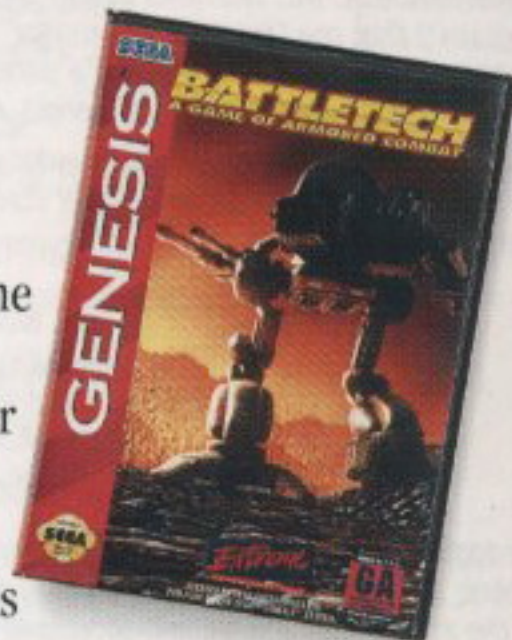


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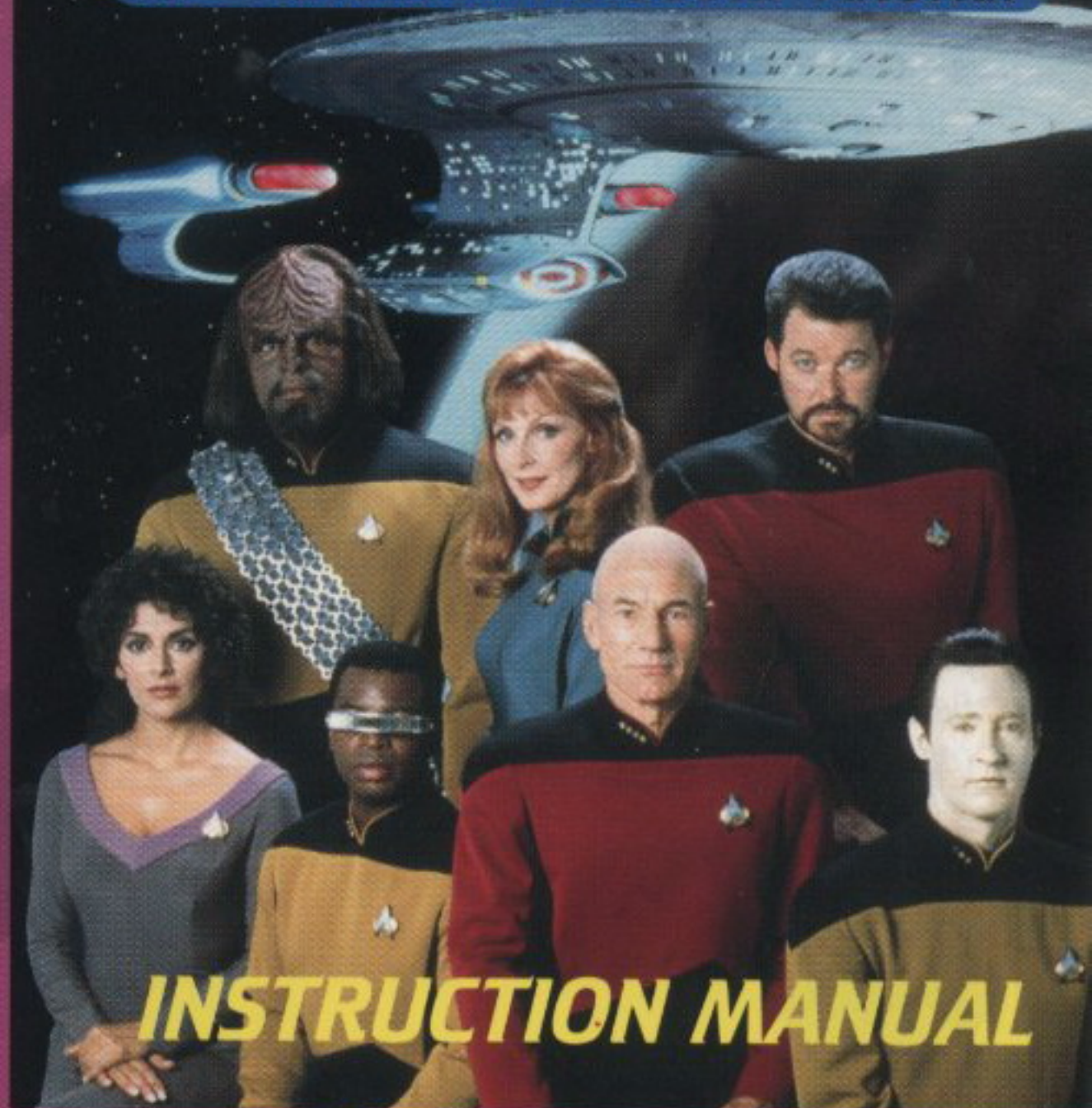
SEGA™

GAME GEAR™



STAR TREK THE NEXT GENERATION®

The Advanced Holodeck Tutorial



ABSOLUTE™

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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ABSOLUTE™

Table of Contents

Initial Procedures.....	5	Chief O'Brien:	
Start Game	5	Transporter Systems Control.....	19
Password	5	Beam Up.....	19
Mission Briefings	6	Beam Down.....	21
The Main View Screen.....	7	Intruder.....	21
Crew Select/Impulse Speed Mode... 7		Cmdr. Riker: Mission Control.....	23
Navigation Mode	8	Combat.....	24
Warp Mode	8	Phasers	24
Crew Screens.....	9	Photon Torpedoes	25
Lt. Worf: Tactical Systems.....	10	Red Alert Scenarios.....	26
Shields	10	Temporal Rift.....	26
Weapons.....	11	Intruder Alert.....	26
Lt. Cmdr. Data:		Life Support System Failure.....	27
Operations Control.....	12	Mission Summary and	
Course	12	Password Assignment.....	28
Sensors	13		
Orbit.....	14		
Lt. Cmdr. La Forge:			
Engineering Systems Control.....	16		
Power.....	16		
Repairs.....	17		
Damage	18		

CAPTAIN JEAN-LUC PICARD
U.S.S. ENTERPRISE™
INSTRUCTOR EMERITUS

It is both an honor and a privilege to address you, one of an elite group of cadets chosen for this very special training session. Your presence here indicates that you have mastered—indeed, excelled at—a long and arduous course of instruction here at Starfleet Academy™. It is your top-notch performance that has qualified you for the Advanced Holodeck Tutorial.

The Tutorial is administered each year by an experienced Starship Captain; I have that honor this year. The Holodeck's computer imagery technology enables the cadet to assume control of the instructor's starship—effectively becoming her captain—and thus experience a series of lifelike missions that will test nearly every principle the cadet has learned at the Academy.

As each situation presents itself, you will have several options from which to choose and you will be able to enlist the help of holographic facsimiles of individual U.S.S. Enterprise crew members. While there is no single correct path to be followed, I encourage you to remember that the command of a starship is much more than a mastery of quantum physics, battle strategies, and phaser marksmanship. You will also require clear thinking, cool-headedness, and compassion.

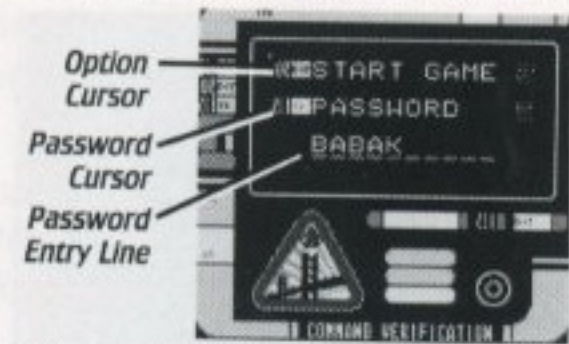
On behalf of myself and the Academy, I wish you the best of luck. I have every confidence that you will excel in this, your final test, and make a fine addition to Starfleet.

And now...the U.S.S. Enterprise is yours to command!

Initial Procedures

Make sure the GAME GEAR™ power switch is OFF. Insert the **STAR TREK: THE NEXT GENERATION®** Game Pak, then turn ON the power switch. "Sega®" will be displayed followed by a series of legal, title, and credits screens. Press any button on the Game Gear to move to the next screen.

Pressing any button anytime during the credits sequence calls up the Command Verification Screen.



Once on the Command Verification Screen, press **UP** or **DOWN** to move the option cursor to either **START GAME** or **PASSWORD**.



Start Game

Press **BUTTON 2** when this option is highlighted and you will begin the game as a novice cadet with no ranking.

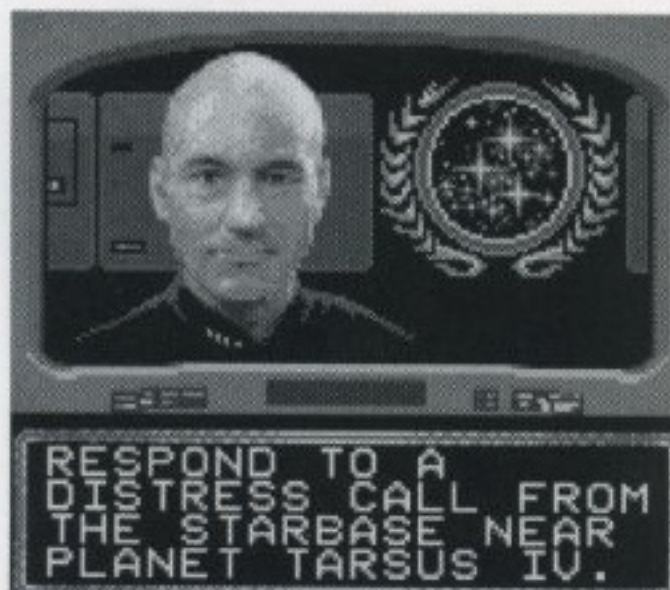
Password

Press **BUTTON 2** when this option is highlighted and the Password Entry Line appears. You will receive a password after completing a series of successful missions. Entering it here at the beginning of the game allows you to maintain the ranking you were assigned the last time you played the game. This way you will immediately embark on more complex missions, without having to repeat your previous achievements (see *Mission Summary and Password Assignment* on page 28 for more information on receiving passwords).

To enter your Password, press **RIGHT** or **LEFT** to move the Password Cursor. Then press **UP** or **DOWN** to select the desired letter (if needed, there is a blank space between the "A" and the "Z"). When you have finished entering, press **BUTTON 2** to begin the game.

Pressing **BUTTON 1** will abort a password entry and return you to the Command Verification Screen.

Mission Briefings



When you have finished reading your briefing, press **BUTTON 1** to move into the Main View Screen.

From this point on, it is your responsibility to determine what courses of action are required to successfully complete the mission. As acting captain of the U.S.S. Enterprise, you should be thoroughly familiar with the starship's crew members and their various functions. Devote your full attention to studying this manual before embarking on the first mission.

When your Tutorial begins, the Mission Briefing Screen will appear. Your Starfleet Academy™ instructor, in this case Captain Jean-Luc Picard of the U.S.S. Enterprise™, will give you your assignment. As the Tutorial proceeds, each new mission will be assigned the same way.

Mission assignments are displayed in two parts. The first screen appears automatically. To see the second screen, press **BUTTON 1**.

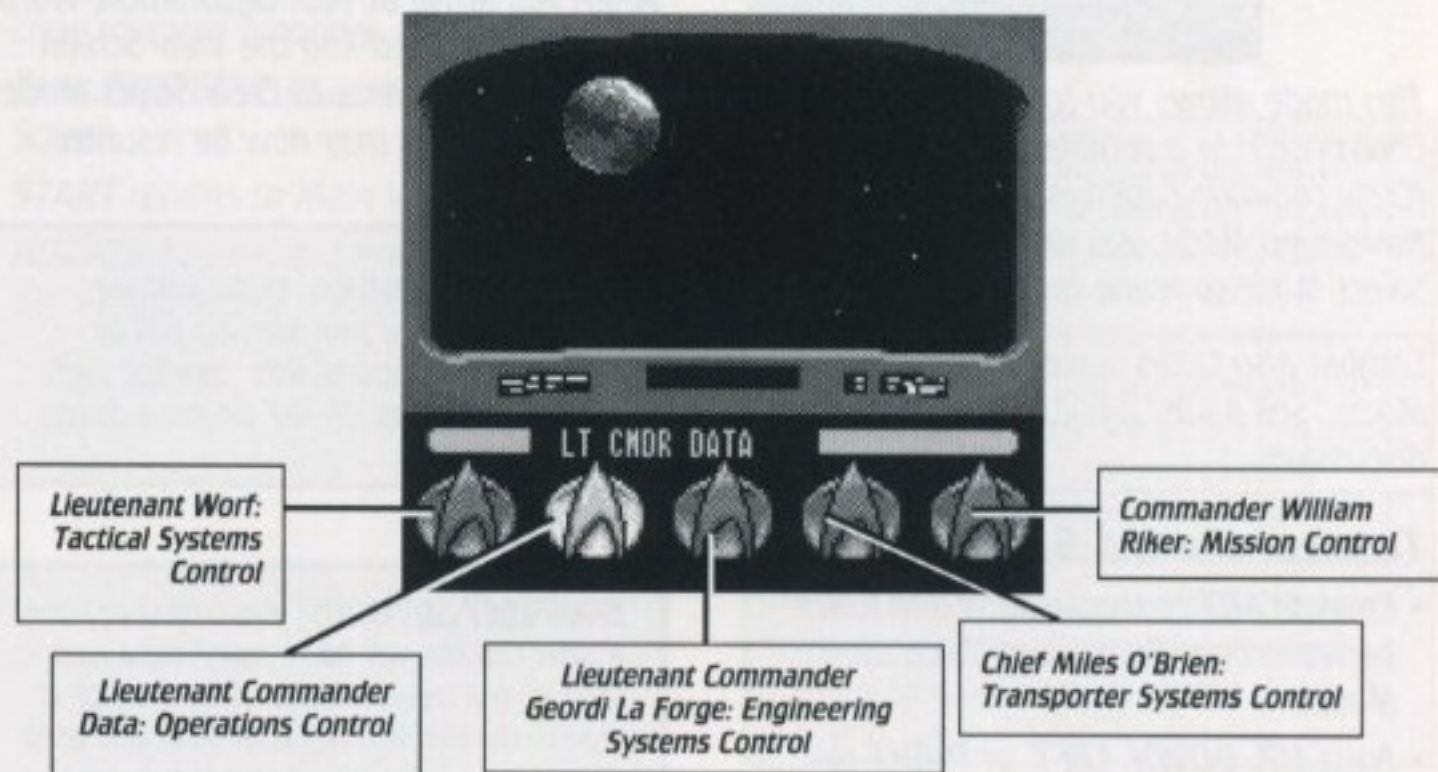


The Main View Screen

This is the straight-ahead view of your course through space as seen from the U.S.S. Enterprise™ bridge. The Main View Screen consists of three distinct modes.

Crew Select/Impulse Speed Mode

This mode is primarily used for selecting crew members when their particular functions are required. Each Starfleet emblem represents a crew member. Refer to their individual sections in this manual for descriptions of their functions.



To contact a crew member:

- Press **RIGHT** or **LEFT** to highlight the desired crew member's insignia.
- Press **BUTTON 2** to contact the selected crew member.

Crew Select/Impulse Speed Mode also allows you to make adjustments to the ship's impulse (non-warp) speed:

- When halted, press **UP** once to accelerate to half-impulse speed. Press again to reach full impulse power.

- Press **DOWN** to decelerate to half-impulse power; press it again to halt the Enterprise's movement.
- Impulse speed is not displayed on this screen. With experience, you will be able to assess your speed from the rate at which you pass the starfields. For a precise impulse reading, contact Mr. Data (see pages 12–15).



The Main View Screen (Contd.)

Navigation Mode



This mode allows you to steer the U.S.S. Enterprise™ in a complete 360° rotation. (Crew communication is not possible in Navigation Mode; you must return to Crew Select Mode to make contact.)

Combat also takes place in Navigation Mode. See pages 24–25 for a complete discussion.

To steer the U.S.S. Enterprise:

- Press **START** to toggle back and forth between Crew Select and Navigation Modes.
- Press **UP**, **DOWN**, **LEFT**, or **RIGHT** to move the ship in the corresponding direction when in Navigation Mode.

In both Crew Select and Navigation Modes, a sensor tracking box may appear on the View Screen, indicating a significant object that can't be seen clearly from your current distance—a planet or another vessel, for example.

Further sensor investigation may be immediately accessed by pressing **Button 1** when in Crew Select Mode. Starfleet recommends, however, that the cadet first study Lieutenant Commander Data's section on pages 12–15 for a thorough discussion of sensor readings.

Warp Mode

When warp speed has been engaged by Mr. Data (see page 12), the Main View Screen switches into Warp Mode. Navigation and crew communication are not possible during warp drive.

When you arrive at your destination, warp drive is terminated and the View Screen automatically reverts to Crew Select Mode. Normal activities may now be resumed.

STARFLEET ADVISORY: In Warp Mode there is a risk that your starship will be thrust into a **Temporal Rift**. See **Red Alert Scenarios** on pages 26–27 for more details.

STARFLEET ADVISORY: From time to time, a crew emblem will flash, signifying a message from a crew member. If a message is urgent, the emblem will both flash and beep. In Crew Select Mode, contact the source immediately. In Navigation Mode, press **START** to toggle back to Crew Mode and make your selection.

In any case, do not delay your reading of this message—it may be of vital importance to the completion of the mission and the survival of the U.S.S. Enterprise itself!

Crew Screens

Whenever a crew member is selected from the Crew Select Screen, his Crew Screen will appear. Decide which function you require the crew member to perform, and access that function following these procedures:

- Press **LEFT** or **RIGHT** to highlight desired crew member function.
- Press **BUTTON 2** to access Function Screen.
- **START** returns to Main View Screen.
- **BUTTON 1** raises and lowers crew member's most recent message.



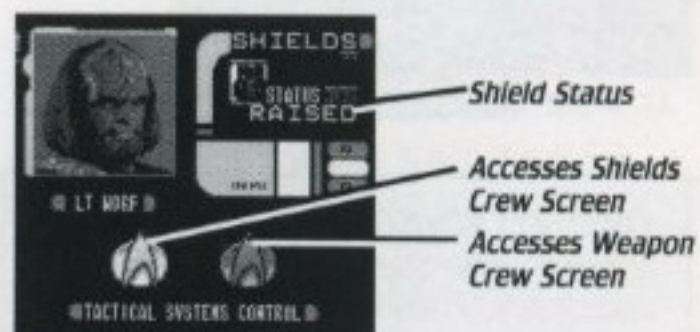
LT. WORF CREW SCREEN

STARFLEET ADVISORY: The Function Screen is where the desired action actually takes place. In some cases, this action is purely automatic. No mission time will elapse while these actions are executed.

For other functions, you will be required to skillfully perform a specific activity. In these cases, mission time continues to count down and, if under attack, the U.S.S. Enterprise™ may continue to sustain damage. When Function Screens time out or the function activity is completed, the Main View Screen, Crew Select Mode returns.

Lt. Worf: Tactical Systems

Lieutenant Worf mans the U.S.S. Enterprise's™ defensive and offensive systems: shields and weapons. Contact him when the threat of danger is present or if combat is unavoidable.



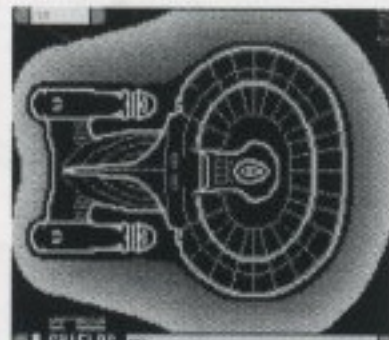
WORF SHIELDS CREW SCREEN

Shields

The tactical deflector system (shields) is the primary defensive system of the U.S.S. Enterprise. When activated, the shields will protect the starship from attack or any other imminent physical danger. Repeated assaults, however, may result in shield damage, limiting their effectiveness. (See the Lt. Cmdr. La Forge: Engineering section on pages 16–18 for more on damage situations.)

To raise or lower shields:

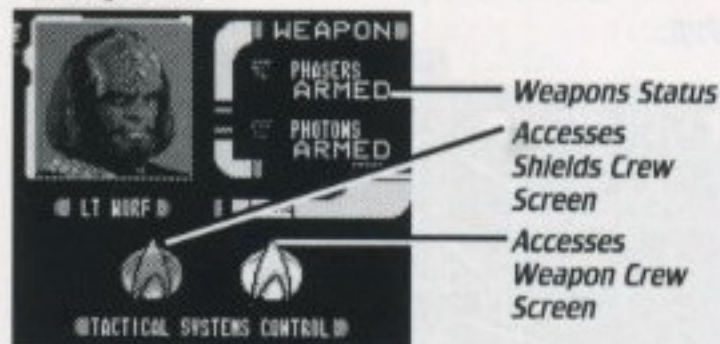
- Access Shields Crew Screen as described on page 9.
- Check Shields' Current Status. **LOWERED**, **RAISED** or **BOOSTED*** will be displayed. Press **BUTTON 2** to change Current Status.
- Shields Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.
- **BUTTON 1** returns to Main View Screen at any time.



SHIELDS FUNCTION SCREEN

*Boosting a system requires special procedures. See page 16.

Weapons



WORF WEAPON

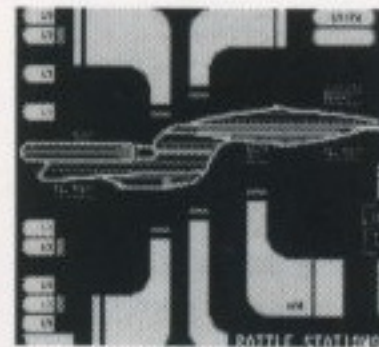
Phasers are the U.S.S. Enterprise's™ primary weapons system; photon torpedoes are more powerful, but are harder to aim. For a full discussion of weaponry and its use in battle, see the *Combat* section on pages 24–25.

Phasers and photon torpedoes are always enabled together.

STARFLEET ADVISORY: Phasers derive their energy from the starship's warp core. This means they can potentially be weakened by damage to the starship's power supply. Mr. La Forge will provide you with the appropriate status reports.

To arm or disarm weapons:

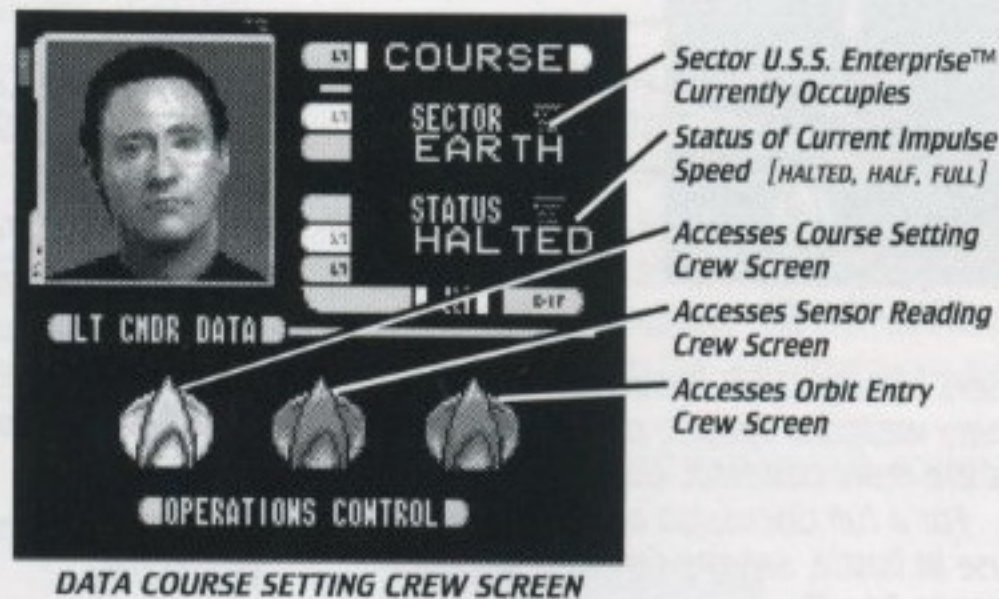
- Access Weapon Crew Screen as described on page 9.
- Check Weapons Current Status. **ARMED**, **DISARMED** or **BOOSTED** will be displayed (see footnote on page 10). Press **BUTTON 2** to change Current Status.
- Weapon Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.
- **BUTTON 1** returns to Main View Screen at any time.



WEAPON FUNCTION SCREEN

Lt. Cmdr. Data: Operations Control

Lieutenant Commander Data maintains control over Operations, which involve the navigational and informational functions of the starship.



DATA COURSE SETTING CREW SCREEN

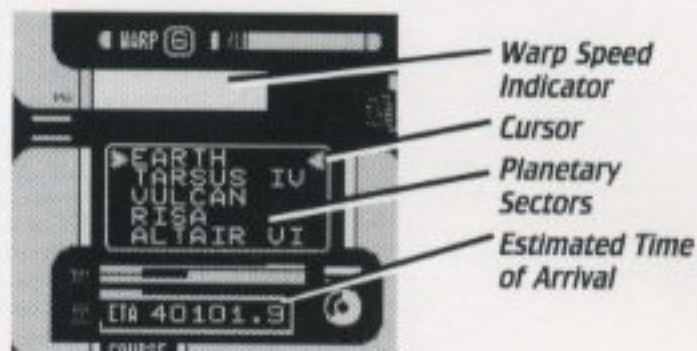
Course

Captain Picard's™ mission assignment always indicates a destination, and it is up to Lt. Commander Data to get you there. Instruct him to set course and warp speed, and remember that all missions begin in Earth's sector.

To set course and warp speed:

- Access Course Setting Crew Screen as described on page 9.
- Press **BUTTON 2** to access Course Setting Function Screen.
- Press **UP** or **DOWN** to cycle through the various planetary sectors until the cursor points to the desired destination. (Sectors are listed in geographical order, from nearest to farthest.)
- Press **LEFT** or **RIGHT** to adjust warp speed, which ranges from 0–9, with 9 being the greatest speed and 0 indicating no warp movement.
- Press **BUTTON 2** to engage selections.

- Note that the ETA (Estimated Time of Arrival) decreases as the warp factor increases.
- When function is complete, the Main View Screen automatically returns and Warp Drive is automatically engaged.
- **BUTTON 1** aborts the warp and course setting operation and returns to the Main View Screen.

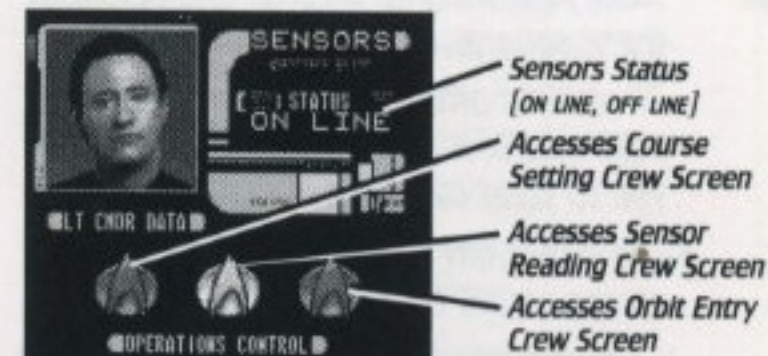


COURSE SETTING FUNCTION SCREEN

STARFLEET ADVISORY: Monitor Mr. La Forge's damage reports carefully, since damage weakens your starship's ability to reach the higher warp factors.



Sensors

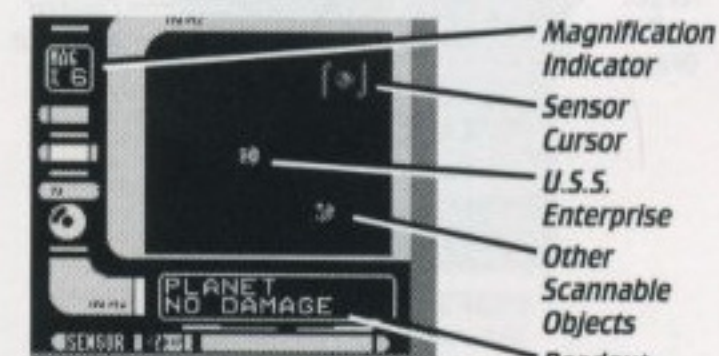


DATA SENSOR READING CREW

The sensors are high-powered devices designed to sweep far ahead of the starship's flight path to gather navigational information about the U.S.S. Enterprise™ and the vicinity around it. They also have limited use in detecting damage to the U.S.S. Enterprise and other vessels or planets in the area.

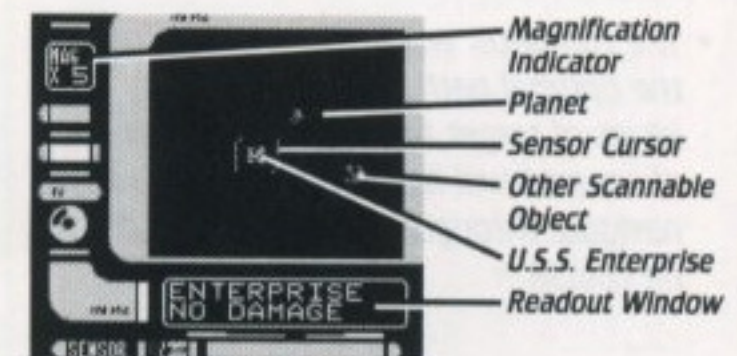
To perform a sensor reading of the area around the U.S.S. Enterprise:

- Access Sensor Reading Crew Screen as described on page 9.
- Press **BUTTON 2** to access Sensor Reading Function Screen.



SENSOR READING FUNCTION SCREEN: 6X MAGNIFICATION

- Press **UP** or **DOWN** to change magnification range, 1–6X. A 1X magnification displays the largest area around the U.S.S. Enterprise, but distorts the distances between objects (i.e., makes objects appear closer together than they actually are) in order to show everything on-screen at the same time. A 6X magnification shows the area in closest proximity to the U.S.S. Enterprise, which means another object in the vicinity may not appear on this screen.
- Press **BUTTON 2** to move the sensor cursor to the U.S.S. Enterprise or an object near it. A scan will be performed that will identify the object and give a rudimentary damage report in the readout window.
- Press **BUTTON 1** at any time during or after your scan to return to the Main View Screen.
- **START** pauses.



SENSOR READING FUNCTION SCREEN: 5X MAGNIFICATION

STARFLEET ADVISORY: If the sensors indicate damage to the U.S.S. Enterprise, it is recommended that Mr. La Forge in Engineering be contacted immediately for a more detailed report (see pages 16–18). If the sensors are damaged, you may obtain partial—or perhaps no—information from them.



Lt. Cmdr. Data: Operations Control (Contd.)

Orbit



- Sector U.S.S. Enterprise™ Currently Occupies
- Orbit Status [IN ORBIT; NO ORBIT]
- Accesses Course Setting Crew Screen
- Accesses Sensor Reading Crew Screen
- Accesses Orbit Entry Crew Screen

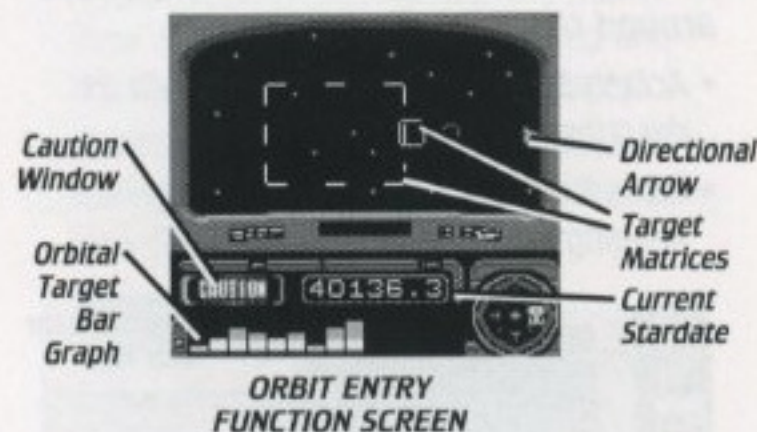
**DATA ORBIT
ENTRY CREW SCREEN**

In order to transport cargo or life forms to and from planets, the U.S.S. Enterprise must first enter into a stable orbit around the world. (See pages 19–22 for more on the Transporter process.)

To achieve orbit:

- Access Orbit Entry Crew Screen as described on page 9.
- Press **BUTTON 2** to access Orbit Entry Function Screen.
- The computer will prompt you to follow the optimal path for entering orbit. A series of target matrices in the form of squares will be displayed for you to navigate through and keep your starship on course.

- Press **UP, DOWN, RIGHT, or LEFT** to steer your starship through the center of these squares as you approach them.
- Directional arrows will appear when the next matrix is off-screen, thus prompting you to steer toward it.
- The bar graph at the bottom of the screen serves two functions:
 - 1) The number of bars displayed is equal to the number of matrices you will need to steer through. This number will increase as your ranking improves and you are assigned more complex missions.
 - 2) The height of the bars directly correspond to your success in steering through the targets. They increase in size any time you make a miscalculation that affects your staying on course.



**ORBIT ENTRY
FUNCTION SCREEN**

- Miscalculations range from touching a matrix border to missing a matrix completely. The computer averages your success rate to determine if you have achieved orbit. A large number of errors severely inhibit that possibility.
- The **CAUTION** light flashes when you are in danger of failing the attempt.
- If you are unable to achieve orbit, Mr. Data will inform you of your failure. For another attempt, follow the procedures described to re-access the Orbit Entry Function Screen.
- When orbit has been achieved, the target planet can be seen on the Main View Screen, and the Orbit Crew Screen will display **IN ORBIT**.
- When the function is complete, the Main View Screen automatically returns.
- **SELECT** returns to Main View Screen at any time and aborts the orbit attempt.
- **BUTTON 1** pauses.

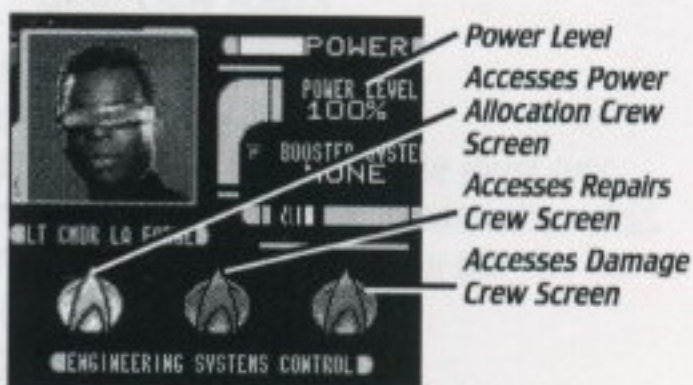


**THE MAIN VIEW SCREEN:
SUCCESSFUL ORBIT HAS
BEEN ACHIEVED.**

Lt. Cmdr. La Forge: Engineering Systems Control

Lieutenant Commander Geordi La Forge heads the Engineering division, which monitors the U.S.S. Enterprise's™ Warp Core—the crucial source of power for all of the starship's systems. All repair work and power allocation is performed by Mr. La Forge and his technical team.

Power



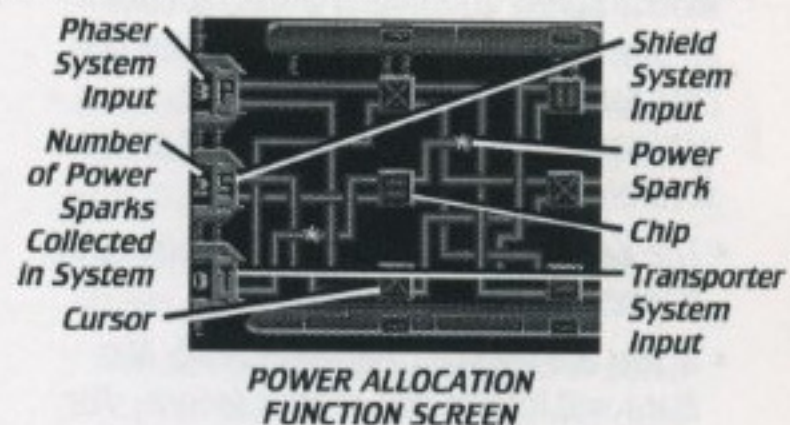
LA FORGE POWER ALLOCATION CREW SCREEN

Certain situations may call for the transfer of energy from the Main Warp Core to three major starship systems: Phasers, Shields, and Transporter. Your decision to divert this power should take into consideration the type of mission; immediate needs resulting from combat and/or damage sustained; other emergency circumstances (see *Red Alert Scenarios* on pages 26–27 for examples of such crises).

To allocate power:

- Access Power Allocation Crew Screen as described on page 9.
- Press **BUTTON 2** to access Power Allocation Function Screen.

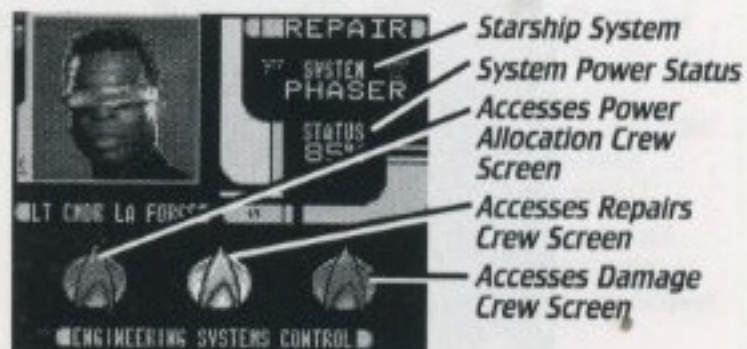
STARFLEET ADVISORY: It is recommended that shields or weapons receive extra precautionary boosting if hostile situations are anticipated.



POWER ALLOCATION FUNCTION SCREEN

- An Engineering circuit board is displayed. A series of power sparks are released from the upper left that begin moving toward the system inputs on the lower left.
- Press **UP**, **DOWN**, **LEFT**, and **RIGHT** to move the cursor around the circuit board, from chip to chip.
- Guide the sparks toward the desired system inputs by moving the cursor to a particular chip the spark has not yet reached. Then press **BUTTON 2** to change the selected chip's polarity from "X" or "=" to alter the path of the spark.
- The system input containing the most sparks at the end of the procedure is now boosted. (Boosting a system will always double its efficiency.)
- Three to seven sparks may be released at any one time, with the greater numbers appearing in later missions.
- **BUTTON 1** aborts the energy transfer and returns to Main View Screen.
- **START** pauses.

Repairs

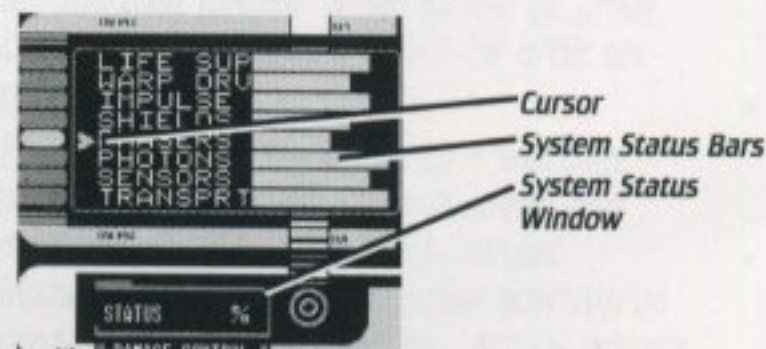


LA FORGE SYSTEM REPAIRS CREW SCREEN

Mr. La Forge automatically begins repair work on the Starship's most important system. He will continue that repair work until it is complete, moving on to the next system in priority order unless you instruct him to do otherwise.

To assign new repair priority:

- Access System Repairs Crew Screen as described on page 9.
- Press **BUTTON 2** to access System Repairs Function Screen.



SYSTEM REPAIRS FUNCTION SCREEN

- Press **UP** or **DOWN** to move the cursor to the system you want to examine. Its current repair status will be displayed in the System Status Window. Press **BUTTON 2** to have Mr. La Forge begin work on that system.

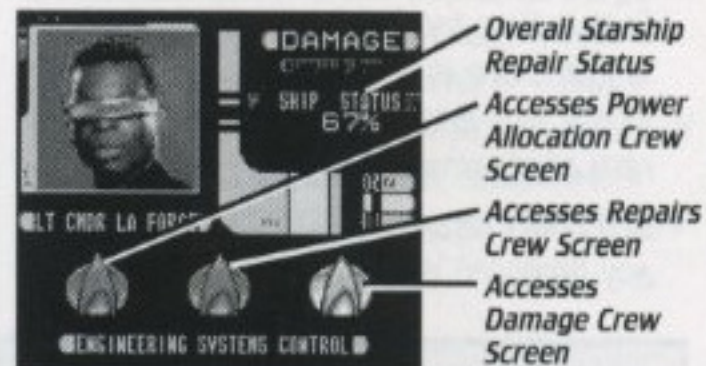
- Observe the corresponding System Status Bars for feedback as to which systems are in the most severe decline. The Status Bars will also indicate the rate of repair work.
- **BUTTON 1** returns to Main View Screen at any time.

STARFLEET ADVISORY: If extensive or crucial repairs are needed quickly, you may decide to warp back to Earth's sector and enter orbit there. Then, because of the starship's close proximity to Federation resources, Mr. La Forge and his crew can work more efficiently.

Remember, however, that warping from sector to sector may use up valuable mission time.

Lt. Cmdr. La Forge: Engineering Systems Control (Contd.)

Damage



LA FORGE DAMAGE
CREW SCREEN

To contact Mr. La Forge for an overall starship damage report:

- Access Damage Report Crew Screen as described on page 9.
- Check starship's current Damage Status.
- Press **BUTTON 2** to access Damage Report Function Screen.



DAMAGE REPORT
FUNCTION SCREEN

- A flashing graphic display highlights the U.S.S. Enterprise's™ affected areas. The rate of flashing signifies the amount of damage in that area.
- **BUTTON 1** returns to Main View Screen.

Chief O'Brien: Transporter Systems Control



O'BRIEN BEAM UP
CREW SCREEN

Beam Up



BEAM UP FUNCTION
GRID SCREEN

Chief Miles O'Brien supervises the U.S.S. Enterprise's™ Transporter Systems, an efficient means of conveyance for both animate (persons, life forms) and inanimate (cargo) payload.

Due to the limited operation range of the Transporter, it is imperative that certain procedures be followed to ensure a successful beaming process:

To beam up from or down to a planet, the U.S.S. Enterprise must first achieve orbit around that planet. Refer to the Lt. Cmdr. Data section on pages 12–15 for orbit setting procedures.

To beam up from or down to a starship, match the U.S.S. Enterprise's speed and direction to that of the other vessel. Maneuver as close to the other starship as possible, before it passes by. Actual reports from the field seem to suggest approaching starships from the aft (rear) as the best method to reach transporter range.

Beaming up from or down to a starbase is similar to the steps described for starships. The difference is, starbases are not in motion, so you need only steer the U.S.S. Enterprise close to the base until you reach transporter range.

To beam up:

- Access the Beam Up Crew Screen as described on page 9.
- Press **BUTTON 2** to access Beam Up Function Grid Screen.
- Check the Object Window for the total number of targets you are required to beam up.
- Press **UP**, **DOWN**, **RIGHT**, or **LEFT** to scroll around the grid without the Transporter Sight. Press **BUTTON 2** to bring up the Transporter Sight.
- To move the Transporter Sight, keep holding **BUTTON 2** and press **UP**, **DOWN**, **RIGHT**, or **LEFT**.
- Targets can only be transported in a specific order, as determined by the U.S.S. Enterprise systems. For this reason, a special Lock On bar graph is displayed that will indicate when you're in range of a potential beam target. The bar increases in size as you approach the approved target.

Keep in mind that the Lock On Bar will not respond at all if the sight is on a target that violates the pre-set transporting order. The computer will not permit beaming out of sequence.

Chief O'Brien: Transporter Systems Control (Contd.)

- When the approved target is in view, press and hold **BUTTON 2** to bring up the Transporter Sight. Surround the target in the sight. The Transporter Power Status Bar will begin to increase. Keep the target within the sight until the Transporter Power Status Bar reaches maximum strength.

Again, note that transporting is impossible (the Power Status Bar will not respond) if you have sighted a non-valid (out of sequence) target.

- The target(s) will re-materialize in the Transporter Chamber when all targets have been beamed.
- When the function is complete, the Main View Screen automatically returns.
- **START** will abort the transporter operation at any time and return to the Main View Screen.



A PERSON (LIFE FORM)
HAS BEEN SUCCESSFULLY
BEAMED UP.

STARFLEET ADVISORY: When the transporter target is a person (life form), sighting may prove difficult. Sentient beings are often (but not always) encountered in highly unstable situations. They may appear panic-stricken and in constant motion through the grid, requiring more time to track down. Cargo, which is inanimate, remains stationary in fixed locations.

STARFLEET ADVISORY: When the Transporter is boosted, the Power Status Bar will increase at a faster rate, which allows the beaming process to occur more rapidly. (See page 16 for more details on system boosting.)

Beam Down



O'BRIEN BEAM DOWN
CREW SCREEN

- Transporter Status [ON LINE; OFF LINE]
- Contents of Cargo Hold [CARGO; PERSON]
- Accesses Beam Up Crew Screen
- Accesses Beam Down Crew Screen

Beaming down is a virtually automatic operation. Once your payload (cargo or person) is in the Transporter Chamber and the U.S.S. Enterprise™ in Transporter Range, the procedure is simple.

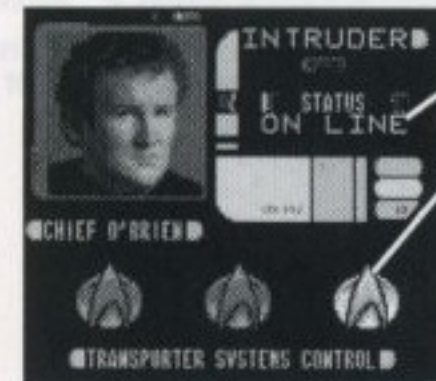
To beam down:

- Access the Beam Down Crew Screen as described on page 9.
- Press **BUTTON 2** to energize.
- When function is complete, the Main View Screen automatically returns.
- **BUTTON 1** returns to Main View Screen at any time.



CARGO DE-MATERIALIZING
FOR BEAMING DOWN.

Intruder



O'BRIEN INTRUDER
CREW SCREEN

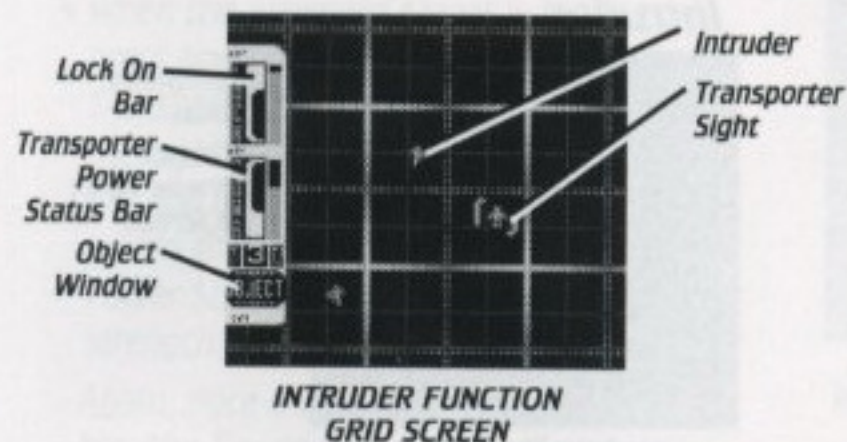
- Transporter Status
- Accesses Intruder Beam Up Screen

As a mission progresses, there is the possibility the U.S.S. Enterprise will be infiltrated by one or more unknown entities. After you receive this Red Alert message, contact Chief O'Brien to take immediate action. (See Red Alert Scenarios on pages 26–27 for a more detailed discussion of this and other such occurrences.)

To beam an intruder off the U.S.S. Enterprise:

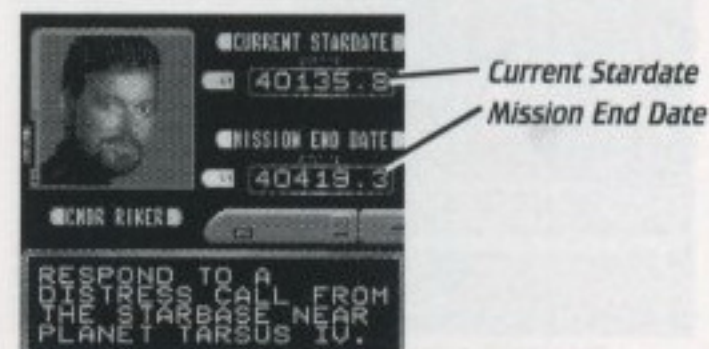
- Access the Intruder Crew Screen as described on page 9.
- Press **BUTTON 2** to access Intruder Function Grid Screen.

Chief O'Brien: Transporter Systems Control (Contd.)



- Follow the procedural techniques of Beaming Up, as outlined on pages 19–20.
- Note that the grid now reflects areas and levels of the U.S.S. Enterprise™ where the intruder(s) may be lurking. Holding **BUTTON 1** while pressing **UP** and **DOWN** enables you to view eight decks of the starship.
- The intruder(s) move constantly throughout the starship. If your Lock On Bar indicates you are closing in on one, transport it quickly or it may flee to another deck and cause your Lock On Bar to go blank.
- As with all Beam Up operations, targets can only be transported in a specific order, as determined by the U.S.S. Enterprise computer.
- **START** will abort the transporter operation at any time and return to the Main View Screen.

Cmdr. Riker: Mission Control



RIKER CREW SCREEN

Contact Commander William Riker at any time during a mission to receive a recap of Captain Picard's original orders. Commander Riker will also give you the current Stardate as well as your mission's end date. Among other factors, your success or failure depends upon your ability to complete a mission before the end date. The duration of a mission varies depending on the mission type and the rank of the player.

To reach Mission Control:

- Access the Mission Control Crew Screen as described on page 9.
- **START** returns to Main View Screen at any time.

Combat

Combat always takes place on the Main View Screen in Navigation Mode. Before entering into battle, be sure to order Mr. Worf to arm the weapons and shields systems (pages 10–11).

Remember that the starships of your opponents vary in power, speed, and cunning. Experiment with your battle strategies against these different types of ships; try using different impulse speeds while engaging these opponents.

Phasers



PHASERS FIRING

Of the U.S.S. Enterprise's™ two weapons systems, the phasers are the easiest to aim. To be fully effective, phasers require sustained hits on a target.

The Phaser System derives its power from the starship's Warp Core. In battle, be sure to stay in full communication with Mr. La Forge to monitor the phasers' power status. Be prepared to re-allocate power if necessary (see pages 16–18).

When your starship is hit by enemy phasers, the screen will flash.

To fire phasers:

- Make sure the phasers are armed and relatively undamaged.
- Press **UP, DOWN, RIGHT, and LEFT** to aim while in Navigation Mode on the Main View Screen. Press **BUTTON 2** to fire.

Photon Torpedoes



PHOTONS FIRING

Photon torpedoes can do more damage to a target than the phasers, but are more difficult to aim reliably. Only two torpedoes can be in flight at any one time; one must explode before another can be fired.

Rely on Mr. La Forge for damage updates on the torpedoes' launchers. If these launchers are sufficiently weakened, they will not perform properly, if at all.

When your starship is hit by enemy photon torpedoes, the screen will shake and flash.

To fire photon torpedoes:

- Make sure the photon torpedoes are armed and relatively undamaged.
- Press **UP, DOWN, RIGHT, and LEFT** to aim while in Navigation Mode on the Main View Screen. Press **BUTTON 1** to fire.

STARFLEET ADVISORY: If your starship's Warp Core Power drops to critically low levels, your weapons systems may disarm themselves. Mr. La Forge may then have to increase their power before you are able to re-arm them.

Red Alert Scenarios

In any given mission, at any time, certain Red Alert Scenarios can occur. These random events are of crisis proportion and jeopardize not only the mission, but the lives of the entire U.S.S. Enterprise™ crew.

As with all urgent crew communications, Red Alert Scenarios begin with a flashing Starfleet crew insignia on the Main View Screen. In the case of a Red Alert, the insignias will both flash and beep.

Each of the following circumstances will be announced by a particular crew member. Starfleet strongly urges specific and immediate action if such events arise.

Temporal Rift

This unusual and powerful phenomenon is monitored by Commander Riker, who will deliver this message on his crew screen.

Due to a confluence of unexplained cosmic disturbances when the U.S.S. Enterprise is engaging warp drive, time begins moving backwards, threatening the mission. The current Stardate displayed on Commander Riker's Mission Control Screen will actually move in reverse.

To free your starship from this effect, Commander Data must be ordered to set an orbit around the closest star. Follow the same orbital path procedures as outlined on pages 14–15. A course does not have to be set for this star—Mr. Data will already have done so.

You will only have one chance to achieve successful orbit; if you fail, the mission fails.

After the U.S.S. Enterprise comes through a temporal rift, it will be in a different sector from the sector in which it first encountered the rift. The U.S.S. Enterprise must then get back to the sector in which the mission takes place.

Intruder Alert

Lieutenant Worf will announce this intensely dangerous security breach.

One or more living parasitic entities may invade your starship during a mission and progressively cause damage to various U.S.S. Enterprise systems. The intruders must be located and beamed off the ship by Chief O'Brien, using the procedure described on pages 19–22.

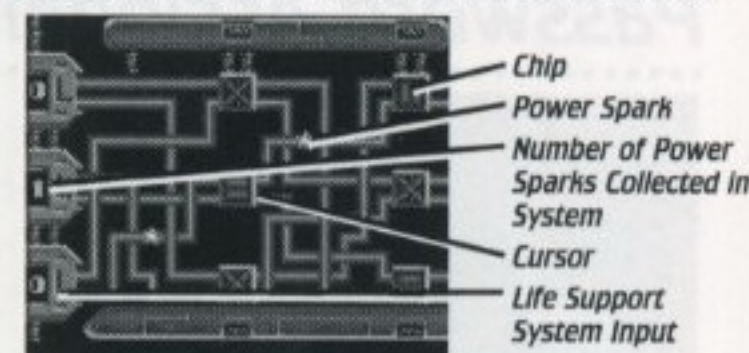
Once all intruders are removed, Mr. La Forge should commence repair to the systems affected by their invasion.

Life Support System Failure

Mr. La Forge will signal the progressive draining of power from the Life Support System—the most vital of all U.S.S. Enterprise™ systems. At this time, all other mission operations must be suspended so that the Engineering crew can devote their full attention to this repair.

To restore power to the Life Support Systems:

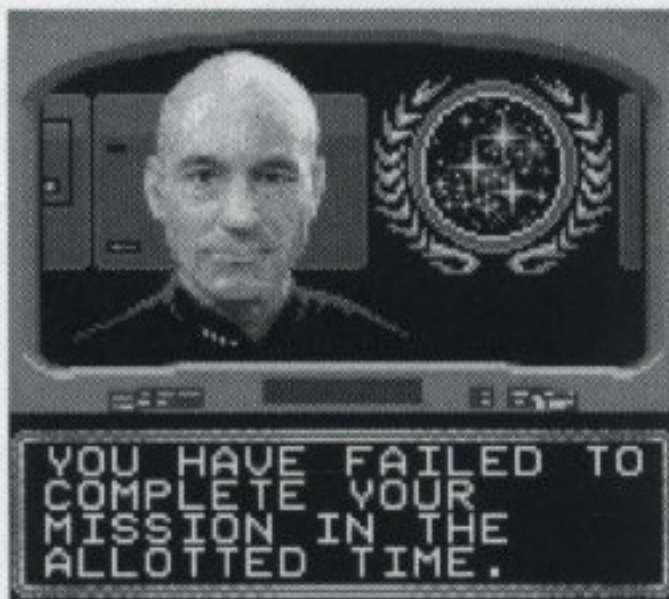
- Access Mr. La Forge's Power Allocation Function Screen, as discussed on page 16.
- Notice that the bottom left side of the engineering circuit board now displays only Life Support System Inputs (the three inputs are identified by the letter "L"), which replace the other system inputs.
- Navigate the power sparks around the circuit board using the techniques described on page 16. Note the following significant difference:



LIFE SUPPORT POWER ALLOCATION SCREEN

- To repair the Life Support System, you must now guide one spark only into each of the three inputs. If any input collects more than one spark, the repair attempt fails and must be attempted again.
- When function is complete, the Main View Screen automatically returns.
- **BUTTON 1** returns to Main View Screen at any time.
- **START** pauses.

Mission Summary and Password Assignment



At the end of a mission, your instructor informs you of your success or failure.



PASSWORD ASSIGNMENT SCREEN

Next, press any button or key to receive your ranking and password. Cadet ranking is based on performance, and ranges from Ensign to Captain. The number of missions that must be completed before a player receives a promotion will vary.

Promotions require consistent successful performance on a series of missions, the number of which is determined confidentially by your instructor. When higher rankings are achieved, you will receive more difficult and complex missions that contain an increased number of variables and Red Alert Scenarios.

The password you receive correlates with your ranking, and will allow you to preserve that ranking if you resume the Tutorial at a later date. Be sure you have memorized your password before shutting down the Tutorial, or when you re-start, you will lose your ranking and have to begin as a novice.

Refer to page 5 to review password entry procedures.



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Programming

Mark Beardsley & Roger Amidon

Additional Programming

Alex DeMeo

Music and Sound

Mark Van Hecke & Jim Wallace

Producer

Dan Kitchen

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