

EXPANSION PACK

STAR TREK VOYAGER ELITE FORCE™



**"The best Star Trek®
game ever..."**

PC Gamer, December 2000



Original *Star Trek: Voyager® Elite Force™* game required.



Star Trek: Voyager® – Elite Force™

Expansion Pack Manual

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Foreword

Thank you for purchasing the Star Trek: Voyager™–Elite Force™ Expansion Pack for your PC. Our goal in releasing this product is to help you add many hours of enjoyment to the Star Trek: Voyager–Elite Force experience. We hope that you have as much fun playing this game as we did making it.

Raven Software and Activision have laboured long and hard to provide you with the best gaming experience possible. Visit us on the web at www.ravensoft.com and www.activision.com and let us know what you think. We look forward to hearing from you. For more information about upcoming Star Trek titles, visit gaming.startrek.com.

Thanks to every one of you for helping to make Star Trek: Voyager–Elite Force the smashing success that it is. Without you there would be no Raven Software. Best wishes to you all... and enjoy the game!

Sincerely,

The Elite Force Expansion Pack Development Team
Raven Software Inc.

Welcome

Welcome to the Star Trek: Voyager–Elite Force Expansion Pack. This follow-up to the original Elite Force contains a host of new features and game options for you to explore.

What's New

New Multiplayer Options:

A series of modifiers for Elite Force multiplayer, which add a whole new element to the game play. These include:

Action Hero: In this mode, one player starts with all the weapons, full ammo and the ability to regenerate health. The player who kills the Action Hero gets 5 frags (as opposed to the usual 1) for the kill and then re-spawns as the new Action Hero. The Action Hero's maximum health score is 300.

Assimilation: One team plays as the Borg Queen and her drones, while the other team plays as the Federation. The Borg attempt to assimilate the other team into the Collective while the Federation attempts to destroy the Borg Queen. When a Federation player is assimilated, they will re-spawn as a member of the Borg team. (Please see the readme.txt file in the install directory or on the Expansion Pack CD for a complete description of Assimilation Mode).

Disintegration: Each player is armed with a Compression Rifle. One hit from this powerful weapon will disintegrate you or your enemies.

Elimination: Eliminate your enemies and force them out of the match in Free For All or Team Holomatch. A red "X" is drawn over the eliminated player's head on the scoreboard for the duration of the round. Once eliminated, you can observe the remaining action of the round as a spectator. The last person or team standing wins the round.

Specialties: Choose from six player classes including Infiltrator, Medic, Technician, Demolitionist, Heavy Weapons, and Sniper. Each class has different levels of armour, speed, and power. (Please see the readme.txt file in the install directory or on the Expansion Pack CD for a complete description of Specialties Mode.)

- **Virtual Voyager Mode:** Take a virtual, interactive tour of the Federation Starship U.S.S. Voyager and interact with the crew and the ship's environments. Explore the main levels and rooms of the ship, including the environments seen in the full version of Elite Force, officer, and crew quarters. Access levels by navigating the ship's turbolifts. Select your destination through the Turbolift menu. Can you find the eleven secret items and the nine Elite Force action figures?
- **New Single Player Missions:** Infiltrate the stronghold of a Klingon Mercenary Lord or battle the minions of the evil Dr. Chaotica in a brave attempt to rescue Constance Goodheart from Chaotica's vile clutches.
- **New Holo-Missions:** Test your skills on the Voyager firing range and battle new creatures in a simulated garden utopia.
- **Jeri Ryan Voice Pack:** Jeri Ryan reprises her series role as Seven of Nine, providing the voice for her likeness in the full retail version of Star Trek: Voyager–Elite Force.
- **New Equipment:** A Federation Tricorder and the Captain Proton Pistol. Pressing ""T"" will bring your Tricorder into view in Virtual Voyager mode. The primary fire of the Tricorder will outline an object directly in front of you

and display information about it. The alternate fire of the Tricorder acts as a sort of motion-detection radar. The Proton Pistol is available only in the Captain Proton Holodeck Mission. Hitting “1” will bring the weapon into view if it is not currently selected.

- **Elite Force Artwork:** A virtual showcase of promotional color artwork, desktop wallpapers and promotional materials from the production of Elite Force.
- **Elite Force Code Updates:** The 1.2 patch with various fixes and enhancements
- **New Multiplayer Maps:** More levels to push Holomatch even further, including:

Seven Holomatch Maps

Nine Capture the Flag maps

Five User-Made Maps From The Elite Force Online Community

- **New Multiplayer Models and Skins**

1) Captain Proton

2) Chaotica

3) Satan's Robot

4) Queen Arachnia

5) Buster

6) Constance Goodheart

7) Captain Janeway as a Borg

8) B' Elanna Torres as a Borg

9) Lt. Tuvok as a Borg

10) Boothby

11) Ferengi

12) Chaotica Guard

MISCELLANEOUS CHANGES/FIXES/NOTES

The “Use Object” key is a new feature in Multiplayer games. You need to go to the Control Configuration menu and bind this new command to a key if you want to customize it.

The Virtual Voyager Holodeck missions do not affect your Mission Analysis Screen. Hitting “Fire” while in Spectator mode will change your POV to the next player's POV. This feature is the “Follow Camera”. Hitting “Alt-Fire” will put you back in normal “Fly-Around” Spectator mode. The “Follow Camera” does not work in Elimination if you've been eliminated.

Turbolift, Transporter and Holodeck panels can be activated by standing close to them, facing them and pressing the “Use object” key.

Bonus Materials: Demos and Other Interactive Materials From Activision’s Star Trek Lineup of Games.

Star Trek: Away Team Demo – Play the video demo of the latest Star Trek game from Activision—the first squad-based strategy game. Lead a covert team of Federation officers as they fight to save the galaxy.

Readme: Please see the readme.txt file in the install directory or on the Expansion Pack CD for more information about all of the new features and additions to the Elite Force Expansion Pack.

Installation

Insert the game CD into your CD-ROM drive and choose one of the following options to install the game:

1. If your CD-ROM drive has AutoPlay enabled, the launch screen will appear automatically. Click Install and follow the on-screen installation instructions.
 2. If AutoPlay is not enabled, double-click on the My Computer icon on your desktop. Double click on the CD-ROM drive icon. Double click on the Setup icon. When the launch screen appears, click Install and follow the on-screen installation instructions.
- Note: Installing the Star Trek: Voyager–Elite Force Expansion Pack will update the original version of Elite Force that’s installed on your computer.

Copy Protection

To play the Star Trek: Voyager–Elite Force Expansion Pack, you must have the full version of Star Trek: Voyager–Elite Force installed on your system and have the add-on CD in the CD-ROM drive.

To utilise the multiplayer options, you must have a valid CD key entered for the original game, as well as a valid CD key for the Expansion Pack.

Quick Start

Please refer to the original Star Trek: Voyager–Elite Force manual for further game play details.

Basic Controls

Mouse

Look Left/Right/Up/Down.....Mouse Movement
Move Forward.....Right Mouse Button
Fire.....Left Mouse Button
Secondary Fire.....Middle Mouse Button
Switch Weapons.....Mouse Wheel Up/Down

Keyboard

Move Forward/Back..... Up Arrow/Down Arrow
Turn Left/Right..... Left Arrow/Right Arrow
Strafe (Move) Left/Right..... , or .
Run..... Shift (Either, Hold Down)
Fire..... Ctrl (Either)
Secondary Fire..... M
Use/Open..... Spacebar
Jump..... / or D
Select Weapon..... 1 through 9 (Keyboard Only)

Special Commands

Crouch..... N or C
Reload Weapon..... R

Select Previous/Next Item..... [or]
Use Item..... Enter
Check Objectives..... Tab
Tricorder..... T (Virtual Voyager Only)

Virtual Voyager Mode: Launch the game and select Explore Voyager from the main options menu. You may choose to play through the tour mode as Alexander or Alexandria Munro. Use the mission objectives key (default: TAB) to view your tour mode goals.

Note: There is only one saved-game file available for Virtual Voyager Mode. When you attempt to exit the program, the game will prompt you to save at that point. The next time you launch the game, selecting the “Resume” menu option will load your saved game. Pressing F3 will save your game and pressing F4 will load your game in Virtual Voyager mode.

Multiplayer Options: Installing the Elite Force Mission Pack will update the original version of the game to include the new game types, maps, skins and options. Simply access the multiplayer menus and select the options and game types you would like to use.

Please see the readme.txt file in the install directory or on the Expansion Pack CD for more information about all of the new multiplayer features and additions to the Elite Force Expansion Pack.

Information And Resources

The Elite Force community of gamers is only a few clicks away. Find new multiplayer maps, modifications, skins, articles and other resources at the following World Wide Web addresses:

- www.voyagereliteforce.com
- www.hazardteam.de
- www.eliteforce.net
- www.eliteforcefiles.com
- www.efmodcentral.com
- www.eliteforcecenter.com
- www.startrekvoyager.org
- www.3dactionplanet.com/eliteforce/

Note: None of these sites are official sites of Activision, Paramount, or Raven Software. They are listed here ONLY as a source for additional information on this product. Any mods or files on these sites are unsupported.

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Kevin Schilder – Sound/Music

Additional Sound

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Kris Zimmerman – Voiceover Director

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Danny Peltrey – Music/Theme

John Beal – Additional Music

Player Map

Borg Unimatrix 210 map created by Mark Austin

Shipwrecked map created by Chad Bordwell

Ambush and Bunker maps created by Melv “Stukatto” Miller

Starbase 209 map created by Rich “Biscuitman” Wills

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1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start → Run and type
`dxdiag c:\dxdiag.txt` and press ENTER. The report will be found in your My Computer C: drive.

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1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

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2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

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