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Initial Procedures

Make sure the NES™ power switch is OFF. Insert the STAR TREK® - THE NEXT GENERATION™ game pack, then turn ON the power switch. A series of logo, legal, character, and credit screens will be displayed. Press any button on the NES controller to move to the next screen.

Pressing any button anytime during the credits sequence advances to the Command Verification Screen.

CONTROL PAD

<table>
<thead>
<tr>
<th>LEFT</th>
<th>RIGHT</th>
</tr>
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<tbody>
<tr>
<td>UP</td>
<td>DOWN</td>
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CONTROLLER:

SELECT START BUTTON 1 BUTTON 2

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

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 (Contd.)

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

Password
Press BUTTON A 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 training you were assigned the last time you played the game. This way you will immediately be placed on more complex missions, without having to repeat your previous achievements. (See Mission Summary and Password Assignment on page 33 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 A to begin the game.
Pressing BUTTON B will allow a password entry and return you to the Command Verification Screen.

Mission Briefings

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 ship'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 B. When you have finished reading your briefing, press BUTTON B to move into the Main View Screen.
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 emblem.
- Press BUTTON A 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.

- Press UP to increase impulse speed. Press again to reach full impulse power.
- Press DOWN to decrease impulse speed, or press again to halt impulse power.
- Halt impulse power to stop the U.S.S. Enterprise™.
- Halt 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 page 14).
- START pauses.

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.

Hostile Encounters also take place in Navigation Mode. See pages 29-30 for a complete discussion.
The Main View Screen (Contd.)

To steer the U.S.S. Enterprise™:
- Press SELECT 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 information may be immediately accessed by pressing START when in Navigation Mode. Starfleet recommends, however, that you refer to the Intrepid Commander Data's section on pages 14-15 for a thorough discussion of sensor readings.

Warp Mode

When warp speed has been engaged by Mr. Data (see pages 14-15), the Main View Screen switches into Warp Mode. The view from the bridge now shows the starship traveling at a significantly increased rate. Navigation and crew communication are not possible during warp time.

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.

Crew Screens

Whenever a crew member is selected from the Crew Select Screen, a 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 A to access function screen.
- SELECT returns to View Screen.
- BUTTON B raises and lowers a crew member's most recent message.

STARFLEET ADVISORY: In Warp Mode there is a risk that your starship will be thrown into a temporal rift. See Rollout Scenarios on pages 31-32 for more details.

STARFLEET ADVISORY: From time to time a crew problem will arise, signifying a message from a crew member. If a message is urgent, the warning will both flash and beep.

In Crew Select Mode, contact the source immediately. In Navigation Mode, press SELECT to toggle back to Crew Mode and make your selection.

In any case, do not delay reading of this message—it may be of vital importance to the continued operation of the ship and the survival of the U.S.S. Enterprise.
Lt. Worf: Tactical Systems

Shields

To raise or lower shields:
- Access Shards Crew Screen (as described on page 19).
- Choose Shards: Current Status. LOW SHIELD SET will be displayed. Press BUTTON A to change Current Status.
- Shells Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.
- SELECT returns to Main View Screen at any time.

Weapons Systems

To arm or disarm weapons:
- Access Weapons Crew Screen as described on page 12.
- Click Weapons Current Status. ARMED, DISABLED, or DEPLOYED will be displayed. See footnote on page 12.
- Press BUTTON A to change Current Status.
- Weapons Function Screen will appear and display activity or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.
- START pulses.

Boosting a system requires special procedures. See page 19-20.

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 safety reports.
**Lt. Cmdr. Data: Operations Control**

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

**Course**

Captain Picard's mission assignment always indicates a destination, and it is up to Mr. 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 11.
- **Press** **BUTTON** **A** 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 geostationary order, from nearest to farthest from Earth.
- **Press** **LEFT** or **RIGHT** to adjust warp speed, which ranges from 1-9, with 9 being the greatest speed and 0 indicating no warp movement.
- Note that the ETA (Estimated Time of Arrival) decreases as the warp factor increases.
- **Press** **BUTTON** **A** to engage selections.
- When function is complete, the Main View screen automatically returns and Warp Drive is automatically engaged.
- **SELECT** affords the warp and course setting operation and returns to the Main View Screen.

**Sensors**

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

**_starfleet_advisory:** Monitor Mr. La Forge's damage reports carefully since damage weakens the U.S.S. Enterprise's ability to reach the higher warp factors.

To perform a sensor reading of the area around the U.S.S. Enterprise:
- Access Sensor Reading Crew Screen as described on page 11.
- **Press** **BUTTON** **A** to access Sensor Reading Function Screen.
Lt. Cmdr. Data: Operations Control (Contd.)

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 corresponds to your success in steering through the targets. They increase in size any time you make a misalignment that affects your status on course.

3) Misalignments range from touching a matrix border to moving a matrix completely. The computer manages your success rate to determine if you have achieved orbit. A large number of errors severely limit your 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.

---

**Lt. Cmdr. La Forge: Engineering Systems Control**

Lieutenant Commander La Forge heads the Engineering division, which monitors the USS Enterprise's power core—the crucial source of power for all of the starship's systems. All repair work and power reallocation is performed by Mr. La Forge and his technical team.

**Power**

![Power Allocation Screen](image)

- **Available Warp Core Power**
- **Accesses Power Allocation Crew Screen**
- **Accesses Separate Weapons Crew Screen**

---

**To allocate power:**

- Access Power Allocation Crew Screen as described on page 51.
- Press **BUTTON A** to access Power Allocation Function Screen.
Power (Contd.)

- The system input containing the most sparks at the end of the procedure is now banned. Blending a system will always double its efficiency.
- Take time to review sparks may be retained at any time, with the greater numbers appearing in later missions.

**STARFLEET ADVICE:** It is recommended that shielding or weapons receive extra precautionary boosting if notable encounters are anticipated.

Reparis

- Access Repairs screen with the appropriate system.
- System Repairs screen.
- Access Power Allocation menu.
- Access System Repairs crew screen.
- Access System Repairs crew screen.
- Access System Repairs crew screen.

Lt. Cmdr. La Forge: Engineering Systems Control (Cont'd.)

* An Engineering circuit board is displayed. A series of power sparks are released from the top then begin moving toward the system units on the bottom.
* 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 will then proceed to the selected system input. If a chip has not yet received a spark, press BUTTON A to change the selected chip's polarity from "X" or "-" to change the path of the spark.

LA FORGE SYSTEM REPAIRS CREW SCREEN

Mr. La Forge automatically begins repair work on the U.S.S. Enterprise'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 a new repair priority:
- Access Repairs Crew screen as described on page 11.
- Press BUTTON A to access System Repairs function screen.
**Lt. Cmdr. La Forge: Engineering Systems Control (Contd.)**

**SYSTEM REPAIRS FUNCTION SCREEN**

- A flashing graphic display at the bottom of the System Repairs Function Screen highlights the U.S.S. Enterprise's affected areas. The rate of flashing signifies the amount of damage in that area of the starship.
- **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 A** 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.
- **SELECT** returns to Main Screen at any time.

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

Remember, however, that varying from sector to sector may use up valuable travel time.

---

**Chief O'Brien: Transporter Systems Control**

To beam up from or down to a starship, reach 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. Reports from the field seem to suggest approaching starships from the aft (rear) as the best method to reach transporter range.

Beam 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 meet the U.S.S. Enterprise close to the base until you reach transporter range.

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

Due to the limited operational 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 Operations Control section on page 44-18 for orbit setting procedures.
Chief O'Brien: Transporter Systems Control (Contd.)

Beam Up

- Targets can only be transported in a specific order, as determined by the U.S.S. Enterprise™ system. For this reason, a special Lock-On Bar Grid is displayed that will indicate when you are in range of a potential beam target. The bar increases in size as you approach the assigned target.
- Keep in mind that the Lock-On Bar will not respond if the sight is on a target that violates the pre-set transporting order. The computer will not permit beamning out of sequence.
- When the approved target is in view, press and hold BUTTON A 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
- To beam up:
  - Access the Beam Up Crew Screen as described on page 11.
  - Press BUTTON A 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 A to bring up the Transporter Sight.
  - To move the Transporter sight, keep holding BUTTON A and press UP, DOWN, RIGHT, or LEFT.

Again, note that transporting is impossible if 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 function is complete, the Main View Screen automatically returns.
- SELECT will abort the transporter operation at any time and return to the Main View Screen.
- START resumes.

A LIFE FORM HAS BEEN SUCCESSFULLY BEAMED UP

STARFLEET ADVISORY: When the Transporter is beamed, the Power Status Bar will increase at a faster rate. This allows the bonding process to occur more rapidly as well (see pages 13-20 for more details on system bonding).

STARFLEET ADVISORY: When the Transporter target is a life form, sightimg may prove difficult. Sensory bamps are often not always encountered in highly sensitive situations. They may appear panic stricken and in constant motion through the grid, requiring more time to track down. Cargo, which is inevitable remains stationary in fixed locations.
Chief O'Brien: Transporter Systems Control (Contd.)

Beam Down

- O'BRIEN BEAM DOWN CREW SCREEN

Beam down is a virtually automatic operation. Once your expedition or life form is in the Transporter Chamber and the U.S.S. Enterprise™ is in Transporter range, the procedure is simple.

To beam down:
- Access the Beam Down Crew Screen as described on page 11.
- Press BUTTON A to energize.

- TRANSPORTER STATUS (ON-Line, Off-Line)
- CONTENTS of Cargo Hold (CARGO, LIVE VOM)

- CARGO DE MATERIALIZING FOR BEAMING DOWN

- When function is complete, the Main View Screen automatically returns.
- SELECT returns to Main View Screen at any time.

Intruder

- O'BRIEN INTRUDER CREW SCREEN

As a mission progresses, there is the possibility the U.S.S. Enterprise™ will be infested 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 31-32 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 11.
- Press BUTTON A to access Intruder Function Grid Screen.
- Follow the procedural techniques of Beam Up, as outlined on pages 24-25.

- TRANSPORTER STATUS (ON-Line, Off-Line)
- CONTENTS of Cargo Hold (CARGO, LIVE VOM)
- NUMBER of intruders
- O'BRIEN INTRUDER CREW SCREEN
- O'BRIEN INTRUDER CREW SCREEN

- SELECT will abort the transport operation at any time
- START debues.

- Note that the grid now reflects areas and levels of the U.S.S. Enterprise where the intruders may be lurking. Holding BUTTON B while pressing UP and DOWN enables you to view eight decks of the starship.
- The Intruder(s) move constantly throughout the starship. If your LockOn bar indicates you are closing in on an ace, transport is quickly or it may flee to another deck and cause your LockOn 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.
- SELECT will abort the transport operation at any time and return to the Main View Screen.
- START debues.
Cmdr. Riker: Mission Control

To reach Mission Control:
- Access the Mission Control Crew Screen as described on page 11.
- SELECT returns to Main View Screen at any time.

Hostile Encounters

Hostile Encounters always take 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 12-13.

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

Phasers

Of the U.S.S. Enterprise’s two weapons systems, the phasers are the easiest to use. To be fully effective, phasers require sustained fire on a target. The Phaser System derives its power from the U.S.S. Enterprise’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 reallocate power if necessary (see pages 19-20).

When the U.S.S. Enterprise is hit by enemy phasers, the screen will shake.

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.
Hostile Encounters (Contd.)

Photon Torpedoes

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 a third torpedo can be fired. Keep on Mr. La Forge for damage updates on the torpedo's launchers. If these launchers are insufficiently 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 B to fire.

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 icon on the Main View Screen. In the case of a Red Alert, the icon will also appear on both sub-ships.

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

Commander Riker will alert you if the starship encounters a temporal rift.

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 Starfleet icon displayed on Commander Riker's Mission Control Screen will actually move in reverse.

To free the U.S.S. Enterprise from this effect, Commander Data must be ordered to set an orbit around the closest star. Follow the same general path procedures as outlined on pages 15-16. A course does not have to be set for this star. Data will already have done so.

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

Intruder Alert

Lieutenant Worf will announce this intensely dangerous security breach.
**Red Alert Scenarios (Contd.)**

**Intruder Alert (Contd.)**

**LT. Worf: Warnings of a Security Breach**

One or more living parasitic entities may invade your ship during a mission and progressively cause damage to various U.S.S. Enterprise® systems. The intruders must be located and contained as the ship is powered by a true Q-Bern, using the procedure described on page 27. Once all intruders have been removed, Lt. La Forge should commence repair to the systems affected by their invasion.

**Life Support System Failure**

Lt. La Forge will signal the progressive draining of power from the Life Support System—the most vital of an 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.

---

**Mission Summary and Password Assignment**

**CAPTAIN PICARD RATES YOUR MISSION PERFORMANCE**

At the end of a mission, your instructor informs you of your success or failure. Next, press any button or key to receive your ranking and password. Each ranking is based on training performance and ranges from Enough to Complete. 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 encounter more difficult and complex missions that contain an increased number of variables and Red Alert Scenarios.

---

**PASSWORD ASSIGNMENT SCREEN**

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 restart, you will lose your ranking and have to begin as a novice. Refer to Page 6 to review password entry procedures.
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To register a defective Game Pak during the warranty period, mail the entire Game Pak, proof of purchase with the purchase date, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment Inc.
10 Mountain View Road
Upper Saddle River, New Jersey 07458
Tel: 201-681-9141

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