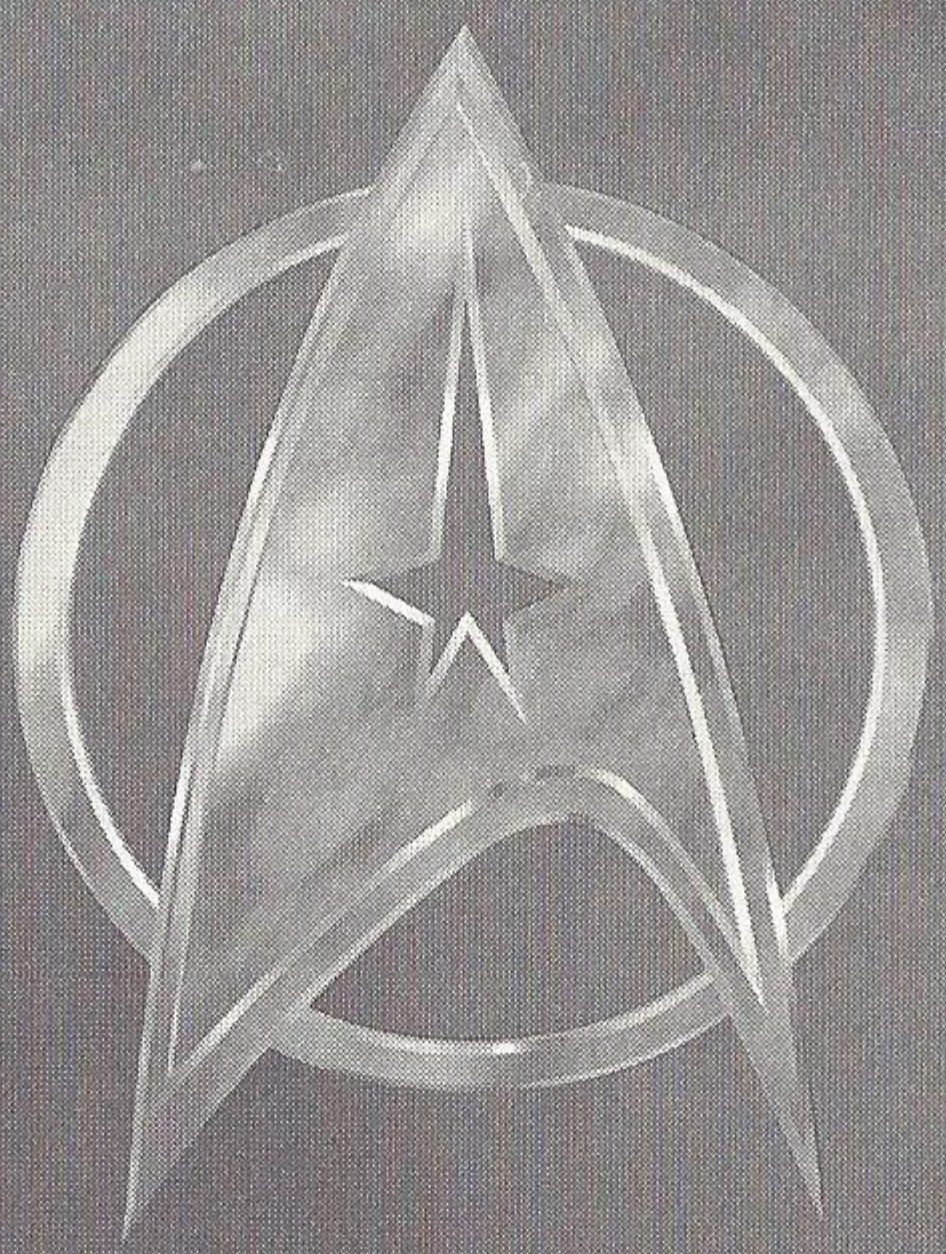
SEGA®

STAR TREK™ STARFLEET ACADEMY™

32X™

GENESIS

INSTRUCTION MANUAL



Starship Bridge Simulator™

OFFICIAL SEGA® SEAL OF QUALITY

KIDS TO ADULTS
AGES 6+

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any invol-untary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.**

WARNING TO OWNERS OF PROJECTION TV'S

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis 32X™ cartridge is intended for use exclusively on the Sega Genesis 32X System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1–800–771–3772

For More Information, Visit Sega's Internet Sites at:
web site: http://www.segaoa.com
ftp site ftp.segaoa.com
email: webmaster@segaoa.com
Compuserve: GO SEGA



Contents

Getting Started

New Game 4

Password 4

Simulator 4

Options 5

Controls

Starfleet Academy™ Controls 6

Bridge Controls 7

Starfleet Academy Courtyard

Classroom 8

Briefing Room 9

Academy Lounge 10

Quarters 11

Training Simulator 12

Bridges

Two Player Display 15

Bridge Control Stations

Engineering Station 16

Science Station 17

Communications Station 17

Helm Station 18

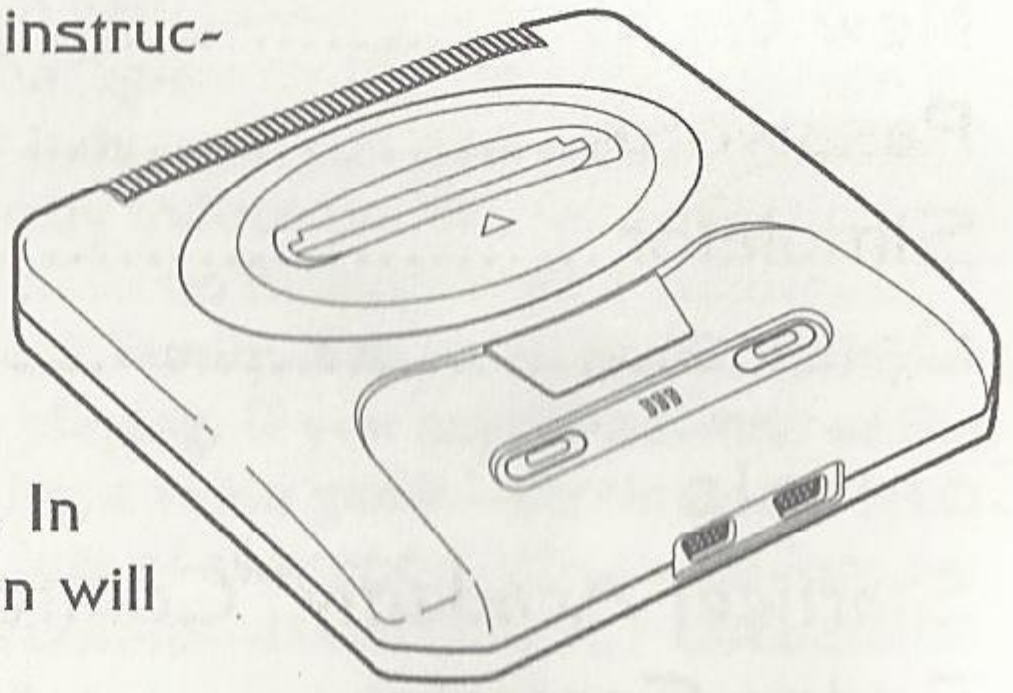
Navigation Station 19

Starfleet Academy Members 20

Credits 23

Getting Started

1. Set up your Sega Genesis 32X System™ as described in its instruction manual.
2. Make sure the power is off, then insert this cartridge into the Genesis 32X Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen does not appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.



Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

HANDLING YOUR SEGA GENESIS CARTRIDGE

- This cartridge is intended exclusively for the Sega Genesis 32X System™.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

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!

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 the START Button 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, press the buttons on the controller in the order that matches your password, then press the START Button. All passwords consist of the controller letters A, B, C, U, D, 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. If you choose to perform combat training then choose the type of ship you want to use by pressing the Directional Pad LEFT or RIGHT. Select the number of ships you want to go up against by using the Directional Pad UP or DOWN. Press the A, B or C Button 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 START 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.
CONTROLS . . . . Lets you make adjustments to game controls.

The Controllers 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 and C Buttons can be redefined in several configurations. The default settings are on page 7.

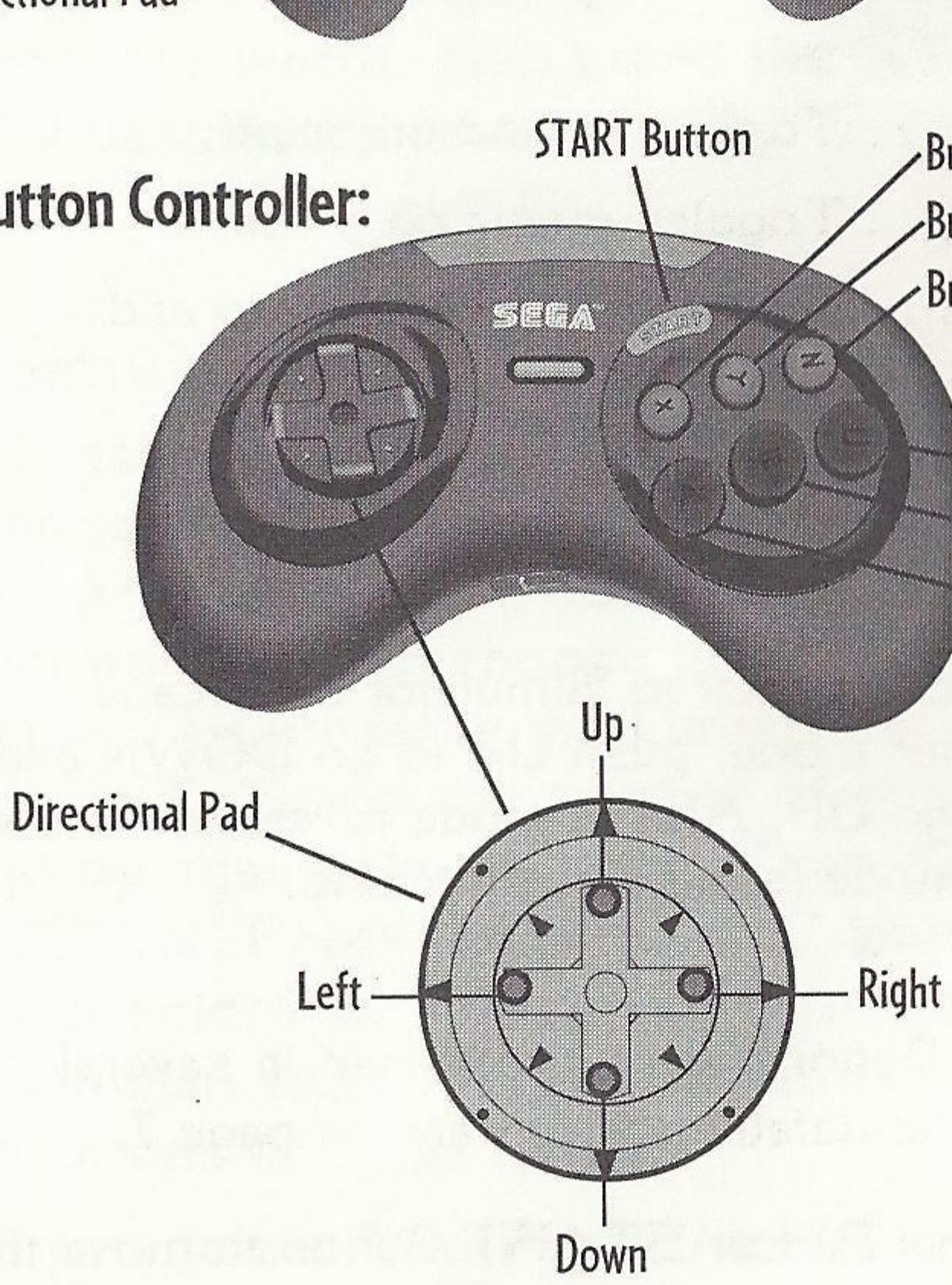
Use the Directional Pad or START Button to move the highlight. Press the A, B or C Button to change the setting. Press the START Button to continue.

Controls

3 Button Controller:



6 Button Controller:



Bridge Controls

D-PAD: Move to the nearest left or right icon.
A, B or C Button: Select a highlighted option.
START Button: Pauses game.

Starfleet Academy™ Controls

D-Pad: Controls ship movement and lets you scroll through the various speech and other choices, when they are available.
A Button: Decelerates ship speed
B Button: Accelerates ship speed
C Button: Fires phasers
A+B Button: Fires photon torpedoes
A+B Button+D-Pad: Rolls ship
START Button: Brings up Bridge Control Window

A Button: Decelerates ship speed
B Button: Accelerates ship speed
C Button: Fires phasers
X Button: Rolls ship counter clockwise
Y Button: Fires photon torpedoes
Z Button: Rolls ship counter clockwise

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

** Combat Training and Two Player mode: START button 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.

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.



Academy Lounge

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



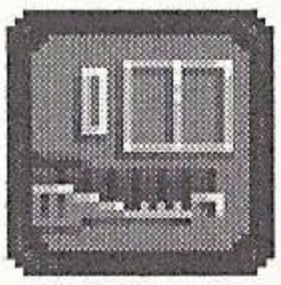
Talk to Cadets – Lets you talk with fellow cadet crew members.



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



Exit – Returns you to the Starfleet Academy™ Courtyard.



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.



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 pressing the Directional Pad LEFT or RIGHT. Select the number of ships you want to go up against by pressing the Directional Pad UP or DOWN. Press the A, B or C Button 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.

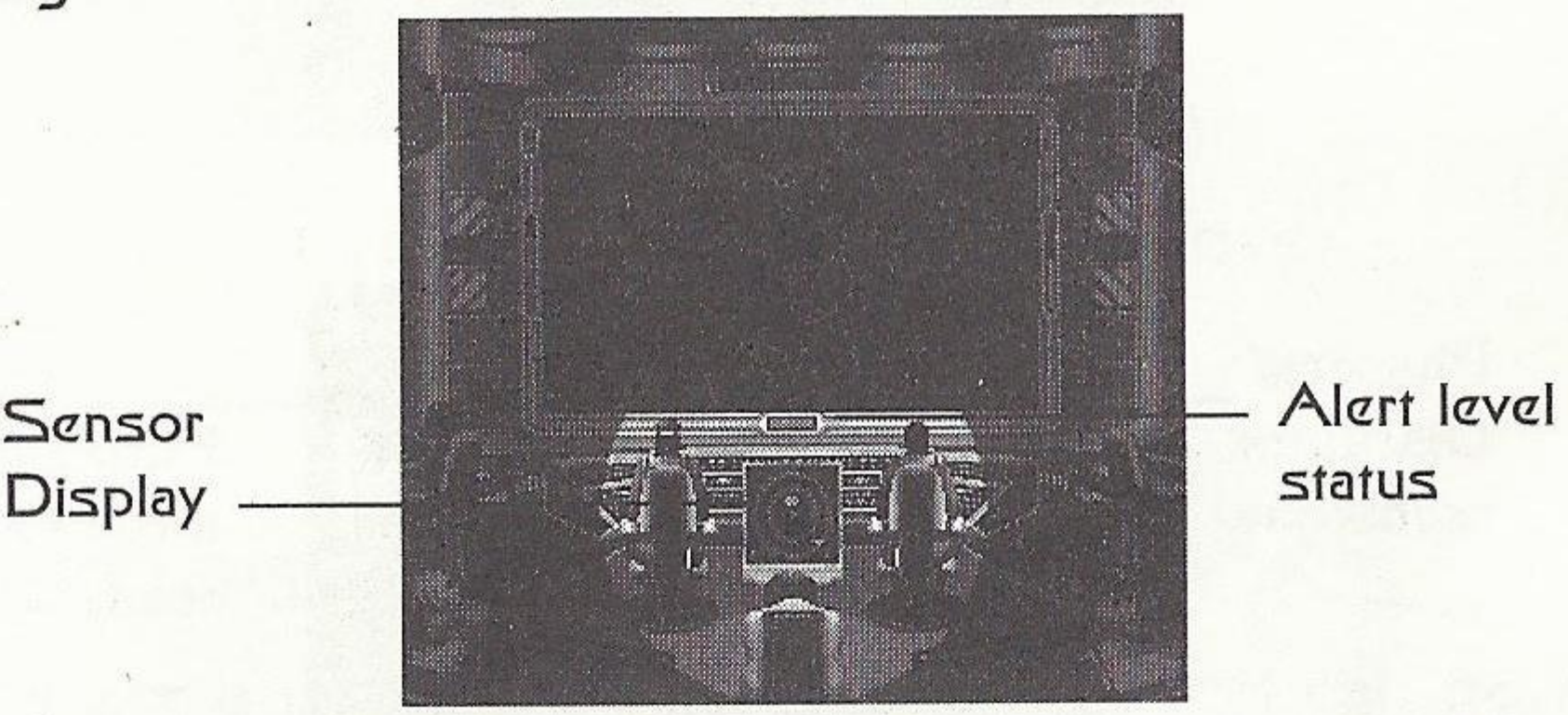
If you select Two Player Mode, you must have two controllers. The screen will change to a split screen. Player One uses the top half, while Player Two uses the bottom half. See "Bridges" for details on screen displays.

Special Controls on Combat Training and Two Player Mode: The bridge control stations are not available in these modes. The START 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.

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.

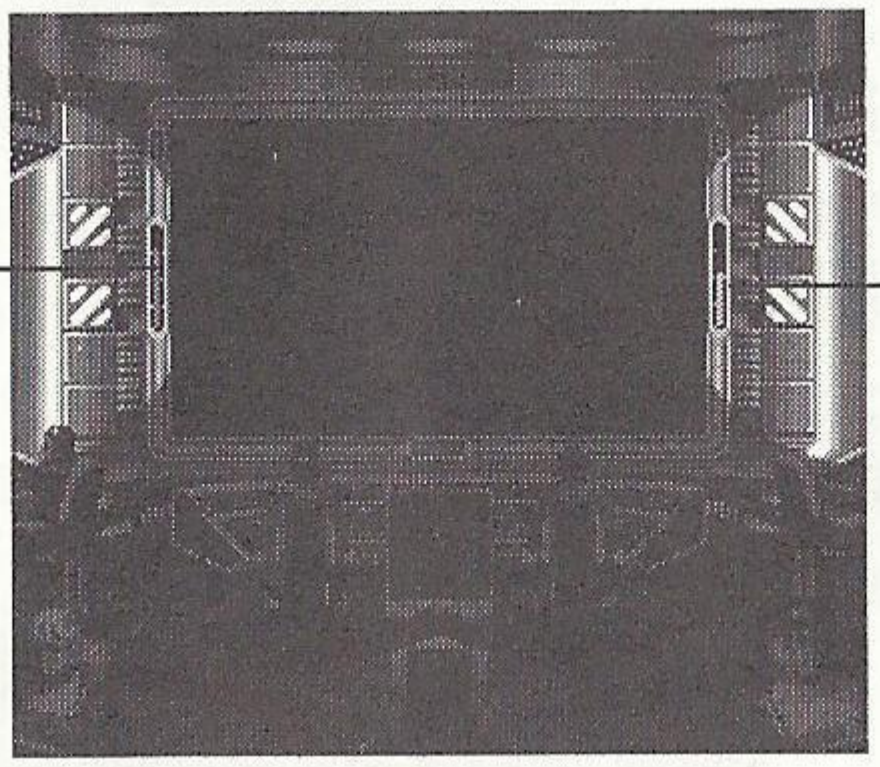
Several status indicators appear on the bridge:

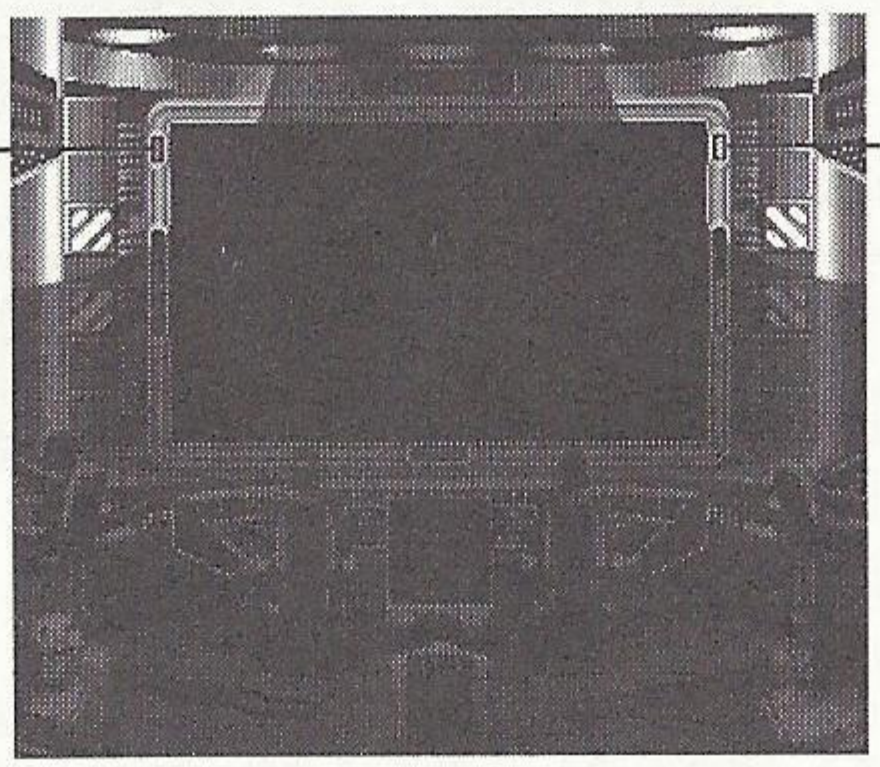


The Sensor Display shows where a ship or object is in relation to your vessel. Your vessel location is indicated by the center dot. Ships above the center dot are in front of you. Ships below it are behind you. When the dots that indicate other ships or objects are circular shape, they are in your viewing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

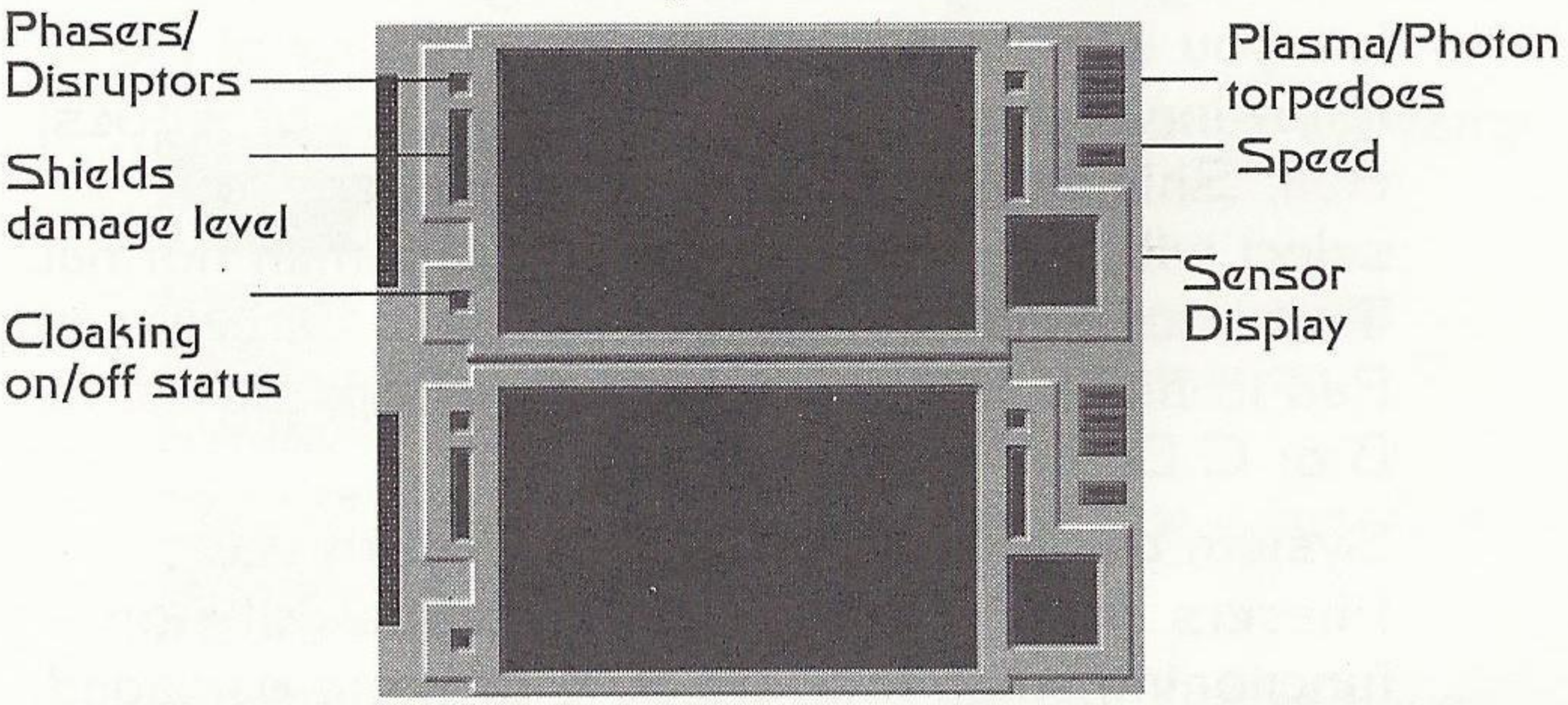
The shield bar indicates shield damage. The lower the level, the more damaged the system. The speed bar indicates ship velocity. A green bar indicates forward speed. A red bar indicates reverse speed. The higher the level, the faster the velocity.





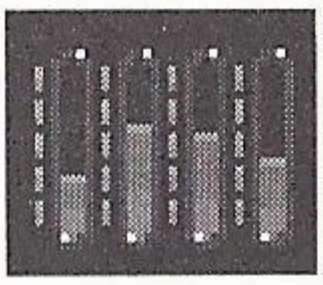
A red weapons light (phaser, disruptor, photon torpedo, etc.) indicates that the weapon system is recharging and unable to fire.
A green light means it is ready to fire, a black indicator means the weapon system is deactivated or damaged.

Two Player Display: Status Indicators on Bridge



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, press the START button, then move the highlighter to the appropriate station. Select the Exit icon to return to the bridge.

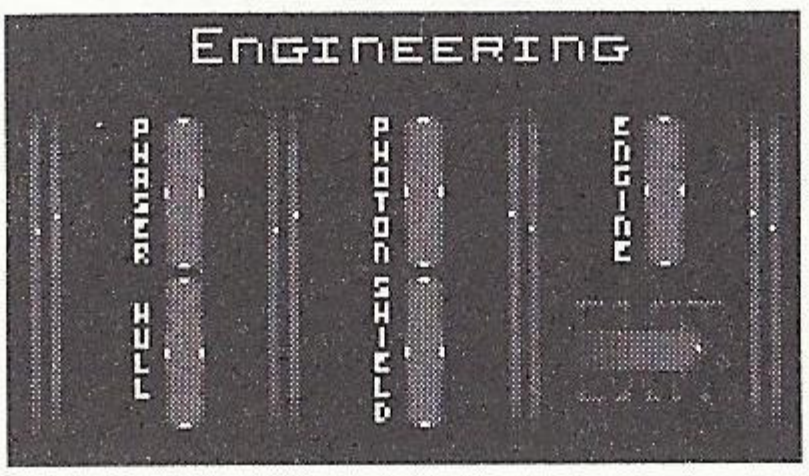


ENGINEERING STATION

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 Directional Pad to highlight a selection and then press the A, B or C Button to choose 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.



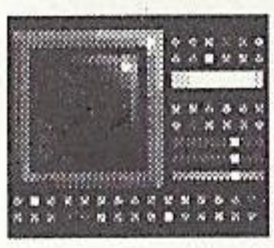


SCIENCE STATION

You can access the following at the science station:



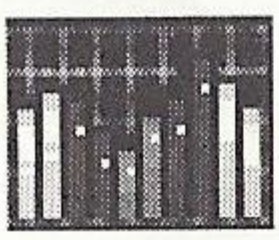
Radar Range –Lets you change the range of your radar's sensors.



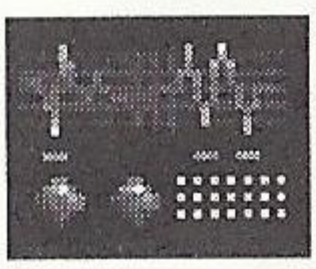
Computer – Taps into the computer banks to find important information.



Sensor Sweep – Scans for anamolies in the sector.

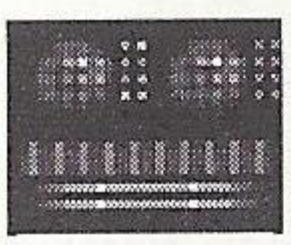


Status Report – Lets you talk to your science officer.



COMMUNICATION STATION

The communications station lets you perform 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 Directional Pad to cycle through each of your possible responses. Press the A, B or C Button to select your response choice.

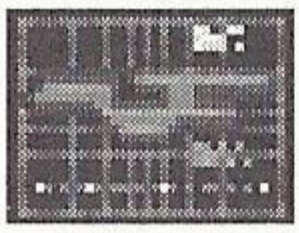


Orders – Brings up your current orders.

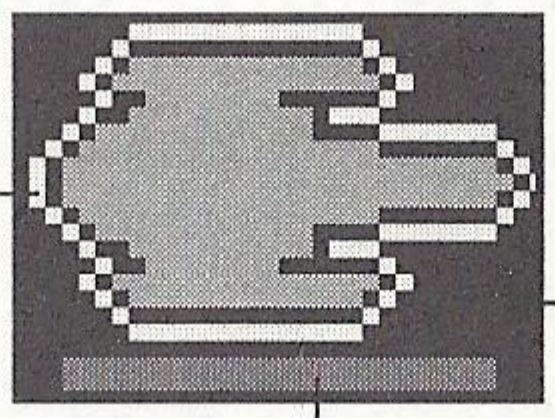


HELM STATION

This station controls the following functions:



Tactical – 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.

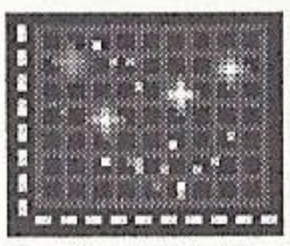
Hull Condition indicates the status of an adversary's hull. Green means good condition. Yellow means more than 50% damaged. Red means more than 75% damaged.The Sensor Color Indicator is used to identify an adversary on the Sensor Display. The color of the Sensor dot will match the color of this bar.



Ship Status – Red Alert automatically toggles on Shields and Arms Weapons. Yellow alert toggles on Shields, but weapons remain disarmed. 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 referring to the sector number or a planet or starbase. Use the Directional Pad to move the Nav. cursor and press the A, B or C Button to select the warp location.



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

Executive Producer:	Alan Pavlish
Producers:	William Church, Roberi Sitton, Damion Davis, Cary Penczek, Pete McLennon, Jerome Kavaganis
Programmer:	Darryl Dion Hawkins
3D Modeling:	Darryl Dion Hawkins
Original Scenario Design:	Scott Bennie
Additional Design:	Scott Everts & Jeremy Barnes
Classic Mission Scenarios Designed by:	Darryl Dion Hawkins
Sound Effects & Music:	Ken Allen
Manual written by:	Zina Powers
Manual Designed by:	Uleises Gerardo, Richard Verdoni
Quality Assurance Director:	Jeremy Barnes
Lead Tester:	Larry Smith
Sega Special Thanks To:	Steve Ackrich, Joy Sneer, Jane Chaney, J. Tony Smith, Brian Paw, Steve Goodale, Jeff Gregg, Earl Malit, Curtis Clarkson

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NOTES

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

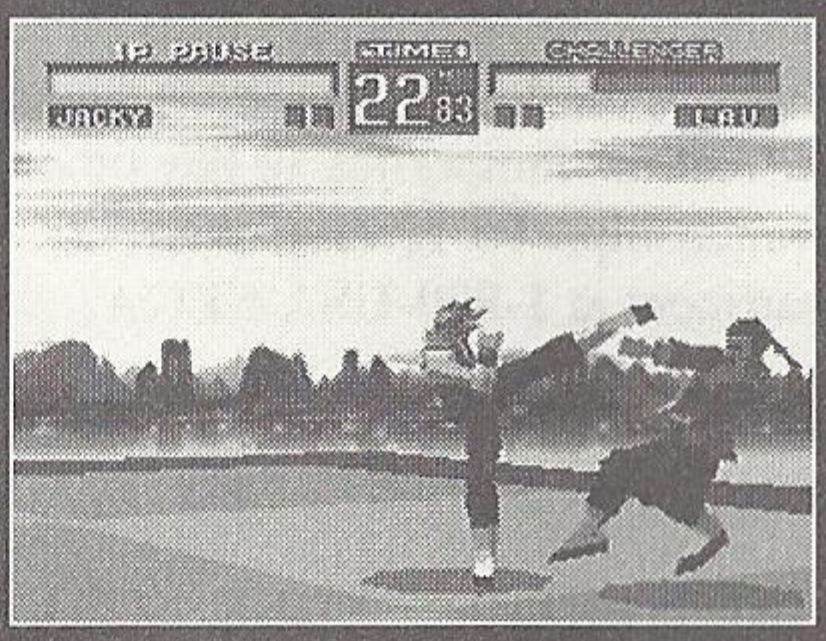
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

For French instructions, please call:
Instructions en francais, telephoner au: 1-800-872-7342

ALSO AVAILABLE ON 32X



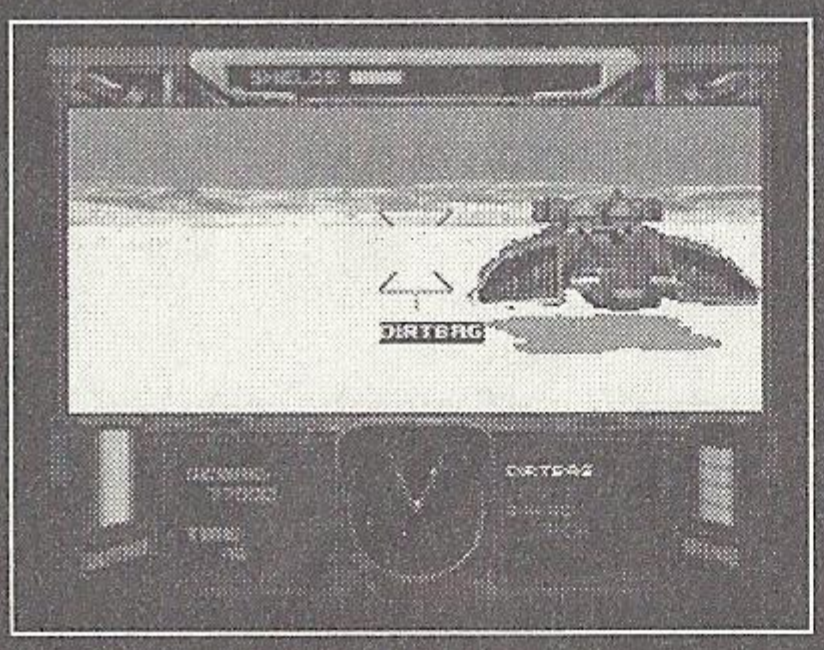
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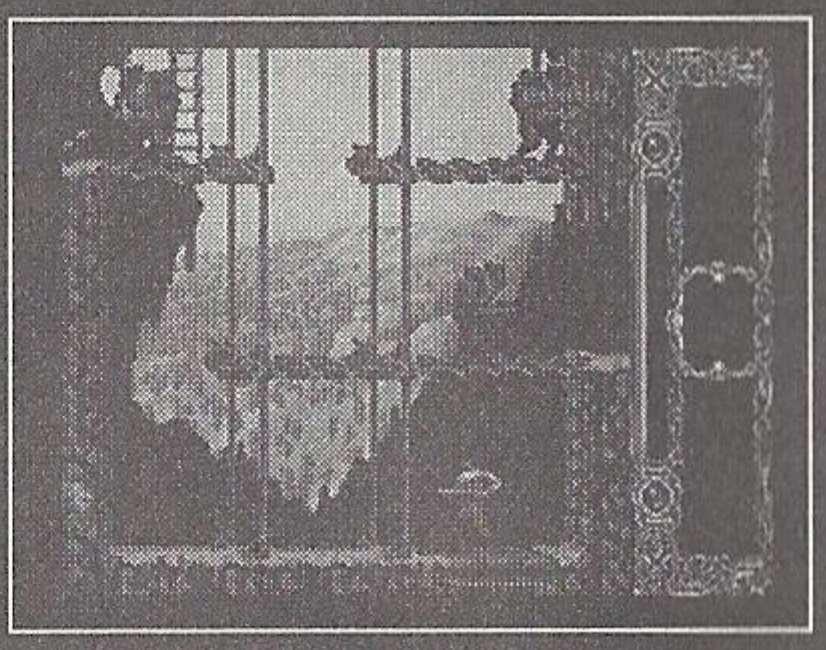
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BLACKTHORNE™

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Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1,535,999; France No. 1,607,029; Japan No. 1,632,396/82-205605 (Pending)

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