

= Star Trek (2013 video game) =

Star Trek is a third @-@ person action @-@ adventure Star Trek video game . It was developed by Digital Extremes and co @-@ published by Namco Bandai Games and Paramount Pictures in association with CBS Studios International . The game was first released in the United States on April 23 , 2013 , for PlayStation 3 , Xbox 360 , and Microsoft Windows platforms . It took three years to produce , and was the first in @-@ house video game development by Paramount Studios , who opted not to license development to a third party . The production team aimed for it to be a collaboration with those working on the Star Trek films to avoid the typical pitfalls associated with film tie @-@ in video games . Video games which influenced Star Trek included the Mass Effect series , Uncharted and Metroid Prime , and certain elements of Star Trek reflected episodes of Star Trek : The Original Series such as " Arena " and " Amok Time " .

The game is set in the Star Trek universe , between the events of the films Star Trek and Star Trek Into Darkness , and follows the adventures of Captain James T. Kirk and the crew of the Starfleet starship USS Enterprise . The player takes control of either Kirk or first officer Spock , and investigates the theft of a terraforming device from the colony of New Vulcan by the Gorn . Together , Kirk and Spock engage the Gorn on away missions , travel to another universe and re @-@ take Enterprise when it is captured by alien forces . This two @-@ character gameplay was seen as a unique element , referred to as " bro @-@ op " .

The Gorn , who previously appeared in The Original Series and Star Trek : Enterprise , were heavily redesigned , with fifteen different classes of creatures created . A replica of the Gorn costume from " Arena " appeared in a viral advertisement alongside William Shatner , which was intended as a homage to the fight between Kirk and the Gorn from that episode . The game was first launched at the Electronic Entertainment Expo 2012 , but was panned by critics upon launch in 2013 and sales were poor . Following an issue with the co @-@ operative mode on the PC upon launch , reviewers also criticised a number of issues such as poor lip syncing , clipping and bad camera angles .

= = Gameplay = =

Star Trek is a single @-@ player third person shooter action game with cooperative gameplay elements , which allow two players to control Kirk and Spock . When playing in the single @-@ player mode , Kirk and Spock have different paths through the missions in order to encourage re @-@ playability . The game does not allow players to switch between Kirk and Spock during a chapter , although this ability was included in preview versions of the game shown to reviewers prior to launch . It also does not allow for fellow players to " drop @-@ in " to play alongside co @-@ operatively . In a similar manner to the Gears of War series , the game includes a cover system , which protects the player characters from enemy fire .

The two characters show different gameplay techniques , with Kirk being the more typical shooter while Spock has stealth techniques and can use the Vulcan nerve pinch and mind meld . Each character is equipped with weapons to reflect their gameplay style , with Kirk armed with a phaser equipped with a stun setting , while Spock 's weapon is quieter to reflect his stealthier style of play and freezes enemies instead . As players progress through the game , they gain experience allowing them to unlock additional settings for those weapons . In addition to the weapons , the player characters are also equipped with tricorders , which are used to interact with the environment and progress plot points .

During the course of the game , players have to fight their way across a number of environments . The first mission sees Kirk and Spock land on the planet New Vulcan ; a colony created by Vulcans following the destruction of their homeworld in the 2009 film . There are further types of gameplay in Star Trek seen in the mini @-@ games that appear throughout , such as those featuring " space dives " as seen in both 2009 's Star Trek and 2013 's Star Trek Into Darkness . Other elements of the game break from the third @-@ person shooter style . These include swimming levels that have Spock and Kirk move past obstacles using a teleportation gun , and levels featuring turret @-@

based shooting on board Enterprise . Climbing and platforming are built into the terrain exploration elements of the main game .

= = Plot = =

= = = Background = = =

The game takes place within the Star Trek reboot universe , following 2009 's Star Trek film and before Star Trek Into Darkness . It follows the adventures of Captain James T. Kirk (voiced by Chris Pine) and his crew on board the Starfleet starship , the USS Enterprise . The first film showed Kirk becoming Captain of the Enterprise for the first time and the formation of the crew , and so the video game shows one of their early missions . The rebooted universe was developed by director J.J. Abrams along with writers Roberto Orci and Alex Kurtzman from the 1960s American television series Star Trek : The Original Series and the six films which followed the crew 's adventures .

= = = Story = = =

In 2259 , Enterprise receives a distress call from a space station harvesting the power of a binary star . There is too much interference to beam the crew aboard , so Kirk and Spock (voiced by Zachary Quinto) take a shuttle to rescue the crew . They encounter T 'Mar , a childhood friend of Spock , who explains they were gathering energy to power the Helios device , which would speed up the terraforming of New Vulcan ; the team inadvertently opened a rip in the fabric of space . Beaming to New Vulcan , Kirk and Spock meet with T 'Mar 's father Surok , who explains the station 's power from the base was lost after they were attacked by creatures ? who call themselves the Gorn ? from the rip . The Gorn infect some of the crew with a virus that makes them aggressive . Kirk and Spock enter the locked down sections of the base to recover the infected survivors , but are unable to stop the Gorn from stealing the Helios device and kidnapping Surok .

Kirk opts to take the infected to a nearby starbase instead of pursuing the Gorn Commander 's ship through the Rip . At the starbase , Kirk , Spock , and T 'Mar meet with the Commodore Daniels , who implies he gave T 'Mar the specifications for the device as he knew it would create a wormhole . Suddenly , the Gorn attack the starbase and kidnap T 'Mar . Just as he is about to be beamed back aboard Enterprise , Spock tackles the Gorn Henchman , bringing him aboard the ship . Kirk and Spock pursue him to the shuttlebay before he can commandeer a shuttle . Spock mindmelds with the Henchman , learning Surok was killed after confessing he has no insight into the device , but that his daughter would . Kirk has the Henchman imprisoned .

Kirk resolves to enter the Rip . After Enterprise enters the Gorn 's galaxy , Kirk and Spock take a shuttle with Sulu (voiced by John Cho) and Dr. McCoy (Karl Urban) to a nearby planet . When their shuttle is shot down , Kirk and Spock use wingsuits to glide to a Gorn outpost and blow it up before infiltrating a base to rescue T 'Mar . They find Daniels , who is killed in an ensuing firefight . The Gorn bring Kirk and Spock to the Commander , who has them taken to an arena to fight his soldiers to the death . Angered by their besting of his champion , the Commander has Spock infected with the virus and pits him against Kirk . Sulu 's shuttle arrives and McCoy shoots Spock with an antidote , while the Commander flees to his ship with T 'Mar and the device .

The shuttle returns to Enterprise , which has been taken over by the Gorn . Kirk and Spock space dive to engineering and beam McCoy and Sulu back on board . They help Scotty (voiced by Simon Pegg) and Keenser reactivate the warp core , and restore power to sickbay so McCoy can replicate more of the antidote for airborne dispersal . The duo head to the bridge where the Henchman is holding Uhura (voiced by Zoe Saldana) hostage , demanding Kirk give them control of the ship . Kirk responds by directing their shuttle to crash into the view @-@ screen , decompressing the Gorn into space . With only an hour before the Rip closes , Kirk and Spock space dive to the Gorn Commander 's ship , where they disable the targeting platform to give Enterprise a fighting chance , and enter the core where T 'Mar and the device are being held . Kirk and Spock destroy the device ,

defeat the Commander , and are beamed back to Enterprise with T 'Mar . Enterprise warps back to the Milky Way Galaxy before the Rip closes ; in their closing logs , Kirk and Spock state T 'Mar has recovered enough to continue working on New Vulcan , and that they have been ordered to Nibiru .

= = Development = =

Production of Star Trek began three years before release under Tom Lesinski at Paramount Digital Entertainment . Lesinski had a background in video game production , having previously worked at companies such as Crystal Dynamics , Ion Storm and Kuju Entertainment . He made the decision to produce a game in @-@ house , rather than licensing it out to a third party as had previously been the case under the previous ten @-@ year Activision contract . As a result , the game was the first ever to be produced and released by Paramount Studios directly .

Lesinski was terminated by Paramount in September 2011 and the project was passed to Brian Miller , Vice President of Paramount Digital Entertainment . Miller later explained that he wanted the production to avoid the mistakes typically made in movie tie @-@ in games involved a lack of time devoted to the production , and excluding the people working on the film from work on the game . Miller hoped that they had rectified these issues with Star Trek , and explained that they hadn 't produced a similar game to tie @-@ in with 2009 's Star Trek film because it would have suffered from those problems . He also expressed disappointment at the quality of previous in @-@ universe games and wanted the new Star Trek to be " a triple @-@ A game " and something that the franchise deserved .

The idea for the game came out of a brainstorming session in which it was decided that the game should allow the gamer to play as Kirk and Spock , and therefore should featuring co @-@ op style game @-@ play . During his E3 pitch , Steve Sinclair described the game 's genre as " bro @-@ op " . It was created by Digital Extremes , who had previously created video games such as Unreal and BioShock . The Evolution graphics engine was used for Star Trek , having previously been used for Dark Sector and The Darkness II .

The plot of the game was written by Marianne Krawczyk , who had previously worked on games such as God of War and Shank . She developed the plot in conjunction with the producers of the film , Alex Kurtzman and Bob Orci , as well as writer Damon Lindelof . In an interview in 2011 , Orci explained that the storyline of the game was designed to be canon for the new Star Trek universe . He clarified in 2013 that it was " as close to canon as any Star Trek game will ever come " as the mission described by the game could have taken place between 2009 's Star Trek and Star Trek Into Darkness . Concept design work for the game was created by artist Fernando Acosta .

While developing the game , the production team sought to use elements of other games as influences on how to create a Star Trek based game that was along the same lines as the 2009 film . Digital Extremes creative director Sheldon Carter described this as " It 's like someone spliced Metroid Prime into my Uncharted " . Miller explained that it was due to the success of the Mass Effect series of games that allowed for space @-@ based adventure games such as Star Trek to be made , although they were not seeking to include the role @-@ playing game elements seen in that series . Miller explained that there was a " circular influence " with each franchise influenced by the other . Further influences were found in The Original Series , as one level which pits Spock against Kirk was inspired by a similar scene in the episode " Amok Time " , originally broadcast on television just under 457 years before the launch of the game . While it was intended to be a cross platform launch , the producers decided not to incorporate hands free gaming using either Kinect or the PlayStation Move .

= = = The Gorn = = =

It was decided early on in the development to include the Gorn as the main enemies in the new game . At the same time , J.J. Abrams had joked that he was planning to include the aliens in his second Star Trek film . They had previously been seen in The Original Series episode " Arena " and the Star Trek : Enterprise episode " In A Mirror , Darkly " , and the producers saw the game as an

opportunity to redevelop the lizard race including the addition of fifteen different classes / species .

The official Star Trek website previewed several of these new types of Gorn , releasing information on a " Gorn Day " each week . The first to be featured were the Gorn Commander and the Sentinel class . These were described as the elite of the Gorn , with only one Commander appearing in the game , while the Sentinels were slightly shorter versions of the same type of Gorn , armed with different weapons . The Gorn Henchman is one of the main antagonists , and reports directly to the Commander . He first appears on the New Vulcan level , and is one of the Gorn along with the Scout class that can hide their appearance .

The Gorn champion in the arena sequence was based on the Gorn Captain seen in " Arena " . This particular character was intended to be different to all others , and thought to be " abnormal " compared to other members of his race . Other elements of the version of the Gorn seen in The Original Series , such as the eye design , were including in the class known as Rushers . However the Rusher class are different to other types of Gorn seen in the game , as they are quadrupeds and unarmed with the exception of their claws and teeth . Similar to Rushers , Brunts are also unarmed , but they are more heavily armoured and have the ability to destroy obstacles that supply cover for the player .

The more typical soldier types of the Gorn are the Initiates , Warriors and Guardians . The former are the basic troops of the Gorn forces , and while they can run on four legs , they fight on two with an automatic rifle called the Ravager . The Warriors are more advanced , and carry a variety of weaponry along with basic armor . The Guardian type differs in that it is a melee type , armed with a large energy axe . However , the energy from the axe can also produce a shield to protect the holder as well . They are more advanced than both the Initiate and the Warrior classes in that they spend the vast majority of their time on two feet only . Of these fifteen classes , three were created to appear female .

= = = Audio = = =

Paramount secured the likeness rights of Chris Pine and Zachary Quinto in the summer of 2011 for an upcoming game based on the universe of the film Star Trek (2009) . It was not until a year later in June 2012 that the voice work contracts were signed for the pair , and it was also announced that the likeness rights and voice acting of the rest of the main cast from the film had been secured . Some cast members such as Pegg improvised parts of their performances . Quinto praised the positive experience in the recording studio , and said that " it was nice to be able to play the character and not have to do all this physical stuff " .

The game was scored by Chad Seiter , who had previously worked with Michael Giacchino , the composer for the music in the 2009 film and Star Trek Into Darkness . The duo had worked together on the Star Trek film , with Seiter being one of Giacchino 's additional orchestrators . For the video game , Seiter used Digital Performer , a Digital Audio Workstation / Sequencer software package published by Mark of the Unicorn . The game also featured music from Giacchino 's score for the 2009 film .

= = = Launch issues = = =

Upon the game 's release , there was an issue with the co @-@ operative mode on the PC . Reviewers were sent a Steam download code to play the game while waiting for their console versions to arrive in the mail and upon attempting to launch the co @-@ op mode , players were given the error message " Could not join . The game session is no longer available . " However , this affected a number of gamers playing via Steam on the PC , resulting in a statement being issued by the official Twitter account for the game and an email being sent to customers , stating the company was looking into the problems . At the same time , players of Dead Island : Riptide were having similar issues on Steam .

Following enquiries by the media , Paramount and Namco released a joint statement explaining that it was an issue with the Steam system , and was something that the company was seeking to fix

shortly . While others stated issues with co @-@ op gameplay on the PS3 , the companies stated that they were not aware of any issues and recommended that faults should be reported via Twitter . After the PC issue was rectified , a further statement was published to alert customers that they could now use this type of gameplay . A day after the co @-@ op issues with Star Trek were resolved , the Dead Island : Riptide problems were also corrected , with speculation by reviewers presuming that it was the same error in both games .

= = Marketing = =

= = = Promotion = = =

The game made its debut at the 2012 E3 convention in 2011 , where it was revealed that the Gorn would be the game 's antagonists . Reviewers viewed a twenty @-@ minute excerpt of footage from the game in 3D and with surround sound . The game was scheduled for release three weeks before Into Darkness premiered in theaters on May 17 , 2013 . Brian Miller was heavily involved in promoting the game , and regularly featured in interviews with websites and magazines . Following E3 there were concerns from fans that the game would be a straight forward shooter in the Star Trek universe , Miller said , " You will have elements of a shooter . You 'll have elements of exploration , and adventure , and discovery . That is what the new Star Trek is about . "

An in @-@ browser flash social strategy game entitled Star Trek : New Vulcan Reborn was made by Harkable to promote the game . It was set on New Vulcan with the player helping to develop the planet by " building landing pads , founding water treatment centres , establishing mining rigs and more . " An IGN competition took place where players with the most points could win prizes . The game is no longer available to play .

= = = Trailers = = =

The first trailer for the game made its début at the Namco Bandai Global Gamer Day in Las Vegas in April 2012 and showed gameplay footage in 3D . In order to promote the new video game in 2013 , a trailer was produced which featured William Shatner and a man in a Gorn suit playing it on a console . The idea had come from an idea by Brian Miller and Gene Augusto , who initially went back and forth on the idea in an attempt to create something that would go viral . They joked about using the line " not your father 's Star Trek " , and sought to recreate the fight between Shatner and the Gorn from the episode " Arena " .

The trailer featured Shatner using some classic Kirk fighting moves , including a judo chop and an ear clap , and in a homage to the original it had the Gorn throw couch cushions rather than the polystyrene rocks in the original episode . The Gorn outfit worn by a stuntman was a replica of the original , which had mostly been destroyed with the exception of the head , which was sold at auction in 2006 .

= = = Downloadable content = = =

On January 8 , 2013 , four months before the game 's release date , a DLC called Elite Officer Pack was announced for pre @-@ orders allowing players to change in game character skins as well as giving Kirk and Spock new weapons and sidearms . Skins offered include Kirk 's leather jacket and Spock 's Vulcan Science Academy outfit . Further skins include , " Kobuyashi Maru " , Starfleet Cadet (Kirk) , Starfleet Officer Dress Uniform (Spock) , stealth outfits , and those from the USS Kelvin . Players can also change Kirk and Spock 's sidearms ; Kirk 's sidearms are the Captain 's Phaser and the Starfleet Academy Phaser , while Spock uses the " Vulcan Repeater " and the USS Kelvin Phaser . Other Weapons include for the stealth suit : the Starfleet Type IV Stealth Sniper Rifle , which comes with extra ammo .

= = Reception = =

Star Trek was released in the United States on April 23 , 2013 , and three days later in Europe . This release was designed to coincide with the theatrical launch of the latest Star Trek film , Star Trek Into Darkness . The game sold poorly ; after three weeks on sale , 140 @, @ 000 copies had been sold across all platforms . It failed to reach the top 100 best video games list of 2013 . Critics described it as a flop . It is now considered to be one of the worst video games of all time .

Star Trek received mostly negative reviews . The review aggregator website Metacritic gave the Xbox 360 edition of the game a score of 42 percent , the PC edition 43 percent , and the PS3 version was given a score of 45 percent . Fellow aggregator website Game Rankings gave Star Trek on PS3 an average score of 48 @. @ 57 percent , while the Xbox 360 edition had an average of 43 @. @ 69 percent and the PC version had 37 @. @ 27 percent .

Dan Stapleton for IGN described it as " a barely serviceable , paint @-@ by @-@ numbers third @-@ person shooter " . He wrote that both playable characters were too similar , the combat was " completely generic " and that errors in the animation looked clumsy with " objects clipping through each other ; crazy , badly lip @-@ synced dialog (not that syncing it with this corny writing would fix it) ; and general screwups make Star Trek play like a blooper reel . " Stapleton was surprised that the game continued to be playable , as he noted that several scripted events during the game failed to start as scheduled . He also felt that the mini @-@ games throughout the game were " so mind @-@ numbingly simple and repetitive and / or frustrating they made me eager to get back to just being bored . " He said that the game seemed unfinished , and gave it an overall score of 4 @. @ 2 out of ten . Edge magazine said that the game " more bugs crawling on it than a Fear Factor contestant " , and mentioned issues such as the characters running through walls , enemies becoming immortal and camera angles showing the inside of Kirk or Spock 's skull . Star Trek was otherwise described as bland , even running through to the achievements with boring titles and the co @-@ op system " succumbs to awkward banter and gimmicky co @-@ op puzzles " .

Mark Walton , while writing for GameSpot , thought that the general idea for the game was good , but that the gameplay was " tiresome " and failed to excite . He said that the animation was " woefully bad " , and there were several bugs such as the cover taking mechanism failing to work on several occasions . An attempt to bring variety to the game through minigames was seen as " a poor mishmash of those from other games " , and compared those sections to other games such as Portal and the Uncharted series . Walton explained that the game made " small wins " by including the voice acting from the same cast as the movie , but said that there were " too many glaring problems " with the game to find something to like . He gave it a score of 3 @. @ 5 out of ten for the version on PC .

Star Trek Into Darkness director J.J. Abrams stated in September 2013 that he was hurt by the game 's poor reception and quality , saying that it was " obviously a big disappointment " . He also claimed it hurt Star Trek Into Darkness by being released shortly before the film . Later , in November 2013 , Digital Extremes creative director Stephen Sinclair said to IGN that he was " kind of surprised [...] to see one of the most awesome , popular and successful film directors working today slugging on that project " . Video game insiders linked the poor reception of the game to the departure of Brian Miller in his role as the Senior Vice President of Paramount , as he had been heavily involved in the marketing for the game . Insiders had specifically attributed issues with the game to the " ego " of both Miller and his predecessor Lesinski , " insisted this hallowed and cherished franchise was a key brand extension in the gaming vertical only to be compromised by disastrous results and reviews " .