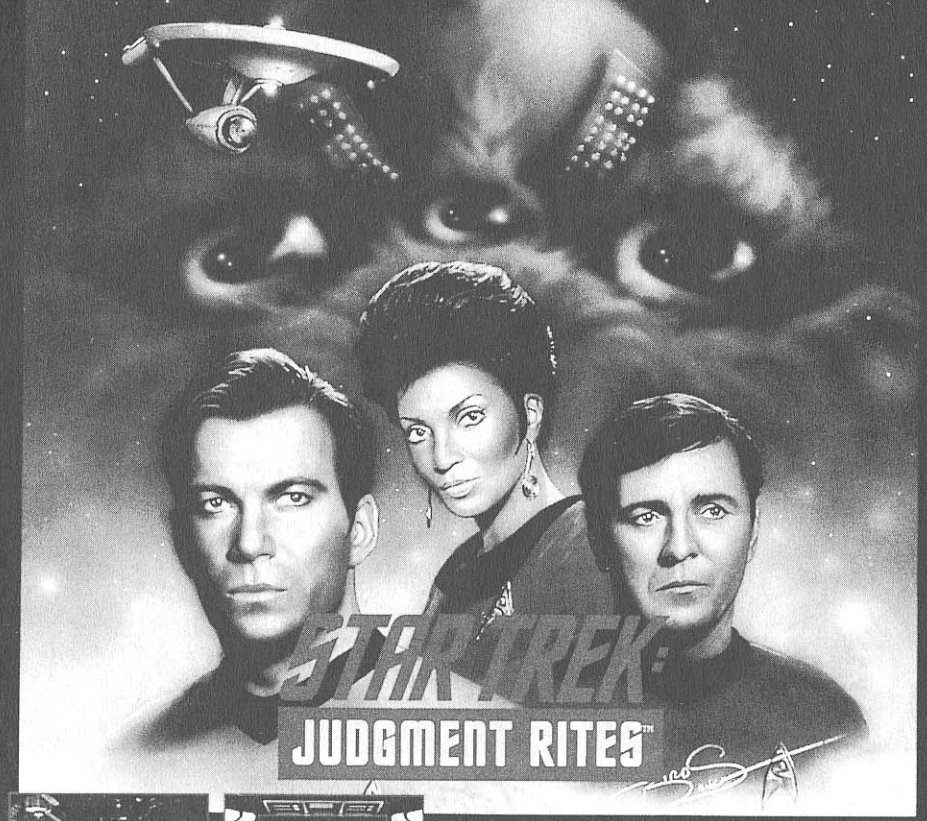

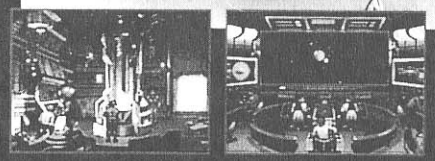

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