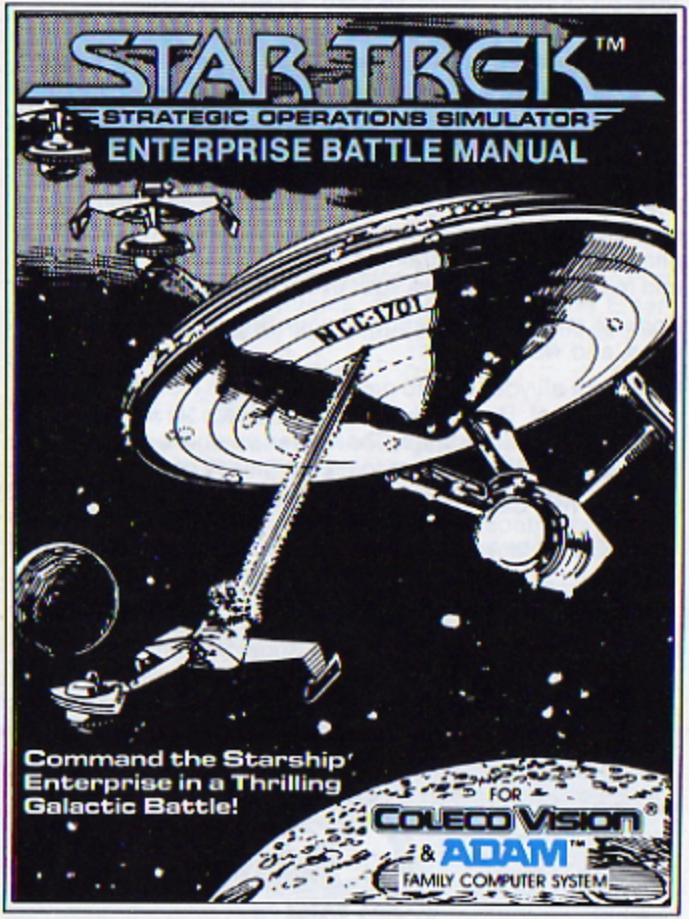


Do you have what it takes to command a starship? Captain the Starship Enterprise through some of the most dangerous sectors of the galaxy and find out!

COLECO

WELCOME ABOARD, CAPTAIN

Captain the Starship Enterprise through embattled sectors of Federation space! The defense of this part of the galaxy lies squarely on your shoulders. Starfleet Command wants you to be on guard against marauding Klingon raiders and the rogue space-probe NOMAD!

Fire your Phasers and Photon Torpedoes to defend your ship and Federation Starbases! Do your best to avoid tangling with the warp-draining Antimatter Drone that coldly and mindlessly shadows your every maneuver!

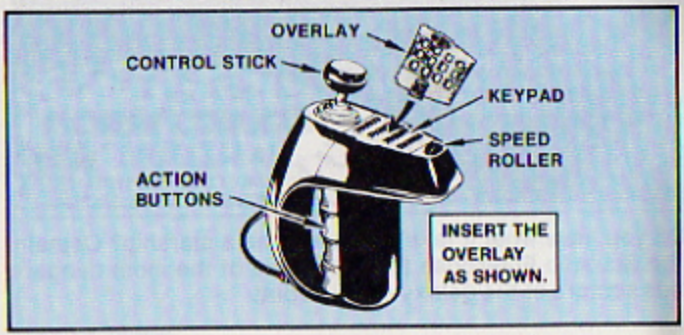
Dock at starbases to repower your Shields, Photon Torpedoes, and Warp Drive.

It will take all your skill to navigate through NOMAD's web of space-mines! Be careful—don't detonate a mine or you could lose the Enterprise. Then when you have a clear shot, fire a searing Phaser blast to rid the galaxy of NOMAD!

It's up to you, Captain, to save the Federation!

- **For one or two players**
- **Select from four skill levels**
- **Instant pause feature**

Use your ColecoVision® controller or the Super Action™ Controller. If you are using the Super Action™ Controller, insert the overlay now.



GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® OR ADAM™ IS TURNED OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Captain Mission
Use the Port 1 controller.

Two-Captain Mission
Captain 1 uses the Port 1 controller. Captain 2 uses the Port 2 controller. Captain 1 begins, and commands the Enterprise until the subsector is complete. Mission control then shifts to Captain 2.

Choose Your Challenge

Insert the cartridge; then turn your game system on. Press the Reset Switch. The Title screen will appear on your TV, followed by the first Game Option screen. Press Keypad Button 1 if you're using a standard hand controller; press Keypad Button 2 if you're using a Super Action™ Controller.

The second Game Option screen will then appear. Press Keypad Button 1 for a One-Captain game; press Keypad Button 2 for a Two-Captain game.

If you're playing a One-Captain game, the Skill Selection screen appears. Press the appropriate Keypad Button and wait for the Get Ready screen.

If you're playing a Two-Captain game, Captain 1 selects a skill level first. Then, the second Skill Selection screen appears and Captain 2 chooses a skill level.

Skill 1 is the easiest, suitable for rookies and beginning space adventurers.

Skill 2 is more difficult than Skill 1. Klingon starships and NOMAD are faster and more dangerous.

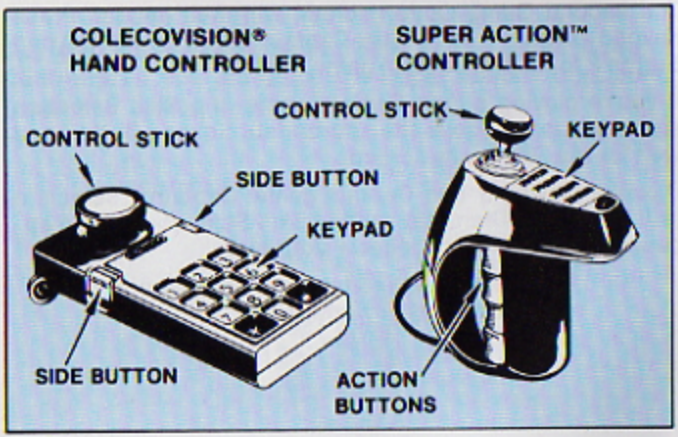
Skill 3 is an exciting and dangerous space mission that offers arcade-level challenges.

Skill 4 is a difficult mission for seasoned captains. Klingons and NOMAD attack the Enterprise without mercy!

You're now ready to take the helm of the Enterprise and start your galactic adventure!

USING YOUR CONTROLS

1. **Keypad Buttons (Hand Controller or Super Action™ Controller):** Press * at the end of a game to replay the same game option. Press * during play for a pause. During pause, the screen blanks. Press * again to resume the action. Press # after a game to return to the first Game Option screen.



2. **Control Stick (Standard Hand Controller):** Control Stick right to make the Enterprise rotate clockwise.

   Press the Control Stick left to make the Enterprise rotate counterclockwise.

   Press the Control Stick up (away from you) to make the Enterprise thrust forward on Impulse Power.

   Press the Control Stick down (toward you) to make the Enterprise engage her Warp Engines.

   Press the Control Stick in any of the four diagonal directions, left-up, right-up, right-down or left-down, to make the Enterprise perform a combination of maneuvers. For example, if you press the Control Stick left-up, the Enterprise thrusts and rotates counterclockwise at the same time.

3. **Side Buttons (Hand Controller):** Press the Left Side Button to make the Enterprise fire one Photon Torpedo in the direction she is facing. Press the Right Side Button to make the Enterprise fire a Phaser blast in the direction she is facing.

4. **Control Stick (Super Action™ Controller):** Press the Control Stick right to make the Enterprise rotate clockwise. Press the Control Stick left to make the Enterprise rotate counterclockwise. Pressing the Control Stick up or down has no effect.

5. **Action Buttons (Super Action™ Controller):** Press the Yellow Action Button to fire a Phaser blast in the direction the Enterprise is facing.

   Press the Orange Action Button to make the Enterprise thrust forward on Impulse Power.

   Press the Purple Action Button to engage her Warp Engines.

   Press the Blue Action Button to make the Enterprise fire one Photon Torpedo in the direction she is facing.

Pressing more than one Action Button **at the same time** makes the Enterprise perform a combination of maneuvers. For example, pressing the Orange Action Button and Yellow Action Button makes the Enterprise thrust and fire a Phaser blast at the same time.

NOTE: When the Purple Action Button (Warp) and Orange Action Button (Impulse) are pressed at the same time, the Enterprise warps. When the Yellow Action Button (Phaser) and Blue Action Button (Photon Torpedo) are pressed at the same time, the Enterprise fires a Photon Torpedo.

NOTE: The Speed Roller on the Super Action™ Controller is not used in STAR TREK™.

HERE'S HOW TO PLAY

Your mission

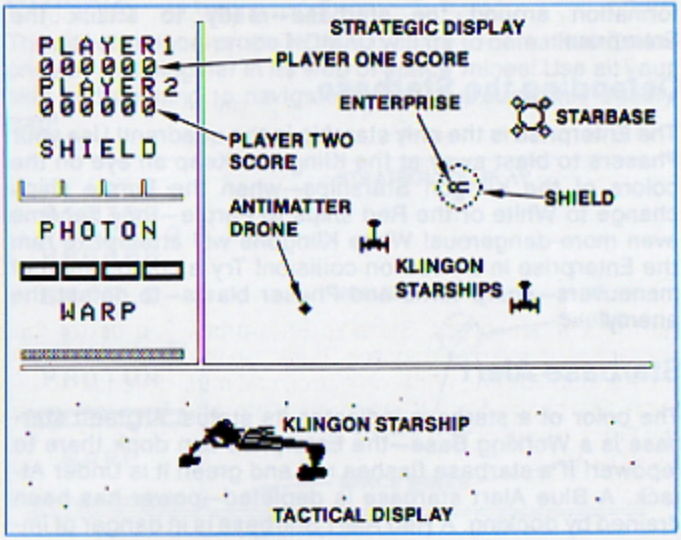
As the Captain of the Starship Enterprise, you patrol the sectors of space on the border between the Federation and the Klingon Empire. While on patrol, you must defend Federation Starbases from Klingon invaders and then navigate the Enterprise through a dangerous space mine field to battle NOMAD!

Starship Equipment

Your ship is fitted with a viewscreen that will give you a close-up (tactical) view and an overall (strategic) view of combat action and an instant readout of the status of your Shields, Photons and Warp. Damage to the Enterprise is shown by the removal of segments of these indicators.

Starship Weaponry

The Enterprise is equipped with Photon Torpedoes and Phasers. Fire your Phasers to defend your ship and attack enemies. Conserve your Photons, firing them to eliminate more than one enemy with each shot! **Only** Phasers are effective against NOMAD! Monitor your shield indicator—your shields will protect the Enterprise from damage!



Damage to the Enterprise

The Enterprise can be damaged by blasts from Klingon phasers or by collisions with White Klingon ships or space mines. Damage affects Enterprise's shields first. When all the segments of the Shield Indicator disappear from the screen, then Photons are damaged. When the Photon Indicator disappears, you then lose Warp Drive. When all indicators have disappeared, then the Enterprise itself is in

jeopardy. If you take any more damage, the Enterprise is destroyed and the simulation is over! (Remember you can repower by docking with a Working or Under Attack Starbase.)

Starbase Under Attack

The Enterprise receives a distress call from a starbase in Subsector 1.1. The starbase reports heavy attacks from Red Klingon Starships. Purple Klingon Starships wait in battle formation around the starbase—ready to attack the Enterprise!

Defending the Starbase

The Enterprise is the only starship in the quadrant! Use your Phasers to blast away at the Klingons. Keep an eye on the colors of the Klingon Starships—when the Purple ships change to White or the Red ships to Purple—they become even more dangerous! White Klingons will attempt to ram the Enterprise in a head-on collision! Try a combination of maneuvers—sharp turns and Phaser blasts—to defeat the enemy!

Starbase Alert

The color of a starbase indicates its status! A green starbase is a Working Base—the Enterprise can dock there to repower! If a starbase flashes red and green it is Under Attack. A Blue Alert starbase is depleted—power has been drained by docking. A Red Alert Starbase is in danger of immediate destruction and flashes red and blue!

Docking with a Starbase

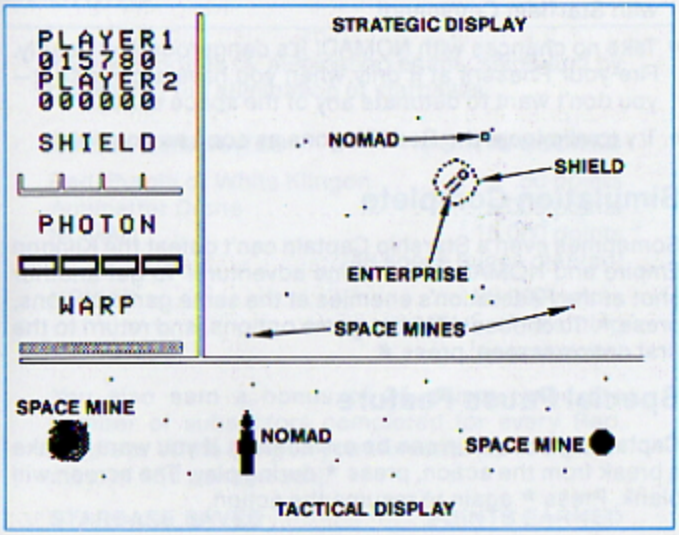
The Enterprise can dock at a starbase that is either Working or Under Attack to repower her Shields, Photons and Warp Drive. To dock: Move the Enterprise into contact with the starbase. All screen movement will then stop while the Enterprise repowers! Try to avoid docking—you'll lose bonus points with Starfleet Command if you do!

Klingon's Secret Weapon

The Klingons have introduced a secret weapon into the campaign—a warp-draining Antimatter drone. Starfleet Command knows very little about this mindless, mysterious weapon. Approach with caution and try your most skillful maneuvers to avoid the drone!

NOMAD!

The deadly space-probe NOMAD will try to defeat the Enterprise by trapping her in its web of space mines! Use all your skill and cunning to navigate a course around this deadly trap!



NOMAD is not harmed by the Enterprise's Photons! So you'll have to maneuver into position, line up a clear shot (You don't want to detonate one of the space mines!) and fire a Phaser blast!

Strategy Hints from Starfleet Command

Starfleet Command knows that the galactic challenges you face are tough, but Starfleet Captains are a breed apart! Here are some strategy hints from other Starship Captains!

- Avoid collision with Klingons or space-mines. Collisions do twice as much damage to the Enterprise as does a Phaser hit!
- Conserve your Photons! Try to use the Enterprise's maneuverability to get a clear shot at several enemies at once!
- Dock at a Starbase only when necessary! Docking lowers the defenses of the sector and loses you bonus points with Starfleet Command!
- Take no chances with NOMAD! It's dangerous and deadly. Fire your Phasers at it only when you have a clear shot—you don't want to detonate any of the space mines!
- Try to eliminate the Red Klingons as soon as possible!

Simulation Complete

Sometimes even a Starship Captain can't defeat the Klingon Empire and NOMAD in the same adventure! To get another shot at the Federation's enemies at the same game options, press *. To choose different game options, and return to the first option screen, press #.

Special Pause Feature

Captaining a starship can be exhausting. If you want to take a break from the action, press * during play. The screen will blank. Press * again to resume the action.

Reset

The Reset Button on the console or ADAM™ stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in case of game malfunction.

Starting over

Press * to replay the STAR TREK™ Game Option that you've just played. Press # to go back to the first Game Option Screen.

SCORING

You earn points by eliminating enemy ships and by preventing the elimination of starbases.

ENEMY ELIMINATED	POINTS SCORED
Red, Purple or White Klingon	50 points
Antimatter Drone	5,000 points
NOMAD	15,000 points (All space mines planted)
NOMAD	30,000 points (NOMAD still planting space mines)

You also earn a bonus of 25 points times the number of subsectors completed for every Red, Purple or White Klingon you eliminate (up to a maximum of 450 points each).

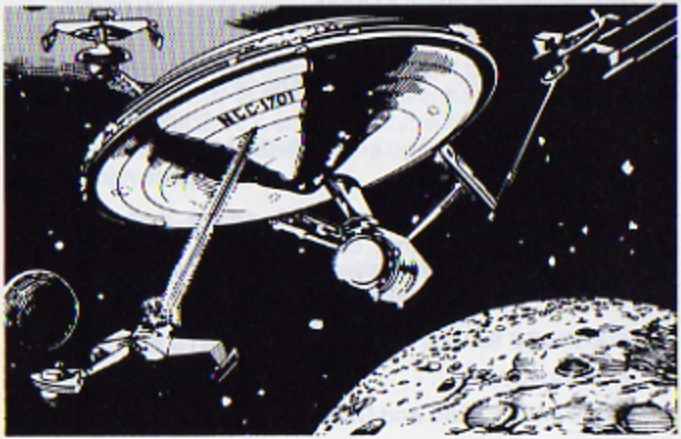
STARBASE SAVED	POINTS EARNED
Working (Green)	1000 points
Under Attack (Red and Green)	1000 points
Condition Blue	250 points
Condition Red	250 points

You earn a bonus of 1000 points plus 1000 points times the number of subsectors completed for every Working or Under Attack Starbase in the subsector (up to a maximum of 19,000 points each). You also earn a bonus of 250 points times the number of subsectors completed (up to a maximum of 9750 points each) for every Condition Blue or Condition Red Starbase in the subsector.

You earn one shield segment on the Shield Indicator, one Photon Torpedo segment on the Photon Indicator and ¼ of a Warp Drive indicator for every 20,000 points you score.

THE FUN OF DISCOVERY

This instruction guide provides the basic information you need to get started playing STAR TREK™, but it is only the beginning. You will find that this cartridge is full of special features that make the game exciting every time you play. Experiment with different techniques—and enjoy the game!



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Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

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Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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