

# **STAR TREK**

# **VOYAGER®**

## **OFFICIAL OPERATIONS MANUAL**



**RESTRICTED ACCESS**

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# **STAR TREK: VOYAGER THE ARCADE GAME**

STAR TREK: VOYAGER (THE ARCADE GAME) is meant to give a "real-life", what-would-I-do-in-this-situation feel that will immerse all players (whether fans of the series or not) in an adrenaline-pumping gameplay experience! In a word: *RELENTLESS!*

Each crisis follows on the heels of the last; split-second decisions define and redefine a player's progress. It's not a shooting gallery; the player is in constant danger of losing his life ("player's life" equals "player's money"). Every foe the player faces, every obstacle encountered, is a challenge that the player must rise to without a moment's hesitation!

The player is a member of Voyager's crew. The gameplay takes the player through a number of frantic firefights in several familiar Voyager environments. Throughout the game the player runs into characters from the show, each of whom may help guide the player along the way.

## **BACK STORY**

Voyager is trapped in the Delta quadrant. The crew has, on occasion, bartered with other cultures to get a rare ore needed for shipboard operations. Now, Voyager is assisting in the capture and detainment of a powerful alien being. This creature, a Psorian Hulk, was in the process of creating an ecological holocaust on a planet, nearly wiping out an entire civilization.

The Psorian Hulk is now in stasis aboard Voyager. The crew is looking for an uninhabited planet, where it can relocate this alien being. Captain Janeway doesn't want to kill the creature, respecting its rights as a sentient being.

As our story begins, Captain Janeway is giving a briefing to a security detail assigned to monitor the creature while it is asleep in stasis. The player is a member of this detail.

# CHARACTERS

## **Voyager Crew:**

Captain Janeway: Human - Female

Commander Chakotay: (Second in Command) Human - Male

Lt. Tuvok: (Security) Vulcan - Male

Lt. Tom Paris: (Pilot) Human - Male

Lt. Belana Torres: (Chief Engineer) Klingon - Female

Ensign Harry Kim: Human - Male

Neelix: (Cook) Telaxian - Male

The Doctor: Hologram of a Human Male

Seven of Nine: Borg-disassimilated Human Female

## **Borg:**

A race of cyborgs that travel the galaxy looking for technology that will make them closer to perfection. When the Borg find something they want they take it by force. Each Borg drone is a humanoid with machine parts attached to its skin. Each drone has the ability to create a force field around itself.

## **Hirogen:**

A race of alien hunters about 7-8 feet tall. They wear body armor and carry big weapons. More aggressive, and harder to kill than a Borg drone.

## **Species 8472:**

A three-legged alien that lives in an alternate dimension known as fluidic space. Its only weakness is Borg Nanoprobe Technology developed by Voyager.

# GLOSSARY

**Starfleet:**

The good guys. Voyager is a Starfleet vessel.

**Transporter:**

The technology used by the Voyager crew to teleport from one place to another.

**Beam in/Beam out:**

The terms used for using the transporter.

**Jeffries Tube:**

Tunnels that run throughout the Voyager ship. They are maintenance crawlspaces.

**Remodulate:**

Adjusting the frequency of shields or weapons so that they fire on a different energy level. This enables them to pass through Borg shields.

**Definition of Borg Terms:****Cube:**

The name of a Borg ship, which is shaped like a cube.

**Collective:**

A group consciousness or network that all Borg share and which controls them.

**Adapted:**

The Collective allows the Borg to rapidly change their technology so that they can easily adapt and defeat their enemies.

**Assimilate:**

The process of joining a humanoid to the Collective by injecting him/her with billions of microscopic robots (nanoprobes), thereby destroying his/her individuality.

# BASIC RULES

Point Phaser at screen.

Pull trigger to fire.

- Shoot enemies for points and bonuses. All enemies have one or more "weak spots". Shooting the weak spot allows the player to inflict more damage with fewer shots.
- If an enemy successfully attacks the player, the player may suffer a Critical Hit. After several "Critical Hits" ... GAME OVER.
- The player must avoid shooting Starfleet Personnel. Critically injuring a Crew Member may cause the player to suffer a Critical Hit.
- Data Pads contain hints, game objectives and character information. When multiple Data Pads appear on-screen, the player may choose between several different mission objectives by shooting at the Pad displaying the desired mission.
- The player shoots monitor displays, plasma barrels, exposed pipes, and spot lights for extra points and bonuses.

# BASIC WEAPONS

- The player's **Phaser** has six (6) shots. After the sixth shot, the player must point the Phaser AWAY from the screen and pull the trigger to reload or "remodulate" the Phaser.

- The **Shuttle Craft's Phasers** work the same way in space, but have 10 shots instead of six.

- **Weapon "Power-Ups"**

All power-ups have a limited number of shots, and can not be reloaded. Power-ups are lost if the player is hit.

- The **Compression Rifle** has 100 shots. The player does not need to pull the trigger for each shot, he/she simply holds down the trigger and the shots fire off in rapid succession. When all 100 shots are gone the player must go back to the standard six shot phaser.

- The **Chain Phaser** fires a single energy bolt that moves like "chain lightning" from enemy to enemy. It is best used in a crowded room.

- The **Fire Wall Generator** will fire three times; each blast sends a wall of fire that torches everything in the room.

- The **Hirogen Rifle** fires six high-powered shots.

- The **Torpedo Launcher** is just what it sounds like, loud and lethal.

- The **Phaser Cell** gives your normal Phaser twelve (12) shots per reload.

- The **Temporal Disruptor** "freezes time" for a few seconds. All on-screen action stops the moment it is deployed. The player can use the frozen time to take free shots at enemies.

- The **Armored Vest** allows the player to take a single hit without taking damage.

- The **Med Kit** restores a single Critical hit.

# SECRETS

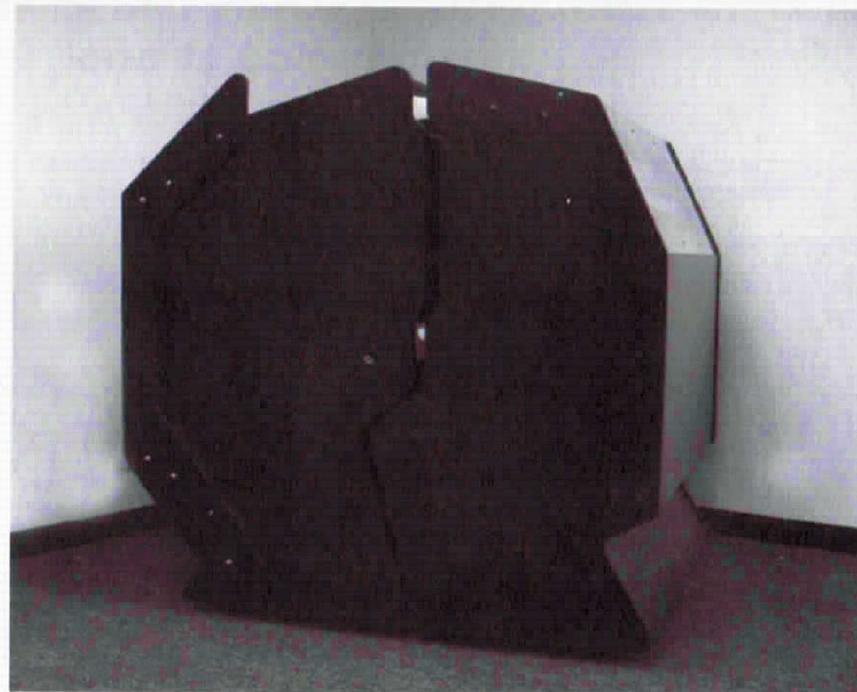
- When the player first exits the conference room, there is a Borg warrior walking away from him. Killing the warrior "unlocks" Holodeck Bonus Level 1. (The player will automatically enter the first Holodeck at the end of the current round of play.)
- If the player shoots the Main Viewscreen before killing the first Borg Drone on the Voyager Bridge, the player will be taken on an "alternate path" through the Voyager Bridge.
- The player shoots the Status Monitor at the back of the Bridge to reveal a Phaser Rifle. It appears, moments later, over the center of the room. Most secrets are often "revealed" several moments after being triggered.
- The player shoots the Display Monitor behind the Operations Station to take an alternate path to the Mess Hall.
- If the player, while in the Astrometrics level, kills the Borg warrior at the end of the hall on the left, he/she will get a Phaser Rifle. The player must be quick, because the Borg only shoots one shot and then beams out.
- In the Astrometrics level, if the player kills the Borg drone walking away from him/her at the end of the hall, the player will get a Chain Phaser.
- When first entering the Borg Cube, at the second stop, if the player shoots the two monitors and the console, he/she will get an alternate path to the next Data Pad choice.
- In the Observation Area, when a player turns the first corner, if he/she shoots the first green ceiling spotlight to his/her right, a Temporal Disruptor will be spawned down the hall.
- Also in the Observation Area, if the player shoots out six or more green ceiling spotlights before the Pad choice appears he/she will gain access to the second Holodeck Bonus Level. He/she will automatically enter the second Holodeck at the end of the current round of play.

## SECRETS (Con't)

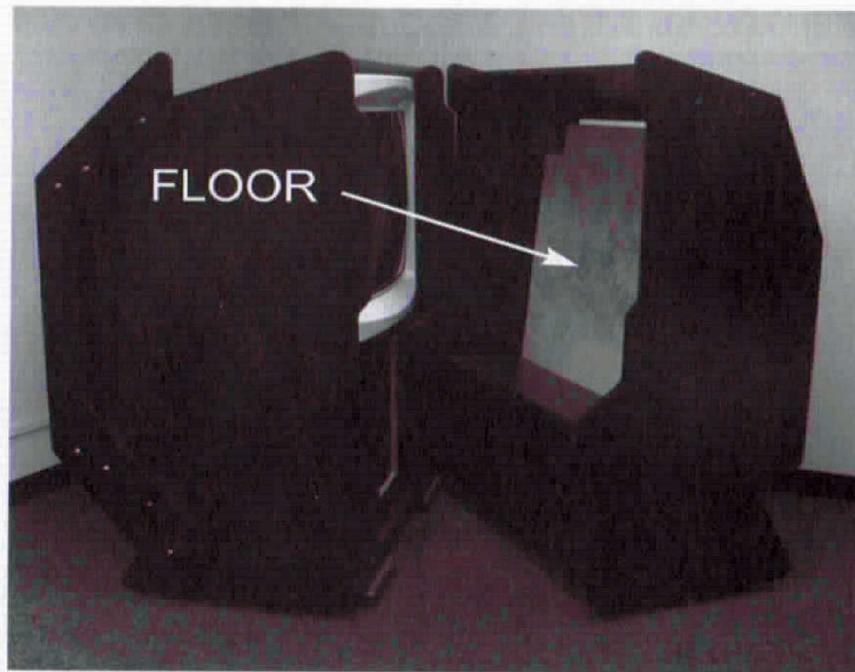
- When the player leaves the Observation Area, he/she will automatically turn around. If he/she then shoots out the spotlight at the end of the hall on the lower level, a Hirogen Rifle will appear to his/her left.
- When the player first enters the Borg Chasm, if he/she destroys the monitor on his/her immediate left, a health kit will appear to his/her right. Shooting the very next monitor spawns a Temporal Disruptor later in the segment. At the end of this hall, on the right, is a monitor that spawns a Torpedo Launcher when destroyed.
- After the Borg Chasm Player Tally-up segment, if the player shoots out the monitor on the second level, top right, a Torpedo Launcher will appear.
- Also, after the Borg Chasm Player Tally-up segment, at the third turn, shooting out the monitor at the back of the room, on the left, will cause a Temporal Disruptor to appear.
- If the player chooses an alternative Borg Chasm crossing, when he/she looks down to the right to fight two Borgs, if he/she kills the Borg warrior, a Phaser Rifle will appear. Then, when the player looks back up, if he/she kills the Hirogen running across the back wall, a Medkit will appear. At the end of the Chasm, if the player shoots the light closest to himself, a Torpedo Launcher will appear.
- If the player kills the first Hirogen who rolls out at him/her in the Landing Bay on Voyager, a Hirogen rifle will appear.
- Also in the Landing Bay, blowing up all the barrels gains access to the third and final Bonus level.

# ASSEMBLY INSTRUCTIONS FOR POD CABINET

**Step 1:** Take Pod off pallet. The game will be packaged similar to the picture below.

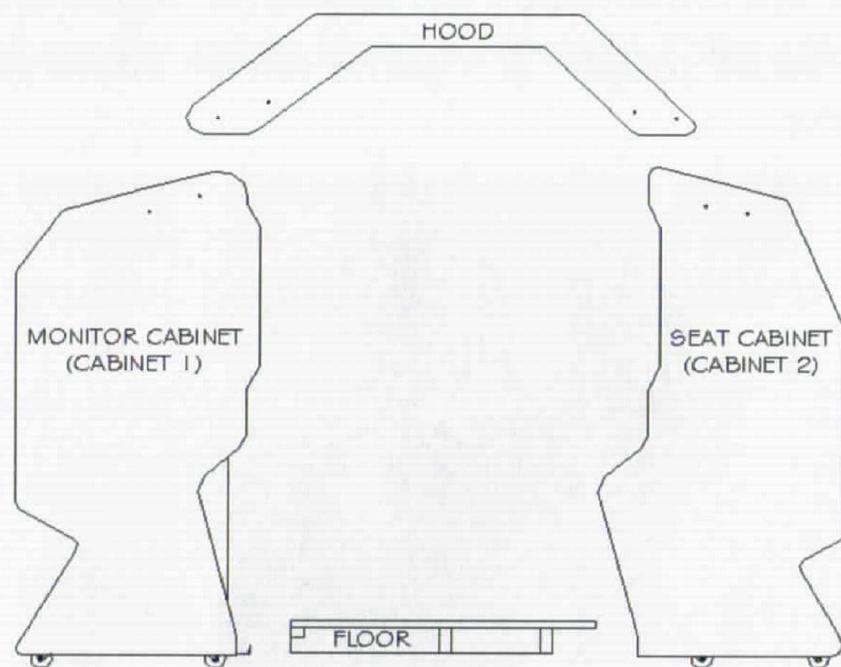


**Step 2:** The floor of the Pod is shipped inside the two cabinets, use caution when pulling the two sections apart.

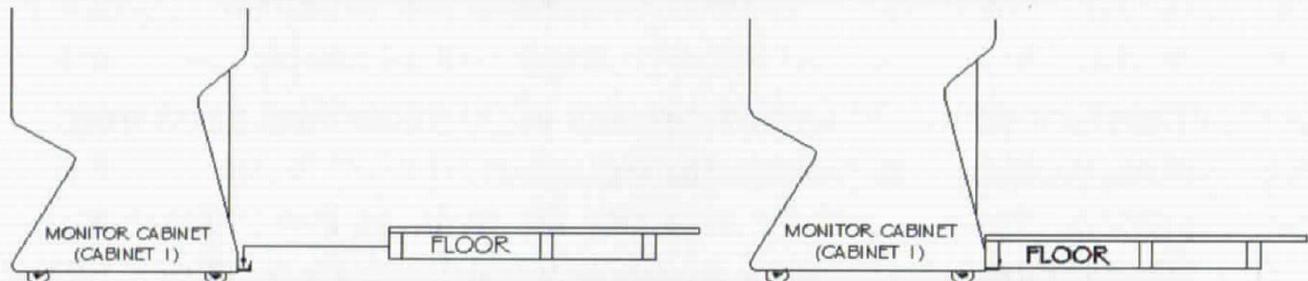


# ASSEMBLY INSTRUCTIONS (Con't)

\*Note: The diagram below shows what each component will be named throughout instructions.

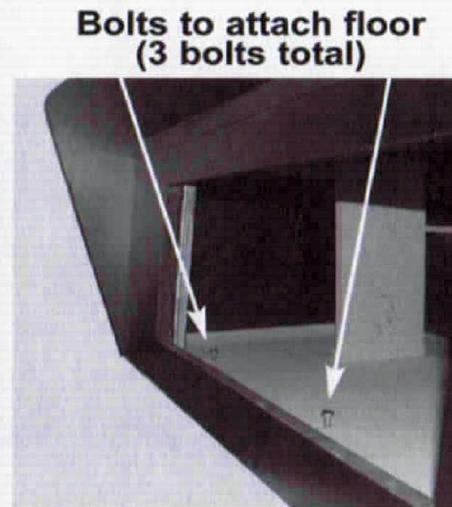
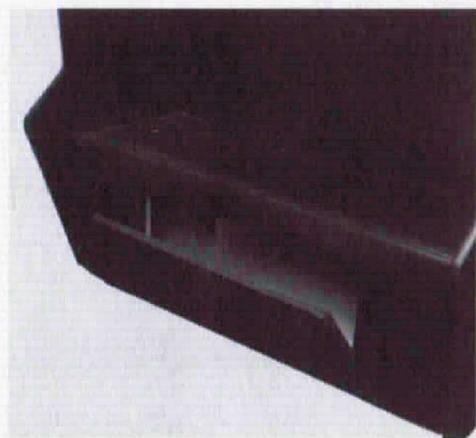
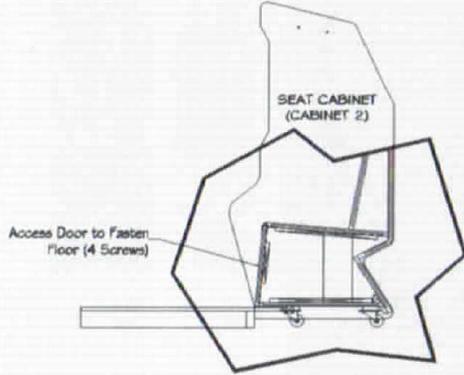


**Step 3:** The front of the floor should be inserted into the bracket on the monitor cabinet (Cabinet 1).

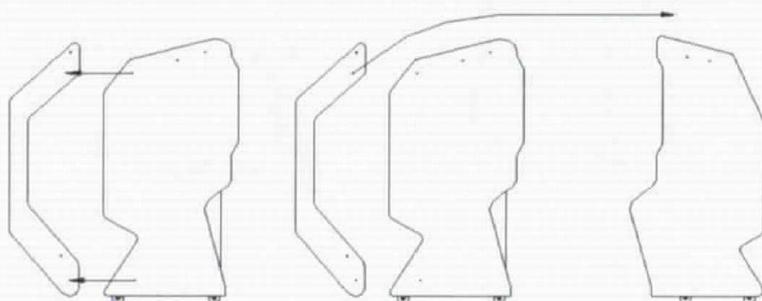
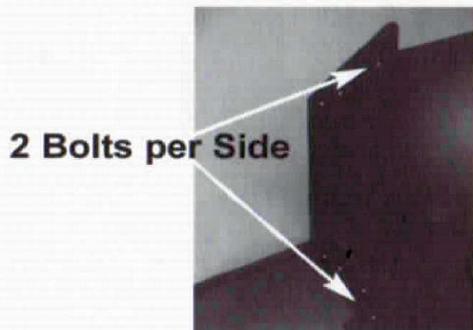


# ASSEMBLY INSTRUCTIONS (Con't)

**Step 4:** The door in cabinet 2 has four screws holding it in place. The door is shown in the pictures below. Remove the screws and pull the door off. Inside cabinet 2 there are slots that line up with studded holes on the floor. Once the floor is pushed under cabinet 2, line up the bolts and start tightening, **these bolts should be left loose until the hood is bolted down.**

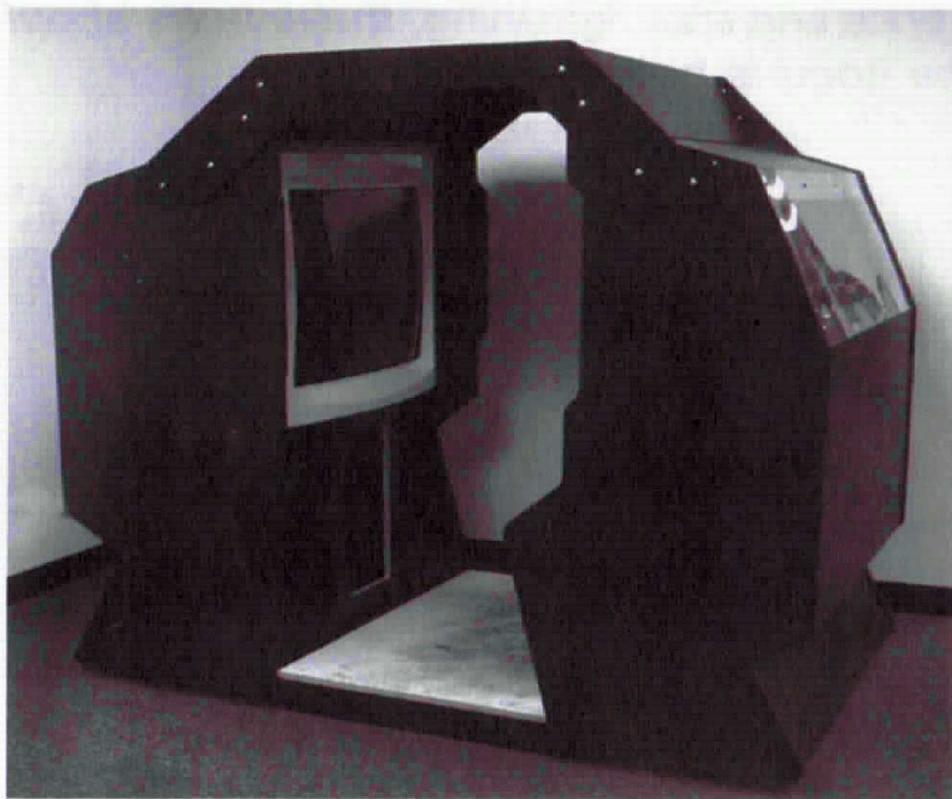


**Step 5:** Remove the bolts that hold the hood to the cabinet 1. Lift the hood right from the shipping position to the assembled position. Line up the holes and insert the bolts (eight total).

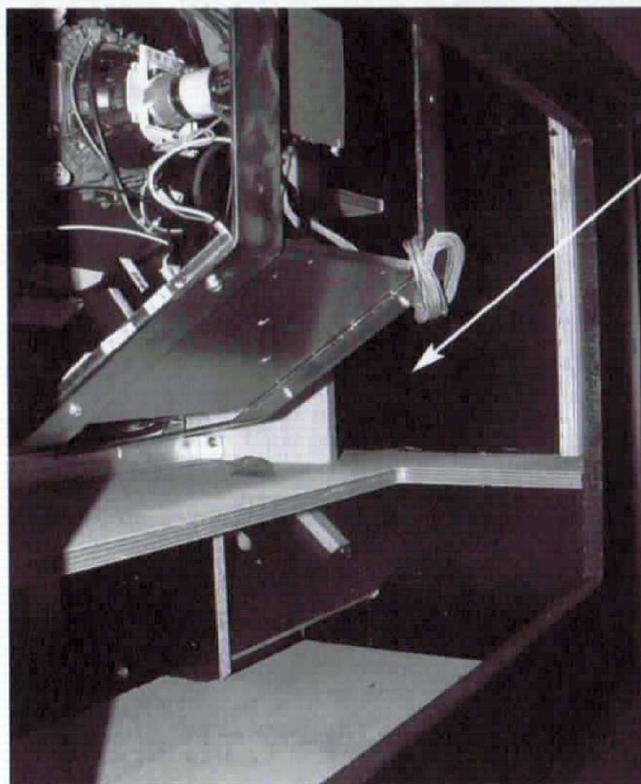


# ASSEMBLY INSTRUCTIONS (Con't)

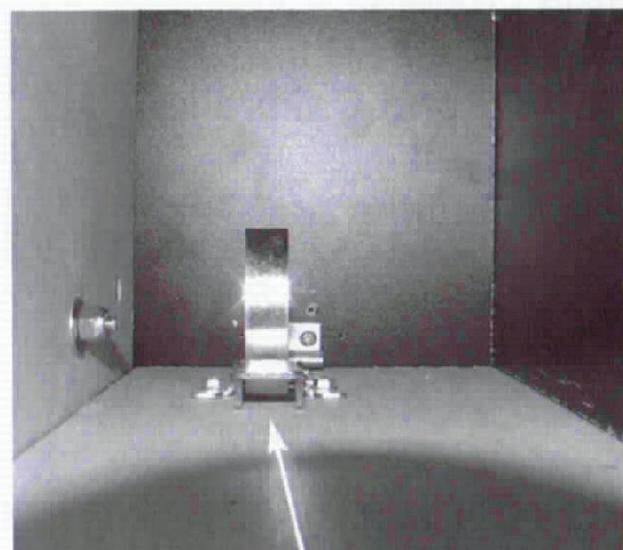
**Step 6:** Once the hood is mounted, the floor can be tightened down as well. After the floor is tightened down, put the door back into position on cabinet 2 and tighten down screws (four total).



# ACCESS SPEAKER PANEL



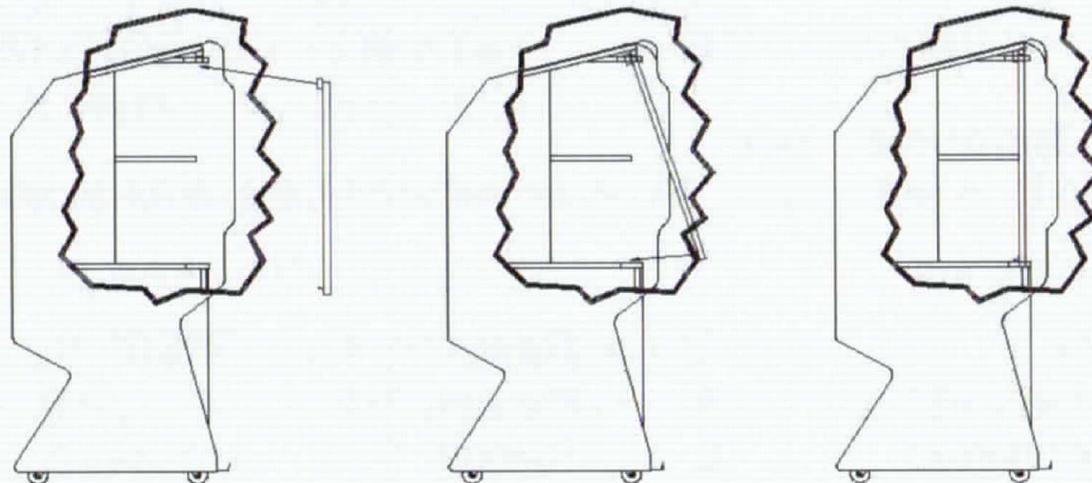
Latch for speaker panel  
is located next to the monitor



Unlock latch

Step 1: To access the speaker panel, reach through the back of the cabinet and unlatch the panel. Once this is completed return to the front of cabinet 1 and pull the bottom of the panel out first.

Step 2: To put the speaker panel back on, refer to diagram below.



\* Be sure to insert the top of the panel first, once the top is lined up in the groove push the bottom part of the panel into the correct position.

# SERVICE SCREENS

\*Note: In samples screens, defaults are shown.

## THE MAIN SCREEN

ST:V Diagnostics

Game Options

Coin Options

Gun Test and Calibration

Display Test

Sound Options and Test

Audits

Inputs

Factory Reset...

Exit

START1 - CHANGES ITEM - START2 - SELECTS ITEM

### The Game Options Screen

ST:V Game Options

Difficulty	5	Range: 1-9.
Lives	3	Range: 3-7.
Game Speed	NORMAL	Either NORMAL or TURBO

Exit

START1 - CHANGES ITEM - START2 - SELECTS ITEM

### The Coin Options Screen

if Coins/Credit is set to free, all other settings here are ignored

ST:V Coin Options

Coins/Credit	1	Range: 1-4 or "FREE"
Credits to start	4	Range: 1-12
Credits to continue	2	Range: 1-12
Coin Value, Chute 1	1	Range: 1-4
Coin Value, Chute 2	1	Range: 1-4

Exit

START1 - CHANGES ITEM - START2 - SELECTS ITEM

# SERVICE SCREENS (Con't)

## The Gun Test and Calibration Screen (part 1 of 3)

The Gun Test Phase

"+" marks are left where the gun shoots

If the games need calibration, the user presses START1 to go to screen 2 of 3

### GUN TEST SCREEN

FIRE GUNS AT SCREEN.

VERIFY THAT BOTH GUNS ARE ABLE TO ACCURATELY SHOOT AT THE ENTIRE SCREEN.

FLASH BRIGHTNESS: 5

G1: (0,0)

G2: (0,0)

IF THE GUNS REQUIRE CALIBRATION  
PRESS START1 TO CALIBRATE

IF THE GUN CALIBRATION IS GOOD  
PRESS START2 TO EXIT

## The Gun Test and Calibration Screen (part 2 of 3)

The "GUN CALIBRATION STEP 1" Phase

"+" marks are left where the gun shoots

The default flash brightness is 5.

The flash brightness range is 3-7.

### GUN CALIBRATION STEP 1

#### ADJUST FLASH BRIGHTNESS

FLASH BRIGHTNESS SHOULD BE AS LOW AS POSSIBLE SUCH THAT BOTH GUNS TRIGGER ON THE ENTIRE SCREEN.

FLASH BRIGHTNESS SET TO 5  
PRESS START1 TO CHANGE

IF THE FLASH BRIGHTNESS IS FINE  
PRESS START2 TO PROCEED

# SERVICE SCREENS (Con't)

## The Gun Test and Calibration Screen (part 3 of 3)

The "GUN CALIBRATION STEP 2" Phase

After both guns fire at the screen 10 times, the new calibration is saved, and the user is taken back to gun test screen (part 1)

GUN CALIBRATION STEP 2

FIRE LEFT GUN AT THE PLUS 10 TIMES.

FIRE RIGHT GUN AT THE PLUS 10 TIMES.

+

TO LEAVE WITHOUT SAVING CALIBRATION

PRESS START2 TO EXIT

## The Display Tests Screen

DISPLAY TESTS

START2 CYCLES SCREENS

## Sound Options and Test Screen

Code 4 is the theme song and a good code to play to adjust the volume.

ST:V Sound Options

Volume                  8                  Range: 1-10

Attract Sound        NO

Play Sound Code 0

    Increase Code

    Decrease Code

Silence Audio

Exit

START1 - CHANGES ITEM   -   START2 - SELECTS ITEM

# SERVICE SCREENS (Con't)

## The Audits Screen

Code 4 is the theme song and a good code to play to adjust the volume.

AUDITS

COINS IN: 0

TO RESET THE AUDITS PRESS START1 3 TIMES

PRESS START2 TO EXIT

## The Inputs Screen

0 means the switch is open; 1 means closed

INPUTS

START 1	0	DIP 1	0
START 2	0	DIP 2	0
COIN 1	0	DIP 3	0
COIN 2	0	DIP 4	0
TRIG 1	0		
TRIG 2	0		
TEST	0		

ID: 1234a3

START2 EXITS

## The Factory Reset Screen

This factory reset screen resets all settings, high scores, audits, and gun calibration data to their original settings.

FACTORY RESET

TO RESET ALL SETTINGS PRESS START1 3 TIMES

PRESS START2 TO EXIT



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OF PLANETS

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