Interplay™

17922 Fitch Avenue, Irvine, CA 92714

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STAR TREK
STARFLEET ACADEMY™

Starship Bridge Simulator

INSTRUCTION MANUAL

Interplay

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TO: Starfleet Cadet
FROM: Admiral Barnes
DATE: 9973.19
SUBJECT: Unofficial Welcome

I was surprised to see your name listed on the roster here at Starfleet Academy™. It is not your enrollment here that surprises me—your leadership potential has always been obvious to me. What I can't believe is that you are actually of sufficient age to be a cadet. The last time I saw you, you weren't even old enough to reach the dual cross axis controllers of your dad's vintage Voron Skiiroc 2000. Now here you are, competing against the other cadets to prove that you are one of the very few who deserve to be at the helm of a Starfleet vessel.

Your father would be proud to see you here in uniform today. As a cadet, I think you'll understand the dedication he felt. His passing in the encounter with the Klingons makes him a Starfleet officer who will forever be remembered with great honor, but as far as I am concerned, your enrollment into Starfleet Academy is truly the greatest honor to him.

I have no advice for you as I know you already understand the value of diplomacy, military tactics, and the creative use of the resources at hand. And although you are not a great believer in luck, it weighs nothing and takes up no space, so... good luck!

Getting Started

Plug in the game pak and turn on your Super Nintendo Entertainment System®. After the title screens appear, you'll see the Main Menu screen with four options: New Game, Password, Simulator, and Options. Use any button except Select, Left or Right to select the highlighted option.

New Game

Choose this to start a new game. You'll go to "New Cadet Registration" where you choose your gender, your name, and a skill level. Press Select to begin.

Password

If you've received a password from a previous game, you can select Password to enter it and resume the game. To enter a password, click the buttons on the controller in the order that matches your password, then press select. All passwords consist of the controller letters, A, B, X, Y, Left and Right. The left and right buttons are represented by the letters L and R.

Simulator

By selecting this option you can bypass the Game mode and go directly to the Training Simulator to select a mission to perform. If you choose to perform combat training then choose the type of ship you want to use by using the Left or Right Control pad arrow and the number of ships you want to go up against by using the Up or Down Control pad arrow. Press A, B, X or Y to make your selection. You can also choose a Klingon or Romulan vessel to experience what it's like to pilot one of these ships.

If you select Two Player Mode, you must have two controllers. The screen will change to a split screen. Player One uses the top half, while Player Two uses the bottom half. See "Bridges" for details on screen displays.

Special Controls on Combat Training and Two Player Mode: The bridge control stations are not available in these modes. The Select button has no effect unless a player is piloting a Romulan vessel or Klingon Bird of Prey. In that case, the select button will toggle "Cloaking" on or off.

Options

Choose this option to change any of the following:

SOUND . . . . . Toggles sound on or off.

MUSIC . . . . . Toggles music on or off.

STEREO . . . . . Switches between stereo and mono.

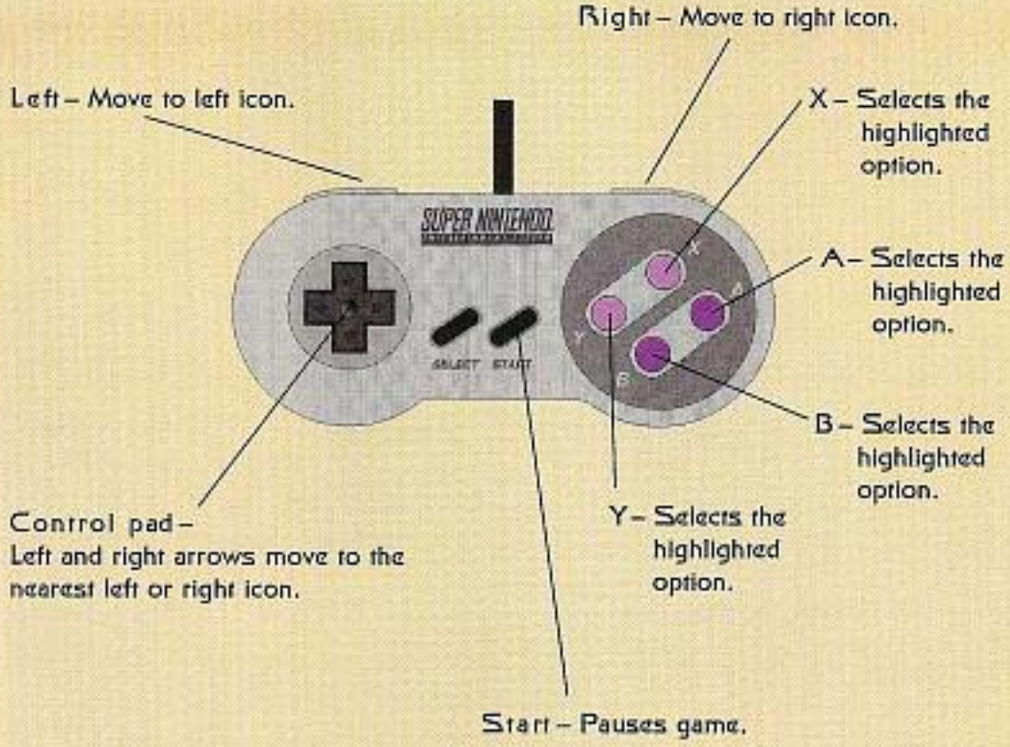
CONTROLLER . . . . . Lets you make adjustments to game controls.

The Control pad can be set to Simulator or Arcade mode. In Simulator mode, push up to go down and push down to go up. Arcade mode reverses the controls. Simulator mode is the default setting.

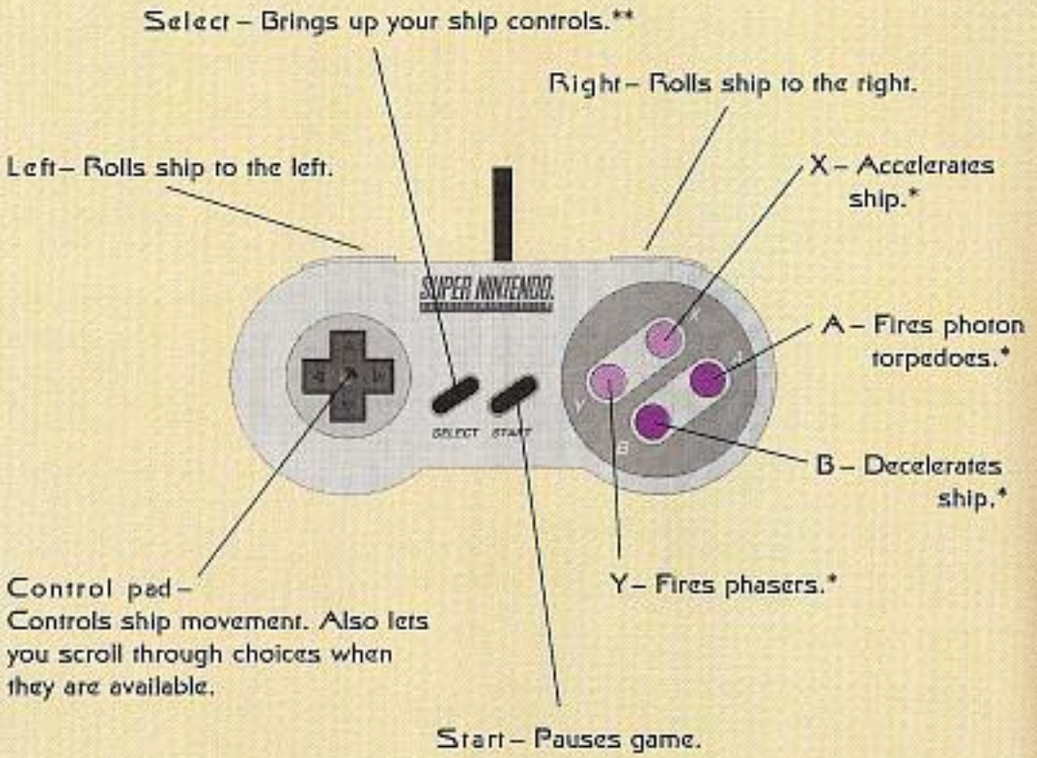
The A, B, X, and Y button can be redefined in several configurations. The default settings are on page 8.

Use the Control pad or Select to move the highlight. Press Y, X, A or B to change the setting. Press Select to continue.

Starfleet Academy™ Controls



Bridge Controls



* These are default settings. They can be changed in the Options menu.

** Combat Training and Two Player mode: Select has no effect unless player is piloting a Romulan ship or Klingon Bird of Prey. In that case, it toggles the Cloaking Device on and off.

Quitting Simulator Missions Early- You can prematurely end a mission by holding down the Left and Right buttons, then pressing Select. If this is a graded mission, you will receive a zero score.

Starfleet Academy™ Courtyard

Starfleet Academy Courtyard: from here you can go to the classroom, briefing room, your quarters, the academy lounge and the Training Simulator.

Classroom

You can go to the classroom to get advice from the instructor on an upcoming mission, or to get your current transcript.

Transcript – Get your current transcript.

Lecture – Listen to the instructor's daily class.

Exit – Returns you to the Starfleet Academy Courtyard.

Briefing Room

When you enter the briefing room, you will be assigned a new Bridge Simulator mission. Before you embark on a mission, you have the option to talk with the instructor.

Instructor – Listen to current mission briefing.

Question – Lets you talk to the instructor about the current mission and receive valuable clues.

Simulator – Starts the mission.

Exit – Returns you to the Starfleet Academy™ Courtyard.

Quarters

This is your own room. You have four options while in your quarters:

Quit – Lets you restart the game.

Computer – Choose the computer to see the different statistics on ships and other points of interest.

Sleep – This option allows you to rest until the next day. You must select this option to continue to the next day of bridge simulator missions. You will be given a password for your current game position. You can now exit the game and later return to the current position by using the Password option at the Main Menu

Exit – Returns you to the Starfleet Academy™ Courtyard.

Academy Lounge

The Academy lounge lets you interact with fellow classmates in a less formal environment. There are three options in the lounge:

Talk to Cadets – Lets you talk with fellow cadet crew members.

Talk to host – Jones, the lounge host, will give you advice and encouragement.

Exit – Returns you to the Starfleet Academy™ Courtyard.

Training Simulator

By selecting this option, you can bypass the Game mode and go directly to the Training Simulator to select a mission to perform. If you choose to perform combat training then choose the type of ship you want to use by using the Left or Right Control pad arrow and the number of ships you want to go up against by using the Up or Down Control pad arrow. Press A, B, X or Y to make your selection. You can also choose a Klingon or Romulan vessel to experience what it's like to pilot one of these ships.

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Bridges

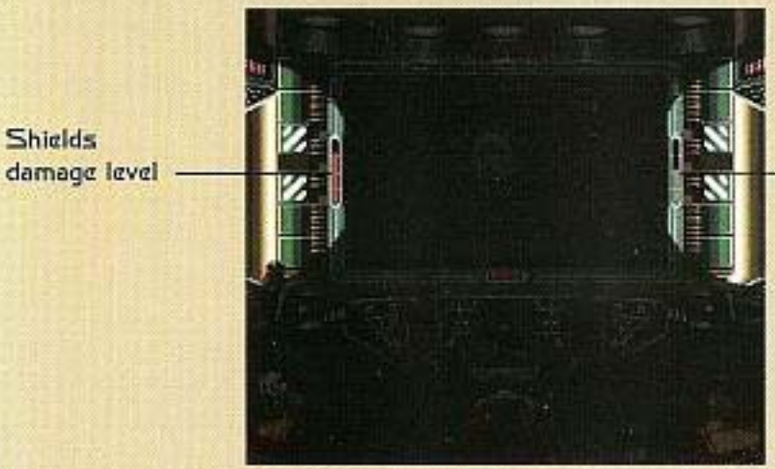
There are five distinct bridge types: Federation Science Vessel, Federation Light Cruiser, Federation Heavy Cruiser, Romulan vessel, and Klingon vessel. In Combat Training and Two Player mode, you can use any of these as well as choose which vessel your opponent will be in. If you embark on a simulator mission, you will have a pre-assigned vessel.

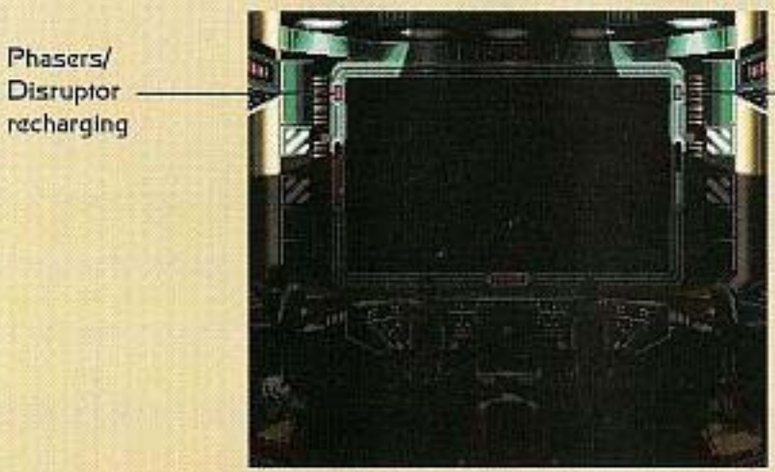
Several status indicators appear on the bridge:

The Sensor Display shows where a ship or object is in relation to your vessel. Your vessel location is indicated by the center dot. Ships above the center dot are in front of you. Ships below it are behind you. When the dots that indicate other ships or objects are circular shape, they are in your viewing plane. If the dot is shaped as a down arrow, the ship/object is below you. If the dot is an up arrow, the ship/object is above you.

Alert Status indicates the level of the ship readiness for dangerous encounters. Green means normal running status. Yellow means Yellow Alert and raises the shields. Red means Red Alert and raises the shields and arms the weapon systems.

The shield bar indicates shield damage. The lower the level, the more damaged the system. The speed bar indicates ship velocity. A green bar indicates forward speed. A red bar indicates reverse speed. The higher the level, the faster the velocity.

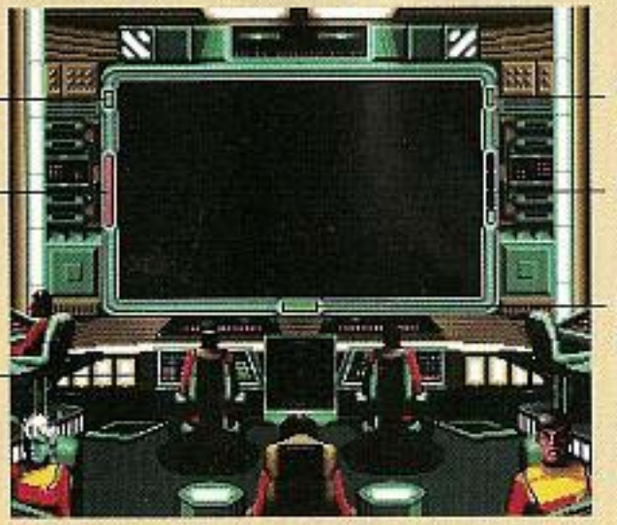




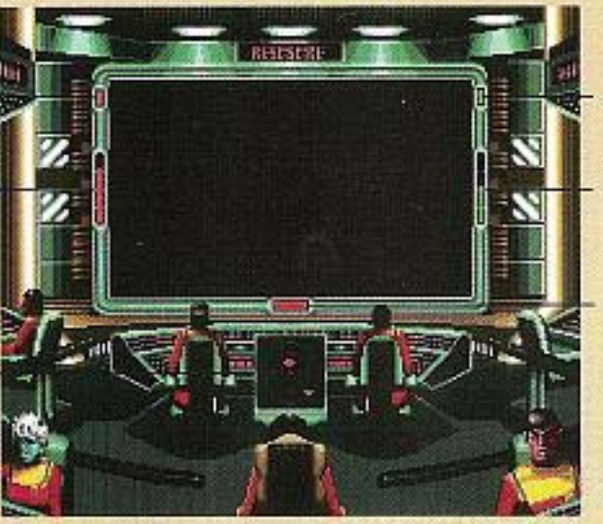
A red weapons light (phaser, disruptor, photon torpedo, etc.) indicates that the weapon system is recharging and unable to fire. A green light means it is ready to fire, a black indicator means the weapon system is deactivated or damaged.

Federation Science Vessel: Status Indicators on Bridge

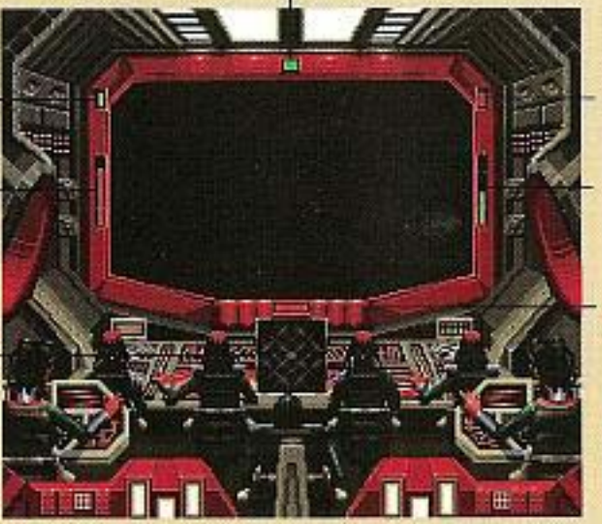
Federation Light Cruiser: Status Indicators on Bridge



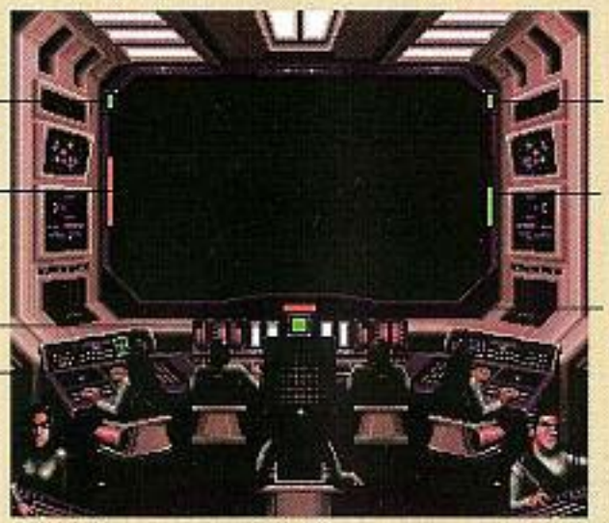
Federation Heavy Cruiser: Status Indicators on Bridge



Klingon Battle Cruiser: Status Indicators on Bridge

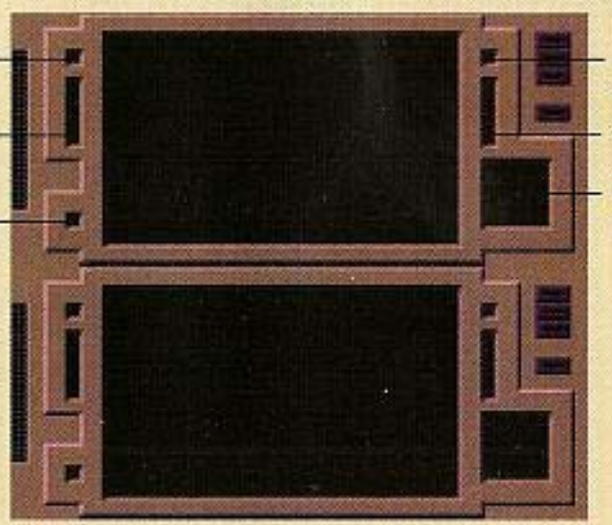


Romulan Bird of Prey: Status Indicators on Bridge



Two Player Display: Status Indicators on Bridge

Player One



Player Two (same as above)

Bridge Control Stations

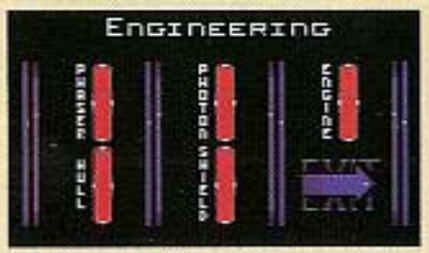
There are a number of stations where you can go to determine ship status or execute strategic commands. To access any of the stations below, click the Select button; then move the highlighter to the appropriate station. Click the Exit icon to return to the bridge.

ENGINEERING STATION

The engineering station's Damage Control screen lets you assign top repair priority to one of the following Systems: Phasers, Photon Torpedoes, Hull, Shields, or Engines. The System you select will be repaired at a faster rate than normal. To select a different System, use the Control pad to move the highlight and then click the X, Y, A, or B button to select it.

System damage can affect ship performance. Phasers and Photon torpedo systems will stop functioning when they are 50% or more damaged. When Engines are damaged, the ship will not be able to travel at full speed. As Shields are damaged, they become less effective in providing protection. Hull is the most critical. When it reaches zero, the ship is destroyed.

Each system repairs at a different rate. Weapon systems repair fast, Shields and Hull repair much slower. Please note that all systems but Hull can be fully repaired in space. Hull condition can not be repaired during a mission.



SCIENCE STATION

You can access the following at the science station:

Radar Range –Lets you change your radar's range.

Computer – Taps into the computer banks to find important information.

Sensor Sweep – Scans for anamolies in the sector.

Status Report – Lets you talk to your science officer.

COMMUNICATIONS STATION

The communications station lets you do the following:

Hail – Communicate with nearby ships or starbases. When talking with others, you will sometimes have several choices in what you can say. If you see "Choice A" after your name at the top of a message box, use the Control pad to cycle through each of your possible responses. Use A, B, X, or Y to select your response choice.

Orders – Brings up your current orders.

HELM STATION

This station controls the following functions:

Tactical – This shows an icon of an adversary ship with damage information. The icon will appear in the lower left hand corner of the viewscreen. When this mode is activated, the ship last hit by your weapons will be indicated. The icon will be grey when no adversary is present or no ship has been hit by your ship's weapons.

Shield Strength indicates the level of an adversary's shield condition. Green means good condition. Yellow means more than 50% damaged. Red means more than 75% damaged. Black indicates the shields are down.

Hull Condition indicates the status of an adversary's hull. Green means good condition. Yellow means more than 50% damaged. Red means more than 75% damaged.

The Sensor Color Indicator is used to identify an adversary on the Sensor Display. The color of the Sensor dot will match the color of this bar.

Ship Status – Red Alert automatically toggles on Shields and Arms Weapons. Yellow alert toggles on Shields. Condition Green toggles off Shields and disarms Weapons.

Tractor Beam – Tows a ship or object. You must be close enough to the ship or object to grapple it. Be sure to travel at slow speeds when grappling or releasing an object.

NAVIGATION STATION

The Navigation map allows you to warp to different sectors in space. Each sector has a number code. Some will have planets and starbases in them. Your orders will indicate where you are supposed to go, either by refering to the sector number or a planet or starbase. Use the Control pad to move the Nav. cursor and X, Y, A, or B to select the warp location.

CLOAKING DEVICE

This device is ONLY available on Romulan ships and the Klingon Bird of Prey. It renders a ship virtually invisible on the viewscreen, though still detectable on sensors. The cloaking device requires a huge expenditure of energy, so weapon systems and shields are only available while uncloaked.

Please note that although weapon systems can't fire while cloaked, they will hold their current charge. This way a ready-to-fire weapons system will be available once the ship has uncloaked.

The Cloaking Indicator on the bridge will be Green when the ship is cloaked and Red when uncloaked. If the indicator is black, then the currently selected ship has no cloaking device. Use the Select button to toggle it on and off.

Warnings: The cloaking device, like any other system, can be disabled in combat. Since shields are down while cloaked, the ship will take extreme damage from enemy fire and collisions.

Starfleet Academy™ Members

You

You are a Starfleet cadet whose current training focuses on handling situations that arise during starship bridge simulations. You are striving to graduate at the top of your class in hopes that your performance will earn you an important assignment on a real starship. Like your father who was killed in a battle against the Klingons, you are tough, assertive and confident – a born leader in the classic mold of Captain Kirk. All you need to do is prove this to the academy.

Geoff Colond

Originally from Centuri Colony, Colond is human. He will man the helm on the simulator missions. He is easy to get along with and will help you – as well as defend you – when there are problems. His older sister is a lieutenant currently serving on the U.S.S. Enterprise-.

Ken Elliot

From Rigel VIII, Elliot is the son of a human merchant (which accounts for his features) and an Orion slave girl (which accounts for his green skin). Raised by a father he despises, Elliot entered

Starfleet against his father's wishes. Ken is secretly drawn to the discipline of the Academy, and in spite of his initially unpleasant attitude; he wants to do well. Extremely aggressive and capable, Elliot loves a challenge and the competition. He may become your chief rival, making your life miserable. Elliot operates the navigation station during simulator missions.

Vanda M'Giia

The strong-willed daughter of a top Federation diplomat, M'Giia is an Andorian who handles the communications in the simulator missions. M'Giia is formal and polite, keeping her distance from others. Upon initial meeting, M'Giia seems snobbish and somewhat prejudiced against humans.

Robin Brady

Brady is a human who specializes in engineering. His father is a prominent Earth politician who puts tremendous pressure on him, pressure he does not handle well. Brady is a basic "nice guy" whose terror of his father blinds him to the fact that he's not Starfleet material. His fears are often made clear in his defeatist attitude towards the missions.

Sturek

Sturek is a brilliant young scientist, even by Vulcan standards. He has the potential to make a great science officer. Sturek gets a particular satisfaction from confrontations with humans, defending the honor of Vulcans and their logical way of life.

Commander Alex Rotherot

Rotherot is the bridge simulator Academy instructor who is quick to reprimand smart remarks or flippant behavior. A no-nonsense disciplinarian, he does not believe a student can ever be "good enough."

CREDITS

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Special thanks to Brian Fargo. Also special thanks to Morpheus Blackstaff who gave me the strength to finish this project. This game is dedicated to Leeroyce P. Barnes, who got me into computers in the first place.

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