STAR TREK: T.M.

JUDGMENT RITES

LIMITED COLLECTORS' EDITION

INSTRUCTION MANUAL

Interplay

BY GAMERS. FOR GAMERS.™

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SYSTEM REQUIREMENTS

486SX 25 MHz or better with DOS 5.0 or newer, at least 4MB memory (2MB free EMS), MCGA or VGA, Double-speed CD-ROM, 22 MB free hard-drive space, Microsoft mouse or compatible, Sound Blaster or compatible sound card.

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INSTALLATION

Do not attempt to run or install *Star Trek®: Judgment Rites™* while running Windows 3.1. This will hamper the ability of the installation program to properly set up the game for your system. If you are running a graphic operating system, such as Windows 95, Windows NT or OS/2, you will get optimal results by installing *Star Trek* from a DOS session.

1. Insert the game disk into your computer's CD-ROM drive, then type the drive letter followed by a colon and press <enter>. (For example **e:** <enter>)

2. Next, type **install** and press <enter>. The game installer will display the *readme* document found on the game disk that contains important last-minute information. You have the option of either reading through the text or proceeding with game installation.

3. When you select to proceed with installation, you will be shown the default path where files will be copied to your hard disk. You can either accept the default path or insert your choice where you want the installed files to reside.

4. After you accept the path selection, the installer will begin to copy files to that directory. If you do not have sufficient room on your hard drive, you will be prompted to change the drive and path where you want the files to be copied.

5. Finally, the game installer will ask you to input information about your sound card. When you have completed entering this information, the installation procedure will be complete.

6. To run *Star Trek®: Judgment Rites™*, type **cd\trek2** and press <enter>, then type **trek2** and press <enter>.

7. If you later change the sound card in your machine, run SETUP from the directory from where you installed the game.

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GETTING STARTED

Before taking command of the U.S.S. ENTERPRISE™, you must make some decisions that will affect game play. After the introduction, a dialog box will appear, giving you the following options to choose from: *New Game, Load Game,* or *Quit* (and exit to DOS).

After selecting *New Game,* you can choose the level of gameplay: *Federation Cadet, Academy Graduate,* or *Commissioned Officer.* These levels determine the difficulty of the starship adversaries you may encounter while traveling in space. These levels only affect starship combat and have no effect in the actual ground- or ship-based missions.

FEDERATION CADET

This level is for players that are not interested in starship combat. Any combat that may be required for a mission/scenario will be avoided. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are easy to defeat.

ACADEMY GRADUATE

This level is for players who want simple starship combat. Any combat required for a mission/scenario is easy. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are at full strength.

COMMISSIONED OFFICER

This level is for players who want challenging starship combat. Any combat required for a mission/scenario is full strength. If you stray off course from a Starfleet Command assigned mission, any enemy ships encountered are full strength.

After making your selection you are ready to take charge of the U.S.S. ENTERPRISE™ and her crew. Good luck, Captain!

ON BOARD THE U.S.S. ENTERPRISE™

Captain Kirk™ oversees control of the STARSHIP ENTERPRISE from its bridge. From here you can issue commands to the crew, travel to and communicate with new worlds, and engage in potentially dangerous situations. The bridge crew members each have specific duties. By selecting the appropriate crew member, you can order that officer to execute a given task. The tasks each crew member can perform are listed below:

KIRK (Hot key = K)

You are James T. Kirk, captain of the U.S.S. ENTERPRISE™.

Captain's Log
You can read reviews of past mission performances by selecting the Captain's Log Icon.

Transporter
Choose the Transporter Icon when you wish the landing party to leave the ship.

Options
Select the Options Icon (Delta Emblem) and a new set of icons will be displayed:

TEXT DISPLAY **Text Display** allows you to control the way text is displayed while playing *Star Trek: Judgment Rites*. Text Display has the following settings: *Speech Only, Speech And Text* and *Display Text Until You Press Enter*.

By selecting *Speech Only*, you are choosing to disable the displaying of text for all spoken dialog in the game. Enabling *Speech And Text* allows the game to display the text being spoken by the characters in the game without interruption. If you choose *Display Text Until You Press Enter*,

you can read along with the spoken voice, but you must press Enter to move the conversation forward. This option is especially helpful if you want to carefully examine what each character is saying.

To select *Speech Options* while on Bridge, press <K> or click on the Kirk Character then click on the Delta Emblem. From all other portions of the game, right click to display the Golden Boy Interface icon and click on the Delta Emblem in the upper right corner of the icon. Either of these actions will display the utilities menu; the Text Display selector is at the very top of the menu.

Save Game allows you to Save your current game.

Load Game allows you to Load a saved game.

Music On/Off turns the game music on or off.

Sound Effects On/Off turns the game sound effects on and off.

QUIT! **Quit Game** will let you quit the game and exit back to DOS.

SPOCK

Commander Spock™ occupies the science station.

Talk (Hot key = T)
Use his Talk Icon to get valuable advice and information on your current mission.

Computer (Hot key = C)
Spock has access to the ship's library computer. If you select the Computer Icon, you can type in any subject related to the game and press <Enter>. The computer will tell you any relevant information about your subject. To exit the computer, enter an empty message or press <Esc>. You may wish to take notes on the information you find. It can be extremely useful!

Target Analysis (Hot key = A)
Spock can also give you a computer analysis on alien vessels during combat. The Ship Systems Monitors will show damage information on the last ship you have fired on and hit. Remember that you can not see damage information on the U.S.S. ENTERPRISE™ while Target Analysis is on, so be sure to turn it off occasionally to check on your own status!

SCOTTY

Lt. Commander Scott™ sits at the engineering station. From there he directs damage control and the ship's engines. If the U.S.S. ENTERPRISE™ is damaged in combat, Scotty™ will direct his damage control teams to make repairs on the ship's systems automatically.

Damage Control (Hot Key = D)
By selecting the Damage Control Icon, you can tell Scotty to concentrate repairs on a particular system. Scotty will allocate additional repair crews to that system, repairing it faster. See **Ship Systems** for more details.

Emergency Power (Hot key = E)
You can order Scotty to give you Emergency Power. This boosts your ship systems power for a short time, but the strain on the engines is such that you can not use Emergency Power again until Scotty has time after combat to do repairs.

UHURA

Lieutenant Uhura™ is the communications officer.

Communications (Hot key = H)
If you need to talk or send information to a ship or planet, select the Communications Icon. Uhura will open hailing frequencies and try to establish contact.

SULU

Lieutenant Sulu™ is the ship's helmsman.

Orbit (Hot key = O)

By selecting the Orbit Icon, Sulu will take the ship into planetary orbit. You can't "beam down" to a planet until you are in orbit around it due to the transporter's limited range.

Impulse Power (Hot keys = ` 1 2 3 4 5 6 7 8 9 0)

By selecting the Velocity Icon, Sulu will adjust the speed of the U.S.S. ENTERPRISE™ according to your orders. This can be from Dead Stop (1) to Full Impulse power (0). The U.S.S. ENTERPRISE™ can also move in reverse at 1/10th impulse power (`).

Shields (Hot key = S)

Sulu also controls the ship's shields. By selecting the Shields Icon, he will raise or lower the ship's main deflector shields. If the ship's shields are raised, you cannot use the transporter. The deflector shields are used to deflect micrometeors from the U.S.S. ENTERPRISE™ during flight. The main deflector shields are used to protect the ship from attacks from other hostile ships.

Main Viewscreen

Selecting Sulu's Viewscreen Icon will bring up its Icon group. These icons are Magnification, Direction, and Full Screen.

Magnification (Hot keys = > to Increase; < to Decrease)

Sulu can control the viewscreen magnification from x1 to x5.

Direction

Sulu can select six views from the STARSHIP ENTERPRISE: Fore, Aft, Port, Starboard, Above, and Below. Each of these views allow you to keep track of enemy positions relative to the STARSHIP ENTERPRISE.
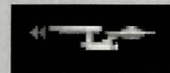
(Hot key = F3)   (Hot key = F4)   (Hot key = F5)

(Hot key = F6)   (Hot key = F7)   (Hot key = F8)

Full Screen (Hot key = V)

This makes the viewscreen fill the entire screen. If you have a slower computer, you may not wish to use this option.

CHEKOV

Ensign Chekov™ is the navigator and weapons officer.

Navigation (Hot key = N)

Selecting the Navigation Icon will bring up the star map. You will need to refer to the star map in the center of this manual for the names of the stars. Position the cursor around the star you wish to go to. Click it and the U.S.S. ENTERPRISE™ will arrive at warp speed.

Weapons (Hot key = W)

Chekov also controls the ship's phasers and photon torpedoes. By selecting the Weapons Icon, he will activate or deactivate the ship's phasers and photon torpedoes systems. You can't fire until these are armed!

Weapons Lock (Hot key = L)

Chekov can initiate weapons lock. After activating weapons lock, one of the ships on the viewscreen will have a yellow targeting square on it. This is only valid when a target is on the viewscreen. If the target is off the viewscreen, the weapons lock will not track it. Note that target lock does not guarantee a hit. The faster an opponent is moving and the farther away it is, the less accurate the system will be.

SHIP SYSTEMS
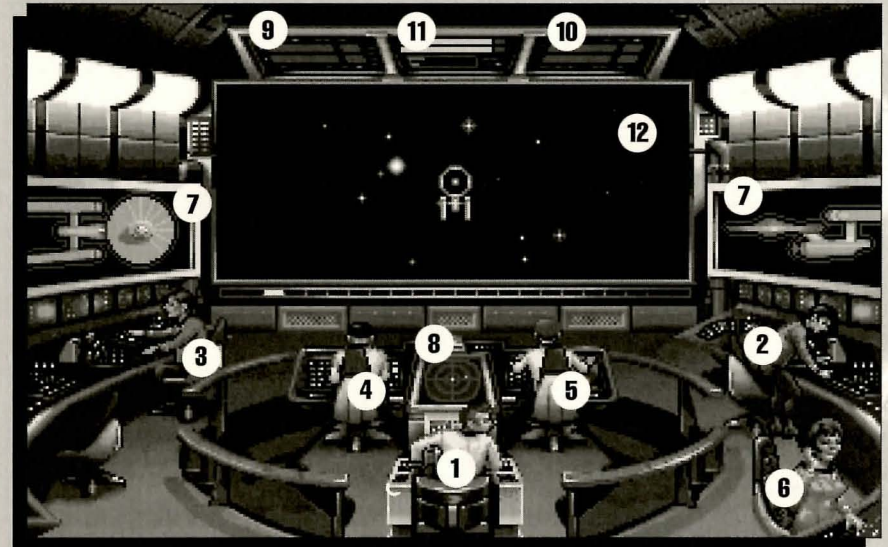
1) Kirk, 2) Spock, 3) Scotty, 4) Sulu, 5) Chekov, 6) Uhura, 7) Ship Systems Monitor, 8) Ship Position Monitor, 9) Phaser Ready Monitor, 10) Photon Ready Monitor, 11) Power Status Monitor, 12) Main Viewscreen

SHIELDS

The main deflector shields protect the U.S.S. ENTERPRISE™ from damage. Once activated, they will nullify a portion of the damage done to the ship. The more damage they absorb, the less effective the shields become until they fail completely.

There are six shields: fore, aft, port, starboard, above, and below. Each is damaged individually, so if your left shield is damaged, you may want to try and keep that side away until Scotty can repair it! The shield strength is displayed on the Ship Systems Monitors. When a shield is at full strength, it will glow bright yellow. As it gets damaged, it will dim until it is totally drained.

BRIDGE

The bridge itself is heavily armored and shielded, but the controls to the ship can take damage. The ship will handle sluggishly as damage increases to the bridge's controls systems.

SENSORS

The main sensor array is represented by your main viewscreen. Without this you are virtually blind! As it accumulates damage, there will be greater and greater interference patterns obscuring your view. If you ever want Mr. Scott to concentrate his damage control parties on something, this is it.

HULL

Scotty will repair this after a conflict, but it is possible to keep the other systems going while the hull rips itself to pieces from the stress of damage. Once the hull fails, the structural integrity is lost, and the game ends.

PHASERS

Phasers are somewhat similar to laser beams. After firing, they must recharge before they can be fired again. Their recharge period is much faster than the photon torpedoes' reloading time, but they require a large amount of the ship's power and don't pack quite the punch torpedoes do. If sufficiently damaged, one or both phasers can be knocked out of commission.

The Phaser Ready Monitor is just above the Main Viewscreen on the left, (see page 11). A bar graph shows the charging status. Once the phasers are fully charged and ready to fire, the light will turn green. A phaser that is out of commission will blink red.

PHOTON TORPEDOES

Photon torpedoes are energy charges of matter and antimatter separated in magnophoton force fields that detonate on contact. The advantages of photon torpedoes are that they take less energy to reload and are somewhat stronger than phasers. The down side is their lengthy reload time, and their slower speed to target. The slower speed requires you to lead the target more than you would with phasers.

The Photon Torpedo Ready Monitor is just above the Main Viewscreen on the right (see page 11). A bar graph shows the reload progress, and the light will turn green when they are ready to fire. A photon torpedo tube that is out of commission will blink red.

SHIP SYSTEMS MONITOR
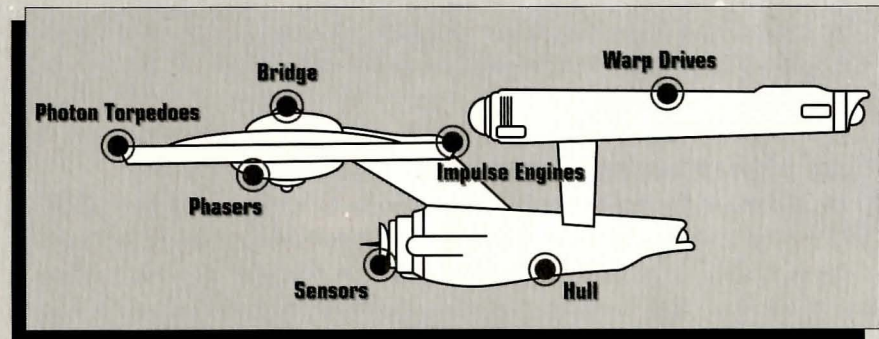
The Ship Systems Monitors are to the left and right of the main viewscreen. They display ship system status. Ship systems will glow red when they are damaged. See the chart above for system locations. Shields are indicated by the yellow outline around the ship display. As a shield side is damaged, the indicator dims. The left monitor shows front, rear, left, and right shield strength. The right monitor shows top and bottom shield strength. If Target

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Analysis is activated, these monitors will display the last enemy ship hit and its condition. If the enemy ship is destroyed, the monitors will revert back to the U.S.S. ENTERPRISE™ until another ship is hit or Target Analysis is deactivated.

SHIP POSITION MONITOR

This is above Kirk and below the Main Viewscreen. It shows the relative position of enemy ships to the U.S.S. ENTERPRISE™. It functions like this: The center dot is your forward view. A ship above you will be above the center dot. A ship to the left will be left of the center dot, and so on. Ships behind you will show up on the outer ring. To keep track of multiple targets, the Ship Position Monitor assigns different-colored dots for each ship. Remember the colored dot of each ship. If there are several ships of the same type, this is the only easy way to tell the difference! When a ship is selected on target analysis, the dot will increase in size relative to the other ships on the scope. See page 11.

WARP AND IMPULSE ENGINES

Power for the ship's systems and movement are provided by the ship's engines. The two warp nacelles are required to travel at faster-than-light speeds between stars. The impulse engines provide considerably less power than the warp engines but can provide a nice reserve. Scotty will repair the engines as a whole rather than treating the warp and impulse engines as separate units.

POWER STATUS MONITOR

The Power Status Monitor is just above the Main Viewscreen in the middle. The two yellow upper bar graphs show the relative power the engines are producing. The two indicators to the right of the bar graphs will light red when Emergency Power is activated. See page 11.

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POWER ALLOCATION

Power allocation is optimized by the ship's computers. Secondary to life support, shields have top priority and will always be charged as long as power is available. When weapons are armed, they have second priority on power. Phasers draw a fair amount of power to charge, but requirements are low once they are fully charged. Photon torpedoes have low power requirements.

Whatever power is left over is available for movement. As long as the engines are undamaged, the U.S.S. ENTERPRISE™ has power to go top speed and arm weapons and shields. Power lost to damage slows the ship down. Further damage can bring the ship to a halt and then prevent the phasers from having enough power to charge. The destruction of the U.S.S. ENTERPRISE™ will probably soon follow.

SHIP MOVEMENT

You can toggle between direction control and crew selection by pressing Tab.

When in ship movement mode, the cursor will be restricted to the Main Viewscreen. Move the cursor in the direction you wish to go. The further away from the center of the screen, the faster your rate of turn. If you are using a keyboard, the numeric keypad will move your cursor. 8 is straight up, 2 is down, 4 is left, 6 is right and 1,3,7,9 are the appropriate diagonals. Using the 5 key will always center your cursor.

The left mouse button (LMB) fires your phasers, the right mouse buttons (RMB) fires the photon torpedoes. These are aimed at the current location of the Crosshair Cursor, unless weapons lock is on. See page 10.

<F1> is the same as the LMB and <F2> is the same as the RMB.

SPEED

Use the number keys along the top of your keyboard (not from the numeric keypad) to select your speed. 1 is a dead stop with speed increasing as you choose higher numbers. 0 is top speed — think of it as ten. The ` key (left of the 1 key) will put the ship into a slow reverse speed. You can check your current speed by looking at the middle monitor directly above the viewscreen, below the Power Available bar graphs. The upper green bar represents the speed you ordered and the lower red bar represents your actual speed, which may be reduced because the ship's power is down.

THE OPPOSITION

Aside from combat exercises with other Federation heavy cruisers, there are several alien cultures that may oppose you:

KLINGON™ BATTLE CRUISER
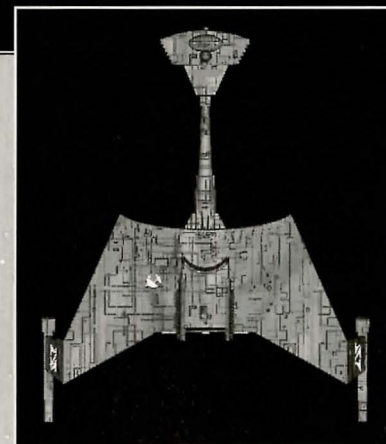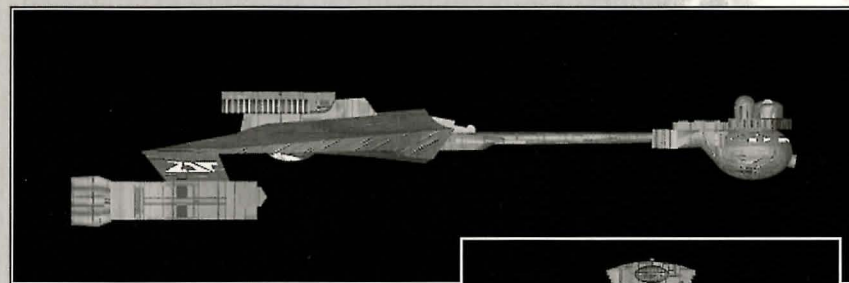
The Klingon Empire is an aggressive culture that extols warrior values. The Klingons follow the ways of the legendary warrior Kahless, who centuries ago taught the Klingons the merits of honor and fighting prowess, but many Klingon warriors have proven to be more guileful than honorable.

The Klingon-Federation Neutral Zone was established by the Organian Peace Treaty. Disputed planets within that Neutral Zone (and there are many) are open to competition between the two cultures, who must prove themselves to be the most capable of developing that planet's resources. This has led to an intense rivalry between the Federation and the Klingons over influence in the Neutral Zone. The Federation has accused the Klingons of numerous treaty violations and

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attacks on Federation ships. The Klingon Empire has accused the Federation of systematically strangling trade and attempting to interfere in their natural development.
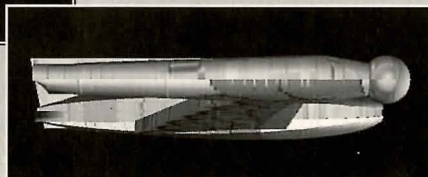
Outright war is prevented by the Organian Peace Treaty, but Klingon encroachment into the Neutral Zone has been recorded. Federation captains must be very careful when encountering Klingons. Klingon captains will not hesitate to fire when it is in their best interests, or when they believe they can gain personal glory.

Armed with disruptors and torpedoes, Klingon vessels are similar in speed and maneuverability to the USS ENTERPRISE. The Klingon heavy cruiser's single photon torpedo mount gives them slightly less firepower than a Federation Constitution-class starship, but facing two of these cruisers would be extremely dangerous.

ROMULAN™ WARBIRD
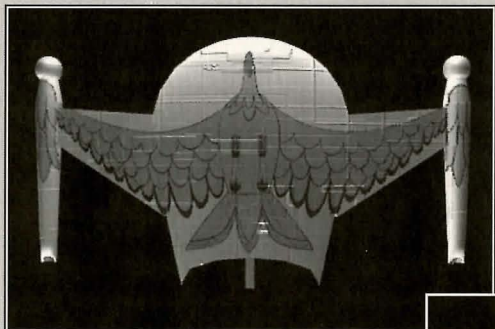
Little is known of the origin of the Romulan race, except that they are an aggressive offshoot of the Federation's Vulcan culture which is located near the Federation-Klingon Neutral Zone. The Romulans fought an inconclusive but exceedingly fierce war against the Federation a century ago. A Neutral Zone agreed by treaty separates the two societies. Neither race is permitted to enter this Neutral Zone, but violations on both sides have occurred.

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As mentioned earlier, Romulans are of the same genetic stock as Vulcans but do not believe in the Vulcan values of peace and logic. Their ships usually fight to the death; they rarely take prisoners, and if defeated, they will self-destruct instead of surrender.

Romulan ships are slow and maneuver poorly, but have two advantages. First, they have an extremely powerful plasma torpedo that is the most destructive weapon known to be carried by any starship currently in service. Second, they have a cloaking device that renders their ships very difficult to detect in combat, both visually and with the standard complement of ship sensors. This cloaking device requires a lot of energy — Romulans cannot fire their weapons when the cloaking device is activated.

Warning: Following a recent alliance of convenience, the Romulans have acquired some Klingon Battle Cruisers which have been retro-fitted with cloaking devices. Federation intelligence believes that the Klingons may be encouraging the Romulans to fight a proxy war against the Federation; given this delicate situation, the importance of not violating Romulan space cannot be overstated.

ELASI PIRATES
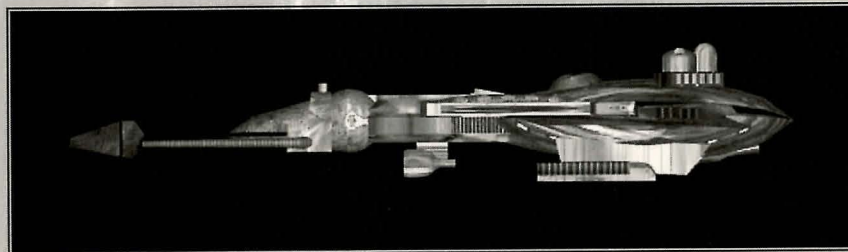
Given the vastness of interstellar space, Federation starships are incapable of patrolling all sectors as heavily as required. Too often, pirates emerge in these lightly-patrolled sectors. The Elasi are but the latest of a long line of pirates to plague Federation space.
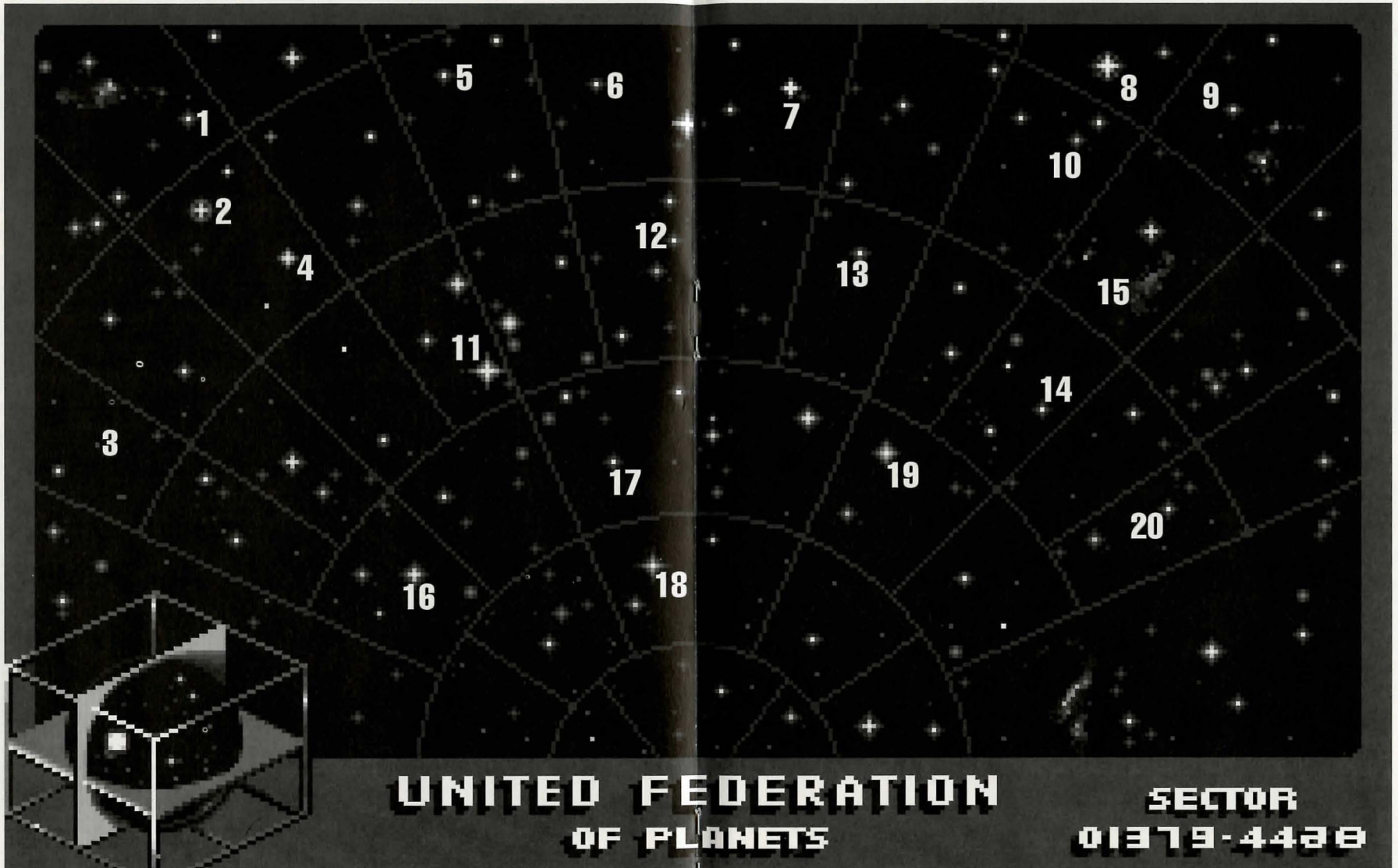
UNITED FEDERATION
OF PLANETS

1	Praetus	6	Zhraad	11	Onyius II	16	Nova Atar
2	Delphi	7	Borea IV	12	Espoir Station	17	Diogenes
3	Omega Corvus	8	Atabis	13	Saracles	18	Lachian
4	Symphony Alpha	9	Klahmac	14	Beta Chimera	19	Balkos III
5	Epsilon Sierra	10	Stonrak	15	Antares Rift	20	Alpha Nexus I
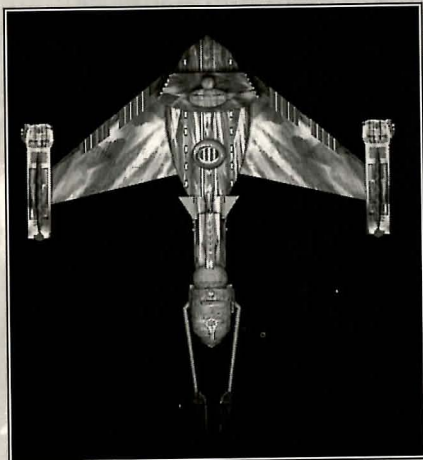
The Elasi are renegade clans from the planet Menalvagor that prey on shipping, for the most part. Their bolder leaders work to undermine the Federation, and have made alliances with Federation enemies such as certain segments of the Romulan Empire. The Elasi Frigate is believed to be an altered version of early Klingon battle cruisers, though the Klingons deny the connection. The Elasi were most recently allied with the renegade Dr. Ies Breddell of the Vardaine Technarchy. Dr. Breddell's attempt to duplicate Federation Constitution-class technology was thwarted by the intervention of the U.S.S. ENTERPRISE™.

Elasi Storm-class frigates are small, but very maneuverable and are armed with a variety of defensive systems. One-on-one, they are a match for older Federation light cruisers, and even two Elasi frigates can threaten a Constitution-class ship. The resource base of the Elasi renegades is unknown, but Federation intelligence and Starfleet are actively working to defeat this newest menace to Federation security.

THE LANDING PARTY

When transporting to a planet or other starship, Captain Kirk leads the landing party. He can be accompanied by various personnel, including Mr. Spock, Dr. McCoy, Lt. Uhura, Ensign Chekov, Lt. Sulu, and Commander Scott (Scotty). Be warned: situations can be dangerous. If Kirk or any other landing party member is killed by your actions, the game is over. Usually there is some kind of warning placed within the game – you don't have to learn by dying, but you can die.

MOVING ABOUT

Point to the area of the ground you want Captain Kirk to approach and click the left mouse button. He will walk to that spot automatically. If you want Captain Kirk to exit a door, click on it. Kirk will walk to the door and the landing party will exit the room.

If you are using the keyboard, move the cursor using the numeric keypad. To select the point, press the <F1> key.

You only control Captain Kirk's movement directly. The other members of the landing party will move when circumstances require it.

COMMAND ICONS

By clicking the right mouse button or pressing the space bar, you can call up the Command Interface. This is where you can select the various game commands during landing party missions. The following commands are available: *Talk, Look, Get, Use,* and *Options.*

WALK (Hot key = W)

The cursor will change to an appropriate icon when one of these commands is activated. The icon will display a red border when placed over something potentially useful. To close the Command Interface without selecting an icon, click outside the box. When no icon is selected, the cursor will default to the *Walk* Icon.

The various commands are:

TALK (Hot key = T)

Place the cursor over the Command Interface's mouth and click it. The normal cursor will be replaced with a Talk cursor. Place the Talk cursor over the character you wish to talk to and click again.

You may be given several options on what you can say—be sure to read them all before making your selection. You can scroll through the selections using the scrolling icons.

Remember, you are representing the Federation, and Starfleet Command will review your performance. What you say can and will affect the response you will receive from the entity you are talking to. Remember to talk to your landing party companions, as they may have valuable advice to give.

LOOK (Hot key = L)

Place the cursor over the Command Interface's eyes and click it. The cursor will change to the Look cursor. Place this over the person or thing you wish to look at and select it.

Additionally, there will be an Inventory Icon in the upper left of the screen. By selecting the Inventory Icon you can look at anything you may be carrying.

USE (Hot key = U)

Place the cursor over the Command Interface's hand holding the ball and click it. The cursor will become a ball. From here it is a two-step operation: select the item or crew member you wish to use followed by the item or character you wish to affect. Use Spock on the Alien Contraption and he will try to operate it. Use medical kit on Security Officer and McCoy will try to heal him. If a character is asking for an item, use the item on the character and it will be given. Use Kirk on the Communicator and he will try to contact the ship. Remember, this

is always a two-step operation: use one thing on the second thing. (You can't Use Spock on the Tricorder™ on the Rock, but you can Use either Tricorder on the Rock.)

Note that the item or person that is selected "In Use" will be displayed next to the Inventory Icon. You can also use one inventory item on another. To do this, click the Use Icon, then select an inventory item. While this item is displayed, click on the inventory Icon and select another item.

GET (Hot key = G)

Place the cursor over the Command Interface's hand which is extended downward and select it. Place the Get cursor over the thing you wish to get and select it. If the item can be taken, it will be added to your inventory.

OPTIONS (Hot key = O)

Place the cursor over the Starfleet Symbol and select it. This will bring up a series of icons similar to the ones available on the bridge: *Text Options, Save Game, Load Game, Music On/Off, Sound Effects On/Off, Detail On/Off* and *Quit Game*.

INVENTORY (Hot key = I)

This Icon appears when it is a viable option to be used in conjunction with a LOOK or USE command.

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LANDING PARTY EQUIPMENT

The landing party comes equipped with several items. The following gives a brief description of each. Other items you must figure out as you go along.

PHASER
Stun (green)
Full Power (red)

Two icons are shown, green for stun, red for full power. The hand phaser is similar to the ship's phasers in operation. It imparts a small amount of energy to an object in stun mode, a destructive amount on full power.

TRICORDERS:
Science
Medical

These are sensing and scanning devices – think of them as very powerful Look devices. Spock's Tricorder is calibrated for scientific readouts, and McCoy's for medical readings. If someone is injured, McCoy is the obvious choice; if you want to find out something about the alien contraption, Spock is your man. You do not need to Use Spock or McCoy on the Tricorders. Just use the appropriate Tricorder on an object (or person) and Spock or McCoy will scan it.

MEDICAL KIT
McCoy's Tricorder is only a diagnostic aid. You need to use the medical kit to actually cure anyone.

COMMUNICATOR
You can talk with Uhura or Scotty aboard the U.S.S. ENTERPRISE™ with this and get advice or issue commands. Through the Communicator you can also contact the ship's computer and make inquiries of it as needed. You can use anyone on this, but it's Kirk that will do the talking.

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THE ADVENTURE

THE SCENARIOS
Each scenario will begin with a mission assignment from Starfleet Command. You may face interference from other starships. After completion of the mission, Starfleet will evaluate your performance.

There are multiple scenario outcomes, some not as optimal as others, so be sure to save the game at the start of each scenario if you want to experiment.

STARFLEET REVIEW
The better you do in a given mission, the higher the rating Starfleet will give you. Solving puzzles, aiding others, and behaving like a representative of Starfleet is the key to a high rating. Violence never helps your rating, and may actually hurt it. After the final mission in the game, Starfleet will give you an overall rating for all the missions combined. In game terms, this is your "score."

Commendation points are awarded based on your rating from Starfleet. These reflect the increased experience and morale of your bridge officers and will result in increased efficiency of their duties on board the U.S.S. ENTERPRISE™ – Mr. Sulu maneuvers the ship quicker, Mr. Scott coaxes more emergency power from the engines, etc.

THE SHIP

U.S.S. ENTERPRISE™
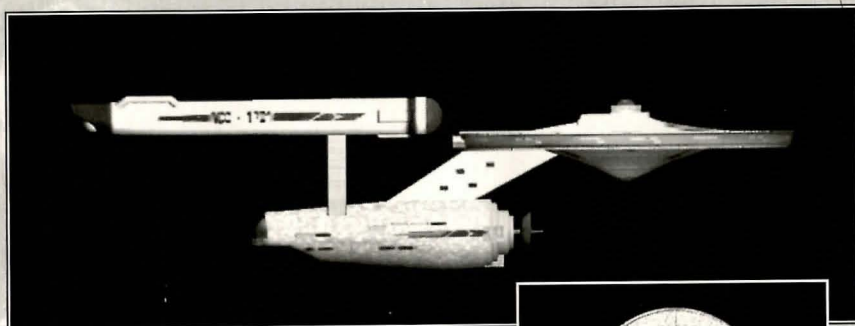
The ship is almost 1,000 feet long and carries a crew of over four hundred. The main saucer section houses the crew quarters and scientific research areas. The lower section is the engineering area and houses the main sensor array. The two cylindrical pods are the warp drive engines and must be isolated from the rest of the ship because of the powerful energy fields that emanate from them.

TUTORIAL/WALK-THROUGH

WARNING!: *This section contains solutions for a small portion of the first section of the game. If you enjoy playing without assistance, skip this portion of the manual.*

Once *Star Trek: Judgment Rites* is loaded and has passed through all of the introductory screens, your first choice involves the skill level of your game. At the top of the screen you'll see three boxes: a left arrow, a right arrow, and a symbol representing the end of your selection phase. (We'll call that the "end box" — it comes up quite a lot in this game.) For now, let's keep it simple. Use the mouse to steer your cursor (which is represented by a golden hand) and the left mouse button to select; click on either arrow to scroll through your three difficulty choices until the words "Federation Cadet" appear in the text box.. Click on the end box to indicate that this is your decision.

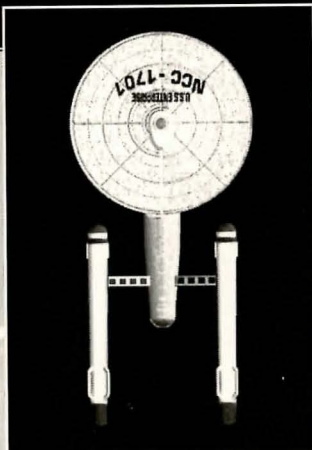The first "episode" of *Star Trek: Judgment Rites* is "Federation." As it opens, you are on the bridge of the USS Enterprise, and your first indication that this isn't going to be a nice quiet journey to the Scientific Academy is the appearance of the battered remains of the USS Alexander. Commander Luke Rayner of the Alexander appears on your viewscreen, trying to warn you of a Federation-crushing disaster...which will occur eight days in the future!

Next to Rayner's image are three boxes: an end box, an up arrow, and a down arrow. Click on the down arrow until you have read all of the commander's dire warning. (ALWAYS check and see if there's more message to scroll down through!) When you're done, click the end box and watch what happens to the Alexander...

Kirk reacts in shock and then presents you with a log to read. Your only choice is the end box. Click it only after you've carefully read the mission specs.

>>>
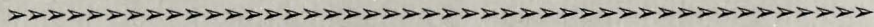
You must now travel to Espoir Station to determine exactly what is going on there. Notice that your cursor has become a little gold Enterprise and cannot leave the viewscreen? It steers the ship for combat maneuvers but isn't very useful otherwise. Press <tab> to switch into order-giving mode. You'll need to set a course to Espoir Station, and the best person for the job is your navigator, Ensign Pavel Chekov. He's the brown-haired officer sitting directly in front of Kirk. Click on him and you'll be offered three choices: Navigation (a starchart), Weapons (a crosshair), and Weapon Lock (a crosshair on an enemy ship). The latter two will be useful in a fight, but for now you want to click on Navigation.

Sulu/Chekov, Navigation Icon

This will present you with a starchart. Refer to your starmap at the center of this manual to locate the correct star you wish to warp to in order to investigate Espoir Station. Move the circle with the mouse until it centers over the correct star, and click the left mouse button. WARNING: Clicking on any other star will take you off-course and result in an enemy attack, and at this stage of the game you probably won't survive the fight. Stay on course.

As you approach the station, Uhura relays an incoming message to you. Click on the end box attached to her statement; Kirk orders the message onscreen. Click on HIS end box. (From now on, let's just assume that to close any dialogue box and move on, you must click the end box.)

Commander James Munroe of Espoir Station greets you, complaining of harassment by Elasi frigates; understandably, he seems quite glad to see a starship in dock. When he is done speaking, you choose how Kirk replies.

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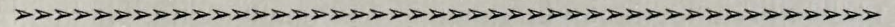
You can scroll through your three choices by clicking on the left/right arrows above the choice box; click on the end box when the choice you want is onscreen. Choice #1 is a simple request to come aboard and have a look around. Choice #2 is demanding – why hasn't Munroe filed a report with Starfleet? Choice #3 hints at disturbing reports and asks permission to check out Espoir Station's research.

Let's be polite for now and go with Choice #1 – Kirk knows better than to spook the commander and possibly lose valuable evidence. Munroe promises to send coordinates and ends the transmission.

Time to beam down: click on Kirk (in the center seat) and examine your three options. The picture of the Enterprise is the captain's log; the last symbol, the arrowhead, represents your game options. (If you want to save or end your game at any time, select that options button.) The man in the middle is the transporter option. Click on it to send Kirk, your first officer Mr. Spock, and Dr. Leonard "Bones" McCoy down to the station control room.

Log Icon, Transporter Icon, Options Icon

Cmdr. Munroe is pleased to see you, and he has something to show you: as he gestures to the viewscreen, two red beams of force lash out from the station pylons and lock onto the Enterprise! Munroe calmly informs you that unless you surrender, the modified tractor/overload beam will tear your ship apart!

You get another "Kirk choice" to express your horror, anger, or confusion; go with #1 and see the mystery resolved. The white-bearded, hard-edged man who appears on the station viewscreen is Dr. Breddell, an old enemy. He casually explains the situation, and you get to choose how to respond to

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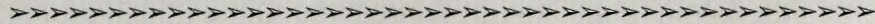
this new threat. No matter that you say or do, however, Breddell has already made up his mind to have you thrown into the station brig.

Once you are secured in the brig behind a forcefield, you have a chance to speak with your captor, a big blond man named Menao Sheme. He doesn't seem too fond of Dr. Breddell, but he isn't going to let you escape, either. The cursor is set in Walk mode (the crosshair), and Kirk will go anywhere you click it. However, right now you need to find a way out. To switch back and forth between the Walk mode and the interface, press <space> or the right mouse button. See that picture of a man? We've nicknamed him Golden Boy. He's your faithful interface – move the cursor over him to see your choices.

Golden Boy: Walk, Talk, Look, Use, Get, Inventory

Try clicking on his mouth. This activates the Talk cursor. Click the cursor on Menao Sheme. Not in the mood for conversation, is he? However, you might be able to exchange a few words with Spock and McCoy – sometimes they have good advice for you, sometimes they're as stumped as you are. Try it. (You can even talk to yourself as Kirk, although of course too much of that can be unhealthy!)

Okay, enough goofing off. Click on Golden Boy's eye for your Look option and Look around the cell. How about that open panel next to the door? Move the eye cursor to that spot. That wall is weaker than the others, all right, but it's still a wall. You'll need your strongest man to pry it apart and get at the forcefield circuitry. Go back to Golden Boy and click on the ball in his raised hand. This will give you the Use option. Click on Spock. Click on

>>>

the panel. Spock knows what to do...and when Sheme gets in the way, he receives a Vulcan nerve pinch for his trouble, leaving the forcefield conveniently open for you to make your escape.

It's a good idea to check Sheme before you go – he has something which could prove essential to your survival. Click on Golden Boy's lower hand and use that Get cursor to click on Sheme, allowing Kirk to rummage through the man's pockets. Aha! One passcard. It's now in your inventory, which you can access by clicking on the arrowhead above Golden Boy's shoulder.

Your only way out is through the brig door, into the exterior jail. Press <space> or the right mouse button again to put away the interface and resume Walk mode. If you click the crosshair cursor on the floor outside the door, Kirk will walk out of the room, with Spock and McCoy close behind him. Once out of the cell, you'll need to figure out how to use that passcard to collect your confiscated equipment from the storage lockers (the controls are on the far wall by the exit) because you won't get very far without your phasers, communicators, and tricorders.

From here on you're on your own. Good luck, Captain. The fate of the entire United Federation of Planets rests on your shoulders. Hope you can handle the pressure.

PROFILES

CAPTAIN JAMES T. KIRK

Kirk is the current captain of the U.S.S. ENTERPRISE™, in its fourth year of a five-year mission in space. He is the youngest Academy graduate to be assigned as a starship captain. An idealist, he drives himself hard and is decisive, but listens thoughtfully to his crew.

COMMANDER SPOCK

The ship's Science Officer. He is considered the finest First Officer in Starfleet. Spock is half human and half Vulcan. He adheres to the Vulcan discipline of logic, which seeks to control emotion. He is intensely loyal to the captain, implacable in the face of danger, and has a razor-sharp mind.

LT. COMMANDER LEONARD "BONES" McCOY

Dr. McCoy is the Senior Ship's Surgeon of the U.S.S. ENTERPRISE™ and head of the Medical Department. Outspoken and cynical, he delights in battles of wit with Spock. He represents the reverse side of Spock's unemotionalism. For all their verbal sparring, he actually seems to like the Vulcan First Officer.

LT. COMMANDER MONTGOMERY "SCOTTY" SCOTT

The ever-resourceful chief engineer. The third-in-command, he assumes charge of the vessel when Kirk and Spock are not on board. He delights in his engineering and views the STARSHIP ENTERPRISE as his own. Scotty worked his way up through the ranks through sheer love of engineering.

LIEUTENANT HIKARU SULU

The ship's helmsman, he is the model of an efficient officer and never needs to be given the same order twice. Sulu is an excellent swordsman and has been known to fancy himself as a modern day D'Artagnan.

LIEUTENANT UHURA

She is the ship's communication officer. In Swahili her name means "Freedom." Uhura is a native of the United States of Africa. She delights in singing during her off hours, and is an expert in communications when on duty.

ENSIGN PAVEL CHEKOV

The ship's navigation officer – he is raw material waiting to be honed by Kirk. Reliable, but brash and inexperienced. The U.S.S. ENTERPRISE™ is his first space assignment. Chekov was born in Russia.

CREDITS

Executive Producer ....Brian Fargo
Producers ....Jacob R. Buchert III
Bruce Schlickbernd
Associate Producer ....Scott Everts
Art Director ....Todd Camasta
Main Programmers ....Paul Allen Edelstein
Jayesh J. Patel
Set Design ....Lil' Gangster Entertainment
Set Design for *Light and Darkness* ....Frank Mandiola
Phil Hanks
Set Cleanup and Miscellaneous Props ....Molly Talbot
Director 3D Imaging ....Robert M. Nesler
3D Modeling and
Cinematographic Sequences ....Michael Packard
Thomas Glinskas

ENHANCED CD VERSION

Opening Movie Rendering ....Tim Wilcox
Opening Movie Processing ....Bill Stoudt
Paul Edelstein
Additional System Programming ....Bob Heitman,
Triton Interactive
Additional Scripting ....Matt Blair,
Triton Interactive
Additional Animations ....Katie Heitman,
Triton Interactive
Sound Mastering ....Craig Duman
Sound Editing ....Chris Borders
Sergio Bustamante
Additional Sound Effects ....Larry Peacock
Sergio Bustamante
Director of Quality Assurance ....Jeremy S. Barnes
Assistant Director of Quality Assurance ....David L. Simon
IS Manager ....Darren Monahan
Compatibility Manager ....John Werner
Lead Tester ....Larry Smith
Assistant Lead Tester ....Jeff Woods
Testers...............Marc Duran, Savina "Cpt. Krik" Greene,
Daryl Guetzkow, David Hendee,
Cory Nelson, Phuong Nguyen,
Quinn Summers, Steve Thesken
Very Special Thanks ....Scott Bennie
Scott Everts
Producer ....Ken Allen
Line Producer ....Todd Loenhorst

MUSIC

Star Trek Theme Rendition ....Richard Band
Star Trek Theme Composers ....Alexander Courage
Gene Roddenberry
Music from *Star Trek 25th Anniversary* ....The Fat Man
Dave Govett
Additional Music Conversions.....................Rick Jackson

SOUND

Digital Sound Effects ....Charles Deenen
Clive Mizumoto
Greg Allen
Sound Effects Assistance ....Brian Luzietti
MT-32 Sound Effects ....Rick Jackson
The Fatman

ORIGINAL FLOPPY DISK VERSION

Directors of Quality Assurance ....Kerry Garrison
Kirk Tome

Assistant Director of
Quality Assurance ....Rodney Relosa
Lead Tester ....Floyd Grubb
Testing Crew ....Dean Schulte
John Sramek, Michael Packard
William Church, Raphael Goodman
Chris Tremmel, Vun Renich
Manual Text.................Bruce Schlickbernd, Scott Everts,
Scott Bennie, Jacob R. Buchert III,
Kelly O'Guinn
Manual Design.................................Larry Fukuoka
Ed Rubin
Movie and Sound Pack Coproducers ....Wes Yanagi
Scott Everts

EPISODES

Federation

Writer ....Scott Bennie
Directors ....Greg Christensen
Mark Whittlesey
Costumes and Special Effects ....George Almond
Scott Bieser

Sentinel

Writer ....Mark O'Green
Director ....Chris De Salvo
Costumes and Special Effects.................Bryon Carson
Arlene Somers

No Man's Land

Writer ....Scott Bennie
Directors ....Chris Jones
Costumes and
Special Effects ....Bruce Schlickbernd,
Scott Mathews, Scott Bieser,
George Almond, Todd Camasta

Light and Darkness

Writer ....Michael A. Stackpole
Director ....Chris DeSalvo
Costumes and Special Effects ....Todd Camasta

Voids

Writer ....Scott Bennie
Director ....Greg Christensen
Mark Whittlesey
Costumes and Special Effects ....Eddie Rainwater
Cheryl Austin

Museum Piece

Writer ....Mark O'Green
Director ....Wes Yanagi
Costumes and Special Effects ....Bruce Schlickbernd
Scott Matthews
George Almond

Though This be Madness

Writer ....Elizabeth Danforth
Director ....Wes Yanagi
Costumes and Special Effects ....Eddie Rainwater
Cheryl Austin
Bryon Carson
Arlene Somers

Yet There is Method in it

Writer ....Elizabeth Danforth
Director ....Mark Whittlesey
Costumes and Special Effects ....Scott Bieser
George Almond

VOICE CAST

STARRING

William Shatner ....James T. Kirk
Leonard Nimoy ....Mr. Spock
De Forest Kelly ....Leonard McCoy

COSTARRING

James Doohan ....Montgomery Scott
George Takei ....Hikaru Sulu
Walter Koenig ....Pavel Chekov
Nichelle Nichols ....Lt. Uhura
Majel Barrett ....Enterprise Computer

GUEST STARRING

William Campbell.......................Trelane

FEATURING

Narrator ....Catherine Battistone
Admiral Richards.......................Anthony de Longis
Admiral Cain ....Melodee M. Spevack

ALSO FEATURED BY EPISODE

Federation

Eadric Kamend ....Steve Bulen
Guard 1 ....Ernie L. Guderjahn
Guard 2 ....Johnny Cann
Menao Sheme ....Roger Kern
James Munroe ....Steve Kramer
Bivander Zane ....Simon Prescott
les Breddell ....Mike L. Reynolds
Ops ....Melodee M. Spevack
Vardaine Assistant.......................Terrence Stone
Capt. Luke Rayner.......................Ken Allen

Sentinel

Gellman ....Michael McConnohie

Yet There is Method in it

Captain Klarr ....Clynell Jackson III

Light and Darkness

Cicissa ....Doug Stone
Azrah ....Steve Kramer
Mr. Jons ....Kerrigan Mahan
Vizznr ....Mike L. Reynolds

Voids

Savant.......................Michael McConnohie
Vurian.......................Clynell Jackson III
Lt. Walker ....Douglas Coler
Lt. Kyle ....Eddie Frierson
Debug ....Melodee M. Spevack

No Man's Land

Gerhard, Babysitter ....Sylvia Biller
Frau Humperdink, Wolfgang ....Molly Brandenburg
Nielson.......................Steve Bulen
Sundergard ....Douglas Coler
Schiller ....Doug Stone
Commander ....Anthony de Longis
Old Man ....Ernie L. Guderjahn
Maria ....Melora Harte
Gellert ....Kerrigan Mahan
Soldier 1 ....Michael McConnohie
Ingrid.......................Joyce Kurtz
Boy ....Edie Mirman
Solder 2 ....Michael G. Pender
Uhland ....Simon Prescott
Eckhart ....Mike L. Reynolds
Gretel ....Madalyn Rofer
Kapitan Hauptmann ....Terrence Stone
Commander Ellis ....Tom Wyner
Pupils.......................Sylvia Biller, Molly Brandenburg
Melora Harte, Edie Mirman

Museum Piece

Curator Breznia ....Anthony de Longis
Lucas ....Eddie Frierson
Guard ....Michael G. Pender
Door.......................Madalyn Rofer

Though This be Madness

Grinagog.......................Johnny Cann
Gormagon.......................Douglas Coler
Jakesey ....Doug Stone
Rackaback ....Ernie L. Guderjahn
Console, Moll ....Melora Harte
Captain Klarr.......................Clynell Jackson III
Klingon Aide.......................Steve Kramer
Computer ....Joyce Kurtz
Stambob ....Kerrigan Mahan
Voice (Xenti).......................Richard Mulligan
Rabe ....Michael G. Pender
Tuskin ....Simon Prescott
Fase ....Melodee M. Spevack
Atrioli.......................Terrence Stone
Romulans.......................Johnny Cann
Eddie Frierson
Roger Kern

SOUND ENGINEERING

Spoken Dialog Recorded at Post logic, Hollywood and Interplay Productions, Inc.

Dialogue Recording Engineer ....Bryant Arnett at
Post Logic Studios

Casting and
Voice Direction ....Michael McConnohie and
Melodee M. Spevack at
The Voiceworks

>>

Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Hintline

If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet.
Telnet to bbs.interplay.com. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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Once again, Welcome!"

Brian Fargo

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