

STAR TREK

GENERATIONS™

The Reference Manual:
Your Best Chance To Stop Soran



MICRO PROSE

A WORD ABOUT THIS GAME

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STAR TREK

— GENERATIONS™ —



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The Voyages Of The Starship Enterprise

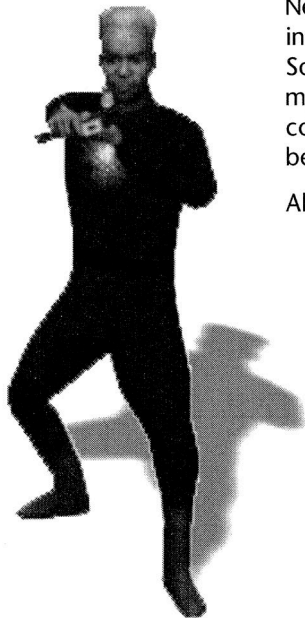
Dream of the future. Imagine sailing from star to star in spaceships moving faster than light across the vast ocean of space...

Welcome aboard the Federation Starship Enterprise, where these dreams actually happen! The year is 2371. Join the command crew of the U.S.S. Enterprise 1701-D—Captain Picard, Commander Riker, Data, Worf, Geordi La Forge, Dr. Crusher and Counselor 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 1701-D crew member, as well as those of the legendary James T. Kirk, captain of both the U.S.S. Enterprise and the U.S.S. Enterprise 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 centers 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!

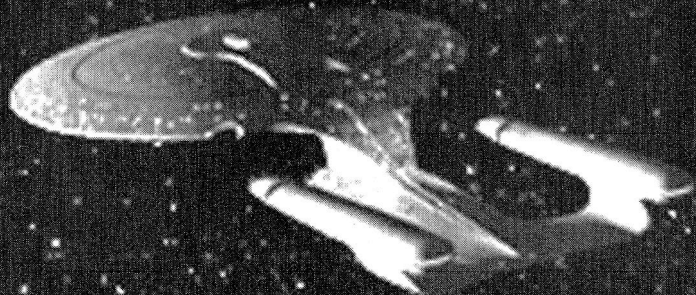


CHAPTER

1

BEFORE STARTING THE GAME

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.



The *Star Trek Generations* package contains two CD-ROMs and this reference manual.

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

- ❶ Windows 95
- ❷ 16MB RAM
- ❸ Quad-speed CD-ROM drive
- ❹ Hard drive with 75MB free
- ❺ High Color graphics for 640 x 480 x 16-bit color (2MB video memory minimum and must be compatible with DirectX)
- ❻ Mouse
- ❼ DirectX-compatible sound card

For optimum performance, an IBM PC 166MHz Pentium or a compatible system with 32MB RAM is recommended.

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 AutoPlay CD-ROM program, the installation program will begin at this point.
- ❷ Click on the Install/Launch Generations 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 Please take the time to fill out our convenient electronic registration. You can either modem or fax the info to us.
- ❺ Now, the installation program will copy files from the CD-ROM to your hard drive.

To play the game, just place *Star Trek Generations* Disc 1 in the CD-ROM drive, select "MicroProse" from 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.

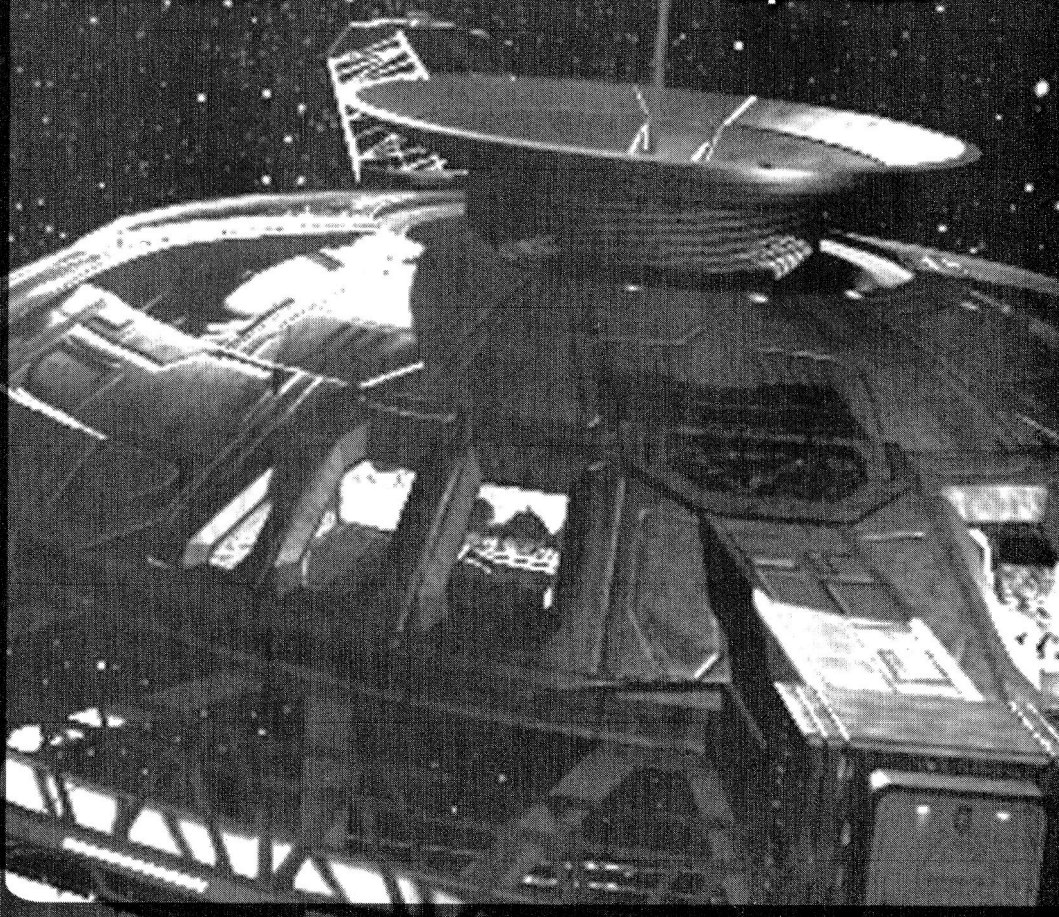
CHAPTER

2

CAPTAIN'S LOG

"I must rely on my confidence in and knowledge of the U.S.S. Enterprise and her crew to complete this mission."

—Capt. Picard



Captain's Log, Stardate: 48623.4. Captain Jean-Luc Picard reporting. The U.S.S. Enterprise 1701-D 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 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's 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 U.S.S. Enterprise 1701-D crew or an overview of the starship itself, go to Appendix B: Starfleet Personnel or Appendix C: The U.S.S. Enterprise 1701-D respectively.

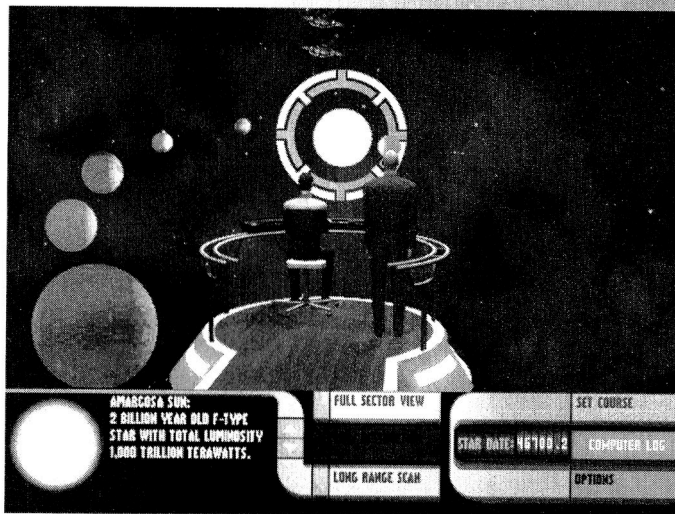
In general, left-clicking, or "clicking," your mouse on an onscreen button selects that button, while right-clicking your mouse plays a brief verbal description of that button's functions. Click and hold on to your mouse button, or "drag," to change weapon settings and ship's systems power levels. A text description accompanies all voice-overs if you turn on the Subtitles feature. To learn more about the Subtitles function, see Chapter 6: Game Options and Settings.

The game starts with Captain Picard ordering the U.S.S. Enterprise 1701-D 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 U.S.S. Enterprise's Stellar Cartography lab. From here, you will be able to plan your strategies, access several of the ship's key systems, transport crew members to various locations and chart the course of the mysterious Nexus.

Stellar Cartography Conversations

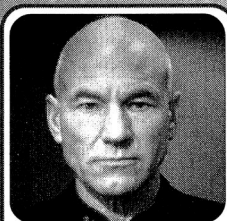
In Stellar Cartography, you will listen to conversations between Captain Picard and Data, between Picard and other crew members elsewhere on the ship, between Picard and Starfleet Command or between Picard and members of alien races. Your actions in Stellar Cartography, as well as those on Away Missions 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.



I suggest performing a scan of the intended destination before arriving there to avoid any surprises.

—Capt. Picard

Scanning

From Stellar Cartography, click on either the Long or Short Range Scan buttons to scan suns, planets or any other starship that you select. How much information you receive about a scanned object depends on whether the U.S.S. 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 about 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 U.S.S. 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 when 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

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. Click on the Transport button to beam a crew member selected by Captain Picard to the targeted location. This brings up the Away Mission screen.

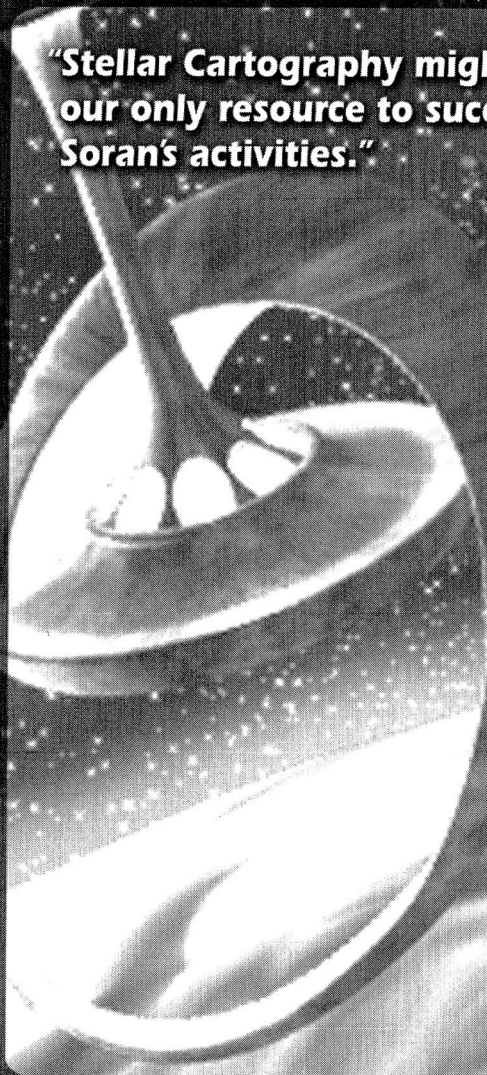
CHAPTER

3

STELLAR CARTOGRAPHY

**"Stellar Cartography might prove to be
our only resource to successfully chart Doctor
Soran's activities."**

—Lt. Cmdr. Data

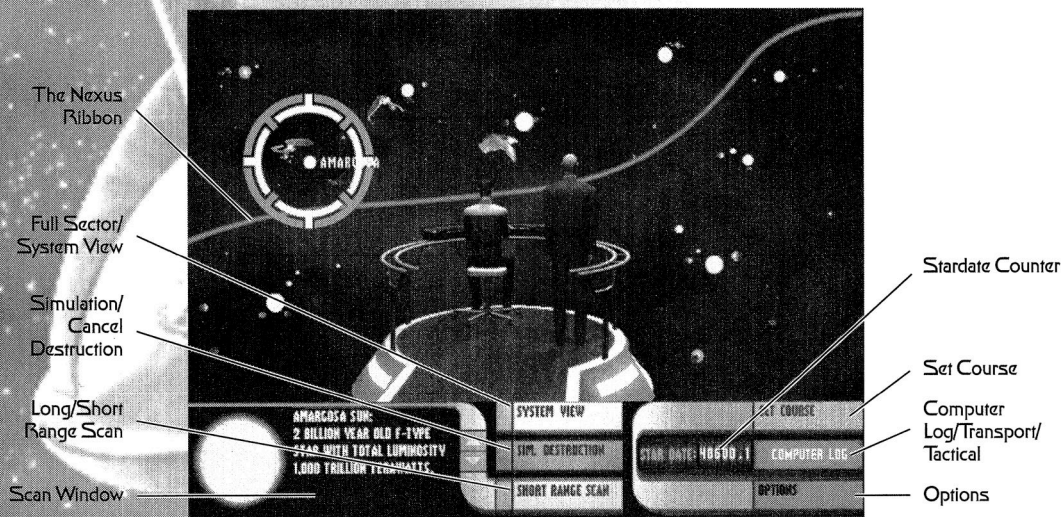


3. STELLAR CARTOGRAPHY

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 center for all operations conducted aboard the U.S.S. Enterprise 1701-D. Onscreen, 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 Starship 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 1701-B, the Nexus supposedly claimed the life of Captain James T. Kirk.

Right-click your cursor over any onscreen button to command the U.S.S. 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 can 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 Starship Enterprise or any moons in this manner. The cursor will change shape when it passes over any object you can select. To deselect an object, just target another object onscreen.

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 a sector view, select a system on the map with your cursor 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 view all existing solar systems on the map.

Simulation/Cancel Destruction

The Simulation Destruction button will become active as the game unfolds. Click it to simulate the destruction of any preselected 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 costs 0.3 stardate units.

Long/Short Range Scan

If the Starship Enterprise is in the same solar system as the selected object of the scan, a Short Range Scan is possible. If the selected object is in another system in the sector, then you can only do a Long Range Scan. Either way, click on this button to select a scan of the targeted object on the map. Scanning costs 0.1 stardate units. The results of the scan appear in the Scan Window and any targeted sun is labeled on the map.



It is best to scan only objects relevant to the mission in order to save time.

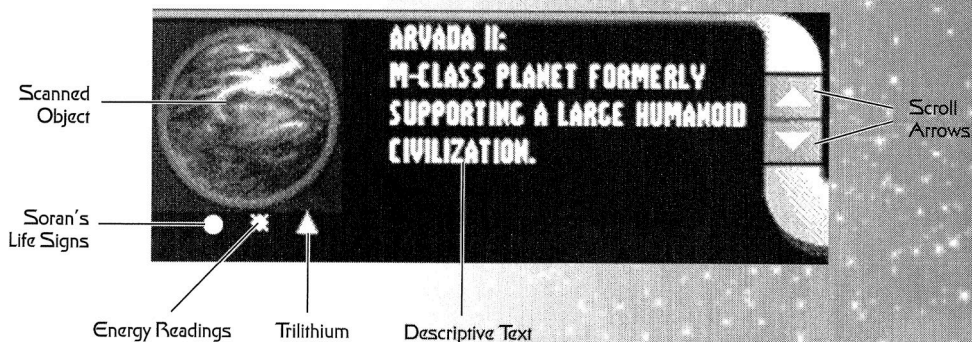
—Lt. Cmdr. Data

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 shown, accompanied by a text description of the object. Next to the text are scroll arrows, which may be used if the text is longer than what is visible.

Below the object's picture, indicator symbols appear if Soran's life signs, energy or trilitium (an experimental, unstable material which stops fusion inside a star) are present. Soran's life signs are represented by a circle, energy readings by a star and trilitium by a triangle.

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



Set Course

Select a sun, planet or starship on the Stellar Cartography map and then click on the Set Course button for the U.S.S. Enterprise 1701-D to travel to that location. This also labels that selected location on the map. Movement anywhere on the map costs 1.1 stardate units.

Stardate Counter

This readout indicates the current stardate in the game. Actions in Stellar Cartography increment the counter in units of 0.1, which shows 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 receive a summary of the recommended current course of action. This information is relayed by either Captain Picard or the U.S.S. 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, 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 to modify keyboard commands. Pressing **[Esc]** also brings up the Options Menu. For further information, see Chapter 6: Game Options and Settings.



You would not want to initiate an attack against another vessel without an indication that it is a hostile starship or that it is aiding a known enemy.

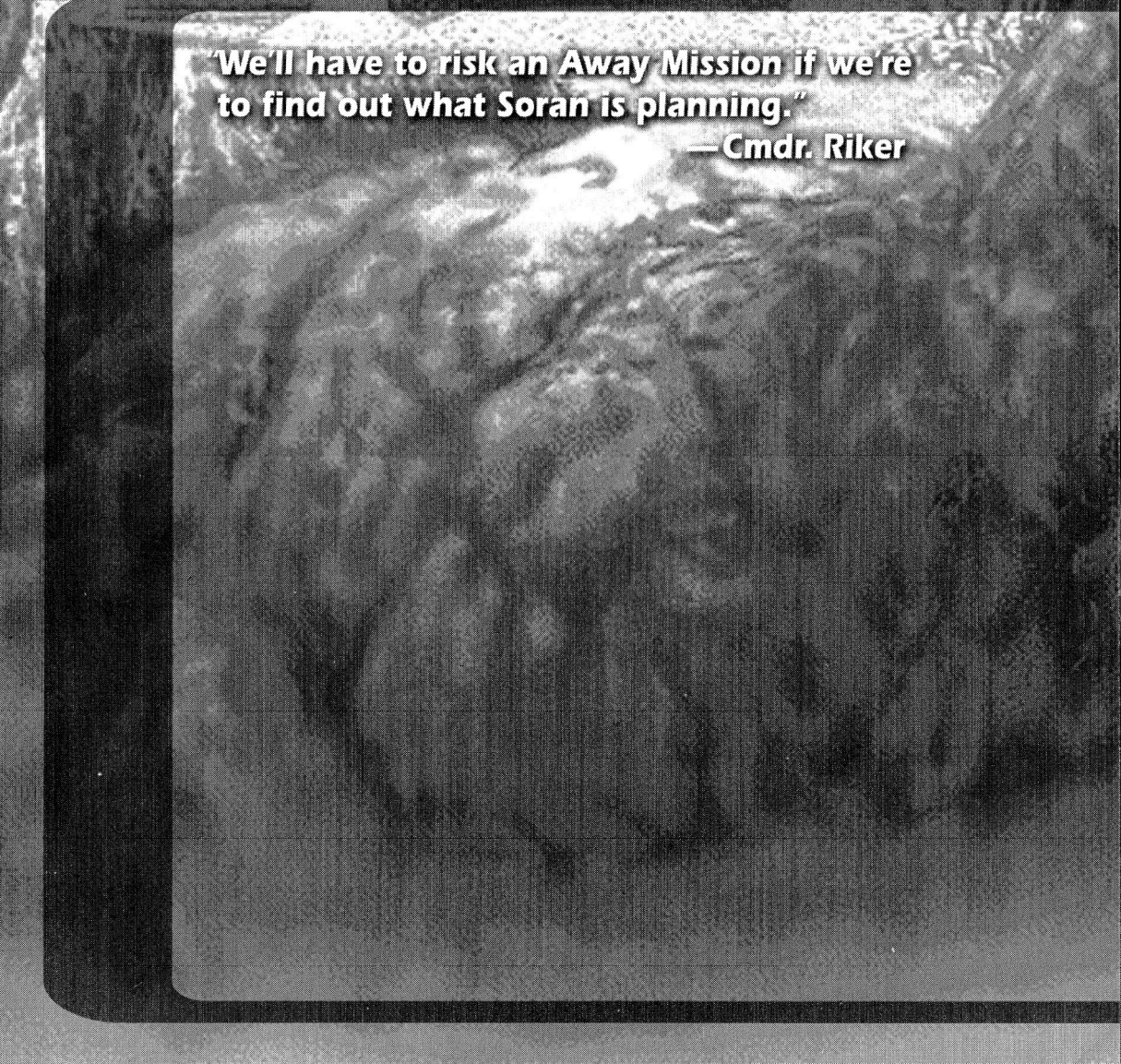
—Lt. Cmdr. Data



CHAPTER

4

AWAY MISSIONS



**'We'll have to risk an Away Mission if we're
to find out what Soran is planning.'**

—Cmdr. Riker

First Officer's Log, Stardate: 48623.6. 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 to best focus your actions in a limited amount of time, whether it's solving an unusual puzzle or deciding how best 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 U.S.S. Enterprise crew, selected by Captain Picard as the best choice for the mission. During the mission, you control the actions of that chosen crew member as you solve intriguing mysteries and explore unknown lands.

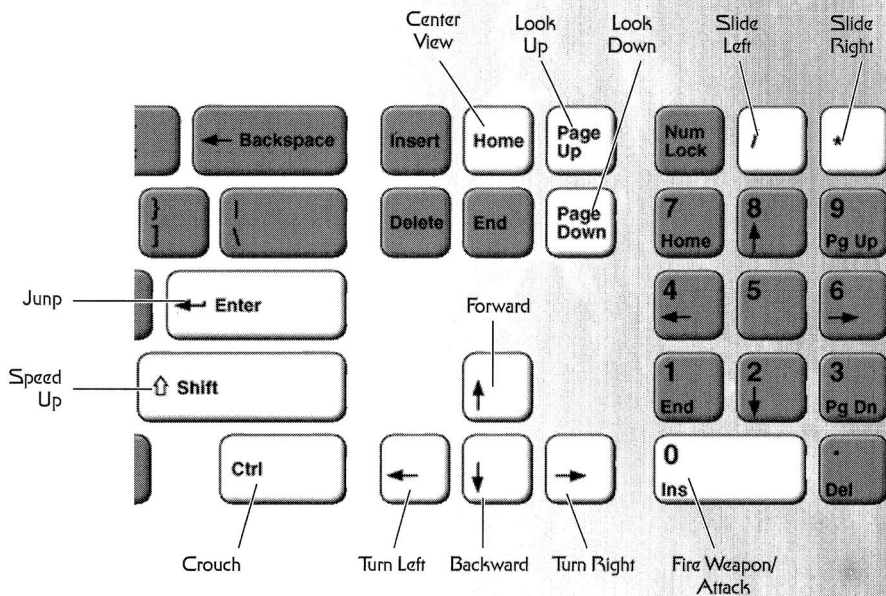
Transition Screen

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.

Keyboard Commands

Several Away Mission functions have keyboard commands, which are summarized here and discussed in greater detail in the rest of this chapter.



Movement

To move around during an Away Mission, press **[7]** to slide to the left, **[*]** to slide to the right, **[↓]** to move backward and **[↑]** to move forward along your current line of sight. Press **[Enter]** to jump and **[Ctrl]** to crouch. Press **[←]** to turn your body to the left and **[→]** to turn right; you may also right-click and drag your cursor to turn either direction.

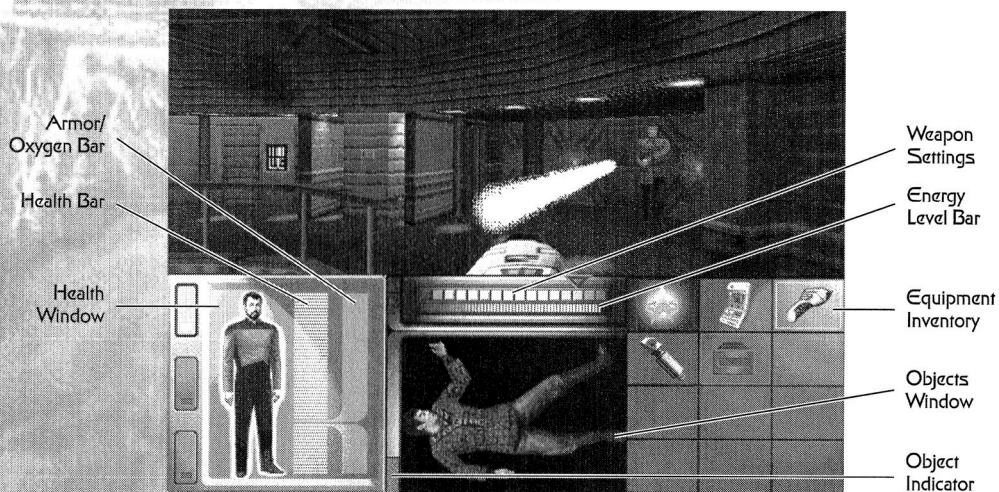
Pressing **[Shift]** and any other command key at the same time speeds up that movement, so that pressing **[Shift]** and **[↑]** makes you run forward, while pressing **[Shift]** and **[↓]** causes you to run backward.

While we recommend these default commands, you may customize the keyboard commands for your use. For more information, see "Controls Screen" in Chapter 6: Game Options and Settings.

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 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. Press **(Pg Up)** to look up, **(Pg Dn)** to look down and **(Home)** to center your view.



The lower portion of the Away Mission screen contains the Away Mission 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.

On any Away Mission, the Tricorder is an important piece of equipment used to check your health, to scan your surroundings or to review your mission objectives.

Click on the Tricorder icon in the Equipment Inventory to deactivate the Tricorder. When the Tricorder is deactivated, neither the Health, Map or Mission Objectives windows will work. Click on that icon again to reactivate the Tricorder. A further description of the Tricorder can be found in Appendix A: Equipment.

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 lowers.

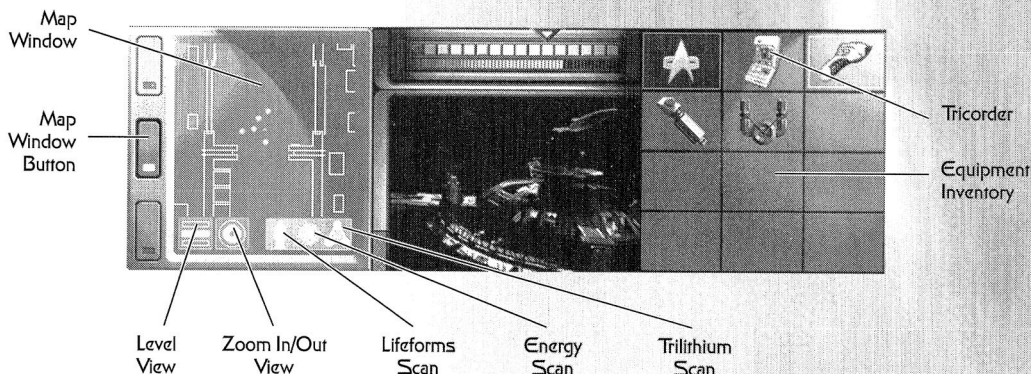
If the Health Status Bar drops down low enough, the crew member can be rendered unconscious. A warning message will play when this occurs. Should the crew member be in danger of dying, he or she will automatically be beamed up. At that point, that Away Mission will end and will be considered a failed mission.

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

To the right of the Health Status Bar is the Armor/Oxygen Bar, which is used to indicate either how much body armor (such as a spacesuit) or breathable air is left, depending upon the situation. Armor cannot be repaired. Normally, you do not start an Away Mission with armor.

Map Window

Click on the blue button on the left of the Away Mission Control Panel to bring up the Map Window, which is used to scan your surroundings.



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 Map Window, with the highest line a level above you.

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 Map Window's view of a level or to zoom out. Click on the largest circle to display more of the level on the Map Window. Click on the smallest circle to display only a small section of the level.

Lifeforms Scan

When this icon is lit, all lifeforms present will appear as colored dots on the Map Window. Click this icon to turn it off or on.

For each Away Mission, each alien race will have a specific lifeform color reading, with red 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, energy sources present appear as glowing stars on the Map Window. Click this icon to turn it off or on.

Trilithium Scan

When this icon is lit, all trilithium present will appear as flashing triangles on the Map Window. Click this icon to turn it off or on. At the start of the game, this button will not be available.

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.

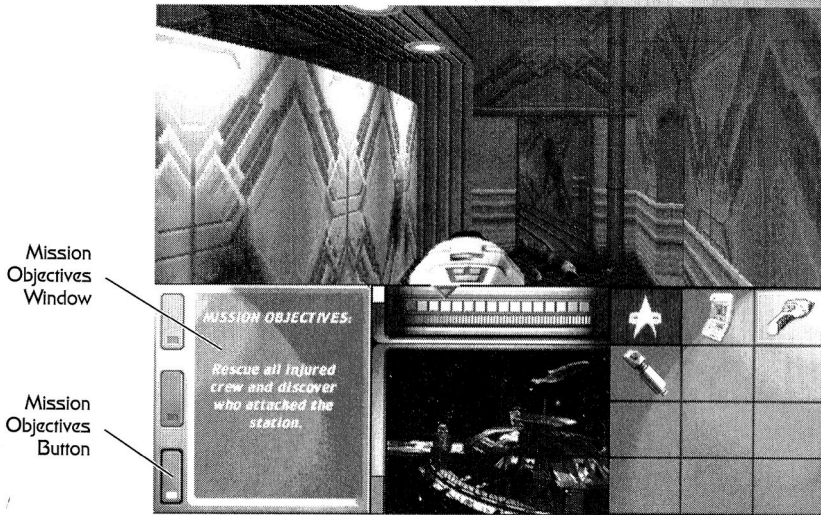


At times, you may want to narrow a Tricorder search to only one specific scan for best results.

—Cmdr. Riker

Mission Objectives Window

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.



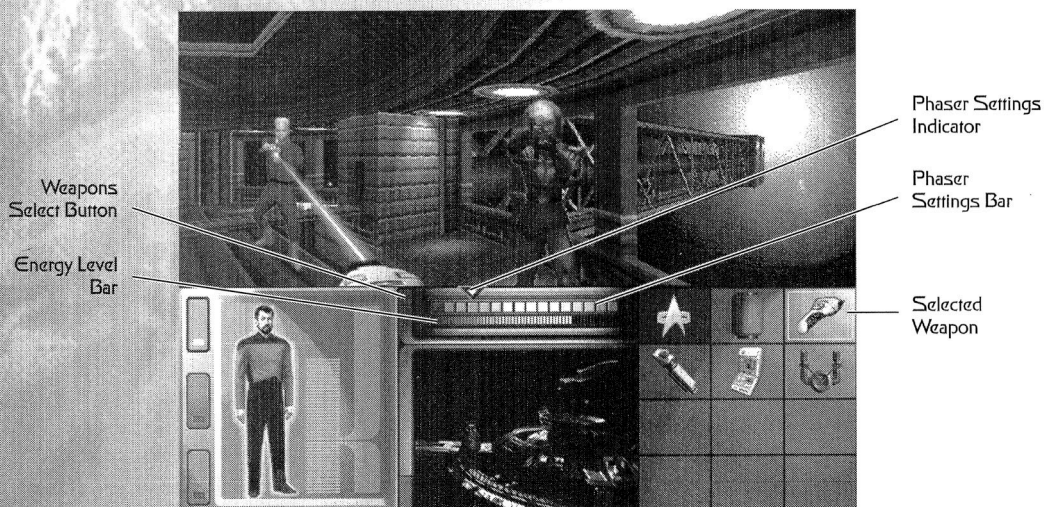
Weapons Window

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. Click on the Phaser icon in the Equipment Inventory to carry it. Click on the target to fire at it or press **[Ins]** on the numeric keypad to shoot. On the upper portion of the Away Mission screen, you will see the Phaser ready for use.

To holster your Phaser, click on the its icon. When the Phaser is not used, the entire Weapons Window darkens. When you have not selected a weapon, you may hit attacking aliens with your hand or foot by pressing **[Ins]** on the numeric keypad. Often, you will start an Away Mission with the Phaser already at hand.

If you have more than one weapon in your Equipment Inventory, click on the other weapon to select it. Or cycle through them by clicking on the orange button—the Weapons Select button—located to the left of the Weapon Settings Bar. During Away Missions, you may find other weapons, such as a Romulan Type III Disruptor. The weapon you are currently using will have an orange outline around it.

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.



Weapon Settings

The Phaser, as well as most weapons, has three basic settings: stun, kill and destroy. These settings are represented on a multicolored 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 orange-red. Each setting has different degrees of effect, such as moving from a light stun to a heavy stun.



I recommend searching the bodies of any dead aliens for objects that might aid you on your mission.

—Cmdr. Riker

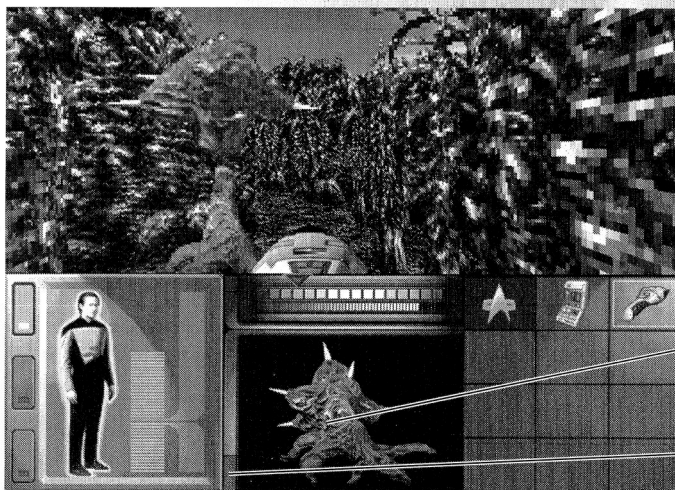
The white arrow above the Weapon Settings Bar indicates the current setting. To select a setting, click either the multicolored bar or the indicator arrow to the desired setting. Remember as a Starfleet officer, you are trained only to fight in self-defense or in defense of others. Killing an alien must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

Energy Level Bar

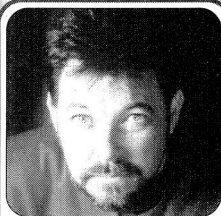
Operating any weapon uses energy, and every weapon in the game has a limited power supply. The energy level of any Phaser you use is indicated by a bar along the bottom of the window. When the Phaser is fully powered, the whole bar is lit. Depending on how often you shoot the Phaser and at what settings,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

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

Objects Window



Located at the bottom of the Away Mission screen, the Objects Window depicts objects seen on the upper portion of the screen that you can interact with. For example, you can use computer terminals or pick up items.



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

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.

To pick up objects, drag the 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. When all the objects 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.) Occasionally, you will even be supplied with an additional power cell for your Phaser.

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 drop objects, drag the equipment icon from the inventory into the Objects Window. Or drag an item to add to the inventory over an item you wish to drop. 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. Some items may only be used once and will vanish from the inventory after completing their function. If you select an object that cannot be used at that time, the crew member will notify you. Right-click on an equipment icon to hear a description.

CHAPTER

5

TACTICAL COMBAT

**"Shields are up! Phasers locked!
Photon Torpedoes loaded! Ready to fire on
your command!"**

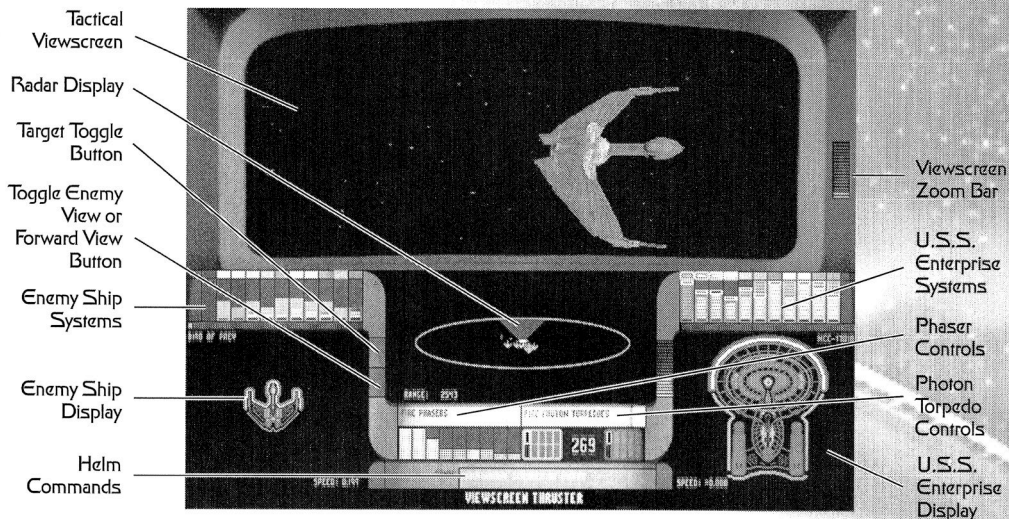
—Lt. Cmdr. Worf

Security Officer's Log, Stardate: 48623.7. Lt. Cmdr. Worf reporting. A true warrior will be ready to face the enemy with honor 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 mIn lo'laHbe' taj jej"—a sharp knife is nothing without a sharp eye!

Tactical Combat becomes necessary when you encounter 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 prefers to fight only when all other options 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, B'Etor and their renegade Klingons—in order to stop his fanatical plans.



Tactical Viewscreen



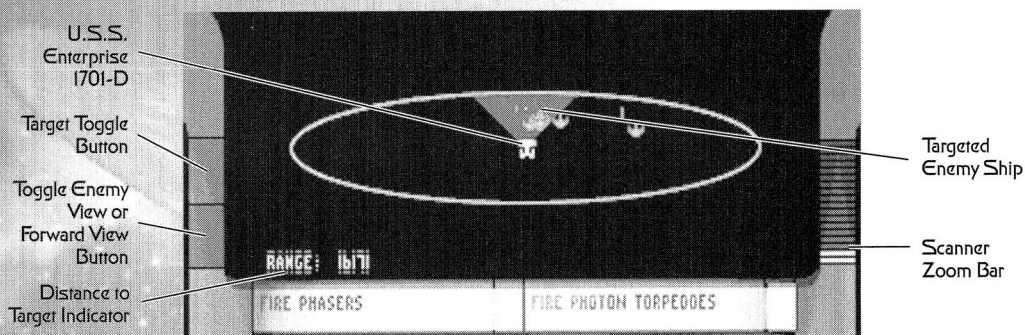
The upper portion of the Tactical Combat screen—the Tactical Viewscreen—shows you the battle from the Starship Enterprise's position. From this vantage point, you are able to see the enemy vessel you have targeted.

Below the Tactical Viewscreen are the Radar Display and the Tactical controls. Right-click any onscreen button to see a description of that button.

To view directly ahead of the U.S.S. Enterprise, click the Toggle Enemy View or Forward View button to the 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 or drag on this bar to zoom in on your target's image by raising the bar or to zoom out by lowering the bar.

Radar Display



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

Each starship is located within an oval centered around a white icon representing the U.S.S. Enterprise. All starships are represented by an icon placed on an altitude bar, which indicates their relative height to that of the U.S.S. Enterprise. The currently targeted enemy vessel will be outlined in red. In the lower left corner of the Radar 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 want to cycle through all available targets, click on the Target Toggle button located to the left of the Radar Display.

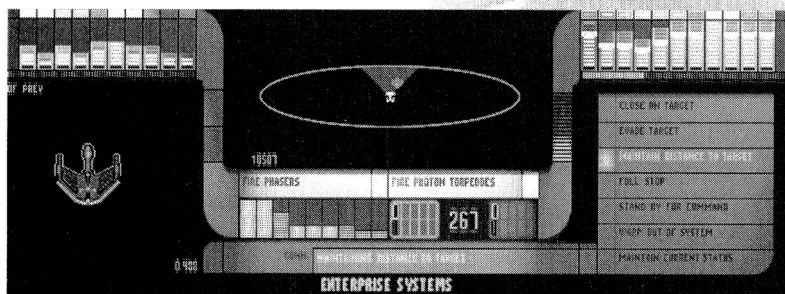
To the right of the Radar Display is the Scanner Zoom Bar. Click or drag the bar to zoom in the Radar Display window by raising the bar or zoom out by lowering the bar.

Piloting

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

Helm Commands

At the bottom center of the Tactical Control Panel, a text indicator identifies which preselected command the Conn is following. Click on this indicator slot to bring up the Helm Commands 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 U.S.S. Enterprise when you enter the Tactical Combat screen.



The Helm Commands available to select from are:

- ❶ **Close on Target** sets a direct course for the targeted enemy vessel. The U.S.S. Enterprise will stop when it reaches an optimal attack distance from the target.
- ❷ **Evasive Target** orders the U.S.S. Enterprise to evade only the targeted starship.
- ❸ **Maintain Distance to Target** keeps you at the same distance from your target the moment you selected the command. While the U.S.S. Enterprise may match velocities with the targeted vessel, the target may still be able to maneuver around you.
- ❹ **Full Stop** halts the U.S.S. Enterprise.



If you lack the proper Conn experience, there is no dishonor in delegating the Conn to another.

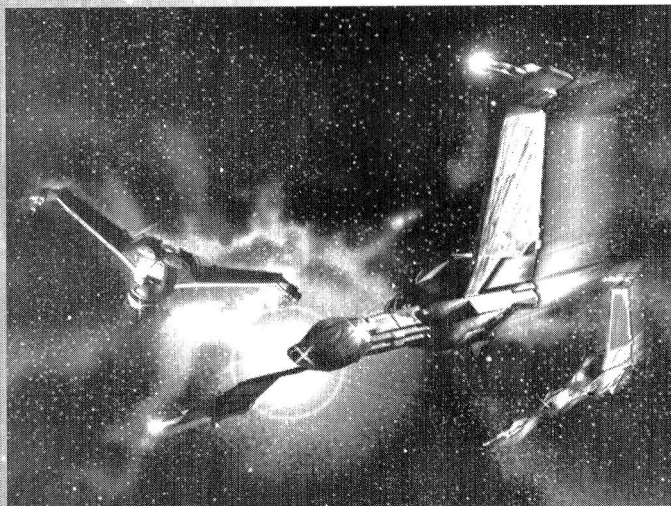
—Lt. Cmdr. Worf

- ❖ **Stand by for Command** tells the Conn that you are no longer giving it orders so that you may personally pilot the U.S.S. Enterprise.
- ❖ **Warp Out of System** exits the U.S.S. Enterprise out of the system it is currently in—as long as the warp engines are online—for another system that is randomly chosen. At that point, that combat will end and will be considered a failed battle.
- ❖ **Maintain Current Status** confirms your last command, allowing it to continue.

The keys on the top row of the keyboard can also be used to give the Helm Commands. Press **[1]** to close on target, **[2]** to evade target, **[3]** to maintain distance, **[4]** for full stop, **[5]** to stand by, **[6]** to warp out and **[7]** to maintain status.

User Control

To deactivate the Conn and fly the ship yourself, just press any keyboard command used to manually move the ship. Any keyboard command you give sets the Helm to Stand by for Command. You must select a new Helm Command when you return control to the Conn.



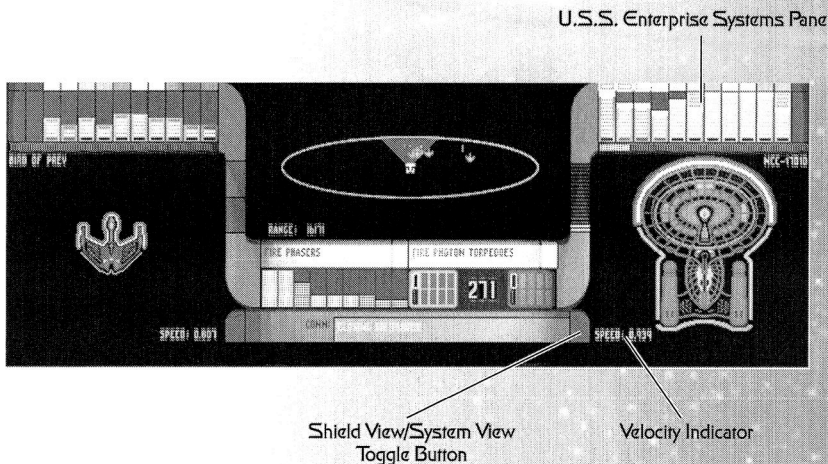
The keyboard commands for operating the U.S.S. Enterprise-D are **←** to turn to the left, **→** to the right, **↑** to climb and **↓** to dive. You can also press **Ctrl** to roll left, **0** on the numeric keypad to roll right, **+** to increase speed and **-** to decrease speed.

You may customize the keyboard commands for your use. For more information on customizing, see “Controls Screen” in Chapter 6: Game Options and Settings.

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.

U.S.S. Enterprise Display

On the bottom right side of the Tactical Combat screen is the U.S.S. Enterprise Display window accompanied by the U.S.S. Enterprise Systems Panel. The U.S.S. Enterprise Systems Panel contains the indicator bars for the ship's different systems with each system represented by a specific color in a box above the bar. These bars show the current status of any given ship system, while the U.S.S. Enterprise Display identifies their specific location onboard the ship with matching colors.



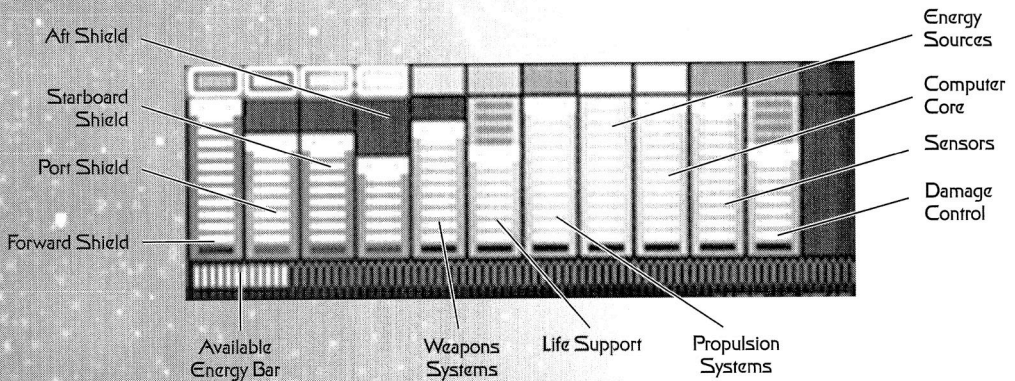
During combat, it is possible for the enemy to target certain functions on the U.S.S. Enterprise or that only certain systems might receive damage. This portion of the screen will show where the damage has occurred and how serious it is.

To the lower left of the display window is the Shield View/System View Toggle button. Click that button to change the display of the U.S.S. Enterprise in the window from a schematic to a 3-D representation of the ship as viewed by the targeted enemy ship. The 3-D representation includes an image of the U.S.S. Enterprise shields, with green identifying the port shields, purple for the starboard, red for aft and blue for forward. Click the button again to restore the schematic view of the ship.

In the bottom left of the U.S.S. Enterprise Display is the Velocity Indicator, which shows the current speed of the U.S.S. Enterprise.

U.S.S. Enterprise Systems Panel

Above the U.S.S. Enterprise Display is the U.S.S. 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 colored box at the top of it. That bar shows the level of power supplied to the system vs. 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 colored box indicates which system it is. For each of the shields, the indicator bar is the color of the respective shield section as seen in the 3-D representation of the U.S.S. Enterprise Display window.

A red color indicator box at the top of the bar denotes a destroyed system. Destroyed systems are not usable until repaired. Repairing destroyed systems requires more time than systems that have suffered only some damage. Systems being repaired have their indicator boxes outlined in white. Click on any damaged system's indicator box to cut off its repairs. Click again to restore repairs.

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 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:

- ❶ **Forward Shield** measures the strength of your forward shield. Its indicator bar is blue.
- ❷ **Port Shield** measures the strength of your left-side shield. Its indicator bar is green.
- ❸ **Starboard Shield** measures the strength of your right-side shield. Its indicator bar is purple.
- ❹ **Aft Shield** measures the strength of your rear shield. Its indicator bar is red.

- ❏ **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.
- ❏ **Life Support** controls the starship's life support systems. 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 and ending the game. You will not be able to completely decrease power to this system since it is so essential. Its system box is green.
- ❏ **Propulsion Systems** controls your ship's velocity. If damaged, the warp drive will go off-line. Its indicator box is blue.
- ❏ **Energy Sources** 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.
- ❏ **Computer Core** controls the accuracy of your ship's weapons. When damaged, weapons accuracy drops. Its indicator box is white.
- ❏ **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-gray.
- ❏ **Damage Control** determines the rate at which repairs are conducted. When it is destroyed, no other systems on the ship will be repaired.

Shields

Besides being represented on the U.S.S. Enterprise Systems Panel, the ship's shields are indicated on the U.S.S. Enterprise Display by pale yellow outlines that match the color of their indicator boxes. Each shield is differentiated by a different shade of pale yellow. If they are damaged, their outlines will dim. When they are destroyed, their outlines 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

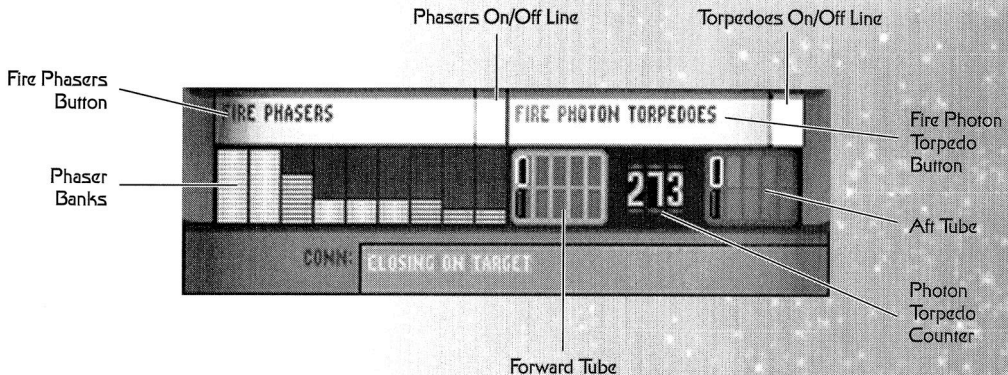
The U.S.S. Enterprise's Phaser banks are a more powerful version of a crew member's hand-held Phasers. These type X Phasers are used as a starship's primary means of attack. To use them, target the enemy ship and click on the Fire Phasers button or press **(Shift)**.

Under the Fire Phaser's button is an indicator bar for each Phaser located on the ship, showing how much energy remains vs. the full potential of that Phaser. White bars show which Phasers are ready and are facing the targeted ship. Yellow bars show which Phasers are not facing the target; as a result, these Phasers are unavailable.

Click on the indicator bar to deactivate a Phaser bank, and click again to activate the Phaser. Deactivated Phasers are grayed out. To the right of the Fire Phasers button is the Phasers On/Off Line button. Click on it to deactivate the Fire Phasers button. Clicking it again reactivates the Fire Phasers button.

Phasers require time to recharge after discharging a blast. If the bar is blue, it 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 charged Phaser.

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



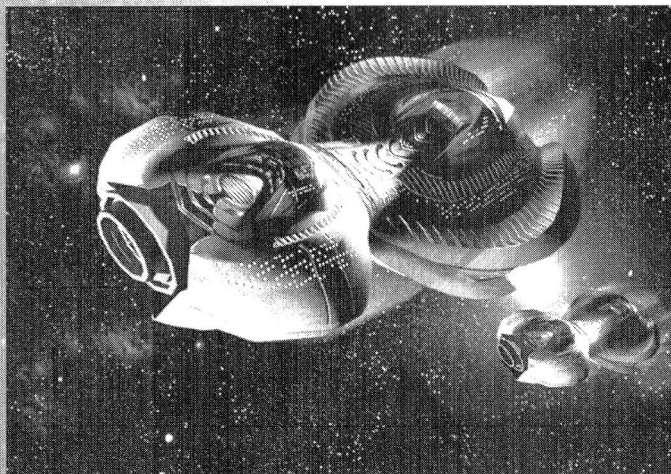
Photon Torpedoes

The U.S.S. Enterprise-D has two Photon Torpedo tubes, and up to 10 torpedoes can be loaded in each tube. Photon Torpedoes do a significant amount of damage, but your ship has only 275 of them. The more Photon Torpedoes launched, the lower your chance to successfully hit with any single torpedo.

The left box is the ship's forward torpedo tube, while the right is the rear torpedo tube. The blue boxes indicate which torpedo tube is facing the targeted enemy starship. The gray boxes show which tube is facing away from the target. Between the two tubes 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, click on the Fire Photon Torpedo button. To select the number of Photon Torpedoes you wish to fire, click on the Photon Torpedo icons located under the Photon Torpedo button. To the right of the Fire Photon Torpedo button is the Torpedoes On/Off Line button. Click on it to deactivate the Fire Photon Torpedo button. Clicking it again reactivates the Fire Photon Torpedo button.

After a Photon Torpedo has been fired, time is required to reload the torpedo tube. To change the number of torpedoes to reload, click on the number you wish to reload, with torpedo 1 in the tube's upper left-hand corner and torpedo 10 in the lower right-hand corner. The selected number to be reloaded will be outlined in white. You may fire Photon Torpedoes in a tube before all the torpedoes are reloaded.

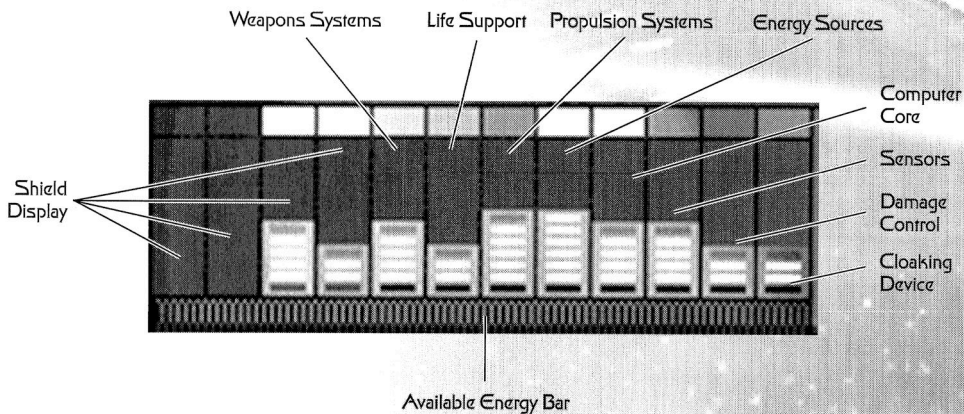


Targeted Ship Display

On the left-hand side of the Tactical Combat Controls is a display of the currently targeted enemy vessel. This display is similar to that of the U.S.S. Enterprise's, except where you would allocate power or repairs there, here you target specific systems you wish to damage.

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

The screen shot below shows the display for a Klingon Bird of Prey. Each ship has a different number of shields, which the display will reflect.



If an enemy starship cloaks, it abandons the field of battle and grants you victory. However, cloaked ships are not destroyed, so they may be encountered again in another sector later, fully operational.



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

—Lt. Cmdr. Worf

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 deselect that target, click on the section or system box again. A target lock does not guarantee a direct hit. As with your ship, all attacks must contend with the targeted starship's shields before damaging the enemy vessel itself.

Using this display, it is possible to compare display readouts for the U.S.S. Enterprise to those of the enemy starships to gain a sense of what each starship's strengths and weaknesses are.

On the lower right of the Targeted Ship Display is the Shield View/System View Toggle 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 U.S.S. Enterprise. The 3-D representation includes an image of the shields which protect the starship, with each shield represented by a different color. Clicking on the button changes the displayed image.

In the upper left of the Targeted Ship Display window is the name of the targeted enemy starship. In the lower right of the display window is the Velocity Indicator, which shows the current speed of the targeted enemy starship.

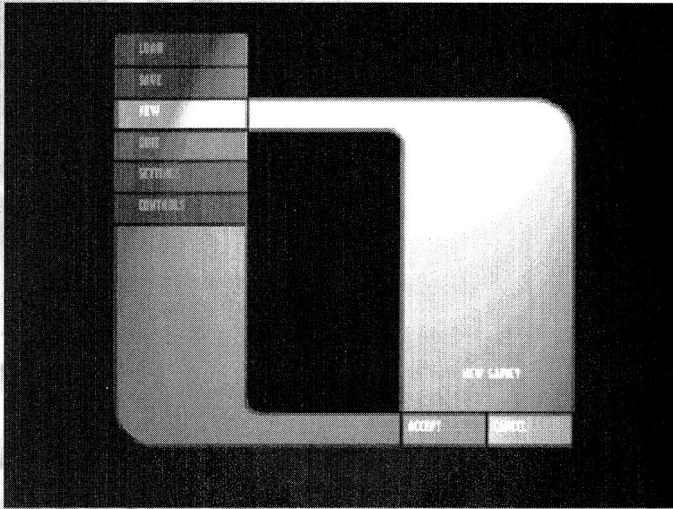
GAME OPTIONS AND SETTINGS

**"I think the system specs will allow me to
reset the controls. Just give me some time."**

—Lt. Cmdr. La Forge

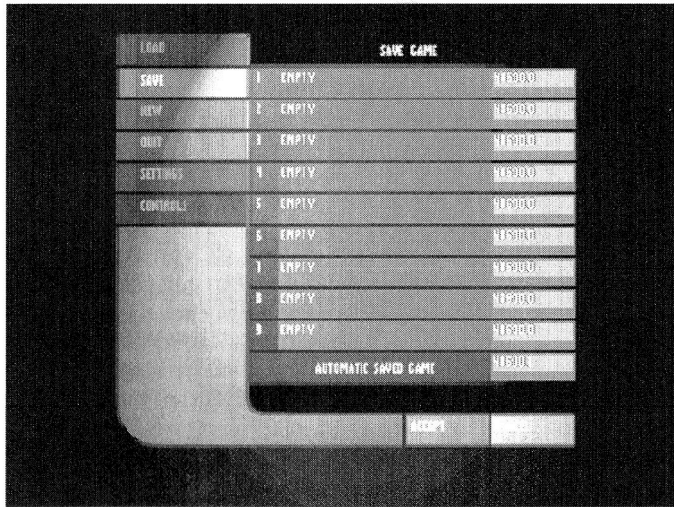
Chief Engineer's Log, Stardate: 48623.8. Lt. Commander Geordi La Forge reporting. No matter what the operating system is, I've found it's always a good idea to get a handle on how that system works before using it. That way, if you need to make changes to it, you know exactly what you're doing.

Options Menu



The Options Menu allows you to save and load games, to start a new game or to leave the one you were playing. Also it 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 **[Esc]** 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 that 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. You will want to save your current game while in Stellar Cartography. Although you can also save on an Away Mission or during Tactical Combat, the saved game will load from the previous point in Stellar Cartography.

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.



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

Entering a New Game

Click on the New button to bring up a prompt asking whether you want to start a new game. Click the Accept button to begin the new game and give up the current game, or click the Cancel button.

Quitting a Game

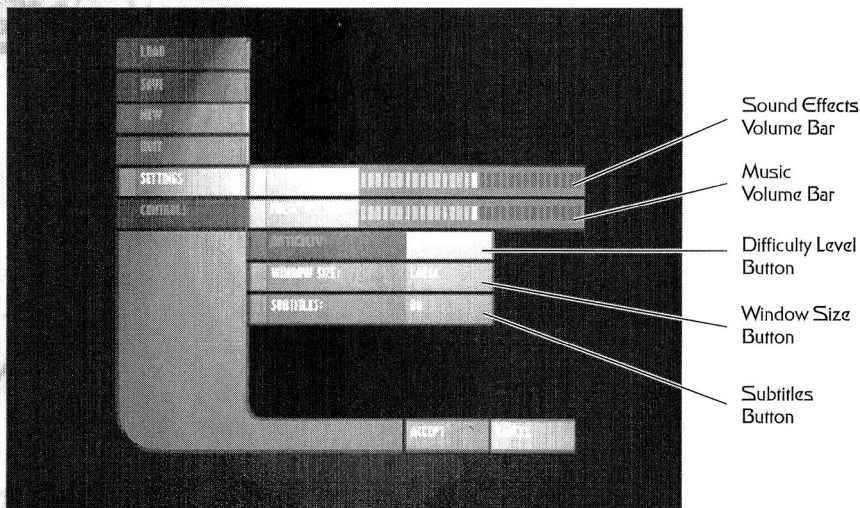
To exit the game you were playing, click on the Quit button. This brings up a prompt asking you if you want to quit the game. Click the Accept button to exit *Star Trek Generations* or click the Cancel button.

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 on.

Settings Menu

The Settings Menu allows you to change the sound volume, the difficulty level, the window size of the game, or to toggle 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 difficulty of clues increases as you move from Ensign to Lieutenant, and the difficulty of opponents increases as you move to Captain. You can only change your difficulty level if you're in Stellar Cartography.

Window Size

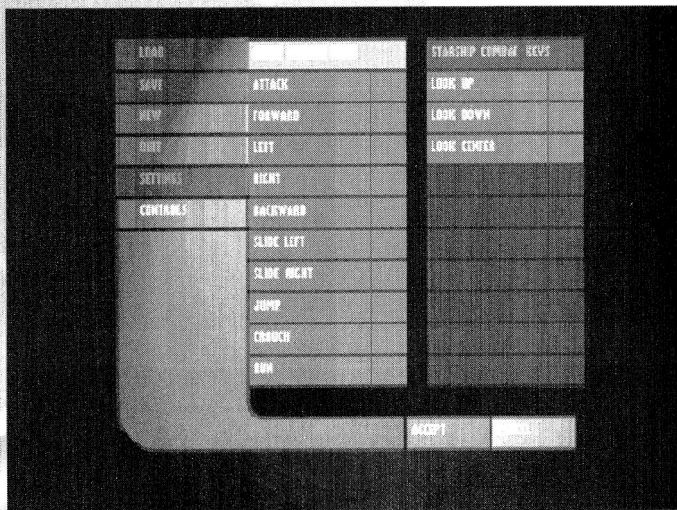
You can play the game in two different window sizes: Large or Small (Small is the default setting). To adjust the size of the game window, click on the Window Size button until the size you want is displayed on the button itself.

Subtitles

In the game, when you right-click on a button or an item, subtitles appear at the bottom of the screen with a description. 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 keyboard commands. To enter the Controls Screen, click on the Controls button on the Options Menu.



The default keyboard commands are listed under “Keyboard Commands” in Chapter 4: Away Missions.

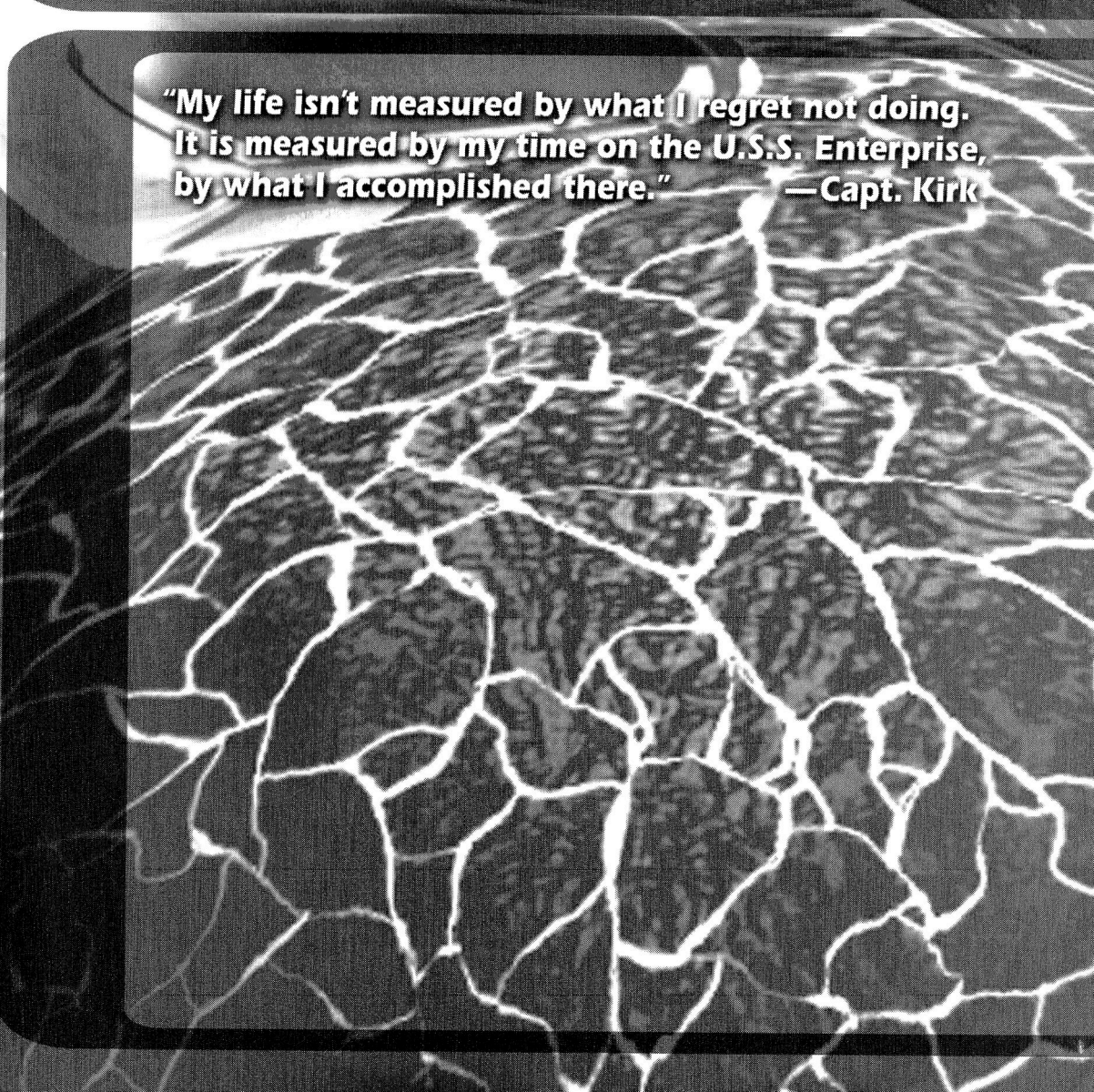
To change a keyboard command, click on the first column and then press the key that will represent the command. If you want, click on the second column to enter a second key so that two keys must be pressed at the same time to execute that command. You cannot assign any of the function keys such as **[F1]**.

The Lookspring function is located here with the default set to on. With it on, the lookspring centers your view after using the mouse to look around while on Away Missions.

To restore the default commands, you must reenter them over your previous choices. The only keyboard commands you will not be able to change are **[F2]**, which dims the game screen, and **[F3]**, which brightens the screen.



APPENDIXES



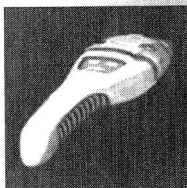
"My life isn't measured by what I regret not doing. It is measured by my time on the U.S.S. Enterprise, by what I accomplished there."

—Capt. Kirk

APPENDIX A: Equipment

Chief Medical Officer's Log, Stardate: 48623.9. Dr. Beverly Crusher 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.

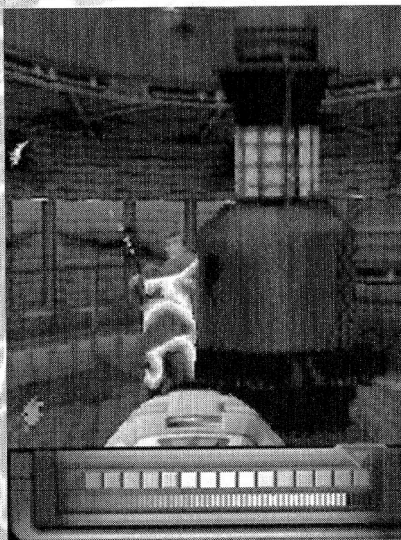
Phaser



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 personnel. The type II has 16 power level settings, from a light stun at level 1 to an explosive/disruption effect at level 16.

To fire a Phaser on an Away Mission, move the cursor over the intended target and click the left mouse button or press **[Ins]** on the numeric keypad. Selecting a Phaser, determining a setting and measuring its energy level is 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.



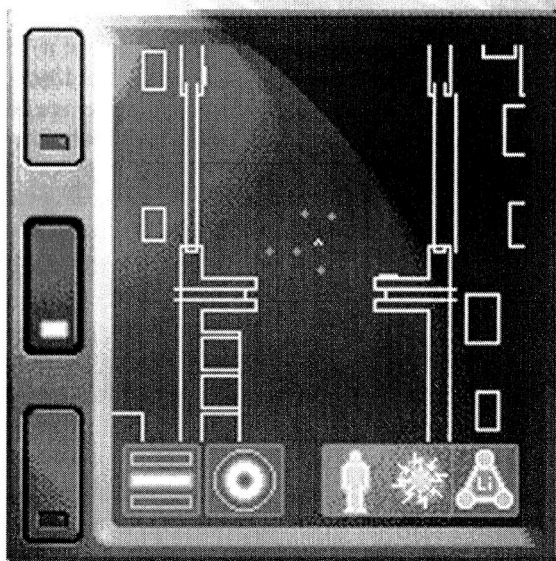


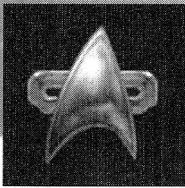
Tricorder

Used to record various types of data, the standard type VII Tricorder is equipped with sensors designed to detect lifeforms, energy readings and material structures. During Away Missions, Starfleet personnel use Tricorders to locate people and objects and to make maps of their surroundings. Tricorders can also monitor the health of any Starfleet personnel sent on an Away Mission.

All information in a Tricorder is downloaded to the ship's computer records upon returning from an Away Mission. This allows the collected data from the Away Mission to be available to all crew members.

To learn how to operate a Tricorder in the game, see the "Health Window," "Map Window" and "Mission Objectives Window" sections in Chapter 4: Away Missions.





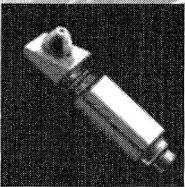
Communicator

Aboard the ship or on Away Missions, all Starfleet personnel carry a personal Communicator. Designed to provide a reliable and efficient line of communication, the Communicator is a vital part of any Starfleet operation.

To activate a Communicator, click on its icon in the Equipment Inventory. This will establish a subspace radio link with the U.S.S. Enterprise in order to get advice or information.

In addition to serving as a communications device, the Communicator allows the U.S.S. Enterprise transporter systems to locate and lock on to any crew member in order to beam them back to the ship after an Away Mission has been completed. The Communicator will flash when you have completed your Away Mission and need to be beamed up or when you have encountered survivors who need to be transported.

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. For most Away Missions, a healing stimulant has been placed in the Hypospray carried by crew members. 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 Hyposprays are good for two or three uses, restoring half the lost health at first and one-fifth the lost health on the next use. However, after a period of time, some Hyposprays resupply their dosage and can be used again.



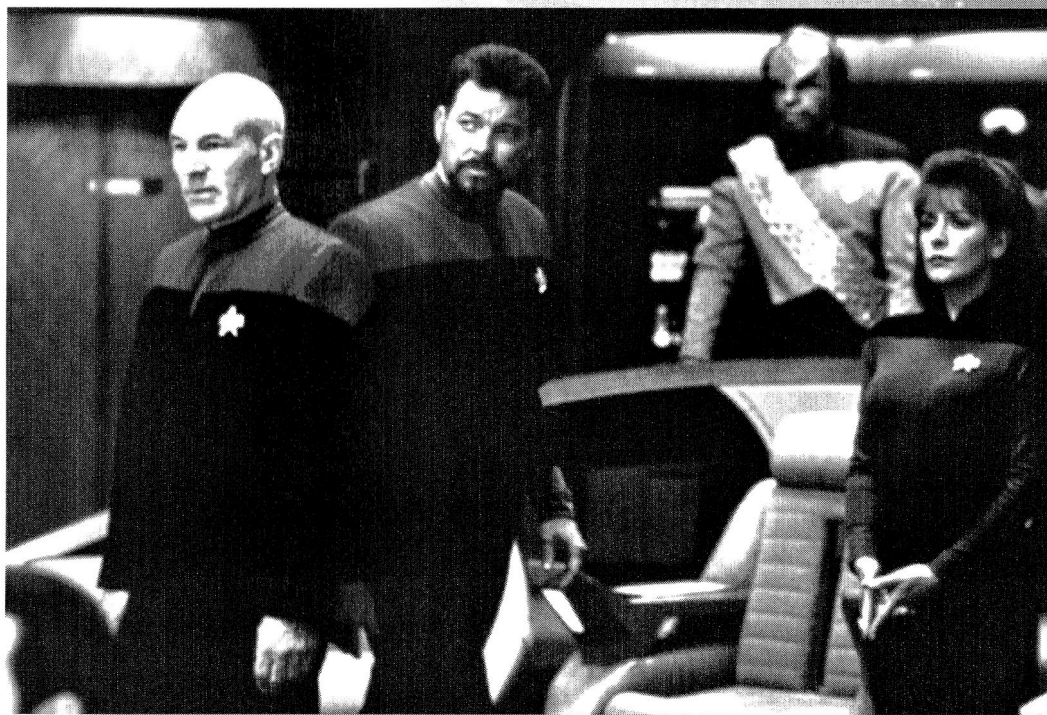
Sometimes, a Hypospray intended for an alien physiology may affect human or Klingon biology differently.

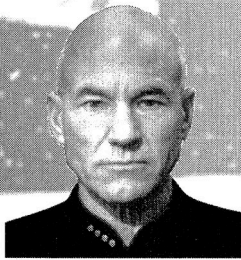
—Dr. Crusher

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 U.S.S. Enterprise 1701-D 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 U.S.S. Enterprise 1701-D, 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 U.S.S. Enterprise.



Commander Deanna Troi

Half-human and half-Betazoid, Deanna Troi uses her empathic abilities in her role as the U.S.S. Enterprise 1701-D's counselor to attend to the crew's psychological needs. Oftentimes, 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.



Commander Beverly Crusher, MD

Dr. Crusher serves as the chief medical officer aboard the U.S.S. Enterprise 1701-D. 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.



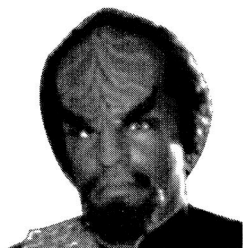
Lieutenant Commander Data

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 U.S.S. Enterprise 1701-D. 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 U.S.S. Enterprise 1701-D'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 or advantageous; he accepts them as aspects of whom he is as a person.



Lieutenant Commander Worf

Recently promoted to Lieutenant Commander, Worf is the U.S.S. Enterprise 1701-D'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, a trait which proves 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 first Constitution-class Starship Enterprise and its replacement, the U.S.S. Enterprise 1701-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 U.S.S. Enterprise 1701-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: U.S.S. Enterprise 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 1701-D is Starfleet's flagship, which is quite appropriate for the United Federation of Planets' most celebrated starship. A Galaxy-class vessel, the U.S.S. Enterprise 1701-D is the fifth starship to sail under that name—with the first to be captained by James T. Kirk.

With a crew complement of 1,014 and outfitted with sophisticated computers and sensory equipment, the U.S.S. Enterprise 1701-D 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/antimatter reaction chamber, the U.S.S. 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. 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 system malfunction, trained crew members make use of the Jefferies maintenance tubes which are located throughout the ship to conduct repairs.

During emergencies, the U.S.S. Enterprise 1701-D 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 U.S.S. Enterprise with her able crew.

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LeVAR BURTON as Lt. Cmdr. Geordi La Forge

MICHAEL DORN as Lt. Cmdr. Worf

GATES MCFADDEN as Dr. Beverly Crusher

MARINA SIRTIS as Cmdr. Deanna Troi

BRENT SPINER as Lt. Cmdr. Data

MAJEL BARRETT as the Ship's Computer

WILLIAM SHATNER as Captain James T. Kirk

MALCOLM MCDOWELL as Dr. Tolian Soran

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Amargosa Computer	LANI MINELLA
Arvada Computer	LANI MINELLA
B'Etor	LANI MINELLA
Chodak 1	BILL KRAUSS
Chodak Commander	BILL KRAUSS
Chodak Comptroller	J. WHITE
Chodak Coordinatrix	SUZANNE ONODERA
Chodak Computer	SYLVIE SCHMID
Commander Tala	LANI MINELLA
Engineer 1	DAVE HENRY
Engineer 2	IVOR BIGGUN
Federation Admiral	SYLVIE SCHMID
Henchmen	LANI MINELLA
Klingon 1	ANDY VALVUR
Klingon 2	DAN YOUNG
Klingon 3	THOMAS E. BENKERT
Klingon 4	KIP WELCH
Klingon Computer	DAVE HENRY
Klingon Enemy (Female)	SYLVIE SCHMID
Klingon Enemy (Male)	BILL KRAUSS

Voice-Over Artists *(continued)*

Klingon Voice	SYLVIE SCHMID
Lursa	LANI MINELLA
Romulan 1	JASON ROSSILLI
Romulan 2	DAVE HENRY
Romulan 3	ANDY VALVUR
Romulan Centurion	BILL KRAUSS
Romulan Computer	THOMAS E. BENKERT
Romulan Guard (Female)	SYLVIE SCHMID
Romulan Guard (Male)	PAUL MOGG
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Scientist 1	MICHAEL MANCUSO
Scientist 2	ANDY VALVUR
Soran's Launcher	J. WHITE

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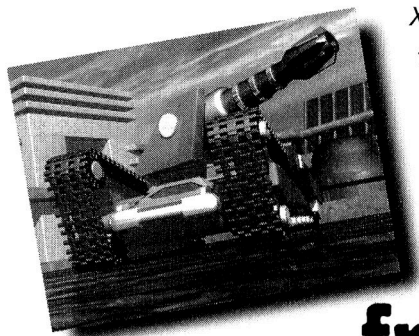
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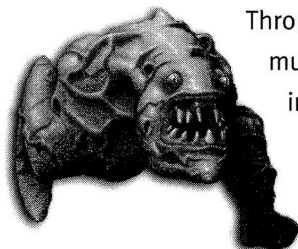
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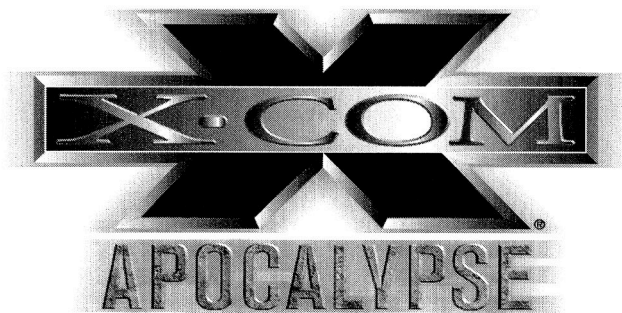


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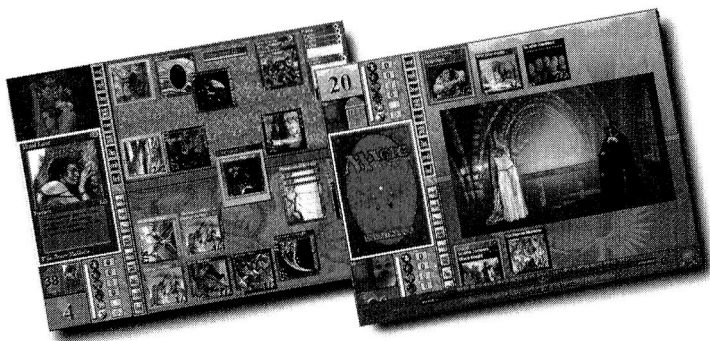
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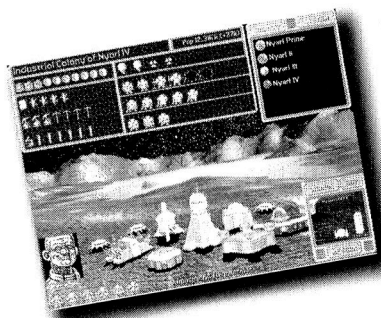
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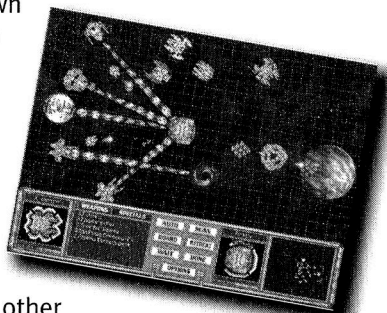
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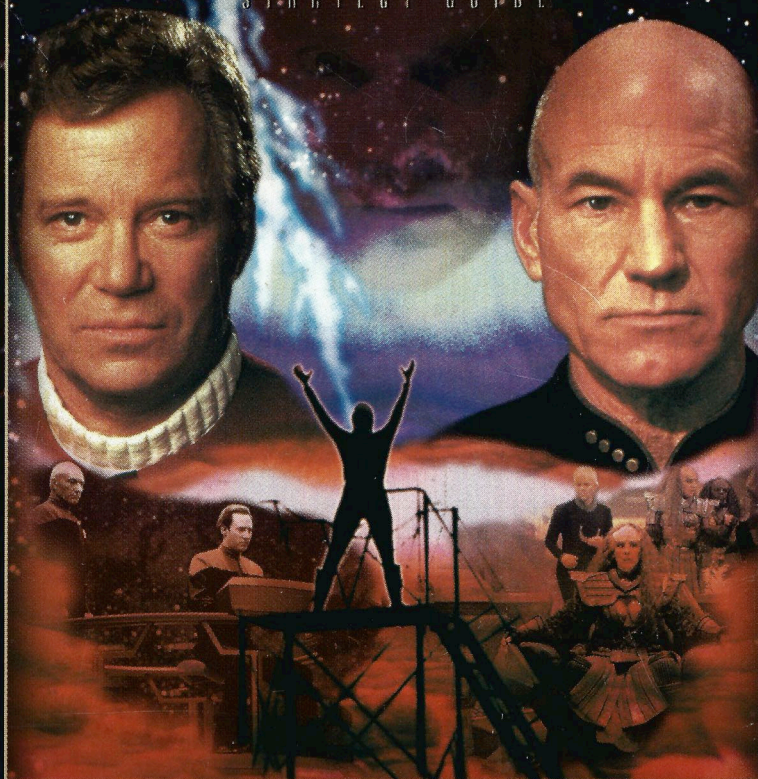
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