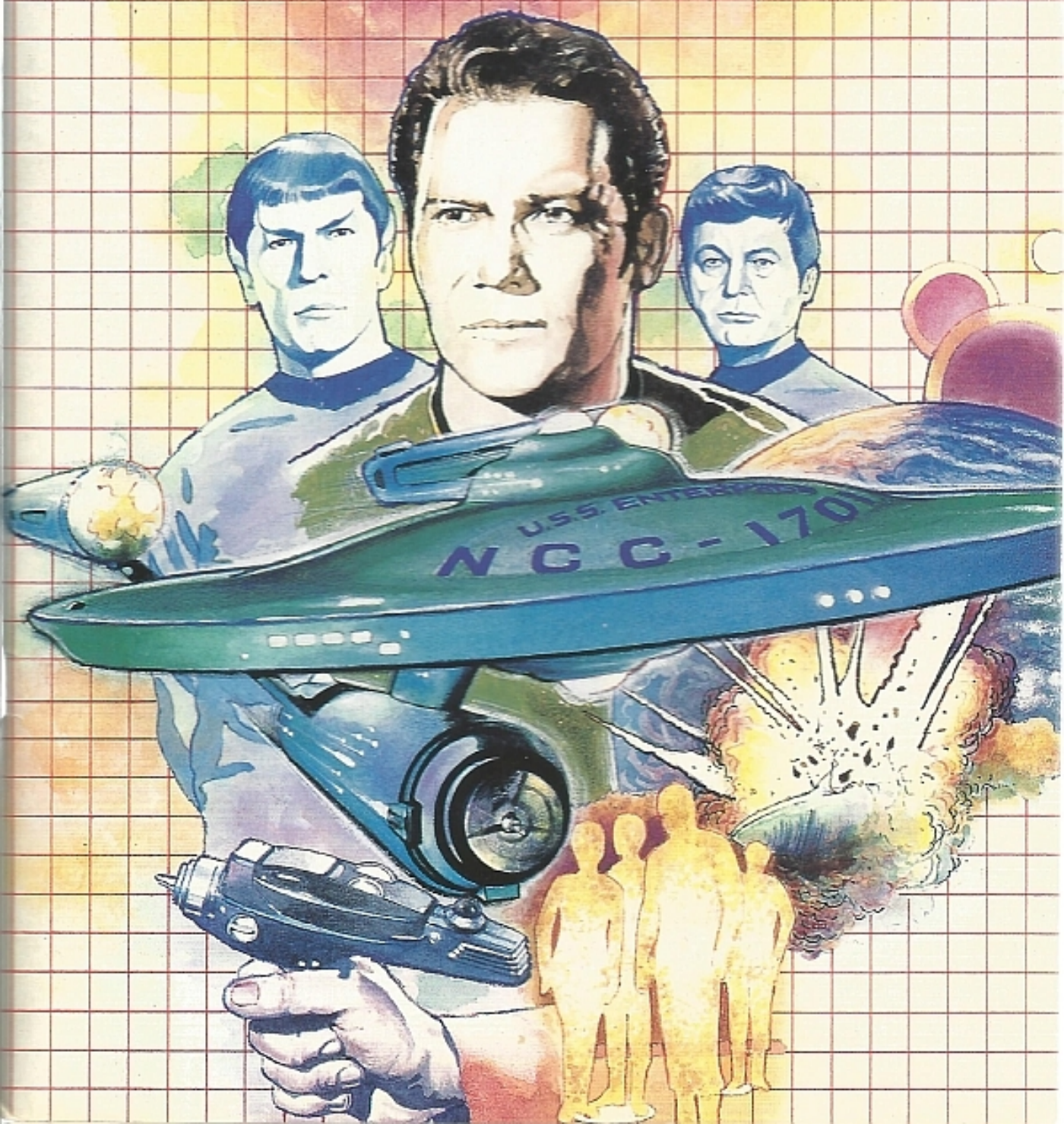


A Graphic Adventure for IBM, Tandy, Compaq, and compatible computers

STAR TREK[®]

THE REBEL UNIVERSE




STAR TREK[®]

THE REBEL UNIVERSE

by FIREBIRD SOFTWARE



Simon and Schuster Software
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New York



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BEGIN TRANSMISSION:

STARFLEET COMMAND DIRECTIVE
12-QZ-63788

TO: CAPTAIN JAMES T. KIRK,
U.S.S. ENTERPRISE

PRIORITY ONE

For some time, Starfleet Command has designated the region of space within the Sagittarius Arm as out of bounds to all United Federation of Planets vessels. The reasons for the isolation of this "Quarantine Zone" have, until now, remained strictly classified.

Within the past few months, twenty Federation starships have entered the Quarantine Zone. All twenty have subsequently turned renegade, apparently switching their allegiance to the Klingon Empire. Many of these starships originally entered the Zone under Starfleet Command orders to investigate the phenomenon. Each ship, without exception, turned renegade before it could communicate any useful data on the situation. The only relevant information we possess is the last known locations of each of the rebel starships before communications were broken.

The locations of the starships fall within an area centered on the star Dakiak. This region has expanded at an accelerating rate. Our projections now show this "mutiny sphere" enveloping the entire Federation within a matter of months.

With no known means of stemming this rising tide of mutiny within the Federation, Starfleet Command has been forced to isolate the renegade zone completely by enclosing it within a Klein Sphere, an interstellar barrier through which no material object can pass. The Klein Sphere will be erected as soon as the Enterprise enters the Quarantine Zone.



Though the Enterprise will remain in subspace communication with Starfleet Command, it will be, effectively, trapped within the renegade zone.

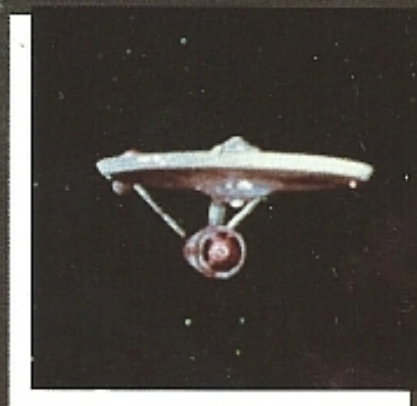
Your mission is to discover the cause of this mutiny (suspicion inevitably falls on the Klingons) and reverse its effects within a five-year time period. If the Enterprise succeeds, the thousand stars within the Quarantine Zone will be saved, the Klein Sphere will be dissolved, and the quarantine lifted. If it fails, the Enterprise and its crew are condemned to eternal imprisonment within the renegade zone and Starfleet Command will be forced to make the final adjustments to the Klein Sphere and make it a permanent fixture in space.

Remember that, in addition to Federation, Klingon, and Independent planets, there are some Romulan-controlled worlds within the Quarantine Zone.

The Romulans themselves maintain a carefully guarded neutrality, but the very existence of the Quarantine Zone has caused a diplomatic incident of galactic proportions for the Federation. Romulan ambassadors to the Federation have lodged strident and continual protests at the Federation's action, and they have demanded the immediate dissolution of the Klein Sphere. Thus, the Romulan stance towards the Enterprise and its mission is one of noncooperation.

END TRANSMISSION

Captain's Log *stardate 4107.6*



In accordance with the directive issued by Starfleet Command seven days ago, the Enterprise has now entered a region of space designated the Quarantine Zone, and we have now established that this Quarantine Zone is, in fact, a Klingon construct. The Klingons have discovered that a peculiar isotope of dilithium, dilithium delta 6, found only on Dekian II, acts as a telepathic amplifier. In particular, when linked to a major power source, such as a starship's warp drives, dilithium delta 6 renders most sentient beings within range open to telepathic suggestion from a distance of light-years.

To exploit this exotic property of dilithium delta 6, the Klingons have constructed a psimitter, a device which emits coherent psi-beams. Psi-beams are unique in that they can be used as carriers of telepathic information. However, they are also unique in the truly prodigious quantities of energy required to maintain them over useful distances for useful periods of time. For a psi-beam to be effective throughout the entire area of the Quarantine Zone, the Klingon psimitter would require energy equivalent to the daily output of about twelve stellar masses.

Consequently, the Klingons have been unable to build a mobile psimitter, basing it instead on an energy-refining planet close to the center of the Quarantine Zone. Even this has proven insufficient to fuel the psimitter's voracious appetite, however, forcing the Klingons to construct a form of interstellar power grid around the psimitter planet. A network of similar energy-refining planets feed their output to the psimitter planet, using I-beams to transmit the power.

The Klingons have not relied exclusively on the psimitter and dilithium delta 6, however. They have backed up their scheme with a considerable starfleet of their own within the Quarantine

Zone. Their method for "converting" a Federation vessel involves sending a Klingon starship or surrogate (perhaps one of the mutinous Federation ships) as close as possible to the target, under a flag of truce if necessary. At close range, dilithium delta 6 on board the Klingon vessel is powerful enough to subvert the Federation crew telepathically. Once they have asserted telepathic dominance, the Klingons board the Federation craft, bearing a "gift" of dilithium delta 6 to be used in the warp drives of the target vessel. This ensures continued Klingon telepathic control even after they return to their own ship.

This stratagem, which would be useless against a Klingon ship (Klingons have little respect for the concept of a "truce" and would obliterate any approaching vessel, white flag or not), has been devastatingly successful against Federation ships, which respect the neutrality of non-hostile vessels. Even now, isolated from the rest of the universe by the Klein Sphere, the commanding Klingon admiral relentlessly pursues his objective. If the experiment succeeds within the Quarantine Zone, it can just as easily succeed outside the zone once the Klingon Empire finds new sources of dilithium delta 6.

Within the Quarantine Zone, by accident rather than design, there are also Romulan vessels and Romulan-controlled planets. The Klingon admiral's orders are to avoid confrontation with the Romulans, treating them as neutrals. At all costs, he must prevent any cooperation between the Romulans and the Federation.

The Klingons fear the Romulan cloaking device, which renders their ships invulnerable not only to normal electromagnetic radiation but to telepathic emissions from dilithium delta 6 as well. If the Romulans were to act in concert with the Federation, it would be disastrous to the Klingon conspiracy. The crew has been informed of the perilous yet vital nature of this assignment and are prepared to act accordingly.

James T. Kirk
Captain



BOOTING UP THE GAME

Before booting up the game, you will need to format two blank disks. These will be your "save" disks. Now boot up your DOS disk. Insert the game disk into the disk drive, and at the A> prompt, type **startrek**, then press ENTER. The game will now load. Do not touch the keyboard, mouse, or joystick while the game is loading.

Once the game is loaded, you may remove your game disk. You will not have to reinsert the game disk unless you want to restart the game.

If you wish to copy the game to your fixed (hard) disk, you should make a directory on your fixed disk for The Rebel Universe. Then copy the disk to your directory. Change to your new Rebel Universe directory. At the C> prompt, type **startrek**, then press ENTER.

The first screen that appears is the choice "1. mouse, 2. joystick, 3. keyboard?" Select the one you will be using to move through the game. Before choosing an input device, you may use the space bar to choose a color set. After making your selection, you are then asked to confirm your choice by typing Y or N after the question "Are you sure?"

How to Exit Back to DOS

Click on the L or S box on Kirk's screen. This will give you the Load or Save game position option. The L or S box will now become an E box. If you wish to exit to DOS, click on the E box. You will now see the message "Exit" and two boxes, Y and N, will appear. You should click on the Y to confirm that you wish to exit to DOS, or click on N to get back into the game.

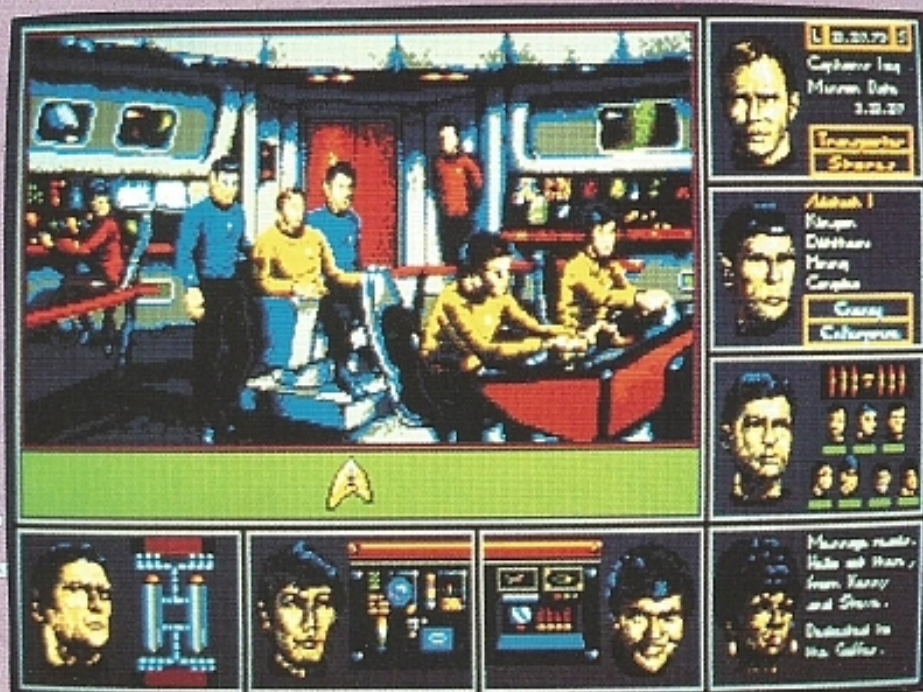
GAME CONTROL

MOVING THROUGH *THE REBEL UNIVERSE*

The Rebel Universe employs the Multivision game system. It offers the user a unique and flexible way to view and control many diverse events, using either a mouse, joystick, or keyboard as indicated below. The numbers refer only to the numeric pad on the right of the keyboard.

- | | |
|--|-----------------------|
| Q or ↑ = up | Home (7) = up left |
| A or ↓ = down | PgUp (9) = up right |
| O or ← = left | End (1) = down left |
| P or → = right | PgDn (3) = down right |
| Space bar = joystick or mouse action buttons | |

The computer screen is divided into one primary display area surrounded by seven smaller secondary screens. As the game begins, the primary display area shows the *Enterprise's* bridge, complete with crew. In the secondary screens are portraits of the seven officers you will be controlling. Each character's screen provides access to the functions he or she



From Atari ST version.

is responsible for aboard the *Enterprise*. Most of the secondary character screens provide this access through *control points*, items on the screen that, when you click on them, call up further subscreens related to each crew member's function. For example, if engaged in battle, choose the control points on Chekov's screen, because he is the weapons officer and will be of greater use than say, the medical officer.

All but Scotty's, McCoy's, and Uhura's screens contain at least one control point. These control points vary according to the particular screen and include pictures of people, objects, and instrument panels.

The following is a detailed chart which lists the various screens and how they will help you throughout the game.

<p><i>Kirk</i></p> <p>saving loading pausing elapsed time number of enemies destroyed</p>	<p><i>Spock</i></p> <p>solar system types planet types enemy status <i>Enterprise</i> status</p>	<p><i>Sulu</i></p> <p>Starglobe drive controls solar system</p>	
<p><i>Scotty</i></p> <p>warp and impulse status</p>	<p><i>Chekov</i></p> <p>weapons tracking targeting</p>	<p><i>McCoy</i></p> <p>crew's health status</p>	<p><i>Uhura</i></p> <p>communications</p>

SELECTING A SCREEN

To select a screen, move the cursor (the Federation symbol) to one of the secondary screens and press the action button. The screen you select now moves into the primary display area, swapping positions with the previous primary screen. You can now view the screen in greater detail and interact with it directly, choosing any of its control points.

AVAILABLE SCREENS

Although *The Rebel Universe* includes over a dozen screens, only eight are visible at any one time. The Multivision system contains an editor that selects the eight most appropriate screens, so the composition of the display looks different at various points during the course of play. The bridge is the one screen that is always available, except during a landing party sequence (see note below). All other screens can be accessed via the bridge, where the pictures of the crew members themselves serve as the control points.

Note: The only time the bridge screen is not displayed is during a landing party sequence. If you want to access the bridge screen at this time, the landing party must first return to the *Enterprise*. To do this, move the cursor to any of the seven secondary screens displaying the *Enterprise* and click. The landing party will now beam back up to the ship.

Before moving on in the manual, experiment with these screens and controls. Regard this initial practice time as part of a starship training course, and remember: making the right decision at the right time is the real challenge, as it is for any true Federation starship commander.

PAUSING, SAVING, AND LOADING

The Kirk screen must occupy the primary display area if you wish to pause during a game, save a game in progress, or load a previously saved game. At the top of the Kirk screen the letters L and S appear on either side of the rectangular time display window. The L and S control loading and saving, respectively.



From Atari ST version.

PAUSING A GAME

To pause your game, move the cursor to the time display window between the L and S and click. The cursor will now freeze on this spot and time will stand still. You can remain in the pause mode as long as you like. To resume play, simply press the action button. The cursor will now unfreeze and you will be where you were when you paused. Remember that if you go into the pause mode during a battle, the battle will continue the moment you resume the game.

SAVING YOUR POSITION

Clicking on the S initiates the procedure for saving the game. The time display will be replaced by the numbers 1–8, which represent the eight different save positions you may choose from. To save your position, place the cursor on any of the eight save numbers and click. A prompt will appear that reminds you to insert a “save” disk into the disk drive (one of your blank formatted disks). Game positions 1 to 4 are saved to your first “save” disk and game positions 5 to 8 are saved to your second “save” disk—so you must remember to insert the correct save disk into the disk drive.

The prompt "Done" will appear when the save operation is complete. When you continue with the game, the time display window will then reappear.

If, after completing the save procedure, you get the prompt "Failed" instead of "Done," then either your save disk is write-protected or a disk was not inserted in the drive. To prevent a "Failed" message due to write-protection, you should remove the tab that covers the notch in the side of the disk.

As you are playing the game, you may find that eight save positions aren't enough. You can actually have an unlimited number of save positions, provided you have an unlimited number of formatted disks. If you've used up all eight save positions on both of your save disks then you should obtain two more blank formatted disks to use for saving additional game positions.

Suppose you click on L or S but then decide you do not want to save or load the game at that particular moment. Or perhaps you accidentally click on the L instead of the S. Don't panic. Move the cursor either to the prompt that tells you to insert your save disk or to Kirk's portrait, and click. The time display window will now reappear and the save procedure will be canceled.

Now suppose you have saved eight game positions but you decide that you no longer need, for example, position number four. You may save your new position as number four, but keep in mind that the original save position for number four will be *replaced* by the position you are now saving. This is why it's a good idea to have more than one set of save disks, to avoid accidentally "wiping out" any of your saved positions.

When saving each position, it is imperative that you record the number at which you are saving and what has happened thus far in the game, so that you don't get confused by all of your different save positions. The chart that follows is an example of the kind of information you may want to record when you save a position.

SAVE/RETRIEVE CHART WITH PLAYER'S EXAMPLE

POSITION NUMBER	SYSTEM ENTERPRISE IS IN	OBJECTS IN STORES	ANALYSIS OF OBJECT	WHAT HAS HAPPENED SO FAR
2 (save disk #1a)	Rariar (Klingon)	2 lepton guns 1 chaff emitter Rom. Codes file	- use on I-beam Generator - battle damage less - Activate Rom. Sig. Console	Pods on ship, in middle of battle, Sulu has Tachyon Gun (use on blast door).
8 (save disk #1b)	Puniex (Romulan)	3 leptons 1 chaff Rom. codes file Kling. Jam. Device Hot-Shot Device	- see above - see above - see above - Klings won't attack - reduces lock-on circle	About to beam down. Sulu, Uhura injured. Need dilithium badly! Sulu has Tachyon Gun.
2 (save disk #2a)	Vernen (Federation)	same as above - plus - Cernekov Crystal 2 psychogen cans	- warp drain reduced - use on rebel commander	Sulu used Tachyon. Made 3 rebels loyal. Ship at FULL POWER. Must find one more psych. can. About to beam down.
3 (save disk #2b)	Xarmuk (Klingon)	same as above	—	Just beamed down and a door collapsed.

Note: Save positions 1-4 are saved to disk 'a' and positions 5-8 are saved to disk 'b.'

LOADING A SAVED GAME

To load a previously saved game, click on the letter L. A prompt will appear, reminding you to insert the disk with the saved game into the drive, and the numbers 1–8 will replace the time display window. Click on the number that corresponds to the saved game you want to load, and it will be restored. (If you are using more than one save disk, be sure to insert the correct disk into the drive.) You will now see the message “Done” and you can continue the game from the point at which the game was saved. The time display window will reappear.

If, after completing the loading procedure, you get the message “Failed” instead of the time display window, you have chosen a number that does not correspond to a saved position. Try the loading procedure again, using a different save number. This is another reason why it’s so important to keep track of your saved positions and their corresponding numbers.

ELAPSED TIME

There are two time displays on Kirk’s screen. The time display window, between the L and S at the top of the screen, shows hours, minutes, and seconds, reading from left to right. Ordinarily, these numbers approximate “real time.” However, if you watch this window while you are warping between solar systems, you will notice that the numbers are changing very quickly. This is because it will take you many days to get from one solar system to another. Therefore, the hours, minutes, and seconds go by very rapidly. The Mission Date display, located in the middle of the screen, shows years, weeks, and days, reading from left to right. You have five years to complete your mission, or the Klein Sphere will become permanent. If you play one game for a long period of time, keep close watch of the elapsed years.

NAVIGATION

To obtain control over the navigation screens, click on Sulu, whose screen incorporates controls related to interstellar and interplanetary movement and navigation. Sulu's secondary screens include:

- the Starglobe screen, for plotting a course to a solar system
- the solar system screen, for visiting the various planets in that solar system
- the drive controls screen, for activating the engines to travel to a system



From Atari ST version.

THE STARGLOBE SCREEN

Throughout the game, use the Starglobe screen to chart a course through space. This screen shows a three-dimensional spherical representation of the region of space in



From Atari ST version.

which the *Enterprise* is currently located. The *Enterprise* is represented by a red dot. Solar systems are represented by white stars.

The Starglobe rotates so that you can easily visualize the three-dimensional positions of the stars. Important: This does *not* mean that the stars are in orbit. The Starglobe's artificial rotation simply helps you perceive the relationships and distances among the stars and planets.

The Rotation Icon

For greater ease in selecting a solar system, you will want to stop the rotation of the Starglobe. When playing with a keyboard you must put the cursor on the rotation icon (the two arrows below and to the right of the globe), then click on the left side of the icon to spin the globe left, and click on the right side of the icon to spin the globe right. If you are using a joystick or a mouse, press the action button on the right to stop the rotation or to start it spinning to the right. Press the action button on the left to stop it or to start it spinning to the left.

Coordinates of the *Enterprise*

At the start of the game, the upper left-hand corner of the Starglobe screen tells you that the *Enterprise* is located at coordinates 50.50.02. As you move from solar system to solar system, these coordinates will change.

Coordinates of a Solar System

Below the *Enterprise's* coordinates is the name of the solar system that it is currently in. At the start of the game, this area will be blank, because the *Enterprise* is not in a solar system and you have not yet plotted a course to a system. When you click on any of the stars within the Starglobe, the name of that solar system and its coordinates will appear.

Choosing a Solar System

To choose a solar system to travel to, place the upper point of the cursor on any of the stars within the Starglobe screen. You must make sure that the upper point of the cursor is on the star. Putting any other part of the cursor on a star will not work. As soon as you have clicked on a star, a red line will appear between that chosen system and the *Enterprise*. For more information, see "Setting Course for a Solar System" (page 24).

***Enterprise's* Distance from a Destination**

Below the coordinates of the solar system that you have chosen will be a number and the letters LY. This represents the solar system's distance from the *Enterprise* in light-years. For example, if the screen reads "17 LY" the *Enterprise* is seventeen light-years from the chosen solar system.

Set Course Window

Use the Set Course window, located below the LY display, only when you have decided which solar system you want to travel to. For more information, see "Setting Course for a Solar System" (page 24).

Levels of Magnification (Zones)

All of the action in *The Rebel Universe* occurs within the Quarantine Zone where the Klein Sphere is located. However, because the Quarantine Zone contains so many solar systems, you will have to narrow your field of vision to see them all. When the Zone window in the lower left-hand corner says, "Quarantine Zone," this means that you are looking at only the primary stars of the entire zone. The Starglobe screen lets you view smaller portions of the Quarantine Zone in greater detail. These further levels of magnification are the Regional and Local Zones. These are magnifications of the Quarantine Zone — they are not separate zones. You can change the zone from Quarantine to Regional to Local by clicking on the Zone window.

If you are playing *The Rebel Universe* with a joystick or a mouse, you can increase magnification (Quarantine Zone to Regional Zone to Local Zone) by pressing the action button on the right and decrease magnification with the action button on the left. When playing with a keyboard, you must click on the Zone window to cycle through the magnification choices.

When the Starglobe screen displays the Regional or Local Zone, a line (highlighted blue) will always point to the center of the Quarantine Zone to help you orient the ship. The line is not visible when the Quarantine Zone is displayed.

Quarantine Zone

This is the lowest level of magnification, representing an overall view of the entire Quarantine Zone. At this level, the Starglobe is centered on the star Dakiak, and displays all of the primary solar systems within the Klein Sphere, and only these primary solar systems. If you click the cursor on various systems at the beginning of the game, you will notice that each solar system is at least eighteen light-years away from the *Enterprise*. You will always see the same systems in the Quarantine Zone regardless of where the *Enterprise* is.

Regional Zone

The Regional Zone display encompasses a spherical area one-half the radius of the Quarantine Zone. The solar systems in the Regional Zone vary according to where the *Enterprise* is in the Quarantine Zone. For example, at the start of the game, the *Enterprise* is at coordinates 50.50.02, so all solar systems in the Regional Zone at the start of the game will be in this approximate area of space, ranging from Dixiak at 51.40.04 to Cernen at 64.67.11.

Local Zone


At the highest magnification, you will see a Local Zone. This is a spherical area one-quarter the radius of the Quarantine Zone. As in a Regional Zone, the solar systems vary, depending on the *Enterprise's* coordinates. At the start of the game, with the *Enterprise* at coordinates 50.50.02, all solar systems in the Local Zone will be directly within this area of space, ranging from Dizok at 53.46.03 to Cerkek at 52.55.12.

PLOTTING A COURSE USING THE STARGLOBE

The Starglobe is 100 light-years in diameter. Therefore, Dakiak, the center star within the globe positioned at 51.50.50, is 51 light-years from the left edge of the Starglobe, 50 light-years from the top of the globe, and 50 light-years into the Starglobe.

All solar systems can be located in space by their three coordinates, labeled *x*, *y*, and *z*. The first axis, the *x*, is the horizontal east-west axis. The second, the *y*, signifies the vertical, north-south axis. The *z* axis runs into the screen, from you into space.

At the start of the game, you will notice that the systems are moving in a circle from right to left. Circling around the center of the screen is the *Enterprise* (the red dot). In order to align the *x* axis, stop the rotation (by clicking on the rotation icon) when the *Enterprise* is directly in the center of the



globe. All of the systems with high x coordinates will now be on the left, and those with low x coordinates will be on the right (Puniex, at 88.65.70, will be at the extreme left, while Hazion, at 18.44.75, will be at the extreme right). Systems with low y coordinates will be at the top, and those with high y coordinates will be at the bottom (Ranar, at 26.14.40, will be at the extreme top, while Xuxiaz, at 45.89.44, will be at the extreme bottom).

Because there are so many solar systems, you will not be able to go directly to every one. Instead, the *Enterprise* must “hop” from system to system and move through the different zones, increasing the level of magnification in order to reach the desired destination. For example, at the start of the game, the *Enterprise* is at coordinates 50.50.02. If you want to get the *Enterprise* to Gekian (63.51.16) you first have to go to Taziok in the Regional Zone (54.44.17) because Gekian is in the same radius of space as Taziok, but is nowhere near 50.50.02.

A solar system in the Quarantine Zone must be used as your first stepping stone. You then move to the Regional Zone to get into a more restricted area of space, and then, finally, the Local Zone to locate your destination.

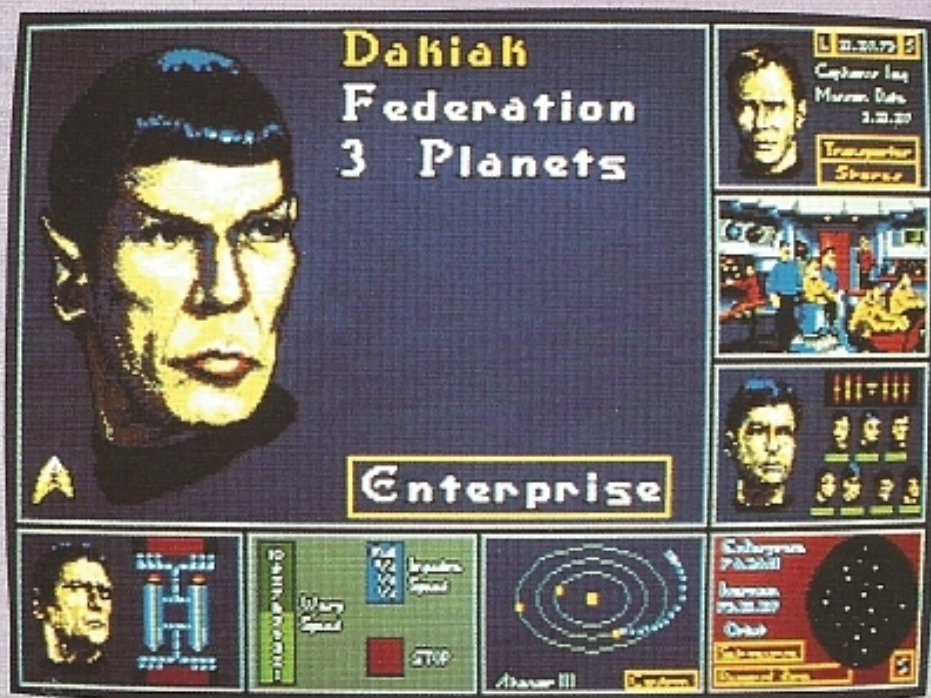
Navigating to a particular solar system is not easy and you will have to experiment to use this system to your advantage.

Note: See “Sample Journey to a Planet” (page 51) for an example of navigation.

Klingon, Romulan, Federation, or Independent?

Once you have selected a solar system (by clicking on a star on the Starglobe), bring Spock into the primary display area and he will tell you who controls that system and how many planets are in it.

Remember that *all types* of enemies can attack you, regardless of the solar system. Just because Spock tells you that you chose a Federation system, you are not necessarily safer than if you chose a Klingon, Romulan, or Independent system.



From Atari ST version.

Setting Course for a Solar System

Once you have decided on the solar system you want to go to, you must set your course. Move the cursor to the Set Course window on the Starglobe screen and click. You will now see a white line confirming that your course has been set extending from the *Enterprise* to the desired system, covering the red line.

GETTING WHERE YOU WANT TO GO

To reach your selected destination, you must access the drive controls screen (through Sulu). Here you will see three control points: Warp Speed, Impulse Speed, and STOP. Interstellar travel requires warp speed. Set the warp engine control to the desired velocity (a blue activation light will confirm this) but watch out for a warning from Scotty if the ship is traveling too fast for a long period of time. If you see his warning, *immediately* reduce your warp speed to the next available speed. You can change your warp speed or stop your engines at any time during interstellar travel.

Note: If you are traveling through space, any screen can be in the primary display area *except* for the Starglobe screen. If this screen is in the primary display area, the *Enterprise* will not move.

During play, the dilithium crystals drain. At the start of the game, you will be able to go warp 10, but the next time you travel, you may only have warp 8 or 9 available. If you do not replenish your dilithium supply (see "Dilithium Mining Complex" under "Planet Types," page 59) often throughout the game, eventually you will be unable to travel faster than warp 3 and interstellar travel will take a long time.

If after you choose a warp speed you see that the blue activation light is not on, you have not set your course. Go back to the Starglobe screen, set the course, and you will now be able to warp to your destination.

Once the *Enterprise* reaches its destination, the STOP window will turn blue and a bell-like tone will sound.

During interstellar travel, it is possible to change course at any time. Bring the Starglobe into the primary display area, select your new destination, and set your course. After setting your course, make sure the Starglobe screen is not in the primary display area, or the *Enterprise* will not move.

SETTING COURSE FOR A PLANET

Once you have reached a solar system, bring the solar system screen (accessed via Sulu) into the primary display area. The *Enterprise's* position and the locations of all of the planets in the system are shown in this display.

Each solar system consists of three to six planets. To plot a course, click on any one of them. You will see a series of white dashes leading from the *Enterprise* to the desired planet. Once you have done this, bring Spock into the primary display area and he will tell you what type of planet you have selected (e.g., Life Supporting, Energy Refinery, etc.). See "Planet Types" (page 57) for a list of these planet types.



From Atari ST version.

A world's "type" depends on intrinsic properties of the planet and its biosphere, the intelligent lifeforms that inhabit the planet, artificial robot-controlled installations, or devices previously constructed there. Unless a planet is listed as Life Supporting, its environment is too hostile for landing parties, and therefore you cannot beam down to it.

After selecting a planet, you must confirm your destination by clicking on the Confirm window on the solar system screen. This window remains framed until you click on it.

TRAVELING TO A PLANET

To move the *Enterprise* through a system, move the drive controls screen (accessed through Sulu) into the primary display area and click on your desired impulse speed. (You cannot use warp speed to travel within a system.) You can now switch to the solar system screen and watch the *Enterprise* progress to its destination.

If you are moving through a system but you have not confirmed your destination, the *Enterprise* will continually

circle the perimeter of the solar system but will never reach a planet. While the *Enterprise* is traveling, you can confirm its course without having to stop the engines.

B EAMING DOWN TO A PLANET

THE TRANSPORTER

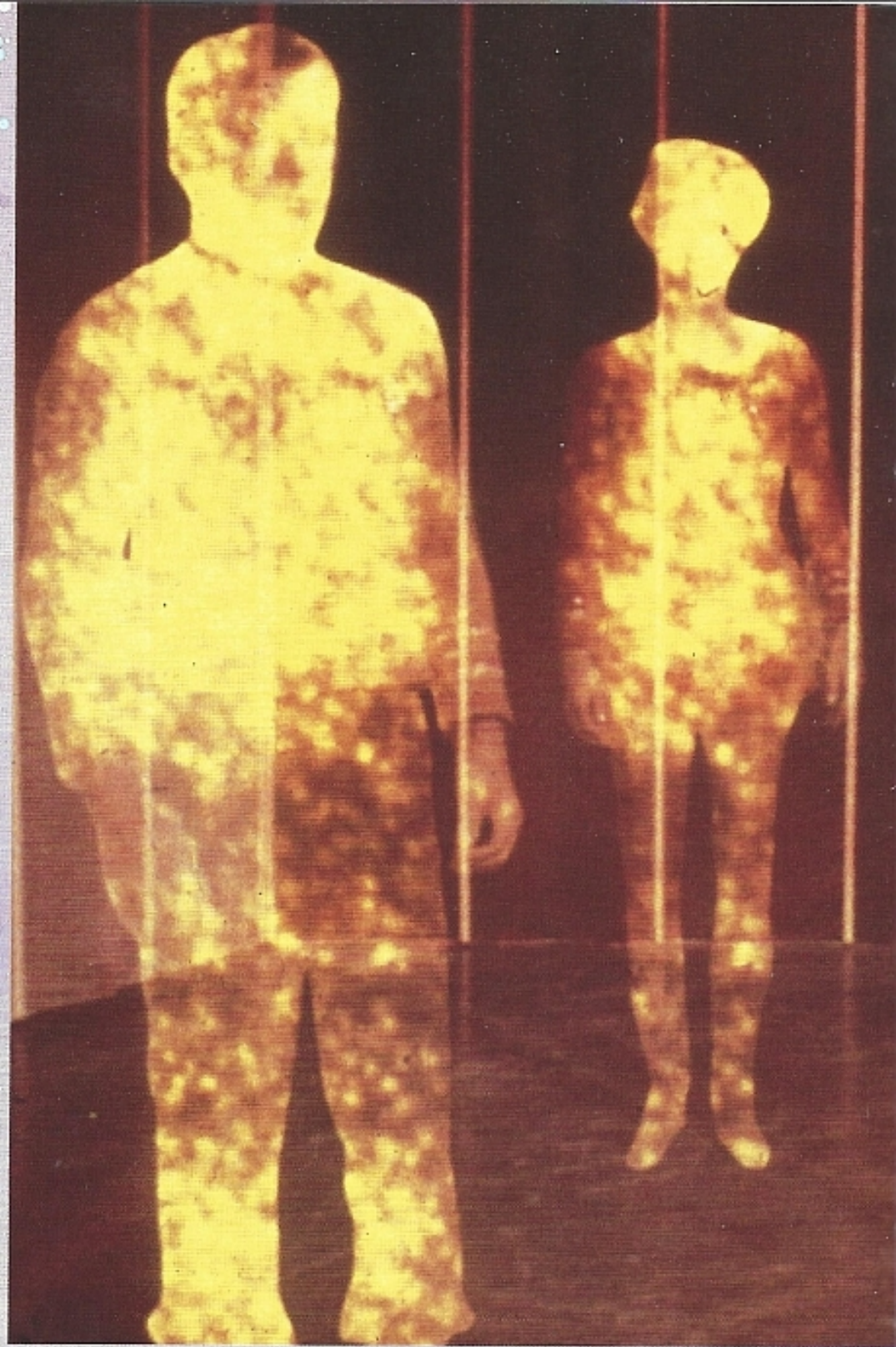
When the *Enterprise* establishes orbit around a Life Supporting planet, you can prepare to beam down. Move Kirk's screen to the primary display area and click on the Transporter window. You will now be in the transporter room and can assemble a landing party.

THE LANDING PARTY

The Transporter screen features a portrait of each of your seven officers. Clicking on a character's portrait moves him



From Atari ST version.



or her onto one of the six transporter disks on the platform. Clicking on a character who is on the transporter removes him or her from the platform. Although it is only possible to transport six people down to a planet at a time, it is not



necessary to beam six people down. You can bring just one person if you wish, but you may find that the more crew members you bring the better, because each one can help you in a different way.

STORES

The ship's stores are where you keep various objects that you have collected from the planets. The stores are available at all times, through Kirk's screen. At the start of the game, the ship's stores will be empty. When you are on a planet and you beam an object up, it goes directly into the stores. If the object is a device that can be installed into the ship, it is automatically installed for you.


To see the objects you have beamed into the stores, move Kirk's screen into the primary display area, place the cursor on the Stores window, and click. You will now see the name and a graphic representation of one of the items you have beamed up. The word "Installed" will appear if the object has been installed into the ship.

You can only see one item in the stores at a time. If you have beamed up more than one object, move the cursor to the picture of the object shown on the screen and click. You will now see a picture of the second object you beamed up.

The ship's stores cannot hold more than one of any object that has to be installed. If, for instance, you have a Solar Scan Device, an item that is installed into the ship (see "Tactical



From Atari ST version.



Items" page 47), and you beam to another planet that has this device, you can beam it up but you will not then have two of them — one item will cancel out the other. The stores can, however, hold more than one of any object that is not installed. A number appears near the picture of the object telling how many you have.

GIVING THE CREW EQUIPMENT

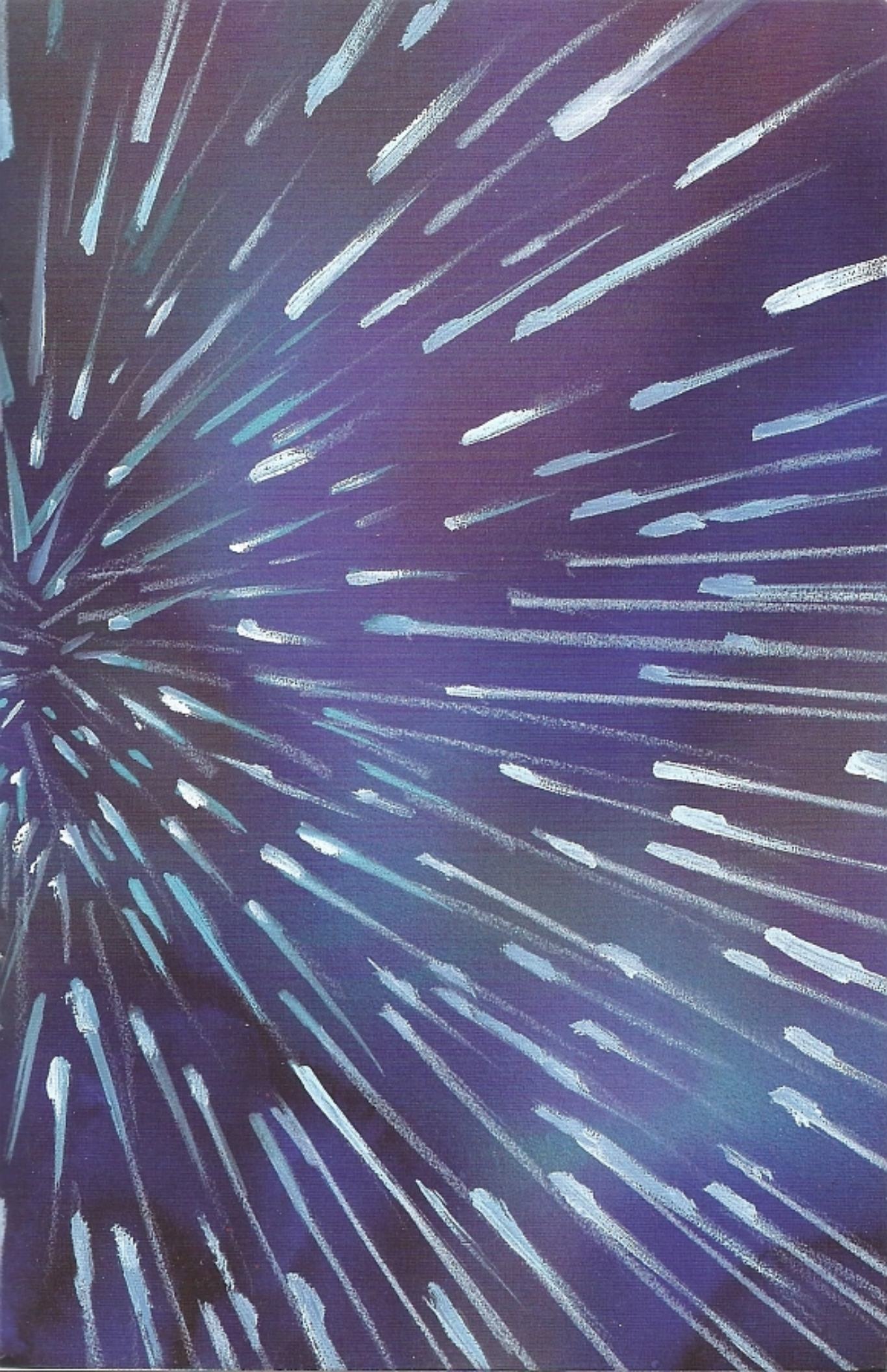
To equip your crew with objects from the stores, first assemble them on the transporter platform (see "The Landing Party," page 27). In the left-hand corner of the transporter screen is the Stores window. Move the cursor to the window. You will now see a picture of one of the objects in the stores plus portraits of the crew members in your landing party. (Note that these portraits will not appear if you access the stores through Kirk's screen. They will only be visible if you access the stores through the transporter screen. Also, portraits will not appear next to objects that are installed.)

Say, for example, you wanted to beam down Spock, Kirk, and Scotty with objects from the stores. Place them in the transporter, and access the stores. By clicking on the objects in the stores, you find that you have one lepton gun and one ZMX device. You want to give the gun to Spock, so you make sure the picture of the gun is showing. Now move the cursor to Spock's portrait and click. A frame will appear around Spock's portrait signifying that he has taken the gun. The picture of the gun will now automatically be replaced by a picture of the next object in the stores, the ZMX device. To give this to Kirk, put the cursor on Kirk's portrait and click.

If you forget what Spock is holding, move the cursor to Spock's picture and click. You will now see a picture of what he has and a frame will appear around his portrait.

To take the gun from Spock, click on his portrait a second time. The frame will disappear from his portrait and the gun will go back into the stores.





BEAMING DOWN

To beam down to a planet, return to the transporter through Kirk's screen. Move the cursor to the T in the center of the transporter and click. The landing party screen then appears in the primary display area and the secondary screen area fills with pictures of the *Enterprise*.

To beam back up to the ship, click on any of the seven secondary *Enterprise* screens.

EXPLORING A PLANET

The landing party screen is designed to display only relevant data rather than provide a tourist's guide to the planet. It consists of a message window, portraits of the landing party, and a picture of whatever object or lifeform the party encounters. The message window explains what or whom they encounter and whether the way ahead is blocked or clear.

The crew members have different reactions to objects and lifeforms. Clicking on a crew member's portrait displays his or her suggested course of action in the message window. To get another suggestion, click on the next crew member's portrait. This process can be repeated for each landing party member, allowing you to "poll" the party and then select the most appropriate response. You may want to select Spock first and have him analyze or decode all objects.

Once you have decided on a crew member's suggested course of action, click under his or her suggestion. For example, if, having encountered an object, you select Scotty, and his suggested course of action is "Beam it up," click under the words "Beam it up" and the object will be beamed aboard the ship and placed in the stores.

If the way ahead is clear, clicking on the "Move Ahead" message moves the landing party past the current object or lifeform to the next object or lifeform along the way.

Sometimes an object encountered may injure some or all of the landing party. Injured crew members *cannot* take any

further part in the action until they recover. Their injuries will heal on the planet, but they will heal more quickly on the *Enterprise*. The healing process takes time. You can continue to explore the planet and injured crew members will remain in the landing party, but until they are healed you will not be able to choose them. The entire party can sometimes be injured by an object or lifeform. If this happens, beam back up to the *Enterprise* immediately so that everyone can heal quickly and beam back down.

Once on board the ship, you can monitor the crew's health through McCoy's screen. All crew members' portraits are on this screen and you will hear their heartbeats. When a crew member is 100% healthy, you will see a white horizontal bar, approximately one inch long, under his or her portrait. When the crew member is injured, part of this bar will be blue and red (depending on the extent of the injuries). He or she will not be available to beam down again until the blue part of the bar is gone. Once the bar is just white and red, the injured person will be approximately 75% healthy and will be able to beam down. A person does not have to be one hundred percent healthy in order to beam down.



From Atari ST version.

ENGAGING IN BATTLE

The *Enterprise* may encounter hostile vessels at any time during a visit to a solar system. They can be Klingon, Romulan, or rebel Federation ships.

The ship's red alert siren automatically signifies the start of a combat sequence. The siren can be turned off by clicking on the flashing red alert window at the bottom of the bridge screen.

During battle, the *Enterprise* no longer follows any previously set interplanetary course. If you look at the solar system screen during battle, you will notice that the *Enterprise* has stopped moving. This is because once a battle begins, the *Enterprise* breaks off course and positions itself for battle maneuvers. Once the battle is resolved, the *Enterprise* returns to the original course.

There are three screens, which are accessed through Chekov, that aid you in combat:



From Atari ST version.

- the weapons screen, which allows you to select your weapons
- the tracking screen, which allows you to select the enemy ship you wish to fight
- the targeting screen, which allows you to lock on target and fire weapons

CHOOSING YOUR WEAPONS

Before you can engage in combat, you must decide whether you want to fire your photon torpedoes or your phasers. Bring Chekov into the primary display area and choose the weapons screen.

This screen shows four phaser banks and the number of torpedoes available. To choose the phasers, click on any or all of the activation windows below the vertical bars. You will see a red light indicating that the bank you chose has been activated. Any combination of phaser banks may be used. Clicking on the window beneath an activated bank deactivates it.

To activate your photon torpedoes, click on the window below the number showing your remaining torpedo supply. (You can have up to fifty torpedoes.) A red light will indicate activation of the torpedoes. Activating your torpedoes will automatically deactivate your phasers: although you can shoot any combination of phasers at once, you cannot shoot both phasers and torpedoes simultaneously. Clicking on the window beneath the activated torpedoes will deactivate them.

Generally, photon torpedoes do more damage than all four phaser banks firing at once, but they should be used sparingly. Torpedoes, unlike phaser banks, do not automatically recharge. You must get a new supply at a Weapons Dump (see "Planet Types," page 57). All phaser banks, regardless of relative energy level, do the same amount of damage.



From Atari ST version.

Unless a phaser bank is hit by enemy fire, it will recharge itself. However, when the energy level drops below a certain point — about four-fifths of the way down — it will no longer fire. You must wait for it to recharge, and drained phaser banks recharge very slowly.

If a phaser bank does not activate when you click on it, this means that the phaser bank has been hit by enemy fire and can be partially repaired at a Weapons Dump, or fully repaired at a Repair Drone Dock (see “Planet Types”). Damaged phaser banks have no effect on the remaining intact banks.

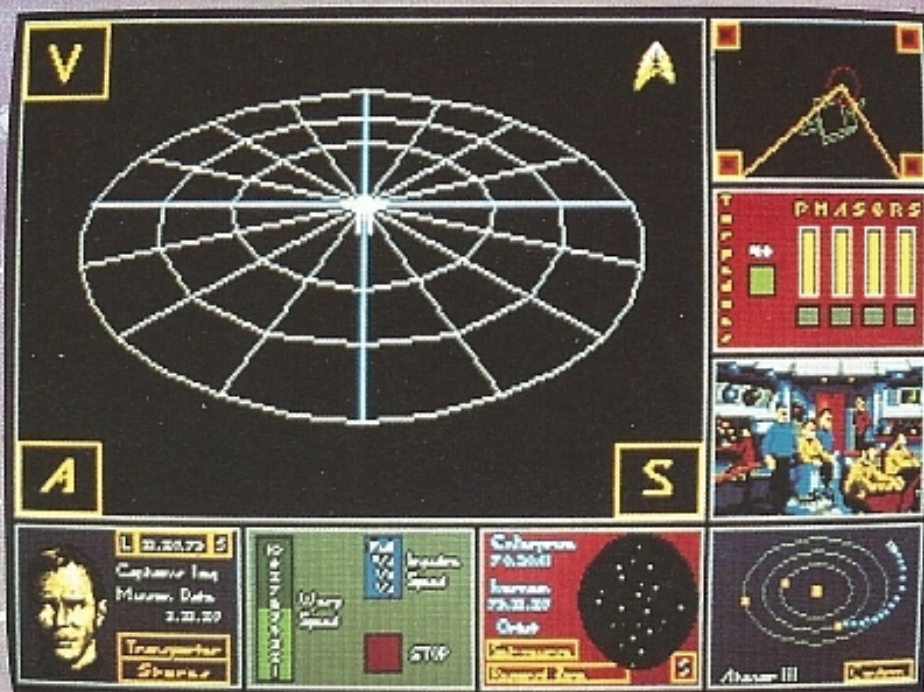
TRACKING THE ENEMY

Now that you have chosen your weapons, you must select which enemy you will fire at first. (You must deal with *all* enemy ships, but you can only fight one at a time.) Move the tracking grid into the primary display area. The tracking grid screen contains a perspective grid displaying the posi-

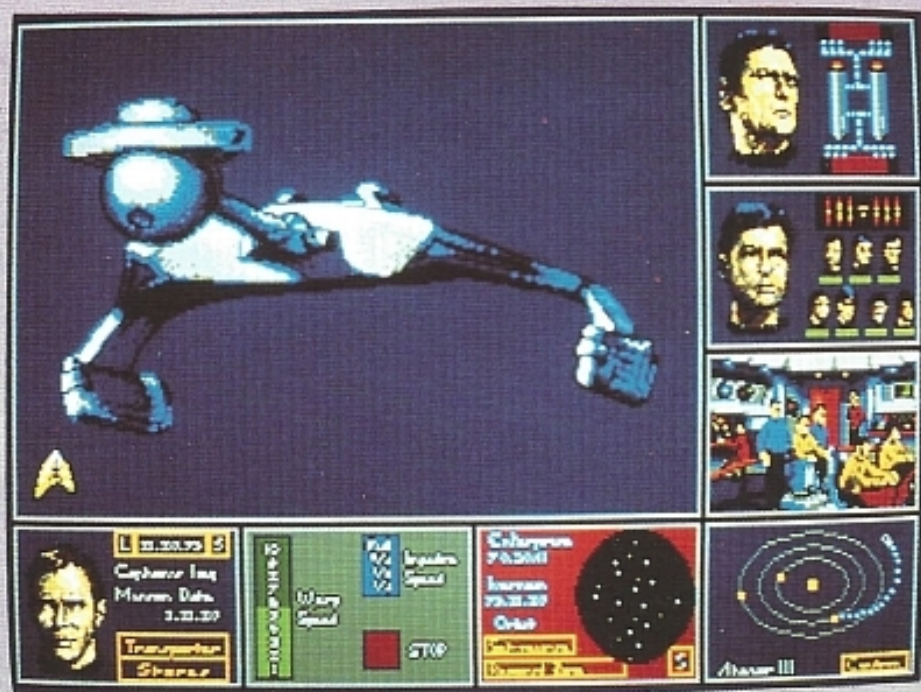
tions of the enemy vessel(s) relative to the *Enterprise* (which is in the center of the screen). If the *Enterprise* is moving, it's presumed to be moving north across the grid, i.e., into the screen. The grid shows each enemy vessel as a T-bar, the base of which lies in the plane of the grid. To choose the enemy ship you wish to challenge, click on the crossbar of the T and the targeting screen will automatically appear in the primary display area (see the following section, "Locking On Target").

You can view the tracking grid from any angle. If you are using a keyboard, select the viewing angle, move the cursor to either the top or bottom on the V control box, and press the space bar. This will turn the grid, along with the enemy ship, upside down. (The more times you click, the faster the grid will turn.) You do not have to turn the grid completely upside down. You can stop the grid's turn by clicking on the top or bottom of the V while it's moving.

If you are using a joystick or mouse, you need only place the cursor over the V box and click the left or right joystick or mouse button.



From Atari ST version.



From Atari ST version.

You can also modify the altitude of the *Enterprise*. If you are using a keyboard, move the cursor to either the top or bottom of the A control box and press the space bar. Since the *Enterprise* is in the center of the grid, when it gains altitude the other vessels on the grid will appear to lose altitude relative to it, and vice versa. The more times you press the space bar, the more altitude the *Enterprise* will gain or lose. Clicking once or twice will have little effect.

If you are using a joystick or mouse, then you need only place the cursor over the A box and click the left or right joystick or mouse button.

The S control box manipulates the spin of the *Enterprise*. Since the *Enterprise* heads directly into the screen, the effect of giving the ship spin is to rotate the entire tracking grid in the opposite direction. If you are using a keyboard, you must move the cursor over either the left or right side of the S box and press the space bar. Press again to stop the spin.

If you are using a joystick or mouse, then you need only place the cursor on the S and click the left or right joystick or mouse button.

LOCKING ON TARGET

To select a target vessel, click on the crossbar of the T representing that vessel on the tracking grid. This transfers that vessel to the targeting screen, which expands to fill the primary display area.

The targeting screen is blank until a target is chosen from the tracking grid. The targeting screen displays a computer representation of the enemy ship reconstructed in real time from data collected by the *Enterprise's* sensors. This simulated camera automatically tracks and follows the enemy vessel during all of its maneuvers.

Before the *Enterprise* can fire at a target, it must lock on its weapons systems. Center the red target circle on any part of the enemy ship and click. A tone confirms that weapons are locked on. From this point on, the target circle will remain fixed on that portion of the enemy ship regardless of its maneuvering. To unlock your weapons, put the cursor within the target circle and click.

- The target circle represents the field of fire of the *Enterprise's* weapons.

FIRING WEAPONS

Once you have chosen your weapons and have locked onto an enemy ship, it's time for combat! There are four boxes surrounding the viewing window on the targeting screen. Each of the four boxes does the same damage and each provides you with the same direction of fire. To destroy an enemy ship, just continue clicking on any of the four firing boxes until you destroy the ship and it disappears.

ENEMY STATUS

Spock monitors the status of all enemy ships. Bring Spock into the primary display area and click on the Enemy control window. (This window is available only during battle.) You

can now see the status of the enemy ship displayed in terms of the percentage of destruction. If the enemy ship's structure is at 75%, this means that one-quarter of the ship has been destroyed.

HELPFUL HINTS

- If you look at the targeting screen and the enemy ship appears to be very small and far away, or if the *Enterprise* is looking at it head on and the enemy appears very narrow, bring the tracking grid into the primary display area and decide which enemy ship (T-bar) you want to deal with first. Click on the A box until the T appears very tall. Spin the grid (by clicking on the S) so that the enemy ship is directly in front of the *Enterprise*. (Remember that the *Enterprise* is traveling north.) Once the enemy ship is in front of the *Enterprise*, click on the S to stop the spin. Now click on the T. When the targeting screen appears, lock on the enemy, but instead of firing, switch to the drive controls screen (through Sulu) and set your impulse engines at either one-quarter or one-half. Now go back to the targeting screen and fire. The enemy ship will now be very large on the targeting screen, providing increased accuracy.
- Firing your torpedoes directly at the head or neck of the enemy ship does more damage, although your accuracy will be decreased.
- Activate all phasers and only fire them about four times. (If you fire the phasers too often, their energy will be depleted and they will not fire.) If the enemy has not yet been destroyed, activate your torpedoes and fire them until your phaser banks are replenished. This will save you from spending all of your torpedoes and give your phasers time to regenerate.

MONITORING SHIP'S SYSTEMS

DAMAGE TO THE *ENTERPRISE*

It's a good idea to check on the status of the *Enterprise* frequently, especially after a battle. To do this, bring Spock into the primary display area and click on the *Enterprise* window. Unlike the Enemy window, this is available at all times throughout the game.

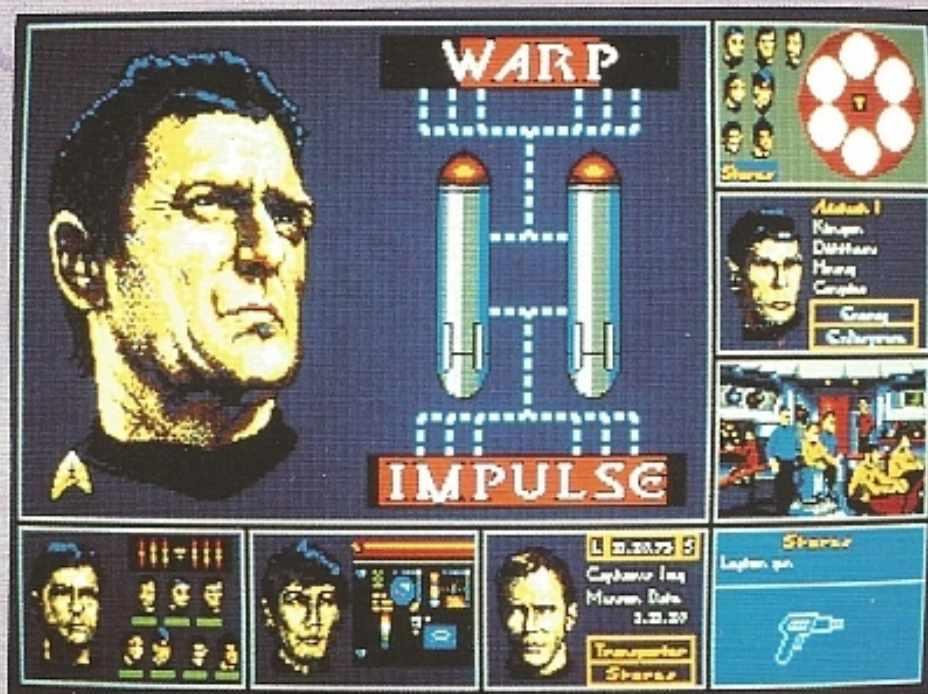
The *structure* of the *Enterprise* will decrease after battle. How much depends on how badly the ship was hit. If, at the start of the battle, the structure was at 100% and the ship was hit a number of times, it might be down to 70% when the battle is over. The structure can be fully repaired at a Repair Drone Dock (see "Planet Types," page 57). If the structure of the *Enterprise* drops to zero, the *Enterprise* will become derelict and the mission will fail.

The *energy* of the *Enterprise* will decrease after battle, or if you have used your impulse engines without replenishing them at an Energy Refinery or Repair Drone Dock (see "Planet Types"). It is recommended that you keep your energy at at least 50% at all times. If the energy level drops to zero, all life-support systems will fail.

The status of the *phaser banks* can also be monitored through Spock. If, according to Spock, your phaser banks are at 50%, then you will only have access to half of your phaser supply.

WEAPONS STATUS

Throughout the game, it's a good idea to watch the status of the phaser banks and photon torpedoes. These can be monitored at any time during the game by accessing Chekov's screen.



From Atari ST version.

WARP AND IMPULSE ENGINES

The warp and impulse engines can be monitored via Scotty's screen. Horizontal bar graphs indicate the energy levels. There are no control points on Scotty's screen.



From Atari ST version.

COMMUNICATIONS

Lieutenant Uhura governs communications. A hailing communications whistle sounds whenever Uhura receives a communication from either Starfleet, an Archive Complex, or a Tracking Station (see "Planet Types"). At the sound of the whistle, bring Uhura's screen into the primary display area and read her message.

There are no control points on Uhura's screen.

I TEMS FOUND ON PLANETS

STRATEGIC ITEMS

The following is a list of strategic items found on planets that will help you successfully complete your mission.

- ☆ **Blackmail File:** This device must be used at a secure communications console.
- ☆ **Blast Door:** This is the door that leads to the Klingon admiral's headquarters. It can be opened only by using a tachyon gun.
- ☆ **Chaos Trigger:** This device can be used on the mining control console.
- ☆ **Dilithium Delta 6 Crystal:** This crystal can be used on the Federation research psimmitter console, enabling you to construct your own psimmitter.
- ☆ **I-Beam Generator:** Six I-beam generators must be destroyed to create a massive power loss in the Klingon's I-beam power grid.
- ☆ **Klingon Admiral:** You must find him on one of the Klingon-controlled planets and beam him aboard the *Enterprise*.

- ☆ **Klingon Codes File:** The Klingon codes file is used to activate the Klingon signals console and thus transmit orders to abandon the mutiny operation.
- ☆ **Klingon Imperial Guard:** Usually guarding an important item (sometimes the door to the Klingon admiral's headquarters), he can be stunned with a soma emitter, thereby clearing a path for you and your landing party.
- ☆ **Klingon Signals Console:** This item can be activated using the Klingon codes file. It will then transmit orders to the Klingon fleet to abandon the mutiny operation.
- ☆ **Lepton Gun:** This item is used to destroy I-beam generators.
- ☆ **Mining Control Console:** The mining control console must be deactivated by using the chaos trigger.
- ☆ **Peace Bomb:** This item must be exploded with the peace virus ampoule.
- ☆ **Peace Virus Ampoule:** The peace virus ampoule must be used in conjunction with the peace bomb.
- ☆ **Psychogen Canister:** This is a canister containing psychogen gas. When used on a rebel Federation commander, he will become loyal to the Federation.
- ☆ **Rebel Federation Commander:** You must make six rebel commanders loyal to the Federation to foil the Klingon's mutiny operation.
- ☆ **Research Psimiter Console:** This item must be activated using a dilithium delta 6 crystal. If activated, it will neutralize the effect of the Klingon psimiter.
- ☆ **Romulan Codes File:** The Romulan codes file is used to activate the Romulan signals console and thus

transmit orders designating the *Enterprise* as a friendly vessel.

- ☆ **Romulan Signals Console:** This item can be activated using the Romulan codes file. When the Romulan signals console is activated, it will transmit orders to the Romulans telling them to refrain from attacking the *Enterprise*.
- ☆ **Secure Communications Console:** When this item is activated by the blackmail file, you can attempt to blackmail the Klingon admiral. However, there is a chance that this method may fail.
- ☆ **Smelt Gun:** This item must be used to destroy the Klingon psmitter console.
- ☆ **Soma Emitter:** This device can be used on a Klingon imperial guard, enabling you to successfully get past him.
- ☆ **Tachyon Gun:** This gun enables you to get past the blast door, which is the door leading to the Klingon admiral's headquarters.

TACTICAL ITEMS

Tactical items are items that can be installed in the *Enterprise* in order to enhance the power of the ship:

- ☆ **Cernekov Crystal:** This item provides more efficient use of dilithium crystals.
- ☆ **Chaff Emitter:** This item blocks enemy targeting computers from accurately locking onto the *Enterprise*. Therefore, it reduces battle damage.
- ☆ **Hotshot Device:** This item enables the *Enterprise* to have a more accurate locking-on procedure during combat.



- ☆ **Klingon Jamming Device:** This item allows the *Enterprise* to be partially cloaked from the Klingons and makes it less likely that the *Enterprise* will be attacked by Klingons.



- ☆ **Logic Emitter:** This item emits psi-wave interference patterns that block attempts at Klingon mind control by telepathic suggestion. When it is installed in the ship, rebel Federation ships will not attack.

- ☆ **Psi-Wave Device:** This item indicates (via Spock) when the *Enterprise* is in close proximity to the Klingon psimiter.
- ☆ **Romulan Jamming Device:** This item allows the *Enterprise* to be partially cloaked from the Romulans and makes it less likely that the *Enterprise* will be attacked by Romulans.
- ☆ **Solar Scan Device:** This item permanently tracks enemy movements whenever the *Enterprise* enters a solar system.
- ☆ **Zarium Crystal:** When this item is installed in the *Enterprise*, crew healing time is halved.

MISCELLANEOUS

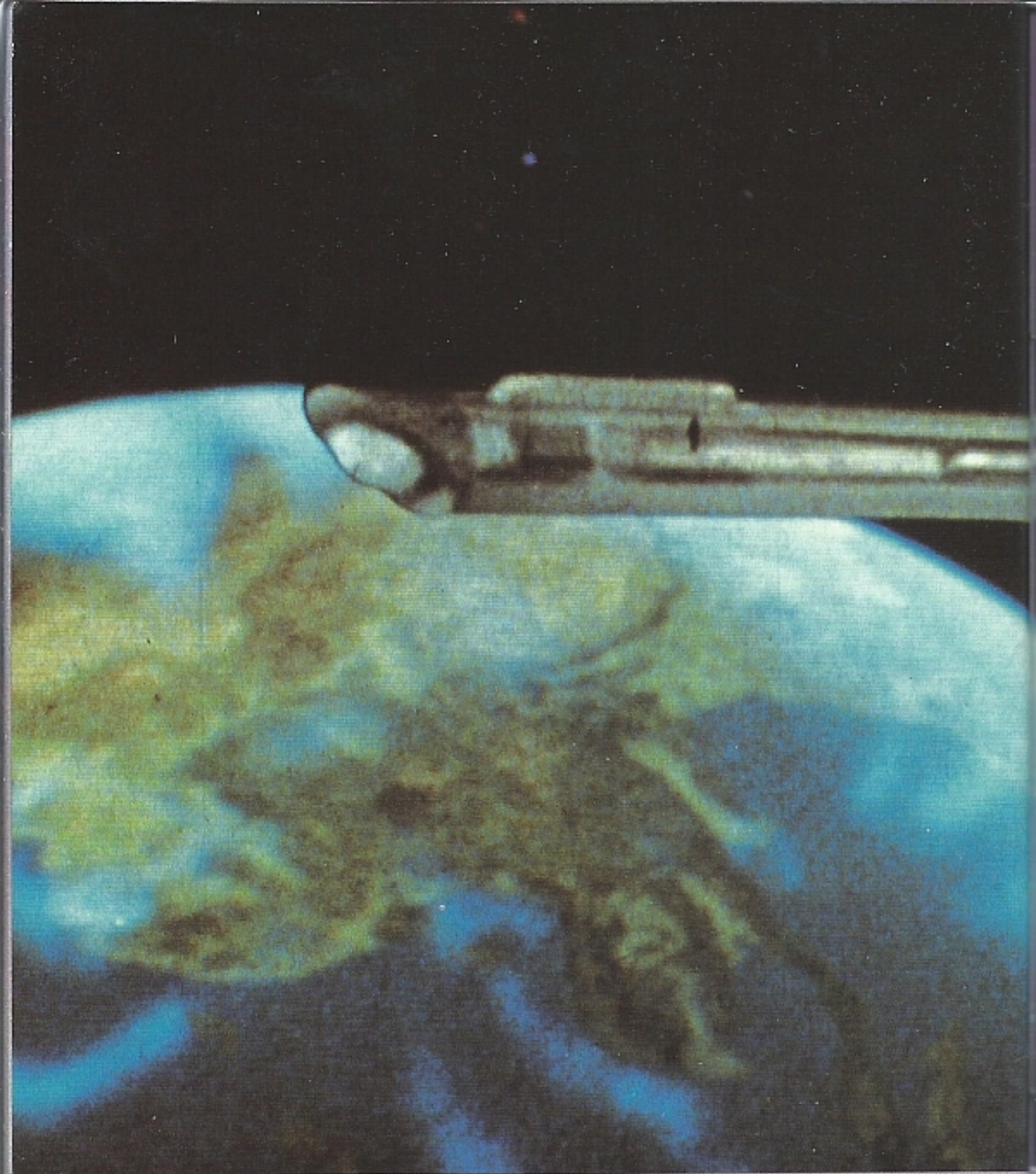
- ☆ **Synapse Bomb:** When the synapse bomb is exploded on its planet of origin, it causes no physical disturbance. It emits random psi-waves of such intensity that any Klingon dilithium crystals within the same system instantly fuse. As a result, these crystals are no longer effective as a power source for any ship using them. The effect lasts many days, but the synapse bomb is quite rare. (The synapse bomb cannot be beamed up.)
- ☆ **The Vulcan Mindmeld:** Spock's Vulcan ancestry protects him from telepathic suggestion. He can, to some degree, pass on this immunity using the Vulcan mindmeld. This must be used sparingly, since this process temporarily debilitates Spock.

There are also other items that you may encounter. You will discover their uses as you play the game.

SAMPLE JOURNEY TO A PLANET

The following is a sample journey to Xuram. If you follow the example step by step, you will get a Cernekov Crystal, which will help slow down the drainage of your dilithium crystals.

1. Bring the Starglobe screen into the primary display area. When the *Enterprise* (the red dot) is in the center of the globe, stop the rotation by clicking on the rotation icon (the two arrows beneath the globe).
2. Staying in the Quarantine Zone, click on Xuram (56.29.46), slightly above and to the left of the *Enterprise*.
3. Click on the Set Course window to confirm your destination.
4. Bring the drive controls screen into the primary display area and select warp 8.
5. When you hear the bell-like tone indicating that you have arrived at Xuram, bring the solar system screen into the primary display area and click on Xuram I, the innermost planet in the solar system. (If you look at Spock, he will tell you it's Life-Supporting.) Click on the Confirm window to confirm your destination.
6. Using the drive controls screen, select full impulse power. Bring the solar system screen into the primary display area and watch the *Enterprise's* progress.
7. When you are in orbit, bring Kirk into the primary display area and click on the Transporter window.
8. Select Kirk, Spock, Scott, Sulu, Chekov, and McCoy. (You can only beam down six crew members at once, so leave Uhura out this time.)
9. Click on the T₁ to beam down.

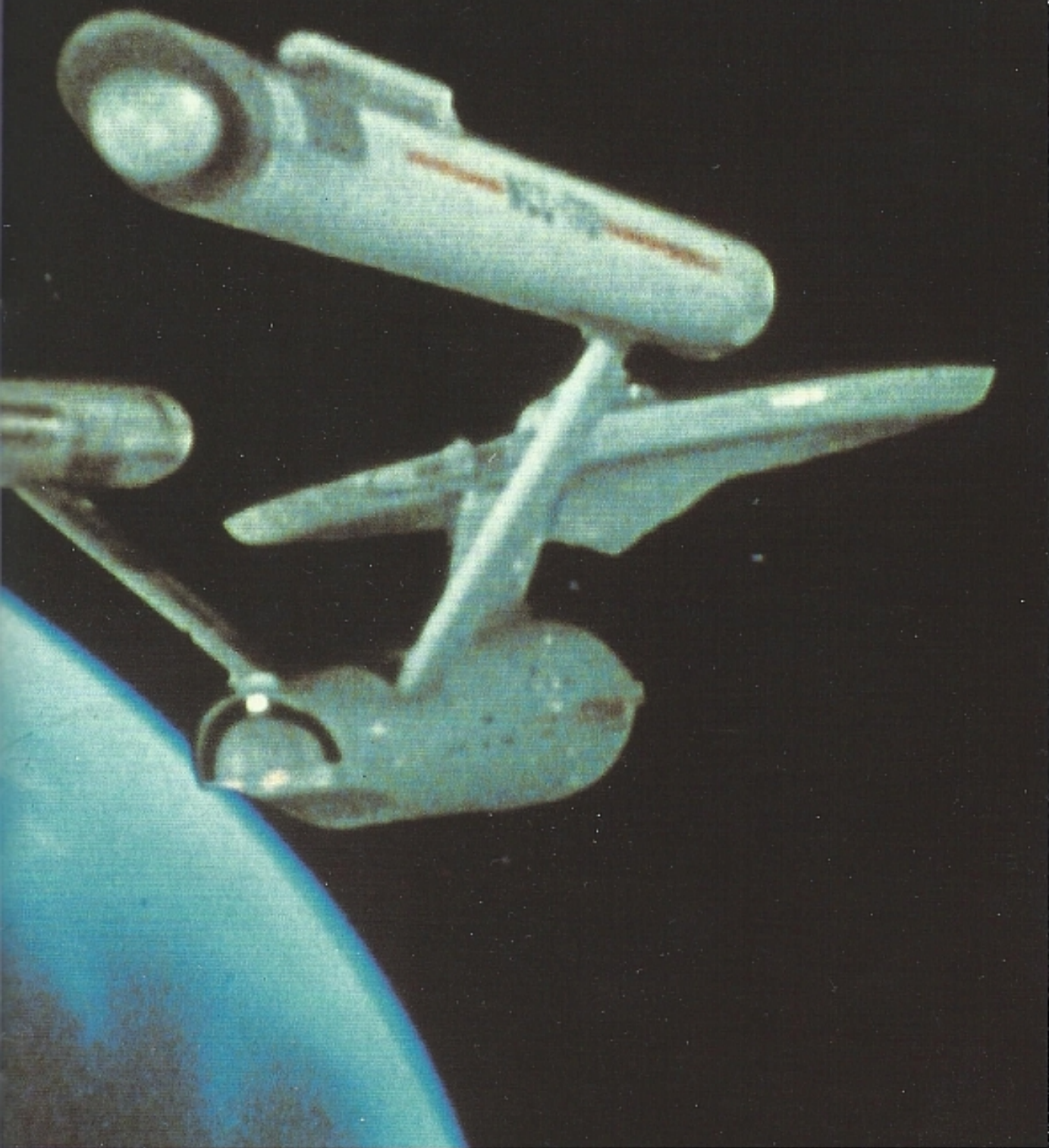


10. Once on the planet, you will see a force-field generator. By clicking on each crew member, you will see the following suggestions:

Kirk: Search for hidden switch.

Spock: Decode control logic.

Scott: Dismantle mechanism.



Sulu: Fire phaser at it.

Chekov: Use physical force.

McCoy: Walk towards it.

Select Chekov. Place the cursor underneath the words "Use physical force" and click. The generator will now be deactivated. Click under the words "It is deactivated."

11. Click under the words "Move ahead."
12. You will now encounter a Cernekov crystal. Your crew members suggest the following:

Kirk: Take it.

Spock: Analyze it.

Scott: Beam it up.

Sulu: Beam it up.

Chekov: Analyze it.

McCoy: Beam it up.

Select Spock and have him analyze the object. Now select either Scott, Sulu, or McCoy to beam it aboard. You will now see the words "It is beamed aboard" confirming your action.

13. The window will now say, "No Way Ahead." Because you cannot proceed any further, click on any of the seven *Enterprise* screens and you will beam aboard.

14. With the Kirk screen now in the primary display area, click on the Stores window and you will see that the Cernekov crystal has been installed in the ship.

WINNING STRATEGIES

There are many strategies for winning. Here are the scenarios for undoing the Klingon conspiracy.

CAPTURE THE KLINGON ADMIRAL

As the prime instigator of the conspiracy, the admiral's reputation and future depend on the success of this mission. Conversely, its continued success is vitally linked to the admiral. If the Klingon admiral is removed from command, the Klingons will abandon the project.

The Klingon admiral directs the Hunter Squadrons of Klingon starships that track the *Enterprise* throughout the Quarantine Zone. Should he become aware that the *Enterprise* is seeking him, he will beam down from his flagship to his headquarters, which is on one of the Klingon-controlled planets. You must find which planet he is on and beam him aboard the *Enterprise*.

DELIVER ANTIDOTE TO REBEL FEDERATION COMMANDERS

There are several ways to counter, or even reverse, dilithium delta 6's telepathic effects. One highly effective way is by using psychogen gas on a rebel commander. Psychogen is a heavy isotope of oxygen that has the unusual property of clearing the mind. Humans who breathe psychogen are not susceptible to psi-beams. This gas is useful in rooms or confined areas on planets. In order to deliver this antidote to the rebel commanders, the *Enterprise* must first locate six psychogen canisters and then deliver the gas directly to at least six surviving Federation rebel commanders.

DESTROY DEKIAN II

The *Enterprise* must locate and destroy the source of the telepathic isotope dilithium delta 6. This will prevent the Klingons, in the long term, from resupplying the rebel starships and holding their "loyalty" through telepathic domination. Dekian II is the only known source of dilithium delta 6 within the Quarantine Zone. Destruction of the planet's mining control console ultimately dooms the Klingon plan to failure.

DESTROY THE KLINGON PSIMITTER

The Klingon psimiter is powered by a number of energy-refining planets, which transmit power over an interstellar

I-beam grid. If the energy output of these planets is halved, either by action against their energy-refining facilities or as a result of the destruction of their I-beam generators, the psimmitter will lack sufficient power to operate, and the mutiny will fall apart. You must locate six lepton guns and destroy six of these I-beam generators.

CONSTRUCT YOUR OWN PSIMMITTER

The reasoning underlying this strategy is similar to that discussed in the "Destroy the Klingon Psimmitter" scenario. A Federation-controlled psimmitter could neutralize the effects of the Klingon psimmitter and, consequently, cripple the rebellion. For a psimmitter to be constructed, you must activate the research psimmitter console using the dilithium delta 6 crystal.

BLACKMAIL THE KLINGON ADMIRAL

On one of the planets within the Quarantine Zone, a dusty old computer stores records of some grave indiscretions on the part of the Klingon admiral. The charges involve strong indications of cowardice on the part of the admiral during his more youthful days at the Klingon Military Academy.

While understandable to humans, this information would be fatal to an admiral in the stiff-necked Klingon High Command. Anyone who obtains this knowledge could exert considerable pressure. You must activate the secure communications console using the blackmail file. (Caution: The admiral may not be susceptible to blackmail.)

INTERRUPT KLINGON COMMUNICATIONS

The Klingon fleet's communications with the Klingon Empire are routed, for security reasons, through a signal-processing planet at the edge of the Quarantine Zone. In this

scenario, the *Enterprise* must locate the Klingon signals console and activate it using the Klingon codes file. You must then feed false information into the system and order the Klingon admiral to abandon the mission.

RELEASE THE PEACE VIRUS

A legend exists that, within the Quarantine Zone, one planet harbors humanoid inhabitants who are unusually peaceful and content. No great wisdom or altruism on their part is responsible. Rather, the planet is infested by an endemic "disease" that produces a single discernible symptom: Its victims lose all their aggressive instincts.

The strategy requires you to find the planet that has the peace virus ampoule and then locate the peace bomb and explode it. Once infected, these distinctly un-Klingon Klingons will meekly depart the area, surrendering the psimitter in the process.

P PLANET TYPES

The following is a list of planet types which you will come across while playing *The Rebel Universe*.

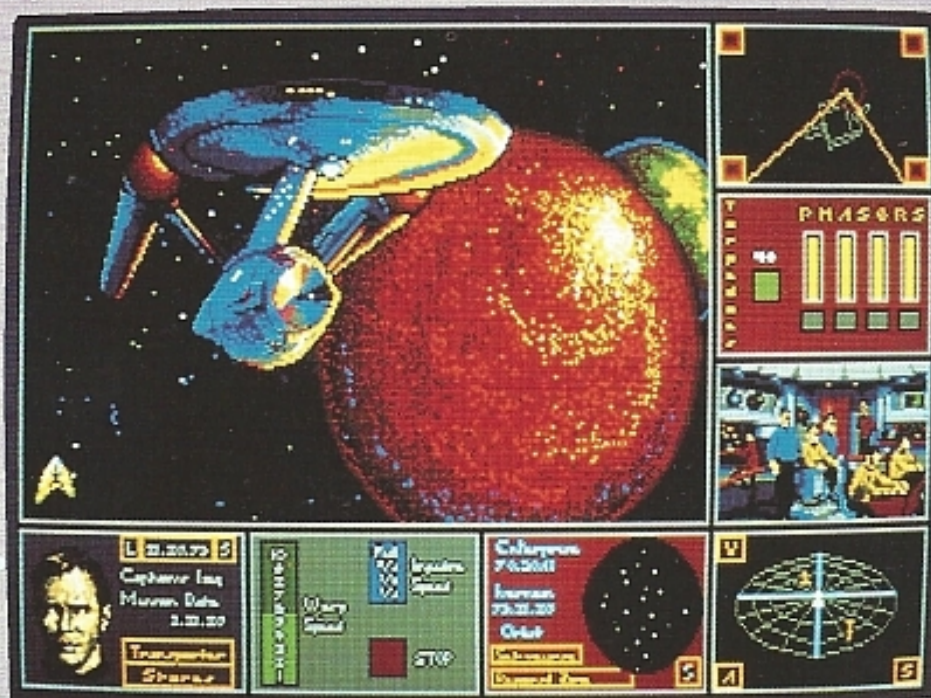
- ☆ **Archive Complex:** If the *Enterprise* orbits a planet with an Archive Complex, Uhura will acquire valuable information on destroying the Klingon conspiracy. To collect this data, click on Uhura's screen when you hear the intercom's whistle.
- ☆ **Catastrophe Pods:** Catastrophe Pods are a weird form of vegetation that has evolved in the spacefaring

sectors of many galaxies. To propagate, these pods travel at high speeds through interplanetary space. They cling to the superstructure of passing ships, and remain dormant for approximately five weeks (see "Elapsed Time," page 17). Then the pods burst and eat their way into the vessel, completely consuming it.

When the *Enterprise* enters a solar system that contains Catastrophe Pods, the pods attach themselves to the ship, making a distinctive, vicious sound.

Should you be unfortunate enough to have Catastrophe Pods stuck to the *Enterprise*, you must travel to another solar system in order to find an Orbital Discontinuum within approximately five weeks. This is one good reason to keep your supply of dilithium crystals at a maximum.

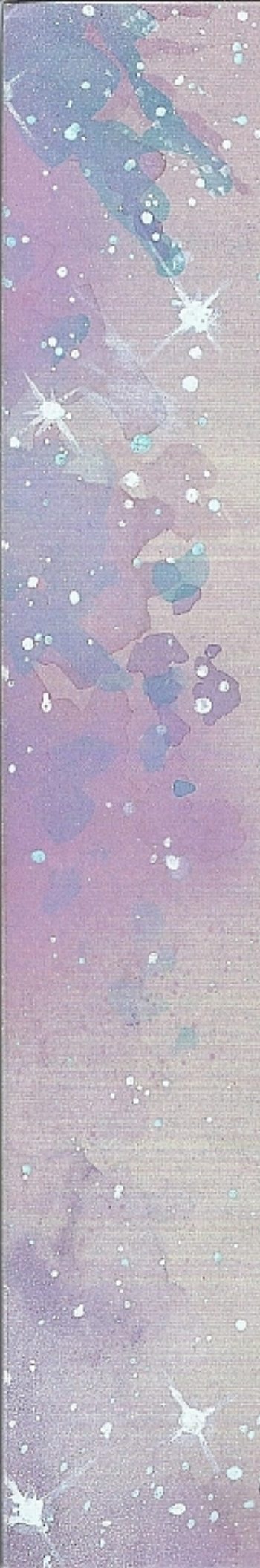
- ☆ **Communications Beacon:** If the *Enterprise* enters a Federation solar system containing a Communications Beacon, Uhura will receive a message regarding the number of rebel Federation ships in the Quarantine Zone.



From Atari ST version.

If the solar system containing a Communications Beacon is Klingon or Romulan, Uhura will receive a message regarding the number of Klingon or Romulan enemy ships, respectively, in the Quarantine Zone.

- ☆ **Contamination Zone:** This category consists of planets that are on the verge of becoming protosuns. They are extremely hot and emit high-energy quark flares. While they present no direct danger to the *Enterprise*, if the ship enters a solar system containing such a planet, it is "marked" by the quark flares and subsequently shows up on every other ship's subspace radar for light-years around, making the *Enterprise* more susceptible to attack. As soon as you leave the system, the quark flares will no longer affect you.
- ☆ **Dilithium Mining Complex:** By orbiting a planet with a Dilithium Mining Complex in a Federation solar system, the *Enterprise* can pick up fresh supplies of dilithium crystals for the warp engines.
- ☆ **Energy Refinery:** If the *Enterprise* orbits such a planet that is under Federation control, the Energy Refinery replenishes all or part of its energy and impulse engines.
- ☆ **Gamma Field:** If the *Enterprise* enters a solar system containing a planet with a Gamma Field, the Gamma Field begins to drain the ship's dilithium crystals.
- ☆ **Leeching Pile:** If the *Enterprise* enters a solar system containing a planet in this category, its energy banks will rapidly begin to drain.
- ☆ **Life Supporting:** A Life Supporting planet is a class-M planet. It contains an atmosphere similar to that of Earth's and is the *only* type of planet you can beam down to.

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- ☆ **Mesonic Rings:** Certain planets generate peculiar magnetic fields that cause them to be ringed by high-energy mesons. If the *Enterprise* enters a solar system with this type of planet, any effects from a Contamination Zone planet are negated.
 - ☆ **Metabolic Field:** A planet with a Metabolic Field exerts a healing effect upon any ship in orbit around it. If a member of a landing party is injured in a system with a Metabolic Field, he or she will be healed more quickly.
 - ☆ **Nebulous Zone:** If the *Enterprise* orbits a planet with a Nebulous Zone, the ship does not register on any other ship's scanners while it remains in orbit. Since the enemy will not be able to register the *Enterprise* on scanners, it will not be attacked.
 - ☆ **Nondescript:** A Nondescript planet has no harmful effects on a starship, and is of no strategic use to the *Enterprise*.
 - ☆ **Orbital Discontinuum:** If the *Enterprise* orbits a planet that is an Orbital Discontinuum, it will be thrown into another solar system. Also, Catastrophe Pods will disappear (see "Catastrophe Pods," page 57).
 - ☆ **Planetary Supermind:** On some planets, unimaginably superior intelligences have evolved. These Superminds do not permit combat in their solar systems. Weapons systems simply do not function if the *Enterprise* enters a solar system containing such a planet.
 - ☆ **Psionic Core:** If the *Enterprise* enters a solar system that contains a planet with a Psionic Core, it becomes immune to telepathic control while it remains in the system. A planet with a Psionic Core continuously emits psi-beam interference throughout the solar sys-

tem in which it is located. A Psionic Core creates a shield against the Klingon's psimitter.

Although you will not be attacked by rebel Federation ships while in such a solar system, you must still watch out for Klingon and Romulan ships!

- ☆ **Repair Drone Dock:** If the *Enterprise* orbits a planet under Federation control with a Repair Drone Dock, its engines (both warp and impulse), phaser banks, and superstructure will be fully or partially repaired.
- ☆ **Robot Fortress:** This is a nasty legacy from a long-dead race. If the *Enterprise* enters a solar system containing a Robot Fortress, its photon torpedoes will slowly begin to drain. There is no known countermeasure to the Robot Fortress. If the *Enterprise* must visit a system with a planet containing such a fortress, it should do so as expeditiously as possible.
- ☆ **Siren Device:** Siren Devices are the constructs of a long-extinct race that specialized in wrecking and stripping passing spacecraft. The Siren Device emits a powerful tractor beam that drains a ship's impulse engines. If the *Enterprise* enters a solar system with a planet that contains such a device, its impulse power is halved.
- ☆ **Tracking Station:** If the *Enterprise* enters a Klingon or Romulan solar system containing a planet with a Tracking Station, news of the *Enterprise's* position instantly reaches either the Klingon or Romulan high command, and the ship can expect a visit from any nearby enemy vessels. If the *Enterprise* enters a Federation solar system containing a planet with a Tracking Station, Uhura will receive a message regarding the whereabouts and affiliation of all enemy starships currently in that solar system. You can obtain this data by clicking on Uhura's screen when you hear the intercom's whistle.

- ☆ **Weapons Dump:** If the *Enterprise* orbits a planet with a Weapons Dump that is under Federation control, spent photon torpedoes will be replaced. Damaged phaser banks will be partially repaired, depending on how much damage was done to them in battle.

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