
PlayStation
NTSC U/C
PlayStation
STAR TREK®
invasion
EVERYONE
CONTENT RATED BY ESRB
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ACTIVISION®

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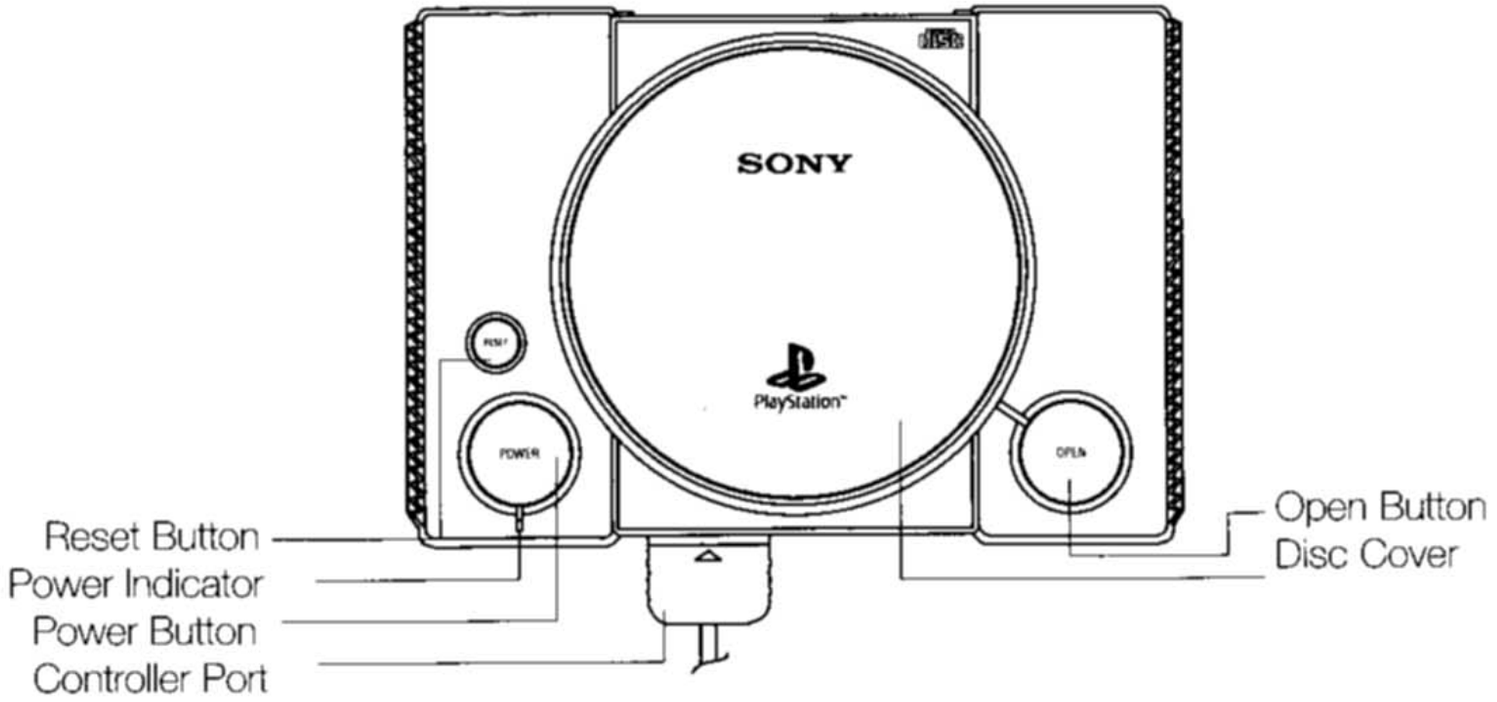
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BRIEFING

From: Fleet Admiral Alynna Nechayev, Starfleet Command, Starbase One.
To: Ensign Ryan Cooper, Starfleet Academy Campus, San Francisco, Earth.
Stardate: 54111.79

General Orders: As of this Stardate, you and your fellow Red Squad members are hereby assigned to the *U.S.S. Typhon* NX-85808 under the command of Lieutenant Commander Worf, Federation Ambassador to the Klingon Empire now on detached duty to Starfleet Command. You will report immediately to the *Typhon* for assignment to a *Valkyrie* squadron and operational deployment.

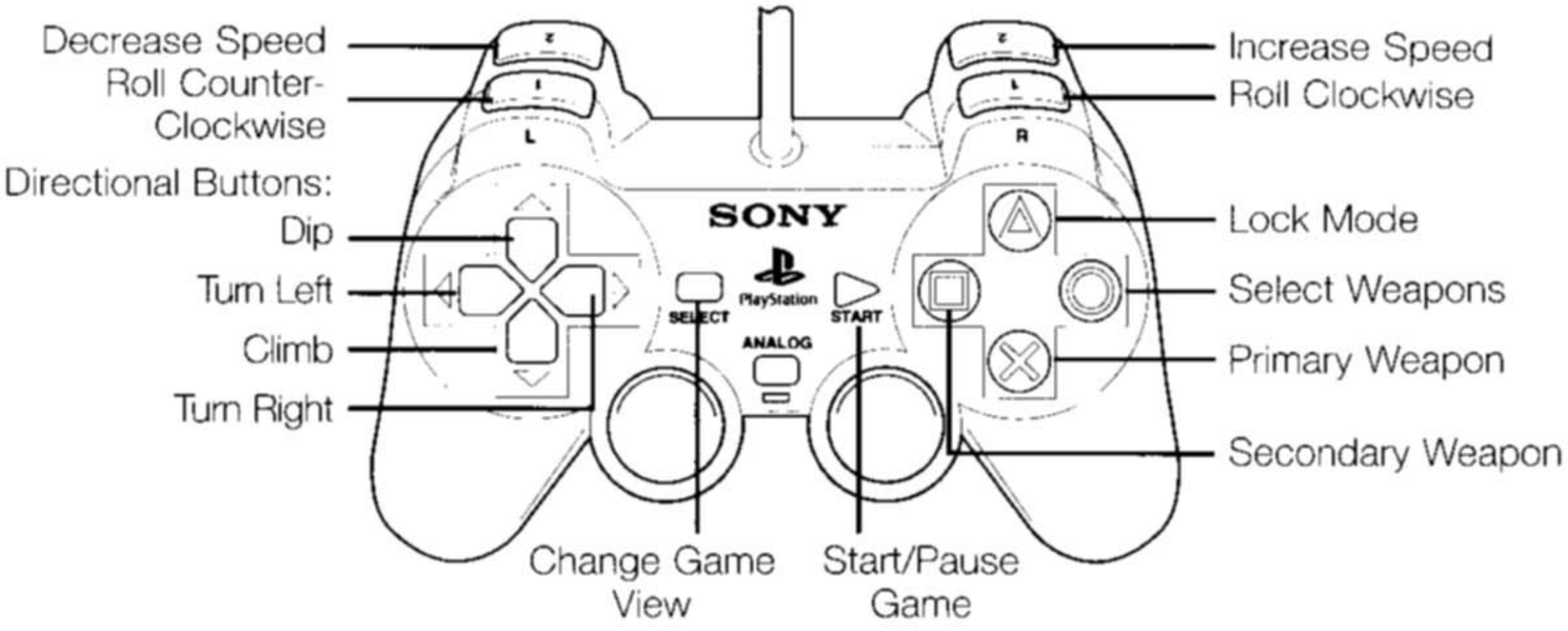
Briefing: The *Typhon* and her *Valkyrie* squadron have been placed at the disposal of our Klingon allies, following a number of recent attacks on their vessels and facilities by what appears to be a force of Borg scout craft. In order to maintain a Klingon presence in this operation, the Empire s ruler, Chancellor Martok, has requested that Lieutenant Commander Worf being given command of the *Typhon* during this mission. It is Starfleet s intention that the *Typhon* locate and intercept these Borg craft in an attempt to prevent any deeper penetration into Klingon space. In the wake of the recent war with the Dominion, Starfleet and Klingon forces are still in the process of rebuilding, so reinforcements will be few. With a border crisis in Breen space occupying the majority of the Federation s starships, the only other Starfleet vessels in the area are the *U.S.S. Sentinel*, currently undergoing engine trials, and the science vessels *U.S.S. Lovell* and *U.S.S. Discovery*. As the top flight pilots in Starfleet s ranks, Red Squad are expected to deal with this threat of invasion swiftly and decisively. Good luck and good hunting!



GETTING STARTED

- Set up your game console according to the instructions provided in its Instruction Manual.
- Always ensure you switch the power Off before inserting or removing a compact disc from the game console.
- Insert the *Star Trek*® Invasion compact disc and close the disc cover.
- Connect game controllers to the controller ports and switch the power on.
- Follow the instructions on the screen to begin playing *Star Trek* Invasion.
- Make sure you have enough free blocks on your memory card before you begin play.

Do not insert or remove game controllers or memory cards once the power is turned on.



The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the ✕ button to accept. Screens without menus will list buttons to press at the bottom of the screen.

GAME RESET

To abort a game in progress, press the **Start** button to pause the game. Then choose **Exit Game.**

ORIENTATION

Red Squad

An elite group of Starfleet cadets, Red Squad s members are drawn from the best of the best at Starfleet Academy for special training programs and unique missions of the utmost secrecy. Although Red Squad has been tarnished in the past by claims of overconfidence and arrogance, the group maintains a reputation for excellence. As a newly-graduated Ensign and a member of this elite squad, you are expected to prove without a doubt that Red Squad is capable of acting with honor, courage and heroism.

Valkyrie Offensive and Defensive Systems

The *Valkyrie*-class attack ship is equipped with a standard weapons arsenal of directed-energy weapons and guided munitions. In addition, its modular weapons array is also capable of accepting enhancements and augmented defense packages as they become available.

Type-9 Phaser: Standard beam phaser, suitable for targets at close range.

Type-10 Phaser: Up-rated phaser cannon, suitable for targets at medium range.

Compression Phaser: Type-10 Phaser with additional plasma compressor providing higher damage at a slower rate of fire.

Photon Torpedoes: Standard projectile munitions with a high-yield matter-antimatter warhead.

Quantum Torpedoes: Advanced projectile munitions with a zero-point energy field warhead.

Gravitic Mines: Deployable proximity mine with graviton-based detonation core.

Tractor and Pressor Beams: Focused linear graviton beams used to manipulate objects across short distances.

SYSTEMS OPERATIONS MENU

Use the directional buttons to choose a menu option, and press the ✕ button to select it. Press the △ button to cycle back through your choices.

Start Game — Begin a new *Star Trek* Invasion game.

Memory Databanks — Select a saved game from a Memory Card.

Options — Open the **Options Menu**.

Dual Play — Open the Dual Play **Options Menu** (see Holomatch Play).

Options Menu

Use the **Options Menu** to select settings for gameplay options by pressing the ✕ button.

Audio —Adjust volume of sound effects, music or speech.

Video — Center the screen.

Split-Screen — Choose from top and bottom or side by side player views.

Controller Configuration — Displays game control functions.

Vibration —Toggle DUALSHOCK" Analog Controller vibration function On or Off.

Motion Lock — Switch between default settings.

Energy - Configure Energy Management System to favor engines, weapons or default setting.

View —View the movie sequences as they are unlocked by selecting **Movies**, examine the database of vessels encountered in the archive or check the high score rankings and production credits for *Star Trek* Invasion.

Difficulty —Toggle the game difficulty level between **Cadet** (easy), **Ensign** (normal) or **Lieutenant** (hard).

Pause Menu

Press the **Start** button at any time during gameplay to pause the game and bring up the **Pause Menu**.

Continue —Returns you to your current mission.

Restart Mission — Ends current mission and begins again from start.

Abort Mission — Ends current mission.

Audio Options —Adjust volume of sound effects, music or speech.

Mission Objectives —Review your current mission objectives.

Quit Game — End mission and quit to the **Systems Operations Menu**.

VALKYRIE FLIGHT MODEL (PLAYER CONTROLS)

The **Left** and **Right** directional buttons rotate your *Valkyrie s* heading anti-clockwise and clockwise, while the **Up** and **Down** directional buttons pitch your ship s nose down into a dive or up into a climb.

L1 Button — ANTI-CLOCKWISE ROLL

Pressing the **L1** button rolls your *Valkyrie* anti-clockwise along its heading.

R1 Button — CLOCKWISE ROLL

Pressing the **R1** button rolls your *Valkyrie* clockwise along its heading.

R2 Button — INCREASE VELOCITY

The **R2** button increases your *Valkyrie s* speed at Impulse power.

L2 Button — DECREASE VELOCITY

The **L2** button decreases your *Valkyrie s* speed at Impulse power.

L1 Button ++ — STRAFE TO PORT

Double-tap the **L1** button to strafe left while firing.

R1 Button ++ — STRAFE TO STARBOARD

Double-tap the **R1** button to strafe right while firing.

R2 Button ++ — THRUST FORWARD

Double-tap the **R2** button to gain a momentary burst of acceleration.

L2 Button ++ — ALL STOP

Double-tap the **L2** button to bring your *Valkyrie* to an instant halt.

R2 Button ++ and Hold — AHEAD AT WARP SPEED

Double-tap the **R2** button and then hold it down to accelerate to warp speed.

L2 Button ++ and Hold — REVERSE AT WARP SPEED

Double-tap the **L2** button and then hold it down for full reverse warp speed.

L1 + R1 Buttons — EVASIVE MANEUVERS

Press the **L1** and **R1** buttons together, and use the directional buttons to move.

Hold ○ Button — WEAPONS SELECTION

Use the ○ button to open the weapons selection menu on the lower left of your screen. Once the menu is open, you may use the directional buttons to scroll up and down your weapons listing. Releasing the ○ button will select the highlighted weapon type.

× Button — FIRE CURRENT PRIMARY WEAPON

Press the × button to fire the primary energy weapon selected from your inventory.

Hold × Button—CHARGE CURRENT PRIMARY WEAPON

If your primary energy weapon can be charged, press and hold the × button to increase the weapon s power; release the × button to fire it.

□ Button — FIRE CURRENT SECONDARY WEAPON

Press the □ button to fire the secondary projectile weapon selected from your inventory.

Hold □ Button—CHARGE CURRENT SECONDARY WEAPON

If your secondary projectile weapon can be charged, press and hold the □ button to increase the weapon s power; release the □ button to fire it.

Tap △ Button—TARGET NEAREST ENEMY

Tap the **△** button once to switch your target lock to the hostile vessel nearest your Valkyrie.

Hold △ Button—ACTIVATE MOTION LOCK

Press and hold the **△** button to initiate a Motion Lock on an object within range.

L2 + R2 Buttons — REQUEST REINFORCEMENTS

Press the **L2** and **R2** buttons together to request reinforcements from the U.S.S. Typhon; if any Valkyries are available, they will be dispatched to assist you.

L1 + L2 + R1 + R2 Buttons — AFT VIEW

Pressing the **L1**, **L2**, **R1** and **R2** buttons together will switch to a view from the rear of your Valkyrie.

Select — CHANGE VIEWS

Press the **Select** button to cycle through the three views available for play Cockpit, Full Screen or 3rd Person.

Start—PAUSE GAME

Press the **Start** button to pause the game at any time and enter the Options Menu.

○ + △ Button — HUD DISPLAY

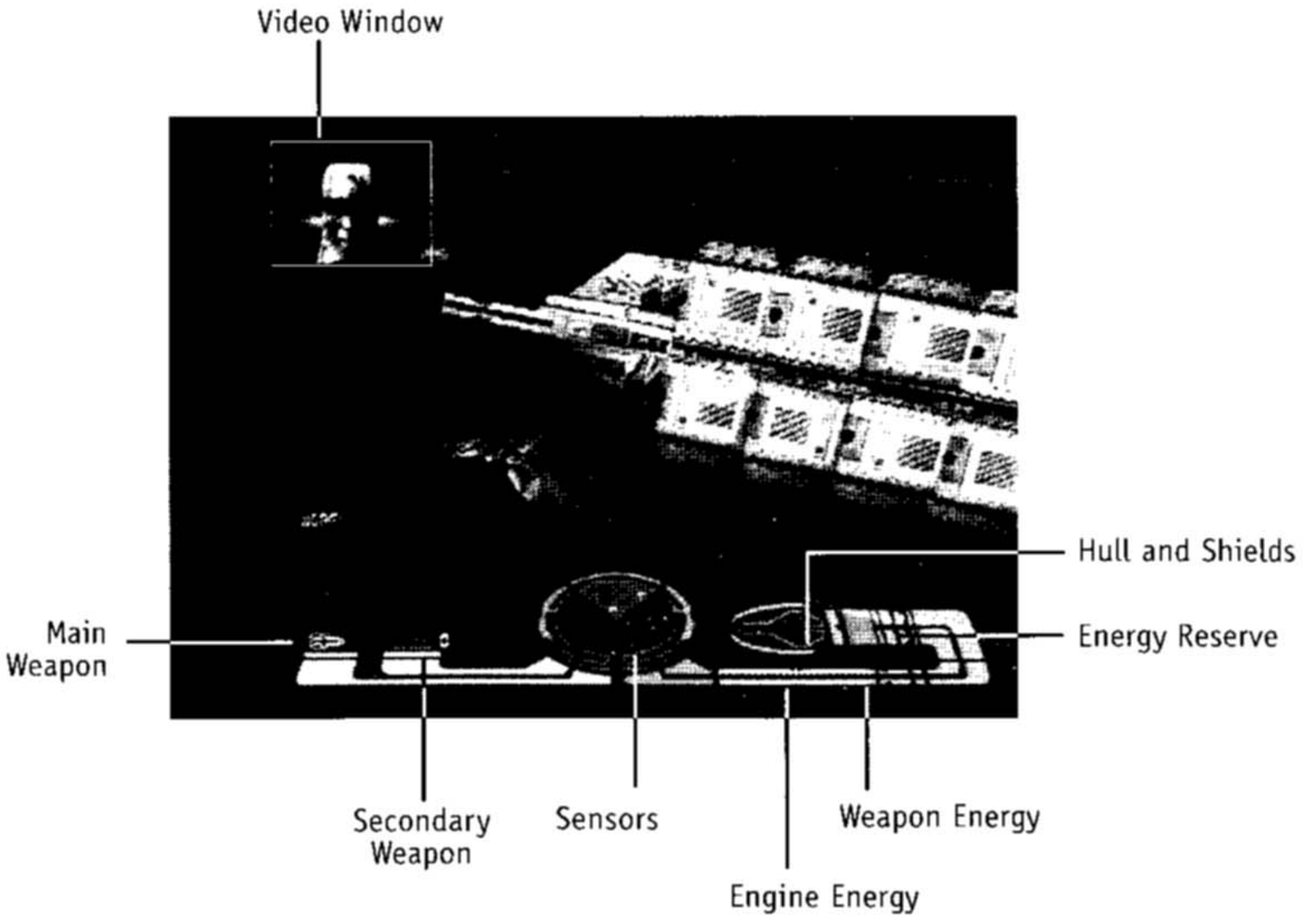
Press the ○ and △ buttons together to hide or show the HUD display.

GAMEPLAY

Head-Up Display (HUD): Your *Valkyrie s* HUD is made up of three distinct displays laid out from left to right along the bottom of your screen. At the extreme left are your weapons controls. The first icon indicates your energy weapons compliment and current primary weapon, while the second indicates your projectile weapons compliment and current secondary weapon.

Using O button to select your weapons will activate these icons and display your current weapons settings. In the middle of the HUD is your sensor display, which shows the relative position of your ship to allied and enemy vessels in your area as a circular panel. At the far right of your screen are your displays for energy management of weapons and engines, and your current hull and shield strengths.

While aboard the *U.S.S. Typhon*, you may be assigned to man one of the ship s defense turrets. The turret HUD places the sensor display in the top left corner of your screen, and the hull and shields display in the top right corner. During Holomatch play, the HUD elements are arranged with the sensor display in the bottom right corner of the screen, the hull and shields display in the top left corner and the weapons display in the lower left.



Sensors: Your sensor display shows a disc-shaped 360-degree scan of the area surrounding your ship. The dot in the center of the display indicates the position of your vessel, and the triangular wedge at the top of the display represents the area visible in front of your ship.

Colored dots mark the location of other craft in the area; green indicates an allied vessel while red indicates an enemy ship and white indicates torpedoes or projectiles. These indicators will darken if they are below your vessel

Targets behind and to the sides of your vessel are those outside the triangular wedge.

Hull and Shields: All starships have a hull and shield capacity based on their size and power outputs. In order to engage and neutralize enemy vessels, you must first destroy their shields before firing on their hull.

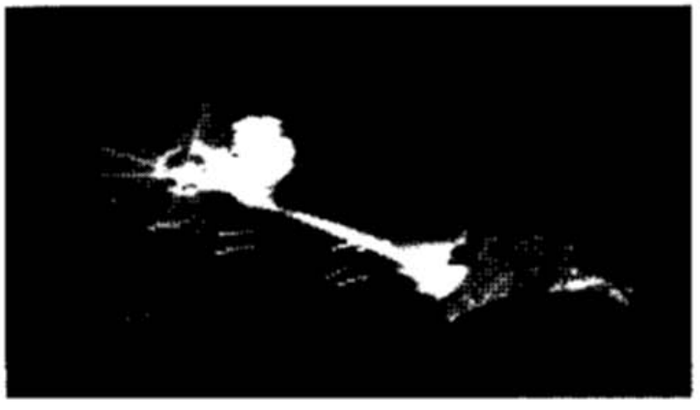
The displays at the lower right of your screen indicate the hull and shield strength of your *Valkyrie* a blue color indicates that your hull and shields are at optimum power and red indicates that they are weakening. If the displays begin to glow, beware this indicates that your shields are about to collapse and your hull is in danger of breach.

Energy Management System: The *Valkyrie s* energy requirements are controlled by the vessel s on-board computer, which shunts power from the main reserve to the engines or weapons as needed. The system has three parts:

- **Energy Reserve** — This is the main pool of energy and all power is distributed from this resource. The reserve can be replenished by picking up Warp Plasma remnants with your ship s Bussard collectors.
- **Weapons Energy Meter** — This gauge shows weapons power usage. Note that using the Motion Lock, Charged Weapons and the Cloaking Device will cause power to drain faster than normal.
- **Engine Energy Meter** — This gauge shows engine power usage. Note that using Warp Speed, Strafing and Evasive Maneuvers will cause power to drain faster than normal.

Video Window: During the game, you may receive hails and communications of importance to your mission from other vessels nearby. Visual transmissions are displayed in the Video Window, which appears in the top left corner of your screen as required.

Weapons Enhancements: The modular design of the *Valkyrie s* hull allows for the installation of modifications and enhancements. As missions progress, the engineering crews aboard the *Typhon* will be able to salvage systems from enemy wreckage and develop technologies to improve your ship s performance. You may also be able to tractor enhancement items aboard your *Valkyrie* as you discover them, where they will automatically be installed.



Reactive Weapons: Scans of enemy vessels have determined that some weapons systems are more damaging to certain species ships than others. The effects of these reactive weapons can be seen in color changes when they impact the shields of a hostile craft.

Charging Weapons: Certain weapons types have a secondary fire mode which can be implemented by charging the weapon before firing. Primary Weapons can be charged by holding the ✕ button, while Secondary Weapons can be charged by holding the □ button. A charging ring will be



displayed on the screen and when complete, the weapon will be ready to fire. A charged weapon, while taking longer to prepare for firing, will inflict much more damage than it would at a standard setting. Be advised that charging weapons places a heavy drain on your Energy Reserve.



Target Lock: Your *Valkyrie* locks on to the nearest target vessel when the △ button is tapped. A rotating gun sight will surround the locked target, and a damage bar will be displayed. The bar has two parts, which decrease as the enemy ship takes damage the blue segment shows target shield strength and the red segment shows target hull strength.

Motion Lock: Once your *Valkyrie* has a locked on to a target vessel, holding the △ button will activate a Motion Lock on that craft. A Motion Lock allows you to orbit the target without breaking off from combat, making it easier to track the enemy.

Tractor Beam: To use the Tractor Beam, select it from your Secondary Weapons compliment, then press and hold the □ button to extend the beam. Guide the beam to the object you wish to tractor and release the □ button. The object will now follow behind your ship. To change the angle of the beam, maneuver your *Valkyrie* to the position you want, then press and hold the □ button to lock and hold the new angle, then release it. If you

continue to hold the button down, the beam will repel the object the longer the button is held, the further the object will be repelled. To deactivate the Tractor Beam, tap the □ button once.

Any object captured by the Tractor Beam will automatically be scanned by the *Valkyrie s* sensors, and results will be relayed to the main screen as required.

Cloaking Device: Frequently used by Romulan and Klingon vessels, a cloaking device renders a starship invisible to sensors by refracting scans through a projected distortion field. A Basic Cloaking module conceals your ship from the enemy, draining power from your Energy Reserve while in operation, but any use of weapons or warp speed travel will deactivate it. An Advanced Cloaking module draws more power than a Basic unit, but is not affected by travel at warp speeds. Cloaking Devices are activated by selecting them from the Secondary Weapons compliment.

Evasive Maneuvers: The *Valkyrie s* navigation computer is programmed with a series of advanced evasive flight patterns that can assist the pilot in dodging objects on a collision course, including homing torpedoes. To engage in Evasive Maneuvers, press the **L1** and **R1** buttons together. Different maneuvers can be made by using the directional buttons.

Warp Plasma: When an enemy craft is destroyed, it may eject energy in the form of Warp Plasma remnants, dispersed from the warp nacelles. These remnants are also found in certain areas of space where high-energy phenomena exist. This plasma can be captured by the Bussard ramscoop collectors on your *Valkyrie* and converted directly into additional energy for

your systems. Two varieties exist; red Warp Plasma provides power to your Energy Reserve, while blue Warp Plasma bolsters your shields.



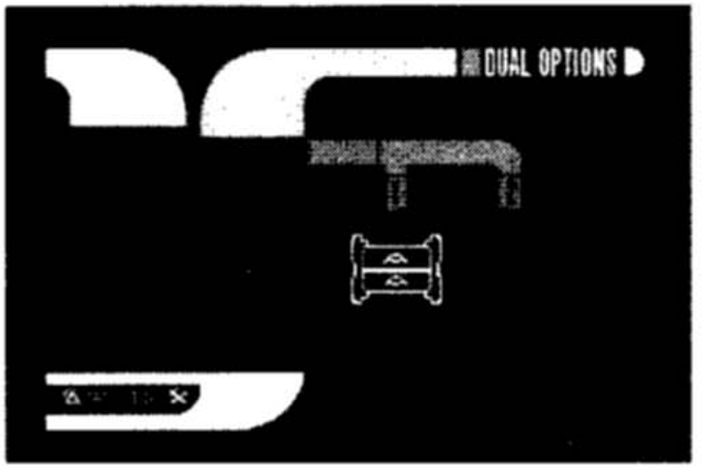
Pilot Rating and Ranking System: As you progress through your missions, your performance is constantly monitored and analyzed. If you display skill in completing your mission objectives and conduct worthy of a Starfleet officer, you will progress up though the pilot rating scale, and may even become eligible for commendations and performance awards. After each mission, a performance read-out will be displayed evaluating factors like accuracy, number of enemy ships neutralized, energy reserves remaining and so on; high scores will result in higher performance grades.

TWO PLAYER GAMEPLAY

Dual Play Missions: Five missions are available for two-player games. These missions are not vital to the completion of the main game storyline; instead, they allow players to fly in tandem with another pilot (if a second controller is present) in team or head-to-head engagements.

Holomatch Play: These timed training missions take place inside the *U.S.S. Typhon s* holodeck, pitting *Valkyrie* against *Valkyrie* in a test of skill and ability. All missions take place within the hologrid boundary walls, providing a border around the combat zone which cannot be penetrated by vessels or weapons fire.

Dual Play Options Menu: This allows pilots to select gameplay settings and holographic elements such as objects, pickups and enemy vessels for placement in the training holoprogram, prior to game start.



- **Time** — Set the length of each round to 60 seconds, 90 seconds, 120 seconds or Infinite.
- **Rounds** — Set the length of the Holomatch to 1 Round, 3 Rounds, 5 Rounds or Infinite.
- **Objects** — If this option is on, the Holomatch arena will generate a random selection of objects and pick-ups.
- **Tags** — A Tag is the successful elimination of an opponent s vessel; once one player scores the number of Tags set in an individual Round, the mission ends. These can be set to 1 Tag, 3 Tags, 5 Tags, 10 Tags or Infinite.
- **Enemies** — If this option is on, up to three additional computer-controlled holographic vessels can be introduced from Cardassian, Romulan or Borg forces.
- **Arena** — Select one of the four Holomatch arena settings for the game, or let the computer make a random choice.

Objects: As well as pickups, the Holomatch matrix will create a random selection of objects to enhance gameplay.

- **Single- and Multi-Blast Units** — These are static objects that can absorb single or multiple hits from weapons fire, and can be used by pilots as cover from attack.
- **Weaponry Vortex** —Agravity well phenomenon; the Vortex will attract projectile weapons fired nearby and deflect them from their intended target.
- **Propulsion Fields** —Passing through a Propulsion Field will give a vessel a brief increase in velocity.
- **Kickback Units** — These objects are invulnerable and will reflect projectile weapons fired at them at random angles; shots bounced off Kickback Units will increase their Tag score.

Training Enhancers: These objects serve as power-ups for player vessels, awarding enhancements and temporary bonuses to ships.

- **Speed** — This Enhancer temporarily boosts the speed of the player s vessel.
- **Temporal Displacement** — This Enhancer briefly freezes the holodeck s countdown timer.
- **Cloaking Device** — This Enhancer acts as a Basic Cloaking unit.
- **Shield** — This Enhancer increases the shields of the player s vessel.
- **Armor** — This Enhancer increases the hull strength of the player s vessel.
- **Power Phaser™** — This Enhancer boosts the destructive power of the player s Phaser weapons.

- **Photon Torpedoes** — This Enhancer adds ten Photon Torpedoes to the player s Secondary Weapons compliment.
- **Quantum Torpedoes** — This Enhancer adds ten Quantum Torpedoes to the player s Secondary Weapons compliment.
- **Stun** — This one-shot Enhancer adds a Phaser Stun setting to the player s Primary Weapons compliment, which temporarily immobilizes enemy ships.
- **Decoy** — This one-shot Enhancer creates a temporary holographic decoy of the player s ship.
- **Extreme Vessel** — This very powerful Enhancer boosts Phaser power, shields, hull strength and speed.
- **Invincibility** — This Enhancer renders the player s vessel temporarily invulnerable to damage.

Holomatch *Valkyries*: Three classes of *Valkyrie* Attack Ship are available for use by pilots in Holomatches, each with their own unique flight characteristics.

- **Orcus** — The standard Mark I *Valkyrie* is highly maneuverable, with good speed and hull strength, but low-powered shield emitters.
- **Griphon** — This *Valkyrie* variant is modified with up-rated engine nacelles for high speed and better shields, but its maneuverability is lower and it has a thinner hull.
- **Scarab** — The toughest class of *Valkyrie*, this variant has good speed and shielding, but is less maneuverable in combat.