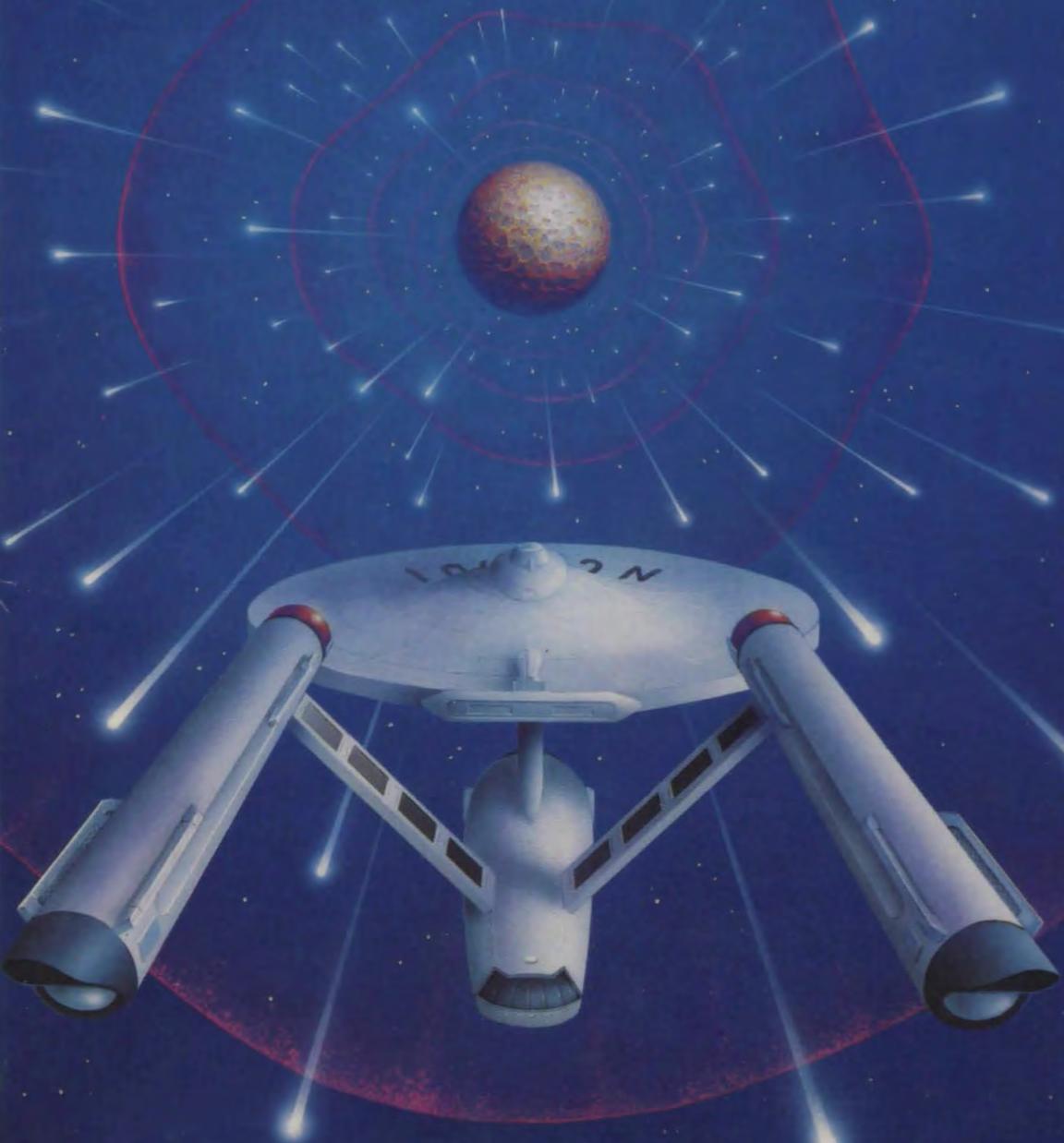


Interactive Fiction with Graphics for IBM, Tandy, Compaq, and compatible computers

# STAR TREK®

## First Contact





# **STAR TREK®**

# First Contact



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# Captain's Log: Stardate 4122.1

Starship *Bradbury* on routine patrol mission in Sector 16. Running low on provisions. Crew restless from inactivity. Plan to dock at Starbase 14 for supplies after making a pass around asteroid Selko Gamma-4.

Captain William Hatch finished his log entry and turned his attention to the viewscreen. Nothing but boundless space, black depths of infinity dotted with clouds of dust and the far-off lanterns of brilliant stars. Starship *Bradbury* was reaching the end of another dreary patrol, one that could provide no inspiration for Terran children dreaming of the adventure and romance of spaceflight. Hatch sighed. Just another uneventful haul along the outer edge of the galaxy.

"Captain, I've run a random visual survey through the ship's computer," Commander Anderson said. Hatch smiled. His young science officer constantly overstepped her bounds, performing analyses the captain hadn't ordered. It was rare to see an officer so highly motivated, especially on such a monotonous mission.

"Strange findings, Captain. The data shows a massive wave of anomalous cosmic rays approaching that seems to be exceeding the speed of light."

"Cosmic rays? From where? We're in the middle of nowhere. What's the speed of the disturbance?"

"Sir, it's not a disturbance. It's a superpulse of energy. Speed is ... computer registers speed at warp 34." Anderson checked the number again. It didn't seem possible.

"Warp 34! But how ... how long till it reaches us?" the captain asked.

"Estimated time of arrival, 38 seconds."

"Helm, long-range sensor scan."

Denton Ashe, his experienced helm officer, obeyed the order.

The results that appeared on his screen display were as baffling as any he had ever seen.

"Intense ionization causing sensor interference, Captain. I can't find anything but dust and ions out there."

"Full shields, Mr. Ashe. Starboard 45 degrees, warp 5."

"Aye, aye, sir."

"We can't steer clear of the pulse, Captain," Anderson said. "Not at the speed it's traveling. An ordinary energy pulse would be no cause for concern, but a pulse that size ..." She quickly checked her console. "Twelve seconds till impact," she said in a composed voice.

"We'll try to deflect the blow, Commander Anderson." Hatch flipped the intercom switch on the arm of the captain's chair. "All stations prepare for large outer disturbance. Hold on, everyone. We're in for a bumpy ride."

Hatch, a student of the history of flight, thought for a moment of the real pioneers of the sky, the Terran aviators of the early twentieth century who braved the skies in tiny steel cabins powered by turbine engines, long before the days of warp drives.

"Mr. Ashe, put it on the viewscreen," Hatch ordered.

The screen showed Hatch a large cloud of nearly opaque whiteness; it could have passed for a harmless mass of plasma, but no plasma ever moved at such speed. Its image quickly grew to fill the viewscreen, and Hatch shielded his eyes from its intense brightness. The ship rocked as though hit by a phaser, shaking as it reached the center of the enormously powerful pulse. The

helmsman and the communications officer were knocked from their seats, and Hatch wondered if the small patrol ship could take the strain of the impact.

But the pulse was already past the *Bradbury*. The ship sliced through the vacuum of space and headed toward the center of the galaxy.

*Bradbury* became calm, the bridge once again silent. Crew members who had been thrown from their seats by the impact of the pulse quickly assumed their stations, alert though shaken.

Captain William Hatch, an experienced Federation officer of 16 years, a man who had seen nearly everything a starship captain can expect to see, stared at the viewscreen and wondered what it was that had just spun his ship around like a paper kite in a strong wind. And, more important, he asked himself, *from where could it have possibly come?*

STARFLEET COMMAND, SAN FRANCISCO

CCC MEETING MINUTES, FLEET ADMIRAL BRANDON TECAR PRESIDING  
REGARDING: SUPERPULSE

TOP SECRET

The officers were tired. It was before dawn, after all, and each had expected at least two more hours of sleep. But even scheduled sleep and programmed dreams were vulnerable to the insistent beep of the computer summons that had alerted the officers to the emergency meeting of the CCC, the Command Crisis Committee. On those rare occasions when such meetings were

called, delicate matters of Starfleet strategy were usually on the agenda. Curiosity edged out fatigue as the seven officers assembled.

The door to the CCC meeting room slid open again. The large figure of Fleet Admiral Brandon Tecar appeared and briefly surveyed his officers. A young group, perhaps too young. Had Starfleet allowed them enough flight experience? "Too often we coddle our best officers," Tecar mused. The door swept closed behind him.

Tecar had summoned the officers. He needed to inform them; he also wanted their advice. Something unusual was going on, and the sector of the galaxy where it was happening was crucial to the Federation. Tecar was a meticulous planner who left nothing to chance. It was best, he thought, to gather as much information and expertise as possible on what might be a very delicate situation.

The five men and two women of the CCC had seated themselves around the oval table, most still sipping hot coffee, a traditional drink Starfleet Command had been unable to eliminate despite its promotion of synthetic morning stimulants. Tecar took his seat at the head of the table.

"I appreciate your promptness," Tecar said. "As you no doubt already realize, I didn't summon you here to go over this week's routine maneuvers. We face a difficult situation."

"At approximately 0:100 today, starship *Bradbury*, on a routine patrol of Sector 16, received an extraordinary signal – an intense

superpulse of cosmic rays. Nearly 45 minutes ago, less than two hours after *Bradbury* passed through it, our sensors received the same superpulse. From that information alone you can see how powerful the signal is, and how fast it's traveling."

Captain Sean McIntyre, the newest member of the officer's council, let out a whistle.

"Captain McIntyre, I take it you're impressed."

"If it took that pulse only two hours to get from Sector 16 to here, it has to be moving at least at warp 30."

"Close. Warp 34, to be exact. This is no accident of physics, no superluminal ion storm. Something is out there, something that wants to communicate with us. We can only assume that the pulse originates with an intelligent alien race. It's a signal. And it's repeating, though intermittently. We've got a rough idea of where it's coming from, somewhere deep within Sector 25, most likely in the Tahl system. Commander Baryl, you have a comment?"

"That's unexplored territory, Admiral," said Commodore Thadine Baryl, a tall half-Ardanian woman who had trained on Starbase 22. "Even our robot scout ships haven't made it out that far. And it's space claimed by the Klingons, though the Federation has never recognized the claim."

"Right," Tecar said. "According to the Klingons, it's their neck of the woods. It's also in the general vicinity of Gothica. Are you all familiar with Gothica?"

"Mineral rich," Vice-Admiral Isaacs said. "Our science reports show a planet with abundant reserves of silicon and dilithium."

"It would make a jewel of an ally if we could solidify our ties," Rear Admiral Nathanson put in eagerly.

"Rather far advanced technologically – for that part of the galaxy, I mean," Captain Gorshak said. Early in his career, as a science officer with a starship cruiser, he had docked more than once on Gothica. "They've reached second-level space exploration. That's quite a feat, given that their political, cultural, and social development is at a stage approximately equivalent to that of fifteenth-century Europe."

"Europe?" Nathanson showed his surprise at the reference.

Several of the officers laughed, not because Captain Gorshak's mention of Europe was inaccurate or flippant, but because everyone was aware of the captain's enthusiastic interest in Terran medieval history.

"I see those ancient history books of yours have proven valuable, Captain. Let's use modern terms, though." Tecar paused to chuckle, "... if only so that the minutes of this meeting are clear. Renn, anything to add?"

"A superstitious people, I've heard," said Commodore Alex Renn, specialist in enemy weaponry and tactics. "Their technological advances could well be due to Klingon interference. That would be no surprise."

"Exactly. I suspect the same. The Klingons desperately want to control Gothica – it's the only notable power in the sector. The location out near the border of the neutral zone makes it especially attractive. You've all read my brief on Klingon strategy in

the area. Gothica would act as a buffer planet from which the Klingons could extend their influence. They'd want to establish orbiting space stations for refueling and refitting their ships. I presume that they plan to initially install a puppet ruler for a brief reign to establish order. A renegade military leader by the name of Murgon looks like the most likely candidate. After only a few years the pretense of Gothic independence will be unnecessary and the Klingons will assume power. We've seen it all too many times in the past. That's why we've got to step in, and soon."

"Admiral, haven't we already sent a ship out to that area? I recall mention of a diplomatic mission to Gothica in my last on-line briefing," Nathanson said.

"Correct. Gothica is currently preparing for the coronation of its crown prince, Clavis. He is a wise young man, but inexperienced and untested. We've sent a Constitution class starship, the *Enterprise*, to rendezvous with a diplomatic party currently assembling on one of our space stations in the area. The *Enterprise* will transport the diplomats to Gothica to attend the coronation."

"Is Kirk still commanding the *Enterprise*?" McIntyre asked. He and his friend Kirk had gone through Starfleet Academy together years ago when each dreamed of commanding a starship. Kirk was fortunate to fulfill his dream. McIntyre had spent most of his career planetbound, pushing buttons on a console, devising strategy, and perfecting stellar war games.

"Yes. Captain James Tiberius Kirk. I'm sure you're all familiar with him. He's a very resourceful commanding officer. Bends the rules a bit now and then, but it's helped him get out of some extraordinary scrapes."

"He's a remarkable tactician," McIntyre couldn't resist chiming in. "Back at the Academy he was the only Starfleet cadet to beat the Kobayashi Maru simulation."

"The Kobayashi Maru is designed as a no-win battle simulation, Admiral. The only way Kirk could have possibly won was by cheating," Captain Maria Fernandez broke in sharply.

"That's a rather strong statement, Captain," Tecar said, "and uncalled for. We can't argue about Kirk's success, even if he has occasionally used unorthodox methods. Kirk's our most competent starship captain. His crew is both experienced and extraordinarily devoted."

"Is Kirk aware of the pulse?" McIntyre asked, hopeful that his friend was prepared.

"We have received no communication from him yet. He may be – the last report Kirk filed showed the *Enterprise* somewhere in the vicinity of Hearth."

"And what strategy have you devised for dealing with this pulse, Admiral?" Commodore Renn asked. His tight smile suggested he doubted the admiral had planned anything.

"Even if most of us didn't feel great confidence in Captain Kirk's abilities," Tecar looked pointedly around the table, "we would have little choice. The *Enterprise* is our only starship in

that sector. We have no time to send out an additional ship in search of the pulse – the Klingons have no doubt also encountered the pulse and have prepared their own mission to locate its origin. The *Enterprise* is our only hope – our last card, if you will. Because it is already traveling on a legitimate mission in a dangerous sector of space, we may have an advantage over the Klingons. They've been informed of the diplomatic aspect of the mission. If we're lucky, they may not realize our other intentions and may therefore fail to act as quickly."

"The only thing Klingons do quickly is attack," Baryl commented.

"Is Kirk aware of the danger?" McIntyre asked.

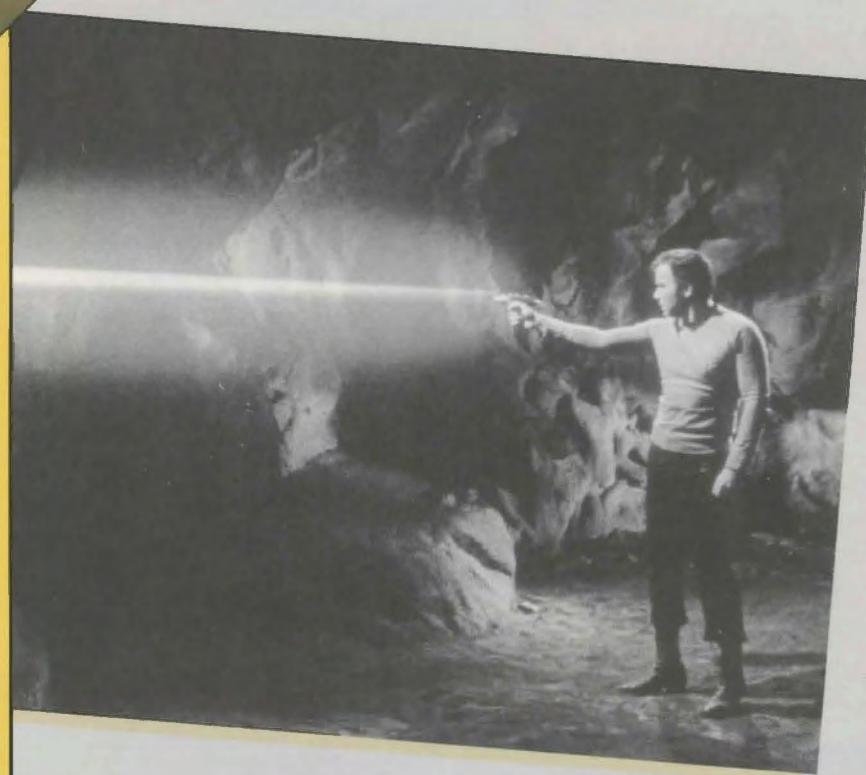
"He will be. Very soon, I'm afraid. Frankly, I wouldn't trust this mission to anyone but him. The Kobayashi Maru test may seem like a picnic to Captain Kirk after he's finished with this mission. That is, if he succeeds."

"Admiral, I'm sure you know we can't afford to fail," Renn said archly. He had always thought of Tecar as an officious prig, and was excited by the number of things that could go wrong with such a delicate mission. Renn was not disloyal to the Federation, however – this was a personal matter. Perhaps now Tecar would get his due, Renn thought. If this mission failed, Renn had no doubt that Tecar's command would be in jeopardy. And if Kirk fell along with him, so much the better. He enjoyed seeing the admiral squirm.

"You're absolutely right, Commodore Renn. We can't fail,"

Tecar said defiantly. Tecar was well aware of the importance of the mission. If the Klingons reached the pulse's origin first, there was no telling what alliance they might form with the aliens, whoever they were. It was a race the Federation could not afford to lose.

"I will beam aboard the *Enterprise* to hand Kirk his orders personally," Tecar announced. "If I know Captain James T. Kirk, I'm sure he will have something up his sleeve."





## INTRODUCTION

You are James T. Kirk, captain of the starship *Enterprise*, now traveling near the planet Hearth. Both Starfleet and the Federation itself are depending on you to successfully complete the important mission you are about to undertake. Your task begins with the transportation of a diplomatic party from space station Lambda to the planet Gothica – but that is only the beginning. You'll need all your skill, wisdom, and experience as a Starfleet captain to lead the *Enterprise* and its crew through the challenges to come. Good luck.

Both the IBM and Apple formats of *First Contact* are described in this user's manual. Because the IBM and Apple formats are so similar, many of the instructions are the same for both computer formats and are therefore listed only once. Where differences exist between the two formats, separate instructions are provided.

### LOADING THE GAME

To start the game, follow the instructions for your computer. Before you begin playing, be sure to make working copies of all disks. Put the master disks away in a safe place.

#### IBM

##### IF YOU HAVE A TWO DISK DRIVE SYSTEM

1. Boot DOS 2.0 (or higher).
2. Insert the *First Contact* Game Disk in drive A.
3. Insert the *First Contact* Data Disk in drive B.
4. Type ST and press Enter after the A> prompt.

### IF YOU HAVE A FIXED (HARD) DISK SYSTEM

1. Make a directory on your disk for *First Contact*.
2. Copy both the Game Disk and the Data Disk to your directory.
3. Change to your new *First Contact* directory.
4. At the C> prompt, type ST and press Enter.

### Apple

1. Turn off your computer.
  2. Insert the disk with the Side 1 label into disk drive 1 (Side 1 up). If you have two drives, insert Side 3 into drive 2.
  3. Turn on the computer and monitor.
- .....

## SCREEN DISPLAYS

The computer screen is divided into three permanent windows on the IBM and four on the Apple. Other conversation windows and menus appear automatically or are player activated as you proceed through the game. The windows are as follows:

### Main Text Window

The main text window is the largest of the permanent windows. In its upper left corner you will find your present location. At the start of the game you are on the bridge. If you walk to the turbolift (see "The Ship" on page 39), the words "Deck 1 - Turbolift" will appear in the upper left corner of the main text window, indicating that you are now on the turbolift, on Deck 1. As you proceed through *First Contact*, the main text window will fill with information vital to your mission; for example, when you, as Captain Kirk, look at an object, information about its appearance will be displayed in the text window.

When you access the captain's log (see "Captain's Log" on page 44) or ask for information from the ship's computer (see "Ship's Computer," page 43), the data will appear in this main text window.

### Kirk Window

The "Kirk" window – located under the main text window and labeled "Kirk" in the upper left corner – is your voice. Any command or question you enter either manually (at the blinking cursor) or through function or Apple keys appears in this window. If you type commands manually, the computer will wait to process your statement until you press Enter or Return.

### Status Windows

The IBM displays a single status window, while the Apple's status window is divided into two windows. The status window – located beneath the Kirk window and marked "U.S.S. Enterprise" in its upper left corner – provides you with a current reading of the vital systems of the *Enterprise* if you are on the ship and necessary information if you are on a planet. It gives you such readouts as: the *Enterprise*'s location (sector and star system); the status of the ship's generator and engines; battle status; and, on the IBM, the names of crew members and others you are speaking to, both face to face and via the intercom; and the status of the dilithium crystal. When the *Enterprise* is on course toward a planet, the left column of the status window shows the coordinates of both the ship's present location and its destination. On the IBM, the status window displays elapsed playing time, as calculated by the game. The locations shown next to the directional arrows change throughout your mission to indicate the parts of the ship or planet you are closest to. The arrows indicate in which directions you may travel. On the Apple, the upper status window tells you where you are, in which direction you can walk, and who you are talking to (both face to face and via the intercom).

### Conversation Windows

Conversation windows appear whenever a person addresses you. The name of each person speaking is displayed at the top of each conversation window. If you speak to someone via the intercom or communicator, this will be noted in the upper left corner of the conversation box. To clear current conversation windows, press Esc.

### Menu Windows

On the IBM, menu windows appear in the upper left corner of the screen; on the Apple, they appear in the upper right corner. To access menus in the IBM version, press the function keys (F1 through F10). To access menus in the Apple version, hold down either of the Apple keys ( $\diamond$ ) and press a number key (1 through 0). To clear menu windows from the screens of both formats, press Esc.

### COMMUNICATING, MOVING, AND ACTING

As you proceed through this mission, remember that you are Kirk. Type statements as if you were speaking them; use the function key commands from the Main Options Menu (IBM) or the Apple key commands from the Help menu (Apple) for your actions (see "The Main Options Menu/Help" on page 26). Just as you would not say to yourself, "Give phaser to Spock" or "Look," you would not type these commands to yourself. Rather, in the game, you access the correct function or Apple keys from the Main Options Menu or Help menu for "Give" or "Look." And just as you would not say to yourself "Go north," you would not type this command to yourself. Rather, use arrow keys or specific directional keystrokes to move yourself around. The main menu, in turn, takes you to command menus through which you can direct crew members and aliens to move or act, either by typing orders or accessing them through function or Apple keys.

**Note:** When you type commands, do not use any punctuation. Also, it is best to type only one command at a time. Multiple commands may lead to ambiguous results.

### ADDRESSING CREW AND ALIENS

The approved Starfleet commands and queries accessed through the entry "Orders" in the Main Options Menu on the IBM, or the Orders menu on the Apple, and listed in the section "Captain's Orders" on page 30, are most of the phrases you will need to complete the mission successfully. Other phrases can be interpreted by the computer as well, but may slow down play.

You can speak directly with crew members and aliens when they are not present via intercom on the ship or via communicator on a planet.

When you wish to ask questions of crew members or aliens or issue commands to them, your statement will be addressed to the last person who spoke with you. If you wish to address someone else who is present, type the person's name at the beginning of the command sentence. If you wish to speak with someone who is not present, type **KIRK TO** (crew member or alien) and press Enter. The person you've addressed will answer you via intercom or communicator. You can continue the conversation or summon the person with **COME HERE** or, if you're moving, **FOLLOW ME**. If you want the person to stop following you, either tell the person to go somewhere else or summon another person.

.....

### THE MAIN OPTIONS MENU/HELP

On the IBM, press F1 for the Main Options Menu; on the Apple, press ⌘1 for the Help menu. Each menu provides a list of options you can choose from. These options are your actions as Kirk and can be accessed only through the function or Apple keys listed in this menu. These menus also contain the game utilities. Once you are familiar with the commands for these menu options, you may prefer to press the function or Apple keys directly from the game, without first going to the main menu.

### Inventory

From the game or from the main menu, pressing F2 or ⌘2 accesses a window that tells you what objects are "in the area," what is "in your hands," and, on the IBM, what "you are wearing." In "Inventory" you can take and drop objects (see "Taking an Object" and "Dropping an Object" on page 27). You can hold up to six objects in your hands at one time.

**CHANGING YOUR CLOTHES** On the IBM, you can change your clothes. At the Inventory menu, press F1. You can choose between your uniform, spacesuit, formal attire, and sweats. You can change clothes only in your quarters or in the transporter room.

**TAKING AN OBJECT** Use the Inventory window to pick up objects from the area, or to take objects from crew members. If, for example, the Inventory window says:

**In the area**  
F3 or ⌘3 phaser  
F4 or ⌘4 communicator

**In your hands**  
F5 or ⌘5 list

pressing F3 or ⌘3 would move the phaser into your hands. If you wish a crew member or alien to give you something, order him or her to drop it (see "Crew Orders" on page 33). The object will then appear in the "in the area" section of Inventory, where you can pick it up.

**DROPPING AN OBJECT** Use the Inventory window to move objects from your hands into the area. If, for example, the Inventory window says:

**In the area**  
F3 or ⌘3 communicator

**In your hands**  
F4 or ⌘4 phaser  
F5 or ⌘5 list

pressing F5 or ⌘5 would cause you to drop your list and move it into the area.

### Give

Press F3 or ⌘3 to access the "Give" function. A window will appear listing the objects you are holding that may be given to another person. The crew member or alien to whom the object will be given is the one to whom you last spoke (provided he or she is still present). That person's name will appear at the top of the "Give" window; for example, "Give to

Spock." To give an object to the person indicated in the window, press the key indicated next to the desired object. To give an object to someone else, first address the person, then press F3 or ⌘ 3 to give that object to him or her. Naturally, you cannot give something to someone who is not present. So if the person you wish to give the object to is not in the room (even if this is the person you last spoke to), you must call this person on the intercom or communicator (**KIRK TO \_\_\_\_\_**) and instruct him or her to **COME HERE**.

### Adjust

Your communicator, tricorder (IBM only), and phaser need to be "adjusted" to be used. The communicator and tricorder can be turned "ON" or "OFF." On the IBM, the phaser can be set to "ON" or "OFF"; on the Apple, it can be set to "STUN," "KILL," or "OFF." Press F4 or ⌘ 4 and select the object you wish to adjust by pressing the appropriate function or Apple key.

### Touch

Sometimes you may want to touch an object before taking it. To do so, press F5 or ⌘ 5 and select the object or person you wish to touch by pressing the appropriate function or Apple key to the left of the object or person.

### Orders

Pressing F6 or ⌘ 6 will give you a list of orders you can issue as Captain Kirk. See the section "Captain's Orders" on page 30 for greater detail.

### Use

When you need to use objects such as your communicator or phaser, access the "Use" function by pressing F7 or ⌘ 7. Select the object you

wish to use by pressing the appropriate function or Apple key. See the section "Captain's Information" on page 43 for more on using the ship's computer and captain's log. Choosing the phaser or, on the IBM, the tricorder, "Use" will display lists of objects or people you can use the phaser or tricorder on. The list of objects displayed in the Use window will change during the course of the game, as will the lists of objects or people they can be used on.

### Examine

For best results in completing your mission, it is wise to examine everything and everyone you encounter. The "Examine" function lets you investigate individual objects. Some will be described, others will be displayed graphically. To examine an object, press F8 or ⌘8, choose which object or person you wish to examine, and press the key(s) shown to the left of the person or object listed. The description of the object or person will appear in the main text window. Sometimes it may be necessary to pick up an object (move it from "in the area" to "in your hands") to examine it.

### Look

The "Look" function gives you a description of your surroundings and tells you what crew members or aliens are in the area. To look at your surroundings, press F9 or ⌘9. The description will appear in the main text window. It is a good idea to look around as you move, especially when exploring planets. Many of the descriptions will appear automatically as you move around. If you wish to be given this information only when you ask for it, see "Text" under "Game Utilities" on page 38.

### Utilities

The "Utilities" functions allow you to control the mechanics of the game. Pressing F10 or ⌘0 will give you a list of functions such as "Speed,"

"Pause," "Save," "Restore," and "Quit." For further details, see the section "Game Utilities" on page 35.

## CAPTAIN'S ORDERS

The menu "Captain's Orders" will acquaint you with the accepted Starfleet protocol for issuing orders to those around you. You can use these function key or Apple key commands throughout the game, or you can type the commands into the "Kirk" window manually once you've familiarized yourself with Starfleet protocol. Press Enter after typing a command manually. Function or Apple key commands cannot be mixed with manually typed commands in the same entry.

To access the Captain's Orders menu on the IBM, select "Orders" from the Main Options Menu by pressing F6. To access the Orders menu on the Apple, select the Orders menu from the game or from the Help menu by pressing ⌘6. To get back to the main menu, press Esc and then F1 or ⌘1 again.

### Bridge Orders

"Bridge Orders" control navigation and access information about planets and systems around you. Most of these commands can be given only to members of the crew who are on the bridge. (You, however, do not have to be on the bridge to issue them.) Before you give orders, make sure you are addressing the crew member you want by typing **KIRK TO**

\_\_\_\_\_. Then, to access Bridge Orders, first press F6 or ⌘6 to get Captain's Orders or Orders, then press F1 or ⌘1 from the Captain's Orders or Orders menu. The Captain's Orders or Orders menu will now switch to the Bridge Orders menu. Now press the command's corresponding function or Apple key, or you may manually type your command into the Kirk window. Some of these commands may evoke a response from a crew member asking for additional information. For example, if you select F1 or ⌘1, "Set Course" from the Bridge Orders

menu while speaking to Spock, Spock may ask, **Set course for what destination, sir?** You can then type your answer in the Kirk window.

**SET COURSE** To set a course, simply select F1 or ⌘1 from the Bridge Orders menu, or manually tell Sulu, Spock, or Avoca, **SET COURSE FOR**, followed by the name of the planet or starbase you wish to go to. The coordinates of the destination will then appear in the status window.

**WARP DRIVE** Once the course has been set, tell a crew member to activate the warp drive to set the ship in motion. Press F2 or ⌘2, indicated next to "Warp," or type **WARP**, followed by a number from 1 to 8. While in warp drive, the *Enterprise*'s coordinates will gradually move toward the coordinates of your destination. On the Apple, since the game counts moves rather than the amount of playing time elapsed, the ship will not move *unless you are executing moves in the game*. When you reach your destination, the *Enterprise* stops automatically, and the status window will give you the coordinates and the name of the solar system where you have arrived.

**ORBIT** To orbit a planet once you have arrived at its solar system, select F3 or ⌘3 to tell a crew member to orbit, or type **ORBIT**, followed by the name of the planet. You must be orbiting a planet in order to get a closeup of the planet, open a hailing frequency to it, or to beam down.

**SCAN** Typing **SYSTEM SCAN** or pressing F4 or ⌘4 from the Bridge Orders menu will tell you what planets or space stations are in the solar system you are in and where the *Enterprise* is in relation to them. Typing **LONG RANGE SCAN** or pressing F5 or ⌘5 from the Bridge Orders menu will tell you the name of the solar systems the *Enterprise* is near.

### Attack Orders

To access "Attack Orders," press F2 or ⌘2 from Captain's Orders or Orders. Use these orders only if the *Enterprise* comes under attack.

Like Bridge Orders, Attack Orders can be issued only when you are on the bridge or in contact with crew on the bridge. Simply choose your command and press the appropriate function or control key next to the command, or type the command in manually.

### Transporter Orders

The transporter beams people down onto a planet. You and your landing party must be in the transporter room to beam down. To access "Transporter Orders," press F3 or ⌘5 from the Captain's Orders or Orders menu. Most of the commands accessible through this function should be given to Renner, the transporter officer, who will activate the transporter. The second column of the status window will tell you which area of the planet you are orbiting the transporter is locked on.

**ENERGIZE** Use "Energize" only when you wish to beam down to a planet or beam up to the ship alone. Use the function or Apple keys, or type **RENNER ENERGIZE**.

To beam up alone, type:

Kirk: **KIRK TO RENNER**

Renner: **RENNER HERE, SIR**

Kirk: **ENERGIZE** (or press F1 or ⌘2 from Transporter Orders menu)

**BEAM US DOWN** Use "Beam Us Down" when you wish to beam down to a planet with your entire landing party. The crew member you command to beam you down will not come with your landing party. If you issue the command "Beam Us Down" without typing **RENNER** first, the person to whom you last talked (check the status window) will beam down your landing party, including Renner, since she is in the transporter room. And the person you last talked to will stay on the ship.

**BEAM US UP** Use "Beam Us Up" when you want to beam up with your landing party. To beam the entire landing party back up to the *Enterprise*, type:

Kirk: **KIRK TO RENNER**

Renner: **RENNER HERE, SIR**

Kirk: **BEAM US UP** (or press F3 or ⌘4 from Transporter Orders menu)

**PREPARE LANDING PARTY** Bringing a landing party to the surface of every planet you visit allows you more options for action, since more crew members will be there to make observations. For best results, give this command to Renner. She will select and gather those crew members who will be of the greatest assistance to you on the surface of the planet. They will meet you in the transporter room and will be ready to beam down.

**RETURN TO STATIONS** After beaming up from a planet, give Spock the "Return to Stations" command. He will instruct the entire landing party to return to their posts.

**Note:** If you wish to beam down to another planet but have already directed your crew to return to stations, you must again instruct Renner to prepare a landing party.

### Crew Orders

"Crew Orders" are orders you can give any crew member or alien at any point during the game, whether you are on the *Enterprise* or on the surface of a planet. To access Crew Orders from the Captain's Orders or Orders menu, press F4 on the IBM and ⌘3 on the Apple. Keep in mind that if, for example, you choose "Take" (F5 or ⌘5) from the Crew Orders menu, you will not be telling yourself to take an object. Rather, you will be telling the crew member or alien with whom you are talking to take an object in the area. (If you want to take an object, ask the crew member or alien to **DROP** it. You can then pick it up via the Inventory window.)

You can monitor and control your crew members' movements by addressing them with the commands **WHERE ARE YOU, COME**

**HERE, FOLLOW ME, and GO.** You can have someone arrested using the "Arrest" command – but remember, you've been entrusted with a diplomatic mission. Be careful.

The commands "Analyze" (F7 or ⌘8) and, on the IBM, "Results" (F8) are especially important. Starfleet training recommends that whenever you encounter an object, you should give it to one of your crew members to analyze; for example, **SPOCK ANALYZE THE KNIFE**. He will then go to the ship's lab for a moment to analyze the knife and return to you when the analysis is complete. On the IBM, to learn the results of the analysis, type **RESULTS**, or press F8. (On the Apple, the crew member will supply the results without prompting.)

You can also obtain information from crew members with the command **TELL ME ABOUT** (something in the area).

### Planet Orders

To access "Planet Orders" from the Captain's Orders or Orders menu, press F5 on the IBM, or ⌘4 on the Apple. You can issue planet orders to your landing party while on the surface of a planet. For example, if you wish to have the landing party "Fan out," press F2 or ⌘3, or type the order manually, and the crew will leave you to walk around the planet. With your communicator turned on, you can now call them by typing **KIRK TO** (crew member's name) and ask them for information, using commands from the Crew Orders menu as well as the "Scan for life" command from the Planet Orders menu. On the IBM, you can "Analyze with Tricorder" from the Planet Orders menu as well. (Crew members may sometimes be more successful at performing tricorder analyses than you.) To bring your crew members back together, press F3 or ⌘4 or type **REGROUP**, and they will return to you.

To communicate with the *Enterprise*, turn on your communicator and select F4, "Kirk to Enterprise" (or type in this command).

**Note:** For best results, instruct Spock to "Fan out" and "Regroup." He will then instruct the entire landing party to do the same.

### Alien Questions

Although you can talk to aliens using crew orders, you may at times wish to make particular requests of them. When you encounter an alien, select the desired command from the "Alien Questions" menu, or type the command manually. Questions in the Alien Questions menu will change during the course of the game. Refer to this menu each time you are in contact with aliens.

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## GAME UTILITIES

As you play the game, you will find helpful functions in the Utilities menu. To access the Utilities menu once you are in the game, press F10 or ⌘0. You will see the following commands (and their corresponding function or Apple keys) listed:

### Speed

On the IBM, you can choose to have the game play move "Fast," "Medium," or "Slow." To change the speed, access the Utilities function and press the key corresponding to "Speed." As you press the key, you will cycle among the three settings.

### Pause

On the IBM, use the "Pause" function to temporarily stop the game. If you stop playing without pausing or exiting, the timer will continue to run and you may lose vital information. To pause, access Utilities (F10) and press F2. To resume play, press any key. (On the Apple, you don't need the pause function, since the game proceeds according to the number of moves you have made rather than the amount of time elapsed.)

## Save

It's a good idea to save your game frequently as you play, so that if you encounter any serious difficulties, you can play again from any of your previously saved positions without having to return to the very beginning of the game.

**SAVING ON THE IBM** You will be saving the game position to the disk drive in which your Game Disk is located. If your computer has two floppy disk drives, you may save the game to drive A, or you may save to your hard drive (drive C) if you have one. *Never* try to save the game to drive B.

To save, access Utilities and press F3. You will then be prompted to insert a formatted disk. Remove the Game Disk and insert your Save Disk. Press Enter. Now you will be prompted to type in the name of the file you wish to save. You may type up to thirteen letters. Press Enter. When prompted to do so, remove your Save Disk and insert your Game Disk. You can save as many playing positions as will fit on your disk. If you run out of room on your first Save Disk and are told that you've made an unsuccessful transfer, simply insert a freshly formatted disk into drive A and continue the save procedure. If you have a hard disk, be sure your data drive is set accordingly.

When you are finished saving your position, you may either return to where you left off in the game, or quit.

**Note:** If your Data Disk is on your hard drive and you wish to save to your hard drive, you need not swap any disks. Simply press Return when prompted to insert your Save Disk.

**SAVING ON THE APPLE** You can save up to nine playing positions on the disk labeled "Side 4." If you wish to save additional positions, you will need to make additional copies of Side 4. To save your current position, access the Utilities menu ( $\diamond 0$ ) and press  $\diamond 2$  to start the save procedure. Insert Side 4 of your working copy into any disk drive. Press

Return. If this is the first time you are saving a game position, press ⌘1 to save to the first position on your disk. If you wish to save more than nine positions, you can make more copies of your disk, or you can write over a previously saved position.

Suppose you are playing the game and you have nine saved positions but you decide that you no longer need a particular position – position 1, for example. You may save a new position as 1, but keep in mind that the original save position for number 1 will be replaced by the position you are now saving. It's a good idea to have more than one save disk, so you can avoid accidentally wiping out one of your saved positions.

When saving each position, it is crucial that you record the number to which you have assigned the position, and note what has happened so far in the game, so that you don't confuse your different save positions.

### Restore

“Restore” allows you to retrieve a saved position and return to the point at which you stopped playing. To restore, access Utilities and press F4 or ⌘3. On the IBM, when prompted to do so, remove your Game Disk, insert the disk with the saved position you wish to restore, press Enter, and type the name of the file. When prompted to do so, remove your Save Disk and insert your Game Disk. On the Apple, you will be prompted to insert Side 4 into any disk drive, and press Return. Then, press the keys corresponding to the saved position you wish to restore; press Return.

### Data Drive

On the IBM, *First Contact* comes with both a Game Disk and a Data Disk. The Data Disk gives you access to the *Enterprise*'s computer, which contains extensive information about the ship's past missions, as well as data on the present mission. To access the ship's computer, each time you play you must first be sure that the disk drive containing the

Data Disk corresponds to the drive indicated in the Utilities menu next to the words "Data Drive." From the Utilities menu, press F5 to cycle through the drive choices. On the Apple, you must be sure Side 3 is inserted in one of the disk drives. (For additional information, see the section "Captain's Information" on page 43.)

### Log

The Captain's Log keeps track of the major actions you have taken in the game. It can be updated to include any other information you wish to record. If you access Utilities, you will see "LOG ON" next to F6 or ⌘5. This means that the Captain's Log is recording information automatically for you. You can press F6 or ⌘5 to toggle between "ON" and "OFF." (See "Captain's Information" for more on the Captain's Log.)

### Sound

The *Enterprise*'s various sound effects can be turned on or off. (Default is "ON.") To change the setting, access the Utilities function and press F7 or ⌘1 to toggle between ON and OFF.

### Graphics

On the IBM, the game's graphics can be turned on or off. (Default is "ON.") To change the setting, access Utilities and press F8 to toggle between ON and OFF.

### Text

As you move about the ship or a planet, you can obtain descriptions of the areas you move through, either automatically or by accessing "Look" from the main menu. To get full descriptions automatically, access the Utilities menu. On the IBM, you will see "Text" next to F9. (Default is "OFF.") Press F9 to toggle between ON and OFF. On the

Apple, you will see “Descriptions” next to ⌘4. (Default is “Once.”) Press ⌘4 to toggle between “Always” and “Never.”

### Quit

To “Quit” *First Contact*, access the Utilities function (F10 or ⌘0) and press F10 or ⌘6. Then follow the on-screen instructions. Remember, quitting will not save your position, so it is a good idea to save before you quit.

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## THE SHIP

### Ship’s Decks

The *Enterprise* has 23 decks. As you explore each deck, you will become familiar with the layout of the *Enterprise* and the assignments of the crew members at their stations around the ship.

Three of the decks are especially important:

**DECK 1:** the bridge, contains the command center, navigation equipment, and communications equipment. You will need to be on the bridge or in contact with a crew member on the bridge to navigate, fight a battle, or use the ship’s computer.

**DECK 5:** contains the visitors’ lounge, briefing room, dining room, and your quarters.

**DECK 7:** contains sick bay, the transporter room, and engineering. The main transporter room, located on Deck 7, contains a large transporter console and a platform with six energy-scrambler disks.

## Moving About the Ship

Your movement as an individual is controlled by the arrow keys listed below. Just as you would not say to yourself, "Go east," to walk east, you would not type in the words **GO EAST**. Instead, you simply press the appropriate key. The status window shows direction of movement.

Move west/left	←
Move east/right	→
Move north	↑
Move south	↓

To move about on any deck, press the keys indicated above. As your location changes, messages will appear in the status window (on the Apple, they will appear in the upper status window). These messages will give you the locations of the ship areas immediately accessible to you. For example, at the start of the game, you will see a down arrow next to the word "turbolift." This means that the turbolift is directly south of the bridge. By pressing the down arrow, you move south into the turbolift. The status window will now indicate that the bridge is to the north, and the upper left corner of the main text window will tell you that you are on the turbolift, Deck 1. On the Apple, you will see the number identifying the deck on which you are located only after you use the turbolift.

## The Turbolift

The *Enterprise*'s turbolift – a voice-controlled elevator – can be accessed via the bridge or entered from any deck. You can tell that the turbolift is in your immediate area when "turbolift" appears in the status window next to the direction arrows. Press the key corresponding to the direction of the turbolift and you will be inside.

Because everything you type in the Kirk window is interpreted as speech, and the turbolift is voice activated, you "tell" the turbolift where

you want to go by typing in the appropriate command. If you want to go to the transporter room, type **DECK 7** – which is where the transporter room is located. By specifying a particular room, the turbolift can transport you to the appropriate deck. So instead of typing **DECK 7**, you can type **TRANSPORTER**, and let the turbolift automatically take you to Deck 7.

Once the turbolift has stopped, the upper left corner of the main text window will tell you that you have reached Deck 7. Use the appropriate arrow key to exit the turbolift and step into the corridor on Deck 7. Follow the corridor until the transporter room is in the immediate vicinity, and enter that room.

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## PORABLE EQUIPMENT

### Communicator

The communicator allows you to keep in touch with your crew and communicate with the *Enterprise* while you are on a planet's surface. At the start of the game, you will already be carrying your communicator. Be sure not to drop it anywhere, as you will need it to hail the *Enterprise*! To be operable, the communicator must be in your hand and turned on. To turn the communicator on, access the Adjust function from the main menu by pressing F4 or ⌘4 and toggle between the "OFF" and "ON" settings by pressing the indicated key(s) to the left of "Communicator."

Before you can speak to anyone via communicator, you must hail that person. To do this, type **KIRK TO** (crew member's name). For example, **KIRK TO SCOTT** will alert Mr. Scott. You can then communicate

with Scotty with manual commands or function or Apple key commands. To communicate with another person via the communicator, simply repeat the process. You can address only one crew member or alien at a time via the communicator.

### Phaser

Phasers are hand-held weapons that can be used to kill a person or alien, or to disintegrate objects. The phaser must be in your hand to operate. To operate, access the Adjust function with F4 or ⌘4 and, on the IBM, toggle between the OFF and ON settings. On the Apple, cycle between OFF, ON, and STUN by pressing the key(s) indicated to the left of "Phaser" in the Adjust menu. Once your phaser is ready, access the Use function with F7 or ⌘7, select "Phaser," then select the object or person you wish to shoot by pressing the appropriate key(s).

### Tricorder

On the IBM, you can use the tricorder, a hand-held sensor. Tricorder readings will tell you about otherwise-invisible characteristics of objects and aliens. You can use the tricorder yourself through the Use function (F7 or ⌘7), or you can order a crew member to **TAKE TRICORDER READINGS** or to **SCAN** objects or aliens. For example, if dirt is present "in the area" and Spock is with you, **SPOCK SCAN THE DIRT** will result in a tricorder reading of dirt.

Take frequent tricorder readings as you play (especially when you encounter something new). One useful feature of the tricorder is that you can use it to "scan for life" and thus locate aliens while on the surface of a planet. Tricorders, however, have a limited range, so negative life readings in one spot may not indicate that an entire planet is devoid of life. (The Apple version of the game does not include a tricorder.)

## CAPTAIN'S INFORMATION

### Ship's Computer

The Ship's Computer is extraordinarily versatile. It not only monitors the ship's systems and navigation, but contains in its vast memory banks extensive information about the *Enterprise*'s past missions and the present quest. You can access the information only when you are on the bridge.

Before activating the ship's computer, on the IBM you must make sure your Data Disk is in the disk drive corresponding to the drive you chose from the Utilities menu; on the Apple you must be sure Side 3 is inserted in either drive.

There are two ways to activate the *Enterprise*'s computer. The first is to access the Use function from the main menu (F7 or ⌘7), then press the key(s) corresponding to "Computer." The second way to activate the computer is to type **COMPUTER DATA** and press Enter.

Now, with the ship's computer activated, type the name of the item or person you want information on, last name first. If you aren't sure in what form the name appears in the computer's data banks, type its first letter and press Enter. A listing of the data currently on the ship's computer beginning with that letter will appear. If, for example, you want data on yourself, Captain Kirk, type **K** at "::Inquiry::" and press Enter. Then, to select an entry from the list, simply type it in exactly as shown and press Enter. If your screen says:

```
:: COMPUTER ::  
:: Computer Report :: Scanning records ...  
K-2 Factor * K-3 Indicator * Kanutu * Karidian Players *  
Keeler, Edith * Kerasus, Lt. Janice * Kirk, George Sam *  
Kirk, James T. *
```

type **KIRK, JAMES T.** to tap the computer's store of information on yourself.

Each entry in the data bank is followed by a list of cross-references; you can look each up separately to get further information. You can also browse through the computer's memory by typing any letter to see what offerings the computer has filed under it. To resume play, press Esc.

### Captain's Log

**ON THE IBM** The Captain's Log allows you to keep track of places the ship has traveled, and other actions taken. When the log is ON, the information will be recorded for you. (See "Game Utilities" for information on how to turn the log on or off.) Whether the log is ON or OFF, you can type in your notes — perhaps the name of an alien you've met or the location of an item — or record your actions.

To access the Captain's Log, either type **LOG**, or press F7 to access the Use function. Then press the key corresponding to "Log" to Use the Captain's Log. You will now see the log screen, with all your navigational moves, information on who has beamed down to any planets, and other moves, along with the time these actions took place and the word "Note." If you wish to type in your own information, begin typing next to the word "Note." After you type your last note, you must press Enter, or the log won't save that last line. To resume play, press Esc.

**ON THE APPLE** To activate the Captain's Log on the Apple, you must have a printer hooked up to your computer. (If you don't have a printer hooked up and you turn the Captain's Log ON, the game will not work.)

With your printer on, access Utilities ( $\text{a}0$ ) and press  $\text{a}5$  to turn the log ON. Once you do this, everything you type in as Kirk, everything that appears in the main text window, and everything that appears in any conversation window will be printed out. Unlike the IBM, you cannot type a "Note" of your own. To stop printing, press  $\text{a}0$ , and select  $\text{a}5$  to turn the log OFF.

### EXPLORING A PLANET

Explore as much of each planet as possible. Once you beam down to a planet's surface, the upper left corner of the main text window will indicate your location on the planet and, on the IBM, the planet's name. Move around on the planet using the arrow or direction key combinations you would use to move around on the *Enterprise*.

Use the Look function when you step into a new area in order to get a description of your surroundings. You should also use the Examine function to examine every alien or object you encounter and, on the IBM, have a crew member take frequent tricorder readings. Also, use the "Tell Me About" function (under Crew Orders) when you want to find out useful information from your crew, and be sure to ask questions of the aliens.

Anyone who beams down with you is considered to be part of your landing party. The landing party will follow you wherever you go on the planet's surface, unless you order one or more of them to go elsewhere (see "Planet Orders," page 34).

## RECOMMENDATIONS FOR NEW CAPTAINS

You are the captain of an experienced crew. Don't expect to do everything well yourself — rely on the talents and abilities of your crew members.

Careful reading of data and conversation windows will often make for faster advancement to later stages. Useful information can turn up in the most unexpected places, or the most obvious.

Pay attention to the orders and instructions you receive. Because of the highly sensitive nature of the mission you are on, to maintain security it is Starfleet's practice not to repeat instructions or information, a practice your crew will be following as well. You may therefore wish to note down such information or instructions.

Making a map or keeping a record of what direction you have already traveled in on the surface of a planet can prove helpful. Rooms or other locations can be hard to find again if you don't remember their names.

If you find yourself in a situation that looks dangerous, consider saving your position before you go any further (see page 36).

Commanding a vessel need not be a lonely job; try sharing the duties of captain with another person. The problems you find difficult may seem easy to your friend, and vice versa.

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