

# STAR TREK® — GENERATIONS™ —



## STAR TREK® GENERATIONS™

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CHAPTER

1

1. THE VOYAGES OF U.S.S. ENTERPRISE NCC-1701-D™

*Space, the final frontier. These are the voyages of the Starship Enterprise, its continuing mission: to explore strange new worlds, to seek out new life and new civilizations, to boldly go where no one has gone before...™*

## IMPORTANT NOTE

**You are strongly advised to consult the READ ME file when you are given that Option after Installation. This contains important information not covered by this manual.**

Dream of the future. Imagine sailing from star to star in spaceships moving faster than light across the vast ocean of space...

Welcome on board the Federation *U.S.S. Enterprise NCC-1701-D™*, where these dreams actually happen! The year is 2371. Join the command crew of the *Enterprise*—*Captain Picard*, *Commander Riker*, *Data*, *Worf*, *Geordi La Forge*, *Dr. Crusher* and *Commander Troi*—and travel across the galaxy at warp speed to resolve an exciting adventure played out over several solar systems.

Playing *Star Trek® Generations™* grants you the unique opportunity to guide the actions of each *U.S.S. Enterprise* crew member, as well as those of the legendary *James T. Kirk*, captain of both the original *U.S.S. Enterprise™* and the *U.S.S. Enterprise NCC-1701-A™*. All the characters have their own distinctive personalities, allowing you to fully interact with them while controlling their individual actions on missions or gaining advice from them as you plan your course of action.

Like the movie *Star Trek Generations*, this game centres on the investigation of a 78-year-old mystery surrounding the strange, elusive Nexus, a ribbon of energy passing through the galaxy destroying starships in its wake. Also at the heart of this mystery is the misguided *Dr. Tolian Soran*, who has plans of his own involving the Nexus. In solving this mystery, you will meet alien races, fight enemy starships and explore countless planets in the search for clues. In playing this game, you will become involved with an adventure beyond your expectations.

All that awaits is for you to guide the course of that adventure. Make it so!

## BEFORE STARTING THE GAME

For successful installation of the game, your computer must be a minimum of an IBM PC 90 MHz Pentium or compatible system and have the following system requirements:

- ❶ Windows™ 95
- ❷ 16 Mb RAM
- ❸ Quad-speed CD-ROM drive
- ❹ Hard drive with 75 Mb free
- ❺ High Colour graphics for 640 x 480 x 16-bit colour (2 Mb video memory minimum)
- ❻ Mouse
- ❼ Windows™ 95-compatible sound card

A joystick is used only in Tactical Combat. For optimum performance, an IBM PC 166 MHz Pentium or a compatible system with 32 Mb RAM is recommended.

The *Star Trek Generations* package contains two CD-ROMs and this Reference Manual.

## INSTALLING THE GAME

To install *Star Trek Generations*, follow these instructions:

- ❶ Place the *Star Trek Generations* Disc 1 in the CD-ROM drive, then close the drive. Since *Star Trek Generations* is a Windows™ 95 auto-run CD-ROM program, the installation program will begin at this point.
- ❷ Click on the Install button at the Main Menu to continue the installation process.
- ❸ You need to decide which directory you want to place the game in. The default directory is C:\PROGRAM FILES\STAR TREK GENERATIONS. If you wish to install to a different directory, type in your own directory path or click the Browse button to find an available directory. Click the OK button to continue.
- ❹ Now, the installation program will copy files from the CD-ROM to your hard drive.
- ❺ When you are given the Option, you MUST consult the READ ME file

To play the game, just place *Star Trek Generations* Disc 1 in the CD-ROM drive, click the Start Menu and then click on *Star Trek Generations*.

The game will prompt you when you need to insert *Star Trek Generations* Disc 2.

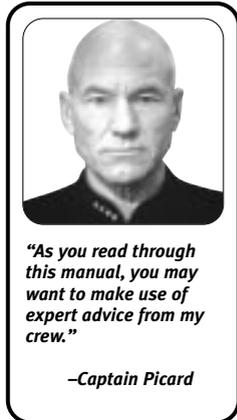
CHAPTER

2

2. CAPTAIN'S LOG

**Captain's Log, Stardate: 48623.4. *Captain Jean-Luc Picard* reporting. The *Enterprise* is responding to a distress call from the Amargosa Solar Observatory, a Federation laboratory orbiting the Amargosa sun. Curiously enough, a member of the observatory, a *Dr. Tolian Soran*, was rescued once before by another Starship: the *U.S.S. Enterprise NCC-1701-B™*, 78 years ago when it came to the aid of a damaged vessel, the *Lakul*. Although 47 survivors were saved—among them my good friend *Guinan*—the *Lakul* was destroyed by the *Nexus*, an energy ribbon which passes through our galaxy once every 39 years. That rescue mission ended with the reported death of the famed *Captain James T. Kirk*. This history of *Dr. Soran* fills me with a great foreboding for the future.**

## GAME OVERVIEW



Whether this is your first experience playing an action game or not, you will find this section provides quick descriptions as to what you can expect from *Star Trek Generations*. If you want short character sketches of the *Enterprise* crew or an overview of the *Enterprise*, go to Appendix B: Starfleet Personnel or Appendix C: *U.S.S. Enterprise NCC-1701-D* respectively.

### The Controls

#### The Mouse

In general, left-clicking, or “clicking,” your mouse on an on-screen button selects that button, while right-clicking your mouse plays a brief verbal description of that button’s functions. Click and hold on to your mouse button, or “dragging,” to change weapon settings and ships systems power levels.

A text description accompanies all voice-overs if you turn on the ‘Subtitles’. To learn more about the Subtitles function, see Chapter 6: Game Settings and Options.

The game starts with *Captain Picard* ordering the *Enterprise* to respond to a distress signal from an observatory in the Amargosa star system. This command is given while *Captain Picard* is with *Lt. Cmdr. Data*, the ship’s science officer, in the *Enterprise*’s Stellar Cartography lab. From here, you will be able to plan your strategies, access several key ship’s systems, transport crew members to various locations and chart the course of the mysterious Nexus.

### Stellar Cartography Conversations

In Stellar Cartography, you will overhear conversations between *Captain Picard* and *Data*, between *Picard* and other crew members elsewhere on the ship, between *Picard* and Starfleet Command or between *Picard* and members of alien races. Your actions in Stellar Cartography, as well as those on Away Missions or at the Tactical Station, will determine what conversations you hear as the characters respond to your specific commands. Often the conversations will provide clues and advice. While in Stellar Cartography, anytime you wish to replay the last clue or advice given, click your mouse on the Computer Log button in the lower-right corner of the screen.



### Stardate Units

It is important to note that every action you initiate in Stellar Cartography takes a certain amount of time, which is measured in Stardate units. During the game, your opponents—controlled by the computer—will also undertake activities, such as moving fleets of starships or beaming to a planet. The chance that you can stop their actions or arrive at a location before them is dependent upon how much time passes. The time spent on an Away Mission or engaged in Tactical Combat is also measured in Stardate units.

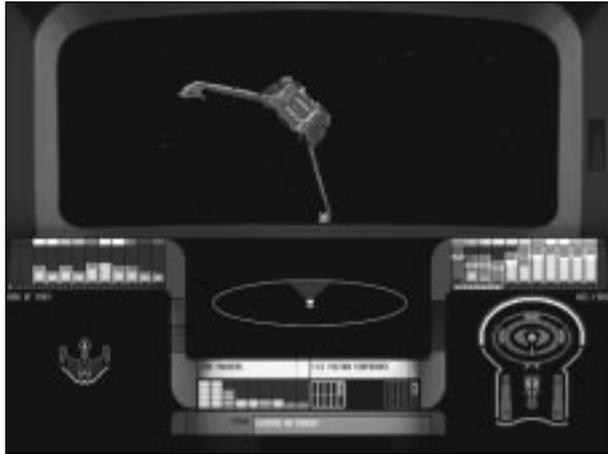
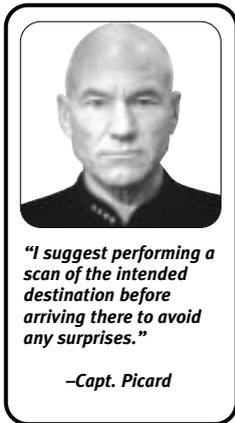
### Scanning

From Stellar Cartography, click on either the Long or Short Range Scan buttons to scan solar systems, suns, planets or any other starship that you select. How much information you receive about a scanned object depends on whether the *Enterprise* is in the same solar system as the targeted object; for the greater the distance, the less effective the scan.

## Navigation

During your adventures, you will need to travel from solar system to solar system within a sector of space to investigate planets and starships orbiting various suns. To navigate to any location, click your cursor on the desired place on the space map in Stellar Cartography and then click the Set Course button.

## Space Combat



If the *Enterprise* encounters other starships, you might need to engage in ship-to-ship combat either for protection or to complete your mission. Such combat is initiated either by completing a Short Range Scan of another starship or if another starship moves to intercept you. The Tactical button will then light up in Stellar Cartography. Click the Tactical button to bring up the Tactical Combat screen, where you will control the ship's weapons and movements during battle. For a complete description of the Tactical Station and its functions, see Chapter 5: Tactical Combat.

## Away Mission Transportation



Transport

Upon reaching a desired planet, space station or starship to investigate, you will need to send a crew member on an Away Mission. While in Stellar Cartography, perform a Short Range Scan of the destination to bring up the Transport button. When *Captain Picard* selects a crew member to go on the mission, click on the Transport button to beam that crew member to the targeted location. This brings up the Away Missions screen.

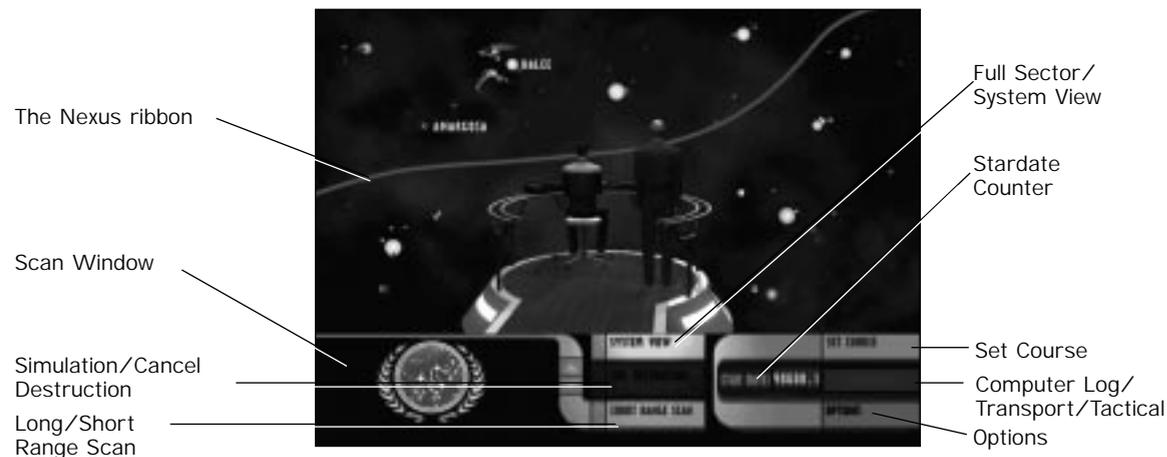
## 3. STELLAR CARTOGRAPHY

**Science Officer's Log, Stardate: 48623.5. *Lt. Cmdr. Data* reporting. Located on Deck 12, Room 1072, Stellar Cartography is used primarily to map all charted stars and solar systems; however, its usefulness as a scientific tool is not limited to that one sole function. For instance, I have noted how this lab has become a functional, yet temporary, base of operations during our current mission.**

## STELLAR CARTOGRAPHY FUNCTIONS OVERVIEW

Throughout the course of the game, Stellar Cartography will serve as your command centre for all operations conducted on the *Enterprise*. On-screen, you will see *Picard* and *Data* viewing a map of a space sector. All planets, suns and starships you encounter will be displayed here. The current location of the *Enterprise* will also be indicated on the map.

In addition, Stellar Cartography's space sector map allows you to chart the course of the Nexus, a strange distortion wave of temporal energy which flows through the universe, passing through the Milky Way galaxy every 39.1 years. Little is known about it, except that any starship that encounters it is destroyed. In a chance encounter with the *U.S.S. Enterprise NCC-1701-B*, the Nexus supposedly claimed the life of *Captain James T. Kirk*.



Right-click your cursor over any on-screen button to command the *Enterprise's* computer voice to describe that button's function. Some buttons have more than one function or are only active during certain points in the game. Those buttons will only display the function you may be able to use at that moment.

Click your cursor over any planet, sun or starship on the Stellar Cartography map to select that object. At that point, you may scan or fly to that object. You cannot select the *Enterprise* or any moons in this manner. The cursor will acquire a targeting site when it passes over any

object you can select. To deselect an object, just target another object on-screen.

When on an Away Mission or in a space battle, you exit from this screen to begin those activities, and you will return to this screen upon finishing the mission or battle.

### Full Sector/System View

The Stellar Cartography map can display either a full sector view of space, containing several solar systems, or it can show only one single system. The same button is used to select between those choices. Using this button costs 0.1 Stardate units.

To view a specific system while the Stellar Cartography map displays several solar systems, select the system on the map by targeting its sun and then click on System View.

When the Stellar Cartography map displays a single system, click on Full Sector View to display all existing solar systems on the Stellar Cartography map.

### Simulation/Cancel Destruction

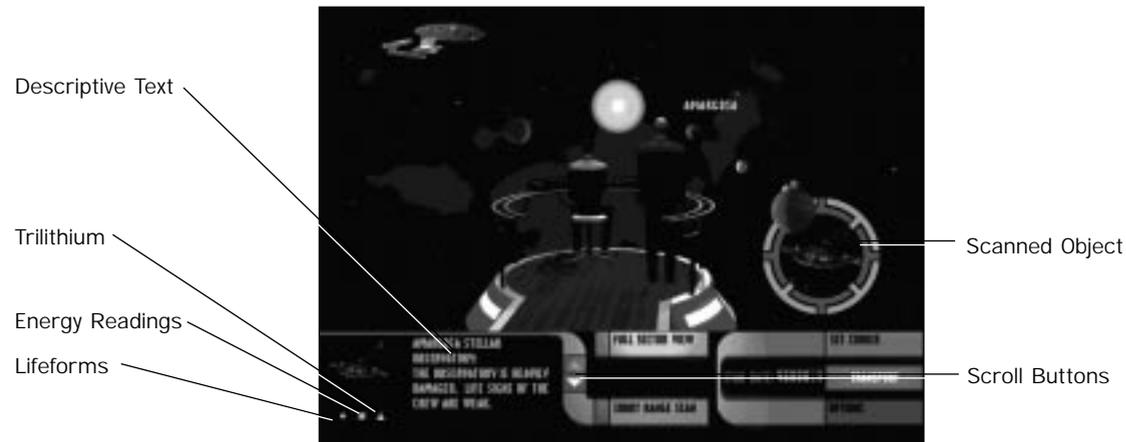
While inactive in the beginning, the Simulation Destruction button will become active as events unfold in the game. Click it to simulate the destruction of any pre-selected sun on the full sector view of the Stellar Cartography map. This shows you how a sun's destruction would alter the course of the mysterious Nexus through the sector. Click on Cancel Destruction to end the simulation and its effects. Either function of this button uses 0.3 Stardate units.

### Long/Short Range Scan

If the *Enterprise* is in the same solar system as the selected object of the scan, a Short Range Scan is possible, but if the selected object is in another system in the sector, then only a Long Range Scan is possible. Either way, click on this button to select a scan of the targeted object on the map. Scanning takes 0.1 Stardate units. The results of the scan appear in the Scan Window and the targeted object is labeled on the map.



## Scan Window



This display window, located in the left corner of the screen next to the Long/Short Range Scan button, presents the results of the last scan conducted. A picture of the scanned object is presented, accompanied by a text description of the object. Next to the text are scroll arrows, allowing you to scroll through the text.

Below the object's picture, indicator symbols appear if life signs, energy or Trilithium (an experimental, unstable material which stops fusion inside a star) are present, with a circle symbol for life signs, a square for energy readings and a triangle for Trilithium.

When the *Enterprise* receives incoming messages from Starfleet Command, they are also displayed on this window.

### Set Course

Select a sun, sector, planet or starship on the Stellar Cartography map and then click on the Set Course button to have the *Enterprise* arrive at that location. This also labels that selected location on the map. Movement anywhere on the map takes 1.0 Stardate units.

## Stardate Counter

This readout indicates the current Stardate in the game. Other actions conducted in Stellar Cartography update the counter in increments of 0.1, showing the passage of time in the game. When games are saved, they list the last recorded Stardate for that game session. The game starts with Stardate: 48623.4.

## Computer Log

Click on this button to replay the last clue or advice offered to you. This information is relayed by either *Captain Picard* or the *Enterprise* computer. When this button is inactive, there is no relevant information to give.

## Transport

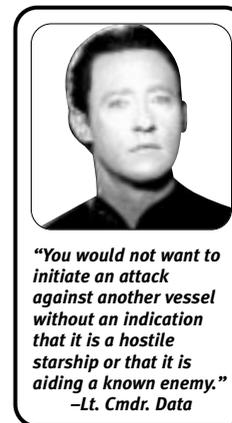
This button occupies the same space as the Computer Log button and is active only after a Short Range Scan of a planet, space station or starship has been conducted. Click on the Transport button to bring up the Away Mission screen and beam a crew member to the selected target. For further information about the Away Mission screen, see Chapter 4: Away Missions.

## Tactical

This button also shares the same place as the Computer Log and Transport buttons. It becomes active only when an enemy vessel is in range and, either you have completed a Short Range Scan of it, or it has moved in to attack you.

When an enemy vessel initiates an attack, you will automatically go to the Tactical Combat screen. When you conduct a Short Range Scan of a starship that has not yet attacked you, the targeted starship may then decide to attack.

Click on the Tactical button to call up the Tactical Combat screen. For further information about the Tactical Combat screen, see Chapter 5: Tactical Combat.



### Options

Click on the Options button to bring up the Options Menu, which pauses the game, allowing you to Load and Save games, to change the Game Settings and modify keyboard commands. Pressing ESCAPE also brings up the Options Menu. For further information about the Options Menu, see Chapter 6: Game Settings and Options.

## CHAPTER

# 4

## 4. AWAY MISSIONS

**First Officer's Log, Stardate: 48623.5. *Cmdr. William Riker* reporting. The most important thing to remember about an Away Mission is that each Starfleet officer must be willing to follow the proper mission protocols to ensure success. This is highly-valued in a crew member since a clear sense of the goals at hand helps in determining how best to focus your actions in a limited amount of time; be it solving an unusual puzzle or deciding how to deal with any aliens you might encounter. Anything else can lead to disaster.**

Away Missions are necessary when you must investigate a planet, space station or starship in order to complete your mission. Each Away Mission is conducted by only one member of the *Enterprise* crew, selected by *Captain Picard* as the best choice for the mission based on the information you have gathered. During the mission, you control the actions of that chosen crew member as you solve intriguing mysteries and explore unknown lands.

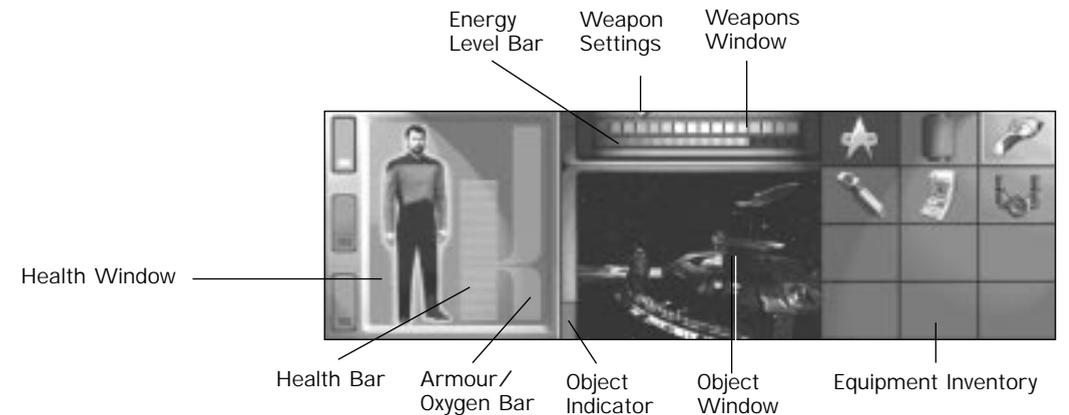
## TRANSITION SCREEN



After you select the Transport button in Stellar Cartography and exit that screen, a transition screen will appear showing the planet, space station or starship the Away Mission takes place on. In addition, this transition screen will include a text description detailing that specific mission's background.

When the Proceed button appears, click on it to continue.

## VIEWING THE MAIN SCREEN



The upper portion of the screen for Away Missions is viewed from the perspective of the crew member you control. As you move the crew member around to explore his or her surroundings, you will see what he or she would see.

To change your field of view without moving about, right-click and drag your cursor across the upper portion of the screen in the direction you want to view. Pressing PgUp allows you to look up, PgDn to look down and Home to centre your view.

The lower portion of the Away Missions screen contains the Away Missions Control Panel, which allows you to view your health, examine specific objects, review your mission objectives and use your equipment. Right-click on any item or button on the Control Panel to get a text description of it.

## CONTROLS

### Keyboard

Move Forward . . . .Up Arrow [↑]	Jump . . . . .Enter Key
Move Back . . . .Down Arrow [↓]	Crouch . . . . .Right CTRL
Run . . . . .SHIFT+ Arrow Key	Fire/Attack . . . . .Keypad 0
Turn Left . . . . .Left Arrow [←]	. . . . .or Left Mouse Button
Turn Right . . . .Right Arrow [→]	Look Up . . . . .PageUp Key
Slide Left . . . . .Keypad [7]	Look Down . . . . .PageDn Key
Slide Right . . . . .Keypad [8]	Centre View . . . . .Home Key
Dim Screen . . . . .F2	Brighten Screen . . . . .F3

## Mouse Control

Look Around/Steer Left and Right - Hold down Right Mouse Button and move in Action Window.

## HEALTH WINDOW

During an Away Mission, it is possible to be hurt or injured. To view the relative health of your crew member, click on the green button at the upper left of the Away Mission Control Panel and the Health Window will appear.

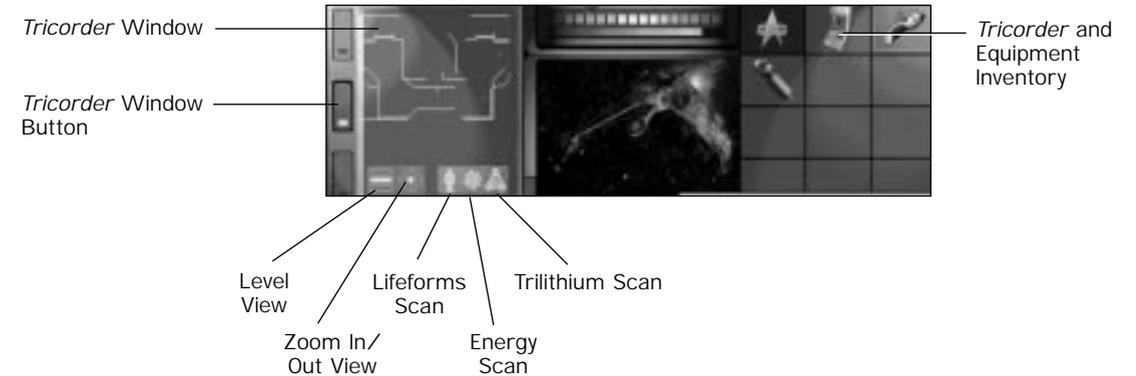
Inside the Health Window is a picture of the crew member sent on this mission and, to the right of that, a green Health Status Bar. When the crew member is hurt, the picture changes from an upright posture to a bent-over stance and the Health Status Bar decreases.

If the Health Status Bar drops down low enough, the crew member can be rendered unconscious. Before that happens, a warning signal will sound (as long as the Health Window is on-screen). Should the crew member be in danger of dying, he or she will automatically be beamed up. At that point, that Away Mission will end and will be considered a failed mission.

Health can be regained over time or, if crew members receive a Hypospray treatment or, take in nourishment; such as drinking non-toxic liquids. Health is also fully recovered when an Away Mission ends.

To the right of the Health Status Bar is the Armour/Oxygen Bar, which is used to indicate either how much body armour (such as a spacesuit) or breathable air is left, depending upon the situation. Armour cannot be repaired, but air can be replenished by entering an environment that has plenty of oxygen. Normally, you do not start an Away Mission with armour.

## TRICORDER WINDOW



On any Away Mission, the *Tricorder* is an important piece of equipment used to scan your surroundings. Click on the blue button on the left of the Away Mission Control Panel to bring up the *Tricorder* Window.

Click on the *Tricorder* icon in the Equipment Inventory to deactivate the *Tricorder*. When the *Tricorder* is deactivated, the *Tricorder* Window turns a light blue with no buttons or scan results displayed. Click on that icon again to reactivate the *Tricorder*. A further description of the *Tricorder* can be found in Appendix A: Equipment.

Within the *Tricorder* Window are several functions that are useful on any mission.

### Level View

Each planet, space station or starship has one to three levels to explore. Click on any of this icon's three lines to select the corresponding level you will see on the *Tricorder* Window, with the highest line representing the top level.

The *Tricorder* can only map the specific areas on each level that you have already explored. However, if you are onboard a Federation starship or space station, the *Tricorder* can call up full maps of all levels from its library computer.

### Zoom In/Out View

Click on this icon either to zoom in on the *Tricorder* Window's view of a level or to zoom out. Each circle on the icon represents the degree that you either zoom in or out, with the largest circle allowing for the widest view of a level.

### Lifeforms Scan

When this icon is lit, the lifeforms scan function is on and all lifeforms present will appear as coloured dots on the *Tricorder* Window. Click this icon to turn it off or on.

For each Away Mission, each alien race will have a specific lifeform colour reading, with light blue always indicating survivors in need of rescue. Dead aliens do not register at all on the *Tricorder*. YOU appear as a directional arrow, always in the center of the window, with the arrow pointing in the direction you are facing.

### Energy Scan

When this icon is lit, the Energy Scan function is On with all energy sources present appearing as glowing squares on the *Tricorder* Window. Click this icon to turn it off or on.

### Trilithium Scan

When this icon is lit, the Trilithium Scan function is On with all Trilithium present appearing as flashing triangles on the *Tricorder* Window. Click this icon to turn it off or on. At the start of the game this button will not be available. Later actions might make it available to you.

Trilithium itself is an experimental, unstable compound primarily developed by the *Romulans*. It can inhibit nuclear reactions and can be found, in a highly explosive resin form, as a toxic waste residue from the warp drive engines of a starship.



"At times, you may want to narrow a search with your *Tricorder* to only one specific scan for best results."

—Cmdr. Riker

## MISSION OBJECTIVES WINDOW



Mission Objectives Window

Mission Objectives Button

Anytime you wish to view the specific objectives for each mission, click on the Mission Objectives button (the orange button at the bottom left of the screen) and the Mission Objectives Window will appear, listing your goals for that specific Away Mission.

## WEAPONS WINDOW



"A *Phaser* comes in handy to cut through already damaged walls which may block your path."

—Cmdr. Riker

On Away Missions, you will find it necessary to protect yourself from hostile aliens and other hazards. In such cases, a weapon such as the Federation Mark II *Phaser* is a handy piece of equipment to carry along. Click on the *Phaser* icon in the Equipment Inventory to carry it, ready to fire it when needed. On the upper portion of the Away Mission screen, you will be able to see the *Phaser* held.

Click on the Target to fire your *Phaser* or press 0 on the Numeric Keypad.

To holster it, click on the *Phaser* icon. When the *Phaser* is not used, the entire *Phaser* Window darkens. Often, you will start an Away Mission with the *Phaser* already drawn.

If you have more than one weapon in your Equipment Inventory, cycle through them by clicking on the orange button—the Weapons Select button—located to the left of the *Phaser* Settings Bar. During Away Missions, you may find other weapons, such as a *Romulan* Type III Disrupter. Other weapons are controlled like a *Phaser*, but they might have different effects.

To operate a *Phaser* effectively, you will need to make use of the functions in the Weapons Window. For further information about *Phasers*, see Appendix A: Equipment.

Phaser Settings  
Indicator  
Weapons  
Select Button  
  
Phaser Settings Bar  
  
Energy Level Bar



## Weapon Settings

The *Phaser*, as well as most weapons, has three basic settings: *stun*, *kill* and *destroy*. These settings are represented on a multi-coloured bar that runs along the top of the Weapons Window. The stun setting is represented by green, the kill setting is yellow, and the destroy setting is an orange-red. Each setting has different degrees of effect, such as moving from a light stun to a heavy stun.

The white indicator arrow above the Weapon Settings Bar shows the current setting. To select a setting drag, either the multi-coloured bar or, the indicator arrow, to the desired setting. Remember, as a Starfleet officer, you are trained only to fight in self-defense or in defense of others. Killing an alien must only be a last resort.

## Energy Level Bar

Operating any weapon uses energy and every weapon in the game has a limited power supply. For instance, the energy level of any *Phaser* you use is indicated by a bar along the bottom of the window. When the *Phaser* is fully powered, the whole bar is lit. Depending on how often you shoot the *Phaser* and at what settings, the lit portion of the bar will decrease until your *Phaser* runs out of energy.

While Starfleet *Phasers* recharge after you return to the *Enterprise* upon completing the mission, it is possible to reload all types of weapons with matching power cells which may be found during an Away Mission.

## OBJECTS WINDOW

Objects Window

Objects Indicator



*"While it might be easy to order Earl Grey tea or synthehol from a replicator, some computer terminals require a bit more effort to operate."*

—Cmdr. Riker

Located at the bottom of the Away Mission screen, the Objects Window depicts objects seen on the upper portion of the screen that can be manipulated when you are in front of them. For example, you can use computer terminals encountered or pick up items found.

To communicate with any survivors you encounter, place yourself over them so that their image appears in the Objects Window and click on that image. In the same manner, it is possible to search the bodies of dead or unconscious aliens.

To pick up objects, drag the selected object to the Equipment Inventory. If you right-click on the object, the crew member will tell you what it is.

### Object Indicator

This button, located at the lower left of the Object Window, flashes when there are several objects present. Click on it to switch between each object's icon. When all the objects that were present are removed, this indicator will darken.

## EQUIPMENT INVENTORY

Located on the right of the Away Mission Control Panel, the Equipment Inventory shows icons of all the items you have collected. You will start each mission with a Communicator, *Tricorder*, *Phaser* and Hypospray. When you are on an Away Mission with *Lt. Cmdr. Data*, a Hypospray will not be present since it does not work on androids.

To store items in your inventory, you must place their icon in an empty square. If there are no empty squares, then no more objects can be stored until you decide to remove an object from the inventory. To remove objects, drag the equipment icon from the inventory into the Objects Window. The only equipment that cannot be removed is the Starfleet *Communicator*; its special status is indicated by its darkened background.

To select equipment for use, click on its icon. The icon box of the equipment you are currently using will be highlighted with an orange outline. If you select an object that cannot be used at that time, the crew member will notify you. Right-click on an equipment icon, and the crew member will inform you as to that object's usefulness.

## CHAPTER

# 5

## 5. TACTICAL COMBAT

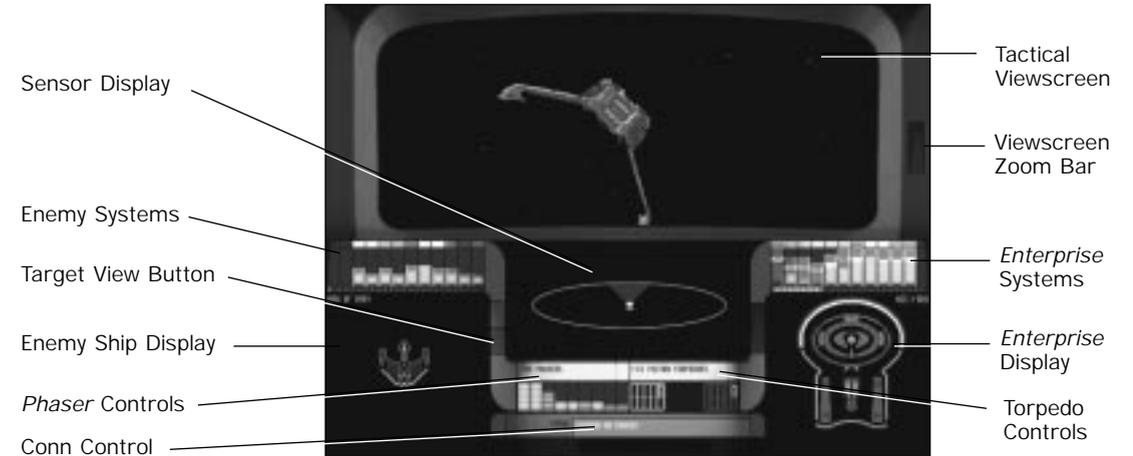
**Security Officer's Log, Stardate: 48623.7. *Lt. Cmdr. Worf* reporting. A true warrior will be ready to face the enemy with honour and cunning, be it on the battlefield or in space. And a true warrior will know how to use a ship's Tactical Display in a space battle, for while it may not be a bat'telh, the Tactical Display requires no less skill in striking down an enemy. For, as we *Klingons* say, "leghlaHchu'be'chugh mln lo'laHbe' taj jej"—a sharp knife is nothing without a sharp eye!**

Tactical Combat becomes necessary when you encounter hostile enemy starships while navigating through space. Often, an enemy vessel will attack you first. Occasionally you will have the opportunity to begin battle. In such cases, you will want to take not only the number and type of starships you face into account, but also remember that Starfleet officers prefer to fight only when all other options to accomplish their mission have been exhausted. Nevertheless, you must be prepared to initiate combat against starships allied with the crazed *Dr. Tolian Soran*—such as those vessels crewed by *Lursa* and *B'Etor* and their renegade *Klingons*—in order to stop his fanatical plans.

## TRANSITION SCREEN

After selecting the Tactical button in Stellar Cartography, a transition screen will appear showing the *Enterprise* facing off against whatever specific number and type of starships it has encountered. When the Proceed button appears, click on that button to continue.

## TACTICAL VIEWSCREEN



The upper portion of the Tactical Combat screen—the Tactical Viewscreen—is the viewing screen of the battle from the *Enterprise's* position. From this vantage point, you are able to see the enemy vessel you have targeted.

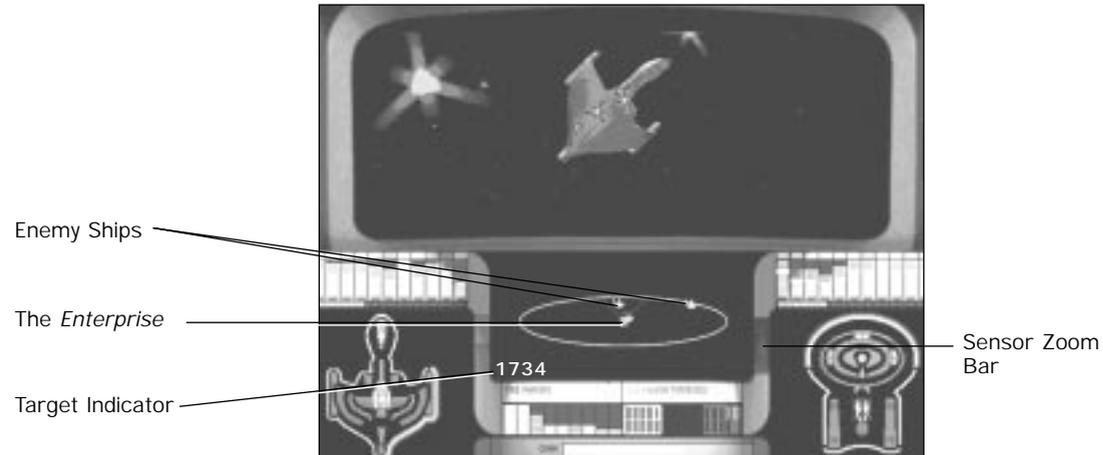
Below the Tactical Viewscreen are the Sensor Display and Tactical Control Panel, which allow you to protect yourself against hostile starships.

Right-click any on-screen button to command the Ship's Computer to supply a verbal description of that button. To change the Tactical Viewscreen's perspective to view directly ahead of the *Enterprise*, click the button to the upper left of the Sensor Display window.

To restore the Tactical Viewscreen's point of view on the targeted enemy, click that button again.

To the right of the Tactical Viewscreen is the Viewscreen Zoom Bar. Click and hold down your mouse button on this bar to zoom in on your target's image (by raising the bar) or to zoom out from it (by lowering the bar).

## SENSOR DISPLAY



Located in the middle of the Tactical Combat screen, the Sensor Display shows a three-dimensional representation of the current battle. During combat, the location of any nearby enemy starships in relation to the *Enterprise* is indicated here.

Each starship is placed within an oval centered around a white icon representing the *Enterprise*. All starships are represented by an icon placed on an altitude bar, which indicates their relative height in space to that of the *Enterprise*. The currently targeted enemy vessel will be outlined in red. In the lower left corner of the Sensor Display, a Distance to Target Indicator shows the distance between you and the targeted enemy vessel.

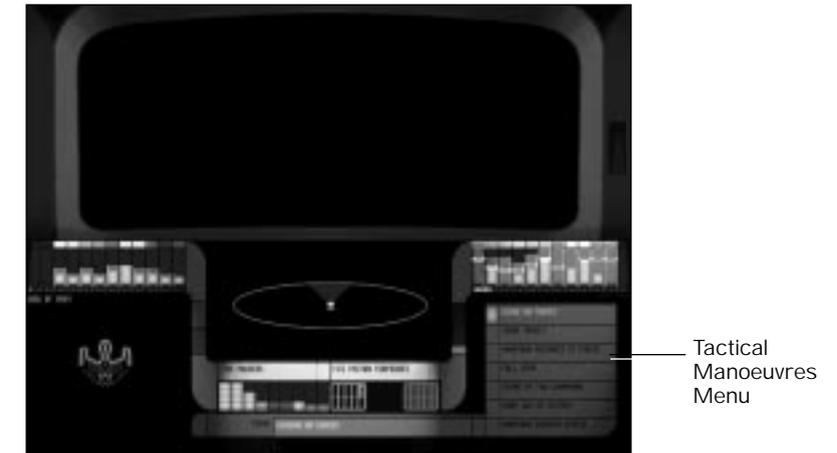
To target a starship, click on its icon in the display window. If you are pitted against more than one enemy and you want to cycle through all available targets, click on the button located to the lower left of the Sensor Display.

To the right of the Sensor Display is the Sensor Zoom Bar. Click and hold down your mouse button on the bar to zoom in the Sensor Display window by raising the bar or pan away by lowering the bar.

## PILOTING

As combat progresses, you will find it advantageous to manoeuvre the ship in order to avoid enemy fire, to face the enemy directly, or to engage in a strategy of your choosing. To pilot the ship, you can either give specific commands to the Conn (the *Enterprise*'s flight controller) or you may control the movement of the ship directly.

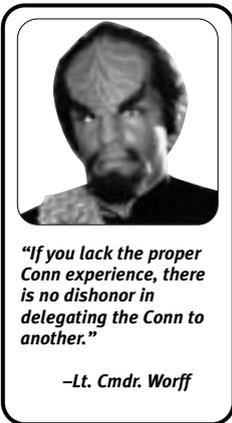
### Tactical Manoeuvres



At the bottom centre of the Tactical Control Panel, a text indicator identifies what pre-selected command the Conn is following. Click on this indicator slot to bring up the Tactical Manoeuvres Menu, which lists several standard flight commands you can give to the Conn. To select one of the commands, click on the desired one. The Conn is automatically flying the *Enterprise* when you enter the Tactical Combat screen.

The Tactical Manoeuvre commands available to select from are:

- 🕒 **Close on Target** sets a direct course for the targeted enemy vessel. The *Enterprise* will stop when it reaches an optimal attack distance from the target.
- 🕒 **Evade Target** orders the *Enterprise* to evade only the targeted starship.



- 0 **Maintain Distance to Target** keeps you the same distance from your target the moment you selected the command. While the *Enterprise* may match velocities with the targeted vessel, the target may still be able to manoeuvre around you.
- 0 **Full Stop** halts the *Enterprise*.
- 0 **Stand by for Command** tells the Conn that you are no longer giving it orders so that you may either personally pilot the *Enterprise* or select another command.
- 0 **Warp Out of System** exits the *Enterprise* out of the system it is currently in—as long as the Warp engines are on line—for another system that is randomly chosen. At that point, that combat will be ended and will be considered a failed battle.
- 0 **Maintain Current Status** confirms your last command, allowing it to continue.

## User Control

To de-activate the Conn and fly the ship yourself, either select the ‘Stand by for Command’ order or use your mouse with your keyboard to control the *Enterprise*. Whenever you use a mouse or keyboard command, that command supersedes the last command given to the Conn. When you are finished manually controlling the ship, the Conn will return to following your last command.

The Keyboard commands for operating the *Enterprise* are:

Close on Target . . . . .Key 1	Left . . . . .Left Arrow [←]
Evade Target . . . . .Key 2	Right . . . . .Right Arrow [→]
Maintain Distance . . . . .Key 3	Climb . . . . .Down Arrow [↓]
Full Stop . . . . .Key 4	Dive . . . . .Up arrow [↑]
Stand By . . . . .Key 5	Roll Left . . . . .Right CTRL
Warp Out . . . . .Key 6	Roll Right . . . . .Keypad o
Maintain Status . . . . .Key 7	

Fire <i>Phasers</i> . . . . .Right SHIFT	Increase Speed . . . . .Key +
Fire Torpedoes . . . . .Enter	Decrease Speed . . . . .Key -

To change your field of view without moving the ship, right-click and drag the cursor across the upper portion of the screen in the direction you want to view.

## ENTERPRISE DISPLAY

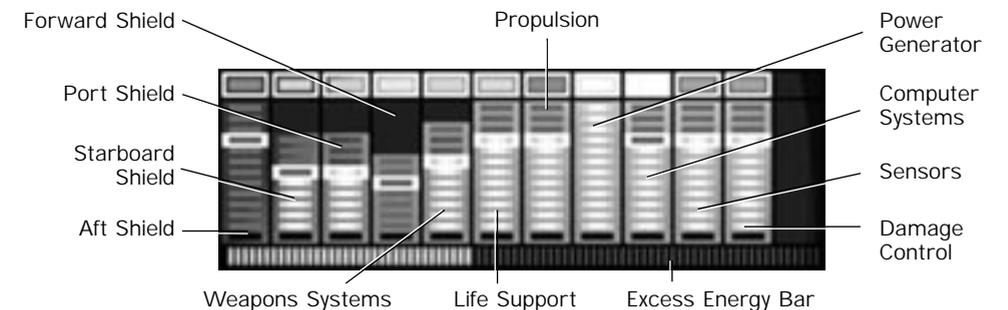
On the left side of the Tactical Control Panel is the *Enterprise* Display window accompanied by the *Enterprise* Systems Panel. The *Enterprise* Systems Panel contains the indicator bars for the ship’s different systems with each system represented by a specific colour in a box above the bar. These bars show the current status of any given ship system, while the *Enterprise* Display identifies their specific location onboard the ship with matching colours.

During combat, it is possible for the enemy to target certain functions on the *Enterprise* or that only certain systems might receive damage. This portion of the screen will show where the damage has occurred and how serious it is.

In the upper left of the *Enterprise* Display window is the Ship Name Indicator, which identifies the name of your starship.

To the lower left of the display window is a button. Click that button to change the display of the *Enterprise* in the window from a schematic to a 3-D representation of the ship as viewed by the targeted enemy ship. Click the button again to restore the schematic view of the ship. In the lower right of the display window is the Velocity Indicator, which shows the current speed of the *Enterprise*.

## Enterprise Systems Panel



Above the *Enterprise* Display is the *Enterprise* Systems Panel which allows you to select any system in order to determine what amount of power can be directed from Engineering to that specific system. You may also determine which systems receive repair work from here.

Each system is represented by an indicator bar with a coloured box at the top of it. That bar shows the level of power supplied to the system versus the full potential of that system. The yellow bar on the indicator shows what the current level is, with the white outline indicating the current setting. The blue bar on the indicator shows what the full potential of that system is. A red bar on the indicator represents damage to that specific system. The coloured box indicates which system it is.

A red colour indicator box at the top of the bar denotes a destroyed system. Destroyed systems are no longer usable until repaired. Repairing destroyed systems requires more time than to repair systems that have suffered only some damage. Repaired systems have their indicator boxes outlined in white.

To increase the power to a system, click and hold down your mouse button on the white outline to raise the yellow bar. Dragging on the white outline while lowering it down the bar decreases power to a system. The yellow bars slowly change to match the new level established by the white outline. The horizontal readout bar for Engineering indicates how much excess energy you have to increase power to all of your ship's systems.

The systems represented on the panel are:

- ① **Forward Shield** measures the strength of your forward shield.
- ① **Port Shield** measures the strength of your left-side shield.
- ① **Starboard Shield** measures the strength of your right-side shield.
- ① **Aft Shield** measures the strength of your rear shield.
- ① **Weapons Systems** controls your *Phasers* and your Photon Torpedoes. When damaged, some weapons will become inactive. When destroyed, all weapons are off-line. Its system box is orange.
- ① **Life Support** controls the starship's life support systems. Life support creates a comfortable environment for the crew to work in. When it is damaged, the rates of repair procedures and torpedo loading are both slowed down as the crew must deal with a harsher environment. Should it be completely damaged, the emergency life support will automatically engage. When it is destroyed, the ship's environment will soon be unable to support life and your crew will die, rendering all systems inactive. Its system box is green.

- ① **Propulsion** controls your ship's velocity. If damaged, Warp drive will go off-line. Its indicator box is blue.
- ① **Power Generator** controls the energy used to power the ship's other systems. If damaged, other systems will go off-line. Its indicator box is bright yellow.
- ① **Computer Systems** controls the accuracy of your ship's weapons. When damaged, weapons accuracy drops. Its indicator box is white.
- ① **Sensors** controls the viewscreen and display windows. As it is damaged, each of the screens will fail to display any sensor readings. Its indicator box is bluish-grey.
- ① **Damage Control** determines the rate at which repairs are conducted. When it is destroyed, no other systems on the ship will be repaired. Click on any damaged system's indicator box to cut off its repairs. Click again to restore repairs. Its indicator box is purple.

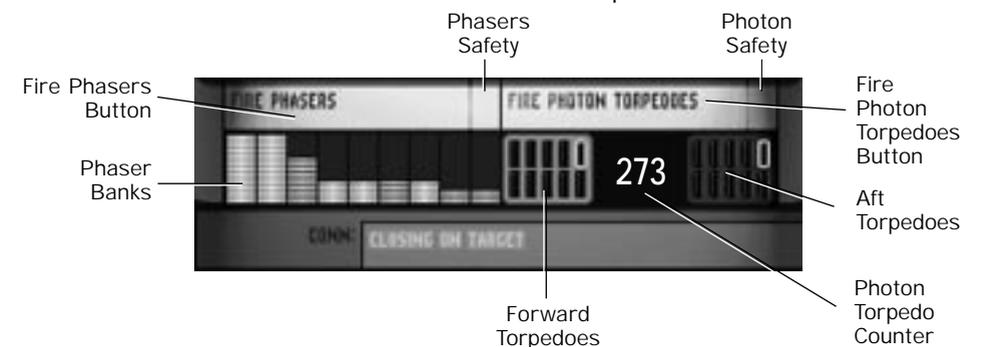
## Shields

Besides being represented on the *Enterprise* Systems Panel, the ship's shields are indicated on the *Enterprise* Display by pale yellow outlines, matching the colour of their indicator boxes. Each shield is differentiated by a different shade of pale yellow. If they are damaged, their outline will fade. When they are destroyed, their outline will disappear.

As the main defense for a starship, the shields will stop *Phasers* and Photon Torpedoes from damaging the ship, but in turn, will be damaged by those weapons themselves.

## Phasers

The *Enterprise*'s *Phaser* banks are a more powerful version of a crew member's hand-held *Phasers*. These Type X *Phasers* are used as a starship's primary means of attack. To use them, target the enemy ship and click on the Fire *Phasers* button or press SHIFT.



Under the Fire *Phaser's* button is an indicator bar for each *Phaser* located on the ship, showing how much energy remains versus the full potential of that *Phaser*. White bars on the indicator show which *Phasers* are ready and are facing the targeted ship. Yellow bars on the indicator show which *Phasers* are not facing the target; as a result, these *Phasers* are unavailable. Click on the indicator bar to de-activate a *Phaser* bank, and click the indicator bar again to activate the *Phaser*. Deactivated *Phasers* are outlined.

*Phasers* require time to recharge after discharging a blast. A blue bar on the indicator shows which *Phasers* are recharging. While you may fire *Phasers* as they recharge, the resulting blast will not be as powerful as one from a fully functional *Phaser*.

A damaged *Phaser* bank is indicated by a red bar and cannot be used until repaired.

## Torpedoes

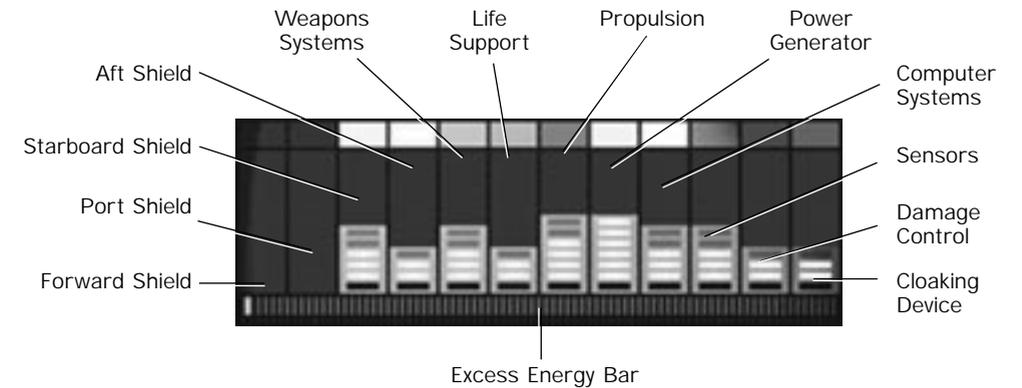
The *Enterprise* has 20 Torpedo tubes, which can be launched one at a time or in groups of 10. The Photon Torpedo does a significant amount of damage, but your ship has only 275 of them. The more Photon Torpedoes launched, the less your chances of success with any single torpedo.

The left box is the ship's forward torpedo launcher, while the right is the rear torpedo launcher. The blue lit box indicates which torpedo tube faces the targeted enemy starship. The grey lit box shows which tubes are facing away from the target. Between the two boxes is the Photon Torpedo Counter, which counts down how many torpedoes are remaining. You cannot restock torpedoes after you have depleted your supply.

To fire a Photon Torpedo, left-click on the Fire Photon Torpedo Button. To select the number of Photon Torpedoes you wish to fire, left-click on the Photon Torpedo tubes located under the Photon Torpedo Button.

After a Photon Torpedo has been fired, time is required to reload the torpedo tubes one by one. You may fire Photon Torpedoes before all the tubes are reloaded.

## TARGETED SHIP DISPLAY



On the right-hand side of the Tactical Control Panel is a display of the currently targeted enemy vessel. This display is similar to that of the *Enterprise's*, but where you would allocate power or repairs, here you target specific systems you wish to damage.

Most targeted enemy vessels will also have an additional indicator bar on their systems display. This bar, located to the upper left of the Targeted Ship Display, shows the system strength of the enemy ship's cloaking device. Its system box is grey. A cloaking device allows a ship to render itself invisible to an enemy ship's sensors. (As stipulated by the Treaty of Algeron, Federation starships are not outfitted with cloaking devices.)

By cloaking, the enemy starship abandons the field of battle and grants you victory. However, cloaked ships are not destroyed, so they may be encountered later in another sector, this time fully operational. To lock on a specific section or system of a ship, click on the desired target either on the target ship's display window or on the system indicator box. To de-select that target, click on the section or system box again. As with your ship, all attacks must contend with the targeted starship's shields before damaging the enemy vessel itself.



*"In attacking, it is best to target specific systems rather than have fate guide your aim."*

—Lt. Cmdr. Worf

Using this display, it is possible to compare display readouts for the *Enterprise* and an enemy starship to gain a sense of what each starship's strengths and weaknesses are. Note that not all starships have the same number of shields.

On the lower left of the Targeted Ship Display is a button that changes the targeted ship's image in the display window from a schematic to a 3-D representation. The 3-D representation is shown as it faces the *Enterprise*. Clicking on the button changes the displayed image.

## CHAPTER

## 6

## 6. GAME SETTINGS AND OPTIONS

**Chief Engineer's Log, Stardate: 48623.8. Lt. Cmdr. Geordi La Forge reporting. No matter what the operating system is, I've found it's always a good idea to get a handle on how that system works before using it. That way, if you need to make changes to it, you know exactly what you're doing.**

## OPTIONS MENU



The Options Menu allows you to Save and Load games, to start a New Game or to Quit the one you were playing. It also allows you to bring up the Settings Menu, in order to adjust the default settings, or the Controls Screen, to customize your keyboard commands. Click on the Options button in Stellar Cartography or press ESCAPE anytime during the game to enter the Options Menu. While in the Options Menu, the game is Paused.

### Saving and Loading Games



To save a game, click on the Save button. This brings up a menu which allows you nine slots to save games. A tenth slot signifies the automatic Save Game function, which automatically saves the game at your last action in Stellar Cartography. All saved games are listed by the Stardate they were saved on.

To select the slot you want to save a game in, click on the slot, type in the name you want to save the game under, and then click the Accept button.

To load a game, click on the Load button. This brings up the Load menu, which allows you to load any saved game, including the automatically saved game. To select the game you want to load, click on its slot and then click the Accept button.

To exit either the Save or Load Menus without saving or loading a game, click on the Cancel button.

### Entering a New Game

Clicking on the New button brings up a prompt asking whether you want to start a new game. Click the Accept button to begin the new game, or click the Cancel button.

### Quitting a Game

To exit the game you were playing, click on the Quit button. This brings up a prompt asking you if you want to quit the game. Click the Accept button to exit *Star Trek Generations* or click the Cancel button.

### Returning to Current Game

Click on the Return to Game button after you have completed your other selections to exit the Options Menu and to return to the exact game screen you were last playing on.

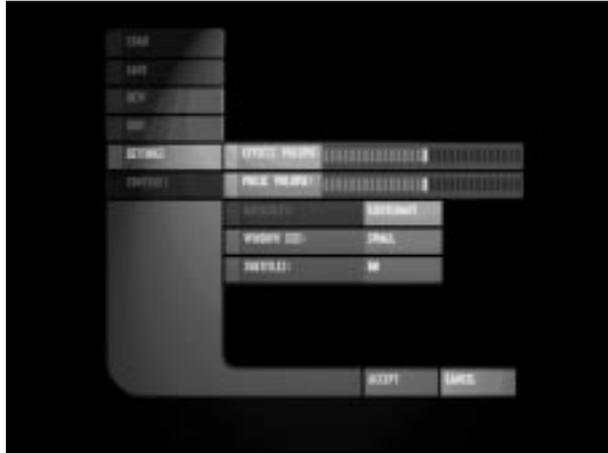


*"On the Holodeck, I periodically save the program I'm in at keypoints, and you may want to do the same for your game as well."*

—Lt. Cmdr. La Forge

## SETTINGS MENU

The Settings Menu allows you to change the sound volume, the difficulty level of play, the window size of the game, or to deactivate the subtitles. To enter the Settings Menu, click on the Settings button on the Options Menu.



### Sound Effects Volume

To change the volume of the sound effects, click on the Sound Effects Volume Bar. The volume ranges from Off at the left end to Loud at the right end of the bar.

### Music Volume

Click on the Music Volume bar to change the volume of the music for the game. The volume ranges from off at the left end to loud at the right end of the bar.

### Difficulty Levels

There are three levels of difficulty—Ensign, Lieutenant, and Captain—with Ensign being the beginner's level and Captain the master's level. The default is Lieutenant. To reset the difficulty level, click on the Difficulty Level button until the level you want is displayed on the button itself. The harder the level of difficulty, the more difficult the clues, puzzles and opponents are.

### Window Size

There are two window sizes to play the game in: Small or Large (the default setting). To adjust the size of the game window, click on the Window Size button until the size you want is displayed on the button itself.

### Subtitles

In the game, when you right-click on a button or an item, subtitles appear at the bottom of the screen describing what that button does or what that item is. Whenever you hear a conversation, subtitles appear as well. The Subtitles button allows you to turn the subtitles Off or On. On is the default setting. To choose between the two functions, click the Subtitles button until your choice is displayed on the button itself.

## CONTROLS SCREEN

The Controls Screen allows you to configure the Away Team member's movements to your keyboard commands. To enter the Controls Screen, left-click on the Controls button on the Options Menu.



The default keyboard commands are listed under Movement in Chapter 4: Away Missions and under “Phaser” in Appendix A: Equipment.

To change a keyboard command, click on the first column and then press the key that will represent the command. Click on the second column to enter a second key so that two keys must be pressed at the same time to execute that command. To restore the default commands, you must re-enter them over your previous choices.

The only keyboard commands you will not be able to change are **F2**, which dims the screen, and **F3**, which brightens the screen.

APPENDIX

**A**

**APPENDIX A: EQUIPMENT**

**Chief Medical Officer's Log, Stardate: 48623.9. *Dr. Beverly Crusher, M.D.* reporting. The correct use of any Starfleet equipment, whether it is a *Hypospray* or a *Tricorder*, is important when on a mission. I wouldn't prepare for an operation without familiarizing myself with my tools, and I think the same applies outside of surgery.**

## PHASER®



On Away Missions, Starfleet personnel are armed with the type II *Phaser*. Although it is a weapon and can be used to hurt people or damage structures and objects, the *Phaser* is intended to be used mainly in self-defense by all Starfleet officers. The type II has 16 power level settings, from a light stun to an explosive/disruption effect. To fire a *Phaser* on an Away Mission, move the cursor over the intended target and left-click or press o on the Keypad. Selecting a *Phaser*, determining a setting and measuring its energy level are described under “Weapons Window” in Chapter 4: Away Missions.

*Phasers* cannot be operated underwater, although exposure to water does not damage them for future use above water.

## TRICORDER



Used to record various types of data, the standard *Tricorder* is equipped with sensors designed to detect lifeforms, energy readings and material structures. During Away Missions, Starfleet officers use *Tricorders* to locate people and objects and to store maps of their surroundings. All information in a *Tricorder* is downloaded to the ship’s computer records upon returning from an Away Mission.

To learn how to operate a *Tricorder* in the game, see “Tricorder Window” in Chapter 4: Away Missions.

## COMMUNICATOR



Onboard ship or on Away Missions, all Starfleet personnel carry a personal *Communicator*. Designed to provide a reliable and efficient line of communication between crew members and their ship or between separated Starfleet officers, the *Communicator* is a vital part of any Starfleet operation.

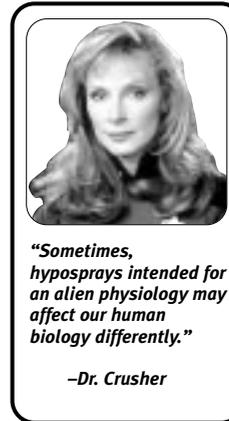
To activate a *Communicator*, click on its icon in the Equipment Inventory. This will open a frequency with the *Enterprise* in order to talk with other crewmates for advice or information. Occasionally, the game might prompt you to contact the *Enterprise* by lighting up the *Communicator* icon in the Equipment Inventory.

## HYPOSPRAY



A standard instrument carried in Starfleet Medical Kits and used by trained medical personnel, the *Hypospray* is a device that administers medication to a wounded patient without penetrating the skin. The proper medication is loaded into the *Hypospray* through a vial and used as needed. All Starfleet personnel are familiar with the proper use of a *Hypospray* due to basic Starfleet training.

To use a *Hypospray* when wounded on Away Missions, click on the *Hypospray* icon in the Equipment Inventory. Most *Hypospray* are good for two or three uses, restoring half the lost health at first and one-fifth the lost health on the next use.





APPENDIX

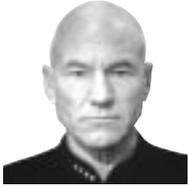
**B**

APPENDIX B: STARFLEET PERSONNEL

**Counselor's Log, Stardate: 48624.0.  
*Deanna Troi* reporting. If the well-being of a crew is important for the proper operation of a starship, then it is important for a ship's commander to know the crew, not just as officers, but as individuals as well.**

Although Starfleet is composed of numerous members from several worlds, in this game, you are fortunate enough to have eight of the best personnel from two generations of officers aiding you in your missions. Each Starfleet officer will serve on at least one Away Mission.

## CAPTAIN JEAN-LUC PICARD



As the commanding officer of the *Enterprise* and a noted diplomat, *Captain Picard* prefers to resolve most problems peacefully and will use force only as a last resort or in defense against an immediate threat. Although he has recently become aware of his own mortality, *Picard* takes comfort in his affection for his brother's family and in realizing that how one lives is more important than what he leaves behind.

## COMMANDER WILLIAM THOMAS RIKER



Being the executive officer of the *Enterprise*, *Commander Riker* considers his primary duty is to the safety of the ship and its crew. Although jovial, *Riker* takes his responsibilities seriously, rarely willing to sacrifice a crew member's life in order to complete a mission. A risk-taker, *Riker* often comes up with highly unusual strategies to get out of difficult situations. Privately, he hopes one day to captain the *Enterprise*.

## COMMANDER DEANNA TROI



Half-human and half-Betazoid, *Deanna Troi* uses her empathic abilities in her role as the *Enterprise's* counselor to attend to the crew's psychological needs. Often, she is the only crew member whom *Picard* confides in when he is personally troubled, which makes her advice invaluable to him. She is highly trained as both a psychologist and Starfleet officer and uses her skills to best aid her crewmates.

## DOCTOR BEVERLY CRUSHER, M.D.



*Dr. Crusher* serves as the chief medical officer on board the *Enterprise*. As both a Starfleet officer and a physician, *Dr. Crusher* conducts herself as a professional while on duty yet still allows herself a relaxed lifestyle off duty as a skilled dancer, playwright and theater director. Among her professional achievements is her understanding of *Data's* android mechanics and her tour of duty as the Chief of Starfleet Medical.

## LIEUTENANT COMMANDER DATA



Having recently installed an emotion chip designed by his creator *Dr. Noonien Soong, Lt. Commander Data*—a sophisticated android—continues his quest to understand what it means to be human. As the ship's operations manager and science officer, *Data* uses his phenomenal intellect to resolve many difficult problems encountered by the *Enterprise*. Among all the relationships he has developed, his friendship with *Geordi La Forge* is the most important to him.

## LIEUTENANT COMMANDER GEORDI LA FORGE



Originally the *Enterprise's* flight controller, *Lt. Commander La Forge* currently serves as its chief engineer. Blind since birth, *La Forge* wears a VISOR, a prosthesis that allows him to see in visible light as well as in other frequencies in the electromagnetic spectrum, such as infrared. He considers his blindness and the use of his VISOR as neither disabling nor advantageous.

## LIEUTENANT COMMANDER WORF



Recently promoted to *Lieutenant Commander*, *Worf* is the *Enterprise's* Security Chief and Tactical Officer. As the first *Klingon* in Starfleet, he has often played an important role in the constantly evolving relationship between the *Klingons* and the Federation. Strongly emotional, *Worf* strives to excel at any tasks assigned to him, proving that underestimating him is often a mistake.

**CAPTAIN JAMES TIBERIUS KIRK**

The most famous officer in Starfleet history, *Captain James T. Kirk* commanded both the original Constitution-class starship *Enterprise*, registry number NCC-1701, and its replacement, the *Enterprise-A*. With a reputation for being cunning and brave, Kirk preferred to take any risks encountered during a mission himself, instead of placing a crew member under his command in jeopardy. After a long career, *Kirk* was believed killed in 2293 on the maiden launch of the Excelsior-class *Enterprise-B*, when its hull was ruptured by the Nexus, while rescuing survivors from the starship *Lakul*. He died as he had lived: choosing to make a difference for the betterment of others.

## APPENDIX

**C****APPENDIX C: U.S.S. ENTERPRISE-NCC-1701-D™**

***“As long as you serve on the  
Enterprise, you make a difference.”***

***– Captain James T. Kirk***

Launched in 2363 on Stardate 40759.5, the *U.S.S. Enterprise-NCC-1701-D™* is the Starfleet's flagship, and the United Federation of Planet's most celebrated starship. A Galaxy-class vessel, registry number NCC-1701-D, the *Enterprise* is the fifth starship to sail under that name—with the first having been captained by *James T. Kirk*.

With a crew complement of 1,014 and outfitted with sophisticated computers and sensory equipment, the *Enterprise* is quite capable of completing any scientific and exploratory missions required of it. Its armament consists of 275 photon torpedoes and Type X *Phaser* banks, while its main defense is a series of deflector shields modulated at 7257.4 MHz. Powered by a matter/anti-matter reaction chamber, the *Enterprise's* engines are capable of reaching speeds of warp factor 9.6, although the ship can also fly at slower sub-light speeds under impulse power. The primary mode of travel from ship to planet is the ship's transporter, which beams people from one location to another instantaneously. And while the ship's replicator supplies foodstuffs and drinks, it can also fashion devices to be used in the normal operations of the ship. Should any systems malfunction, trained crew members make use of the Jefferies maintenance tubes which are located throughout the ship to conduct repairs.

During emergencies, the *Enterprise* can detach its saucer section, which houses the bridge, from the stardrive section, which contains main engineering—where the Warp engines are located—and the battle bridge. In such occasions, most crew members are moved to the saucer for safety.

Command of this ship is currently entrusted to *Captain Jean-Luc Picard*. It is considered the highest honor in Starfleet to have served on the *Enterprise* with her able crew.



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Brent Spiner as *Lt. Cmdr. Data*  
Majel Barrett as the Ship's Computer  
William Shatner as *Captain James T. Kirk*  
Malcolm McDowell as *Dr. Tholian Soran*

**Very Special Thanks**

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Michael Okuda  
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State of Nevada, Department of Conservation and  
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