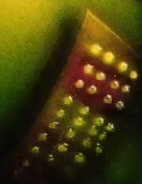


# STAR TREK:®

## JUDGMENT RITES™

### Cluebook



*Interplay™*

*R.D. S.*



# ***STAR TREK:***

## **JUDGMENT RITES™**

### **Cluebook**

The logo for Interplay, featuring the word "Interplay" in a stylized, cursive script font. The letters are interconnected, with a prominent flourish under the "y". A small trademark symbol (TM) is located at the top right of the word.

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## INTRODUCTION

Thank you for purchasing the STAR TREK®: JUDGMENT RITES™ Cluebook. This cluebook is divided into several different sections. For maximum enjoyment and use, here are some helpful ideas on how to use the sections of this cluebook:

- If you are stuck, try and solve the puzzle on your own before referring to this cluebook.
- If you are stumped, try looking in the GENERAL HINTS section for very basic clues that will help you in every episode.
- If you are really stumped, look in the HINT section for the episode you are playing. The hints in this section are written to give information to you in small parcels, hopefully giving you a clue on how to solve the puzzle. Puzzles and problems are given in the form of a question, and then the hints are given as answers. The first hint will be vague, and as you read on the hints become more exact. Read only as far as you need to get an idea of what to do next.
- You will also find maps to each episode in that episode's MAP section.
- If all else fails, then turn to the episode WALK-THROUGH. This section will tell you what you need to do to solve the episode for one possible solution. The walk-through is a list of actions that you must take in order to solve the episodes' puzzles.
- You can also check in the INVENTORY ITEMS section for information on where to find and how to use all items in the game.
- For the perfect player, all the scoring information used by the game is revealed in the SCORING section. You can learn what you have to do to get the perfect score in each episode.
- The STARSHIP TECHNICAL REPORT will give you information about all the possible opponent starships in the game, and suggested tactics to defeat them.

The cluebook may refer to a direction by the following abbreviations:

- N North (top of screen)
- NW North West (upper left)
- W West (left side)
- SW South West (lower left)
- S South (bottom of screen)
- SE South East (lower right)
- E East (right side)
- NE North East (upper right)

With this information in hand, you will no longer have to fear fierce Klingons or find cloaked Romulans. Those pesky Elsi pirates will cease to bother you, and understanding of alien civilizations is just a page flip away. But do not be tempted to read this book from cover to cover as that would ruin the surprises ahead. A little knowledge is a dangerous thing, but too much knowledge is even worse.

And now...the mission continues!



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### Starship Technical Report 70

**Written by:** Chris Taylor

**With Thanks to:** Scott Everts, Chris DeSalvo, Cinco, QPA and Rusty Buchert

**Layout by:** Larry Fukuoka

**Maps by:** Bruce Warner



## General Hints

### ***When the mission starts, what should be the first thing that I do?***

You need to determine the mission goal.  
Read the introduction to the episode very carefully.  
Be sure to talk to your fellow crew-members.  
Acquire all the information that you can.

### ***How do I get more information?***

You will almost always have the necessary tools.  
First LOOK at everything.  
You should actively scan with the science and medical tricorders.  
You should also talk to as many people as possible.  
Especially your fellow crew members.  
Spock and McCoy are extremely useful sources of information.

### ***How should I deal with other people?***

Talk to them, of course.  
Be courteous. It doesn't hurt to be nice, and it's not always wise to be nasty.  
Their answers will often have clues. Read carefully.  
If you bring them an item they want or do something that they want done,  
talk to them again. They might have something new to say.

### ***Ok, it's time for some premeditated self-defense!***

Sometimes, diplomacy won't work.  
You might have to fire your weapons.  
Federation policy is to use phasers only if you have to.  
It also states that you should use phasers on stun, unless the situation  
dictates that extreme measures be taken.  
Using your phasers on kill can cost you points..

### ***What about my inventory?***

Try to take everything you can.  
Almost everything that you can take has a use.  
Some items might not be in plain view.  
And you might need to solve a puzzle before an item becomes available.  
Remember that you can use one inventory item on another inventory item.

### ***What about all this alien technology/computers/equipment?***

You might come across something you do not understand.  
Don't worry, let the experts handle it.  
Using Spock on anything technological sounds right.  
Scotty is also perfect for the job.



## Federation

*Stardate 6223.8. While en route to the Scientific Academy, the U.S.S. ENTERPRISE™ and crew watch the final moments of the U.S.S. Alexander and her commander, Luke Rayner. But this U.S.S. Alexander is a future version from eight days hence, blown from it's timeline to the current time in a disaster that means the end of the United Federation of Planets™. Captain Kirk and crew set off for Espoir Station, somehow connected to this mystery. Can they discover what or who is behind the possible destruction of the Federation before it is too late?*

### HINTS

***I arrive at Espoir Station, but the Elasi intercept the U.S.S. ENTERPRISE!***  
***What do I do?***

Depending on your difficulty level, you will face one or two Elasi.  
 One of the Elasi will be armed with three photons.  
 That is the more dangerous.  
 Concentrate fire on it.  
 Do enough damage to it, and it will flee.

***It's no use. They still get me. Am I stuck?***

Read the Starship Technical Report on page 70 for more information.  
 Try raising your shields before you warp.  
 Practice. Practice. Practice.  
 If you are on the Commissioned Officer level, concentrate on the green dot.  
 If all else fails, lower your difficulty level and try again.

***I'm at Espoir Station. Now what?***

Talk to the station commander, Munroe.  
 Be pleasant. Not that it really helps.  
 Beam over to the station.

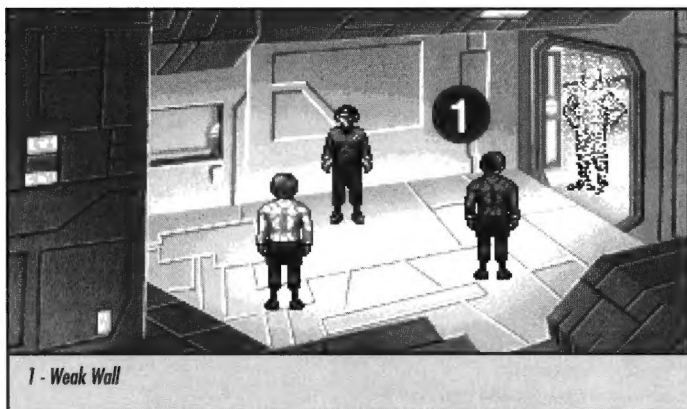
***I tried to beam over, but couldn't. Why?***

Hmm.  
 Remember, you can't transport through shields.  
 Lower the shields!

***We've been captured. How do we escape from this brig?***

Well, you could try to talk your way out.  
 Talk Sheme.  
 If that doesn't work, look around you.  
 Examine the walls.  
 Notice the weak wall?  
 Who's strongest in your party?  
 Use Spock on the weak wall.





Interior Jail

1 - Weak Wall

***Sheme won't talk to me anymore, how should I talk to him?***

Be polite.

Talk about family.

Remind him of his father.

Tell him to make the right choice.

***Where is our equipment?***

It's been stowed.

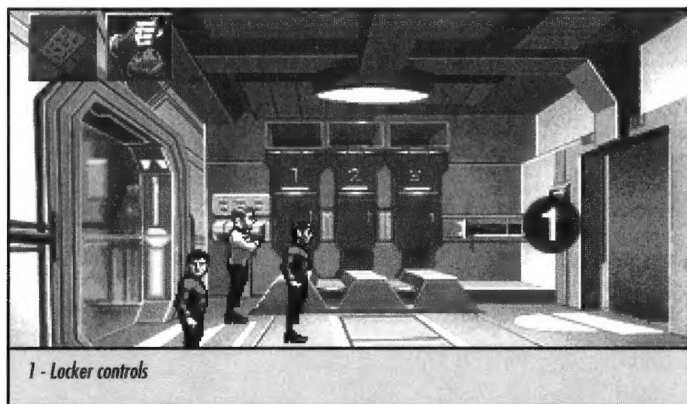
And locked up.

Your equipment is in the lockers in the Brig Exterior.

***How do we open the lockers?***

If Sheme is still conscious, he must have given you something.

You can use that passcard on the locker controls.



Exterior Jail

1 - Locker controls

***Sheme is unconscious and the lockers are still locked, now what?***

Since Spock nerve pinched Sheme you must look for it.

Or rather, you must find it.

It's on Sheme.

Take Sheme to get the passcard.

***How do I free the U.S.S. ENTERPRISE™?***

The U.S.S. ENTERPRISE is being held in a tractor beam.

There is equipment controlling this beam.

Locate this equipment and you can disable it.

The computer that controls this equipment is located in the special projects room.

***They intercepted my communication, now what?***

They have tracking equipment.

You will need to disable it when you find it.

First you must find it.

It's in the security room.

Until you disable it, don't use your communicator.

***They are jamming my communicators, what do I do?***

You need to find and disable the jamming equipment.

The station's communication equipment is jamming you.

It is located in central control.

You still need to disable it.

Spock is best equipped to do that job.

***I just entered the turbolift, now where?***

You can go just about anywhere.

But you need to find out what is going on here.

You need more information.

Computer information to be exact.

Select Corridor #1 and go to the Computer Room.

***These guards transport in and stun us. How do I stop them?***

You need to stop them from stunning you.

Fight fire with fire.

Set phasers on stun.

Don't kill them, that's bad.

***There are all these doors, how do I know where I am going?***

You could refer to the map on page 13.

Or you could look at the doors.





***I enter the computer room, but a technician stuns me.***

He will if you let him.

Don't let him.

Fire your phaser first.

Remember to use the stun setting.

***The computer is playing a game of chess. How do I stop it?***

You need to beat the chess game.

You first need to enter your moves into the game.

Spock can do this for you.

Use Spock on the chess computer.

To win the game, you must not be too aggressive or too defensive.

A balanced strategy will do best.

***How do I get the information out of the computer? I need to put the information into something.***

You need to store the information in another computer.

Actually, in this case, computers.

Your tricorders might do the job.

***I enter the transporter room, but this gas will knock me out. What now?***

The gas is coming out of the vent in the floor.

You need to find a way to stop the gas.

One way to stop the gas is to purify it.

There is an air filter on board this station.

It's in the executive quarters.

Use the air filter on the gas vent.

***The door to security is locked, how do I get in?***

You need an alternate method to get into security.

That method is close by.

You will need to transport in.

***I beam into security, but I am immediately stunned. What can I do to prevent this?***

You need a distraction.

Perhaps you can give them something else to shoot.

Something shaped like a person.

Practice dummies would do the trick.

Practice dummies are located in the crew quarters.

***How do I offer proof to the head of security?***

You need to show him information.

Information that proves the existence of Breddell's plan.

This information is stored in the computers in the computer room.

Use the stored information on the head of security.

Use the science tricorder on the head of security, after you have been to the computer room.



***The two guards in central control stun me. What can I do?***

They will stun you if you do not react fast enough.

Shoot them first.

Remember to use your stun phaser.

***Is there anything I can do to help the technician?***

Yes.

He has an allergy.

And McCoy is a doctor.

Use the medkit on the technician.

***How can I disable the computers in central control?***

You need to sabotage them.

Someone who has the expertise is your wisest choice.

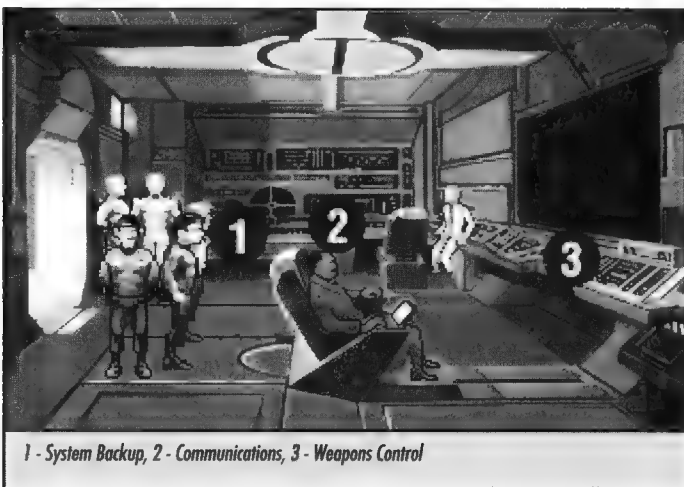
Spock has the knowledge and the training.

Use Spock on the computers.

There are three computers.

Two in the back, and one in the front.

System backup and communications are in the back, and weapons control is in the front.



Central Control

1 - System Backup, 2 - Communications, 3 - Weapons Control

***The guards in the docking bay shoot me. What can I do?***

You can't try and out shoot these guys.

They are ready for you.

When they mean "Surrender or die!", they mean it!

Surrender.



***I'm in the executive quarters. Is there anything of interest here?***

Yes.

You need an item from this room.

Something that can help you clean the air.

Take the air filter.

***I'm in the crew quarters. Is there anything of interest here?***

Yes.

You need an item from this room.

Something that can protect your body.

Take the practice dummies.

***How can I make sure the sleeping crewman doesn't wake up?***

You need to drug him.

Use the medkit on the crewman.

***How can I disable the force fields in the special projects room?***

You need to find the force field controls.

They are elsewhere.

The controls are in security.

Beam in there and use Spock to disable them.

***I disabled the force field, and that alien beast ate me. Shucks!***

You freed the beast when you disabled the force field.

You need to stop the beast.

There is only one way.

Your stun phaser is not the way!

You must use your kill phaser.

Be quick, fire as soon as you enter.

***How can I enter Breddell's room?***

You need the access code.

An access code is a piece of important information.

You can find it in the computer in the computer room.

Use the tricorders to download the information.

That will give you the code.

***How can I stop Breddell from phasering me?***

Don't take your time.

Shoot him quick.

Use that stun phaser!

***Where can I find the "big bang" controls to disable them?***

You need to find the hidden controls and disable them.

The controls are hidden in Breddell's quarters.

You might have to play "games" to find the controls.

Look at the dartboard.

Take the dartboard.

***I found the controls. How can I disable them?***

You need to enter a code.

The correct code.

The code from the book is incorrect.

You need another code.

A code that can hold it's own place.

The real code is hidden in the bookmark.

***How can I get the code from the bookmark?***

You need to scan the code off the bookmark.

Remember that you can use one inventory item on another inventory item.

Use the science tricorder on the bookmark.

***How can I enter the proper code?***

Once you get the real code, then you can enter it.

Spock is the best vulcan for the job.

Use Spock on the hidden controls.



Breddell Quarters

1 - Book & Bookmark, 2 - Hidden Controls

***Breddell got away. How could I have prevented that?***

You needed to stop him from getting away.

Just stunning him wasn't enough.

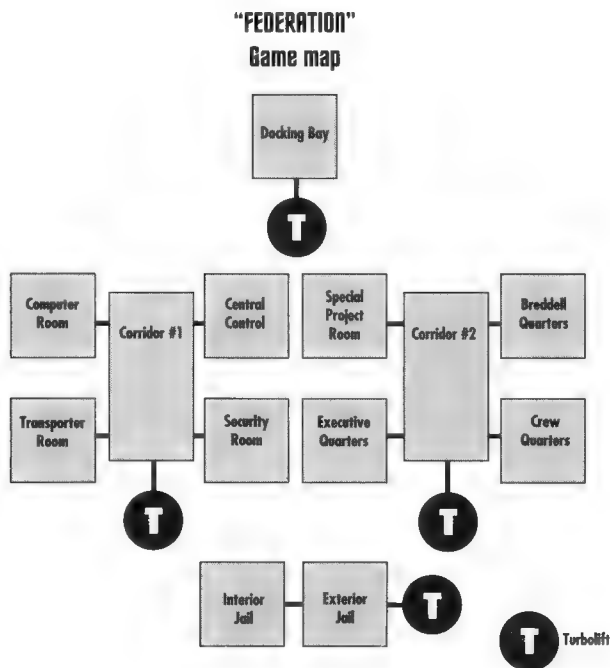
You needed to sabotage his escape route.

Sabotage the computers in the docking bay.

Use Spock on each computer.

The computers are located on the left side of the screen.

## MAP



## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve Federation. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Federation HINT section before looking here.

- Talk Sheme (In the Brig Interior)
- Look walls
- Use Spock on weak wall
- Use Kirk on Sheme
- € (Exit the brig)
- Use Kirk on force field controls (In the Brig Exterior)
- Use passcard on locker controls



Take communicators  
Take phasers  
Take tricorders  
€ (Enter the turbolift)  
Select Corridor #1 (Computers, Security, Central Control, Transporters)  
Use stun phaser on guards  
NW (Computer Room)  
Use stun phaser on technician  
Use Spock on chess board/computer  
Choice 1,2,1  
Use Spock on left computer  
Use science tricorder on left computer  
Use medical tricorder on left computer  
Use Spock on left computer.  
€  
NE (Enter Central Control)  
Use stun phaser on guards  
Talk Munroe (station commander)  
Use McCoy on technician  
Use Spock on all three computers  
W  
S (Enter the turbolift)  
Select Corridor #2 (Crew and Executive Quarters, Special Project Room,  
Breddell's Quarters)  
SE (Crew Quarters)  
Take practice dummies  
W  
SW (Executive Quarters)  
Take air filter  
€  
S  
Select Corridor #1  
SW (Transporters)  
Use air filter on grate (by the transporter controls)  
Use practice dummies on transporter grid  
Use Spock on transporter controls  
Choice 1 (Set location for Security)  
Talk head of security  
Use science tricorder on head of security  
Use Spock on all computers  
W  
S  
Select Corridor #2  
NW (Special Project Room)  
Use kill phaser on beast  
Use Spock on computer  
€



Use Kirk on door controls (by NE door)

NE

Stun Breddell

Take dartboard

Take book

Take bookmark

Use science tricorder on bookmark

Use Spock on control panel (dartboard)

## INVENTORY ITEMS

This is a listing of all the items that you can come across in Federation. This listing will show where to get that item, and what it is used for.

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
air filter	executive quarters	stop gas in transporter room
book	Breddell's quarters	take to find bookmark
bookmark	book in Breddell's quarters	tricorder to find real code
communicators	locker in brig exterior	communicate with U.S.S. ENTERPRISE™
dartboard	Breddell's quarters	take to reveal real control panel
passcard	Menao Sheme	open lockers in brig exterior
phasers	locker in brig exterior	stun guards and Breddell, kill beast
practice dummies	crew quarters	need to beam into security
tricorders	locker in brig exterior	everything, store information from computer in computer room

## SCORING

This list shows what you are scored for in Federation. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Part of Federation's scoring is how many attempts it takes you to succeed in the mission. You will score maximum points if you succeed without failing even once. If you succeed on your second attempt, you score more points than if it takes you three or more attempts.

Use your communicator and not have it intercepted. Don't insult Vander Zane. Stun all guards. Destroy communications in central command. Treat technician's allergies. Talk to Munroe. Sabotage both shuttlebay controls. Convert security to your side by delivering proof. Destroy communications tracking. Do not trigger false code trap. Talk Sheme into cooperating. Win the chess puzzle. Do not awake sleeping crewman. Defeat Breddell without killing him.



## Sentinel

*An emergency call from the Science Vessel Demeter sends the crew of the U.S.S. ENTERPRISE™ to Balkos III. The native Balkosians are an emerging sentient species. But is someone, or something, interfering with their natural development?*

### HINTS

#### ***What happened when I transported into this room?***

Whatever is controlling this place wanted to learn more about you.  
You were scanned.  
It didn't like what it found, so it put those force fields up.

#### ***How can I lower the force fields?***

The force fields stop you from examining the machinery closely.  
You cannot penetrate the force fields.  
But you will be able to disable them later.

#### ***How can I exit this room?***

Look at the control panel next to the door.  
Tricorder it.  
Use Spock on the control panel.

#### ***How can I get around this place a little more easily?***

It is possible to open the doors without having to resort to Spock.  
You will need to find a way to identify yourself as being able to access the doors.  
An object of some sort would be useful.  
Why not make yourself an ID badge?

#### ***How can I get some badges?***

You will need to make them.  
Some parts are available.  
There is a device in the parts room that makes the individual pieces.  
It is up to you to put them together.  
Take the badge from the right side of the device.  
Take the plastic disks from the left side of the device.



Construction & Parts Room

1 - Plastic Disks/Batteries, 2 - Badges, 3 - Combiner

***I have the pieces to the badge, how can I make a complete one?***

You will need to use another device.

This device is also in the parts room.

Use the badge piece on the combiner device in the left of the parts room.

Use the plastic disks on the same device.

After the parts are loaded, you need to start the combination process.

Use Spock on the device.

***The badges need to be powered, where and how can I do this?***

When you have a complete badge, it still needs to be powered.

There is a device that can power the badges.

Look in the power generator room.

There is a device in the upper right corner.

Use the badge on this device.



Power Generation/Archive Room

1 - Cables (Use), 2 - Interface Card (Use), 3 - Badge Charger



***What is the procedure to deactivate the force fields?***

You need to find the computer that is controlling the force fields.

Then you need to reactivate that computer.

Look in the computer control room.

Use the screen and the cube on the central computer.

***Is there a solution to this shape puzzle?***

Yes.

It is tricky and simple at the same time.

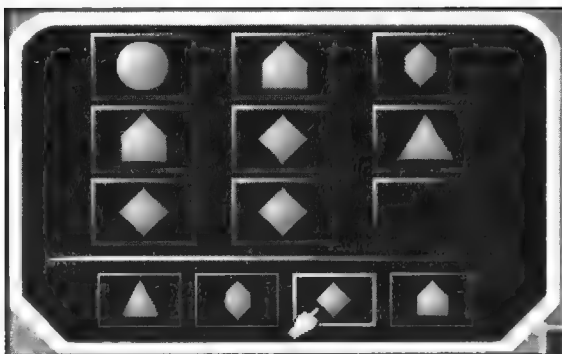
It involves addition.

Count the sides on each shape in the first row.

Count the sides on each shape in the second row.

Circles count as one side.

Select the piece at the bottom that will give the third row the same number of total sides as the first two rows.



Shape Puzzle

***The natives of this planet are interesting, how can I study one?***

You will need to find a Balkosian before you can study it.

They often come to feed at the food dispensary.

Scan when it is eating with the medical tricorder.

Use Spock, or the stun phaser, on the Balkosian to capture it.

You will need more information on it.

Take it to the medical room.

***I released some pheromones into the atmosphere, how can I avoid doing this?***

This is bad for the Balkosians.

You only release pheromones into the air when you shut-down the vat unsafely.

Shut it down safely, and you will not harm the Balkosians.

***The vat controls are locked. How can I shut down the vat safely?***

The controls are locked at this location.

You cannot shut it down locally.

You must shut it down from a remote location that has the capability of powering the vat.

But first, you must set up the vat to respond to remote control.

An item will allow you to do this.

Use the switch on the vat.



1 - Switch (Use)

Vay/Road Phieremane Production

***I viewed the information sample. What should I do now?***

It is possible that this information should not be released at this time.

It is possible to erase this information.

Shutting down the power generator safely will do this.

***Is it possible to safely deactivate the power generator?***

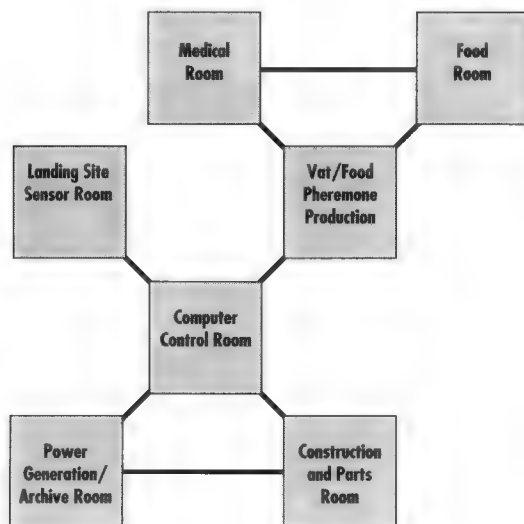
Yes.

You must fix the power generator controls.

You need the proper equipment to do this.

The interface card and cables will do the trick.

Use them on the power generator.

**Map****"SENTINEL"  
Game map****WALK-THROUGH**

This walk-through will give you the exact commands, in order, to solve Sentinel. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Sentinel HINT section before looking here.

- Look control panel next to NE door (Landing Site/Sensors Room)
- Use Spock on control panel
- NE
- Use Spock on E door control panel (Computer Control Room)
- E
- Take switch (Construction and Parts Room)
- Take box/cube
- Take wires/interface cable
- Take interface card/bridge unit
- Take screen



Take badge from right side of device  
 Take plastic disks from left side of device  
 Use badge on combiner device  
 Use plastic disks on combiner device  
 Use Spock on combiner device  
 Use Spock on W door control panel  
 W  
 Use badge on recharging station (Power Generator Room)  
 N  
 Use screen on central computer (Computer Control Room)  
 Use cube on central computer  
 Choice 2  
 Solve shape puzzle (see page 18, above)  
 NE (Vat Room)  
 E (Food Dispensary Room)  
 Use medical tricorder on Balkosian (when it comes to eat)  
 Use Spock on Balkosian  
 Take Balkosian  
 Use medical tricorder on Balkosian (when it is lying on bed in medical room)  
 E (Vat Room)  
 Use switch on vat  
 W (Computer Control Room)  
 W (Power Generator Room)  
 Use interface card on power generator  
 Choice 1  
 Use cables on power generator  
 Use Spock on power generator  
 Choice 2

## INVENTORY ITEMS

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
badge part	device in parts room	use on combiner to make complete badges
badges	combiner in parts room	use on recharging station in power generator room
computer cube	parts room	use on computer in control room
interface cables	parts room	use on power generator
interface card	parts room	use on power generator
plastic disks/batteries	device in parts room	use on combiner to make complete badges
screen	parts room	use on computer in control room
switch	parts room	use on vat



### SCORING

This list shows what you are scored for in Sentinel. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Take pass. Take battery. Assemble badge. Solve the shape puzzle on the first try. View the information sample. Medical tricorder Balkosian when conscious. Medical tricorder Balkosian when in the medical room. Tricorder the food dispensary. Stun or nerve pinch the Balkosian. Medical tricorder the vat. Install the switch on the vat. Save the Balkosi. Do not poison the Balkosi world with or without knowing the consequences. You lose more points if you poison the Balkosi world after scanning the vat.





## No Man's Land

*Stardate 6236.5. Three Federation starships have disappeared in the Delphi system. The U.S.S. ENTERPRISE™ is dispatched to investigate this mystery and comes across a figure from the past. Before they know it, Captain Kirk and associates are placed in a living deadly model of a dark time from Earth's past. Can they survive long enough to free themselves, let alone the other captured starships?*

### HINTS

#### ***How do I defeat Trelane's triplane?***

If you did not select Federation Cadet, you will have to fight him.  
He is a very difficult opponent.  
See page 72 for specific hints.

#### ***How can I return to the U.S.S. ENTERPRISE?***

You have been trapped in this place by Trelane.  
You need to find Trelane.

#### ***How can I defeat Trelane?***

Trelane is very powerful.  
But even he has his limits.  
Some of his power is trapped in power items.  
If you can destroy those items, you will be able to limit his power.  
So you should find those power items.

#### ***What are the power items?***

There are four items.  
You have seen one of them.  
Trelane's triplane.  
You can find the others by using your science tricorder.  
The shoppe clock is one of them.  
The chalkboard in the school is a power item.  
So is the wounded soldier's locket.

#### ***How can I get out of the cellar?***

You need to cause a distraction.  
Something that will call the attention of the guard.  
A fire would be good.

#### ***How do I start a fire in the cellar?***

You need something to light.  
And you need something to light it with.  
The hay would burn good, but it is too wet.  
Maybe you can do something to make the hay burnable.  
Get a bottle of schnapps and pour it on the hay.  
Rubbing two sticks together will start the fire.



1 - Sticks, 2 - Bottle of Schnapps, 3- Hay

***What should I do with the cellar guard?***

You need to get past him before you all burn up.

You can talk to him.

Or Spock can take care of him.

A good Federation captain would not leave the guard behind.

***How can I stop the bully beating up the old man?***

Those who live by the sword, die by the sword.

Well, not really in this case.

But you do need to get physical.

Use Kirk on the guard.

***How can I help the old man?***

The old man is hurt.

Using the medical tricorder will help you out.

But you do need to use the medkit on him.

***How can I get more information about this town and the war?***

To really understand what is happening you need more information.

The best way to get more information is the usual way.

Tricorder everything.

Talk to everybody.

Why not start with Gretel, the innkeeper?

***The guard in the tavern is another bully. What should I do with him?***

Kirk should defend the honor of the ladies.

You could take the guard outside and settle it there.

You could also dump a little beer on him to cool him down.  
But you can also talk him out of anything rash.

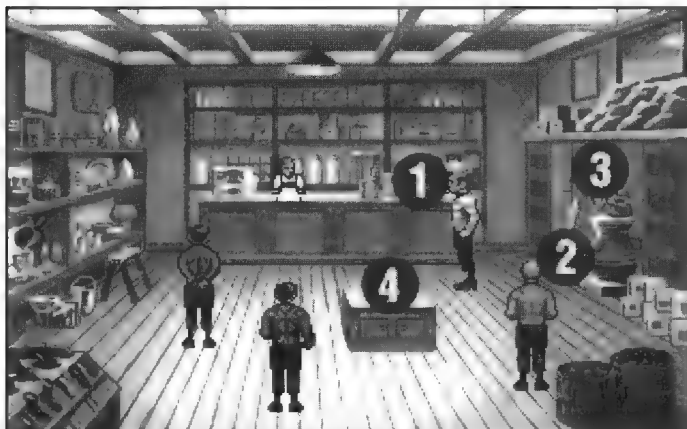
***Where can I get some items to help me out?***

Initially, you will not have a lot of money to purchase items.  
So it may not seem like a good idea to visit the shoppe.  
But do so anyways, you will be surprised how friendly some people are.  
Talk to the boy in the shoppe.

***How can I buy the items from the shoppe if I have no money?***

Most of the items in the shoppe are available for purchase.  
But you have no money, and starship captains don't steal!  
Maybe somebody will do you a favor.  
Talk to the boy about the items.  
You can get everything in the shoppe free, except the clock and the shoes.  
Ignore the shoes.  
But you will need money to buy the clock.

Interior Shoppe



1 - Food, 2 - Broom, 3 - Rope, 4 - Clock

***How can I get some money?***

The poker game would be a good place to start.  
But it takes money to make money.  
Maybe you can do an odd-job?  
Help a retired man out.  
Sweep the apartment floor with the shoppe broom.

***How do I get past the dog guarding the armory?***

You need to distract this dangerous beast.

The dog is probably hungry.

Feed him some food.

You can get some food from the shoppe.

That won't be enough, however.

Use the medkit on the dog to drug it.

***What can I do about the guards in the armory?***

Your phasers won't help you.

And you can't overpower them.

It's time for a trojan horse.

The barrels of beer in the tavern go to the armory every night.

Drug them with McCoy's medkit.

***How do I wake the guard commander safely?***

McCoy can wake him.

If McCoy is worried, then you need to do something him first.

Tie the guard commander down.

Use the rope from the shoppe.

***The commander won't talk, how do I convince him to sign transfer orders?***

You need to be persuasive.

Very persuasive.

Threaten him.

With the rifle.



***How can I open the safe?***

You need to get the combination.  
The commander knows it, but won't tell you.  
You can still get it from him.  
Or rather, someone else can.  
Use Spock on the commander.

***How do I convince the school children that Kirk is right?***

They will choose if you give them the choice.  
Let them vote on it.

***How can I get the chalkboard?***

The teacher won't let you take it.  
You need to get permission from Schiller, the school principal.  
He is in the tavern.  
If a rumor can be spread about chalkboards, then he would give you permission.  
Sundergard can spread the rumor for you.  
If you can get his son out of the war.  
Take the signed transfer orders to Sundergard.  
Ask Sundergard to spread a rumor.  
Then talk to Schiller about the chalkboards.  
Take Schiller's letter to the teacher.

***What can I do to help the retired gentleman in the apartment?***

He needs your help.  
Cleaning up the place.  
Sweep his floor.

***Where can I get a broom to sweep his floor?***

From the typical location.  
Get a broom from the shoppe.

***Neat cat. Is there anything that it does?***

Not much, it meows.  
Don't harm it, however.  
Be kind to animals.

***Can I help the wounded soldier in the trench?***

Trelane is keeping him wounded.  
You cannot heal the soldier.  
But you can still help him.

***How can I get the soldier to give me his locket?***

If you do him a favor, he will help you.  
Take his letter.  
Give it to someone who can deliver it.

## **Who do I give the soldier's letter to?**

There is a person in town who has the contacts.

Give the letter to Gretel, the innkeeper.

## **OK, I delivered his letter. How do I get the locket?**

You had a bargain.

All you need to do is go back to him and ask for it.

## **What do I do with the triplane?**

You need to get rid of it.

Blowing it up would be a good way.

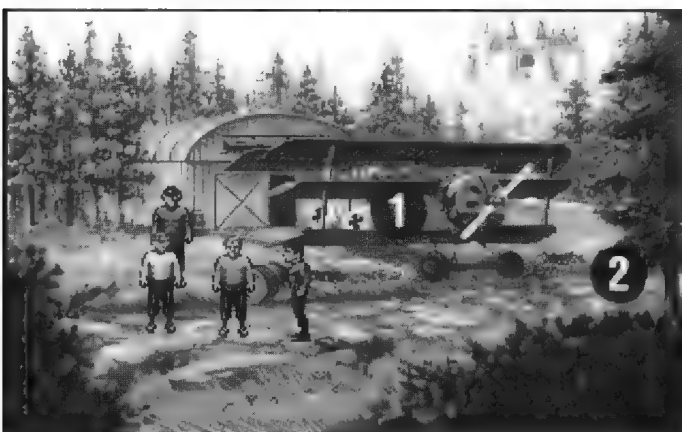
The TNT from the armory will do nicely.

If the triplane reforms, then you do not have all the power items.

Gather all the power items and put them in the triplane.

This is a good place to save your game.

Then use the TNT on the triplane.



1 - Triplane, 2 - Path to Castle

## **What is the problem with Ellis? How can I deal with him?**

Ellis doesn't like you.

You should straighten him out.

But don't do it physically.

That doesn't look good on your resume.

## **How can I get into the castle? The force field is stopping me.**

You cannot get past the force field.

Attempting to enter the castle will give you a clue.

You must destroy all of Trelane's power items.

At the triplane.



***Trelane transported us to the castle. Now what?***

This is your chance to defeat him.

You cannot do it with force, however.

You have to use the weapon left to you.

Your wits.

Talk him into letting you go.

**Trelane froze Ellis. How do I help Ellis?**

You do not want Ellis taking what was meant for you.

Convince Trelane to free Ellis.

Tell him you are at fault.

### What is the deal with these bottles?

Look closely.

Science tricorder them.

The captured ships have been shrunk!

Only Trelane can free them.

**How do I convince Trelane to let us go?**

You must argue with him.

There are many different arguments that will work.

One successful method is to question its historical validity.

***I'm in the historical trench. Now what?***

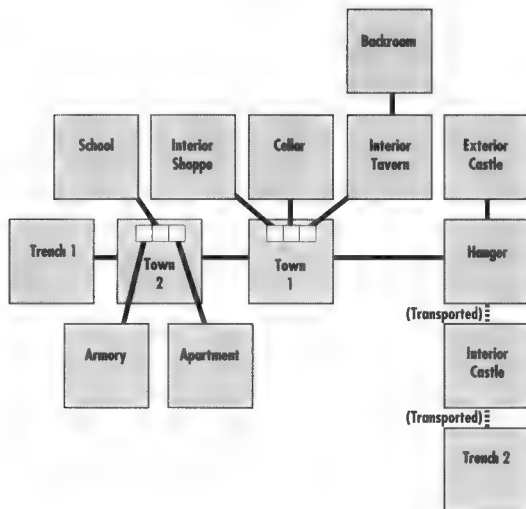
It is veru brutal here.

You have the chance to show Trelane the fault of his ways.

Convince him that this is the real result of war.

## MAP

**"NO MAN'S LAND"**  
Game map

**WALK-THROUGH**

This walk-through will give you the exact commands, in order, to solve No Man's Land. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the No Man's Land HINT section before looking here.

Raise Shields  
 Arm Weapons  
 Navigate to the Delphi System  
 Choice 1  
 Choice 1  
 Choice 1  
 If you are not on Federation Cadet, fight Trelane's triplane.  
 If you win, Choice 3  
 Take sticks  
 Use Kirk on crate in upper right corner  
 Take bottle  
 Use bottle on hay  
 Use sticks on hay  
 Use Spock on guard





N

Use Kirk on guard

Use medkit on old man

Talk old man

Ask one question (any choice)

E (into tavern)

Choice 2

Talk Gretel

NW

Talk Sundergard

Choice 1

S

Use McCoy on barrels

E

W (into shoppe)

Talk boy

Choice 1

Talk boy

Choice 1

Talk boy

Choice 1

Talk boy

Choice 2

S

SW

Use food on doberman

Use medkit on doberman

W (into armory)

Use rope on commander

Take rifle

Use medkit on commander

Use rifle on commander

Take signed papers

Use Spock on commander

Use Spock on safe

Take TNT

E

N (into school)

Talk Hauptmann

Choice 3

Use science tricorder on chalkboard

Talk teacher

Choice 5

W

E (into apartment)

Talk Eckhart

Choice 4



Use broom on floor  
E  
SW  
Use medkit on soldier  
Use science tricorder on soldier  
Talk soldier  
Choice 3  
SE  
SE  
E (into tavern)  
NW  
Use signed orders on Sundergard  
Talk Sundergard  
Choice 3  
Use money on table  
S  
Use letter on Gretel  
Talk Schiller  
Choice 3  
Take Schiller's paper  
E  
W (into shoppe)  
Talk boy  
Choice 2  
S  
SW  
N (into school)  
Use Schiller's paper on teacher  
W  
SW  
Talk soldier  
Choice 3  
SE  
SE  
SE  
Choice 2  
Choice 1  
Use locket on triplane  
Use chalkboard on triplane  
Use clock on triplane  
Use TNT on triplane  
Choice 2  
Look at bottle with U.S.S. ENTERPRISE™  
Talk Trelane  
Choice 1  
Choice 1  
Choice 1

## INVENTORY ITEMS

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
bottle of schnapps	from crate in cellar	use on hay to help start fire
broom	from shoppe	sweep apartment
chalkboard	from school	use on triplane
clock	buy at shoppe	use on triplane
food	from shoppe	give to dog
letter	from soldier	give to Gretel in tavern
locket	from soldier	use on triplane
money - poker stake	from man in apartment	use on poker table to win more money
money - winnings	from poker game in back of tavern	use to buy clock
rifle	from armory	use to threaten commander
rope	from shoppe	tie up guard commander
Schiller's letter	from Schiller in tavern	give to teacher
signed orders	from guard commander	give to Sundergard
sticks	in cellar	use to start fire
TNT	from armory safe	blow up triplane

## SCORING

This list shows what you are scored for in No Man's Land. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Talk to Ellis to determine his problem. Defeat triplane (or select Federation Cadet). Persuade guard to leave cellar. Save old man from bully. Heal old man. Defend Gretel without provocation. Obtain shoppe items by talking to boy. Do not use the rifle on the drunken guard in the armory. Offer to heal retired gentleman in apartment. Offer to fix phonograph. Do not use the rifle or the TNT on the cat. Attempt to use medkit on soldier. Do not fight Ellis. Have the school children vote. Use no violent actions on children. Science tricorder the castle. Resolve the conflict between Kirk and Ellis. Attempt to destroy Trelane's painting. Do not attempt to shoot Trelane. Look at the U.S.S. ENTERPRISE™ in a bottle. Trick Trelane into looking for babysitter. Persuade Trelane to go to trench. Force Trelane to lose his composure.

## Light and Darkness

*While exploring an uncharted star system in the Deneb sector, an unknown distress beacon sends the crew of the U.S.S. ENTERPRISE™ to Onyius II. What awaits them? And is this linked to their destiny with the Brassican race?*

### HINTS

***I have beamed down, where do I go from here?***

You need to investigate the source of the distress beacon.

It comes from the building to your north.

You could look around first.

It is up to you.

***This machinery is amazing, what do I do with it?***

You will need to use these devices.

But first, you need to collect something to use them with.

Explore more of the building.

***I have encountered a being. How can I help them?***

There are actually two "races" on this planet.

You need to help them both.

Their problems are related.

In fact, they are related.

You need to help them combine into a new "race".

***How do I convince the beings of light and darkness to cooperate?***

Diplomacy is the forte of the well-prepared starship captain.

Talk to them.

You will have to go back and forth.

Remind them how similar they actually are.

If you are successful, they will give you samples of themselves.

***I wasted a sample, how do I get a new one?***

Go to the source.

Get one from the alien creature.

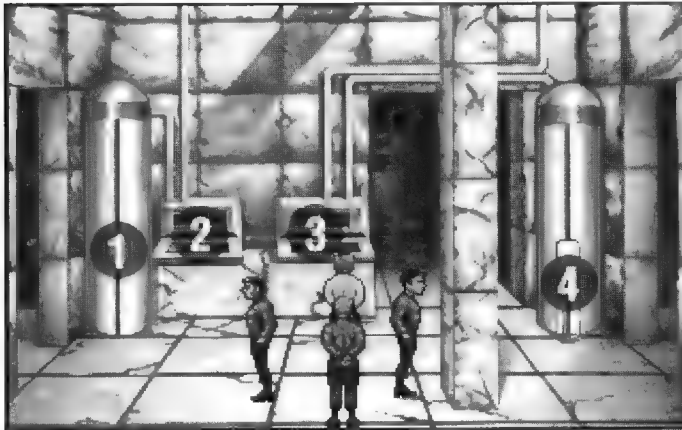
Use Spock on the device keyboard to summon a creature.

***What do I do with the samples?***

You have two samples.

You need to make one sample.

Use the machinery in the first room to combine them.



Sequencer/Replicator Room

1 - Sequencer Input, 2 - Sequencer Controls, 3 - Replicator Controls, 4 - Green Deposit

***How do I combine the samples?***

You need to use the machinery in the first room.

First, you need to sequence them.

Then, you need to use the replicator.

It's pretty simple.

But be careful.

***Jons cannot sequence the dark sample. Why?***

There is a problem with the dark sample, according to Jons.

Maybe there is a problem with Jons.

He does not want to sequence the dark sample.

You need to change his mind.

***How do I convince Jons to help out?***

Talk to him.

Be polite, but forceful.

Do not be harsh.

Remind him that they are only single-celled creatures.

***The combined sample is bad. What went wrong?***

Something interfered with the replication.

Something on the replicator door.

That nasty green deposit is the problem.

You need to remove it.

Use your stun phaser to remove it.

***I combined the samples correctly. Now what?***

You should test it to see if it is a viable combination.  
Use the device to the north of the first room.  
Use the combined sample on the access port.

***The transmission is damaged. What do I do?***

You need to find the problem.  
Most transmissions need something that transmits.  
Like antennas.  
There are antennas outside, they are broken.  
You need to fix them.

***How do I power the antennas?***

Tricorder the antennas.  
They have a thermal power source.  
That means heat.  
A large amount of heat.  
The U.S.S. ENTERPRISE can help.  
Communicate with them.  
But you need to find the proper location.



1 - Microwavable Rock, 2 - Antenna Controls

1st Antenna

***Where is the best location for the U.S.S. ENTERPRISE™ to microwave?***

Rocks would be a good choice.  
You need to get the proper rock.  
Look around.  
Science tricorder the rocks directly behind the first antenna.



**How do I re-align the antenna?**

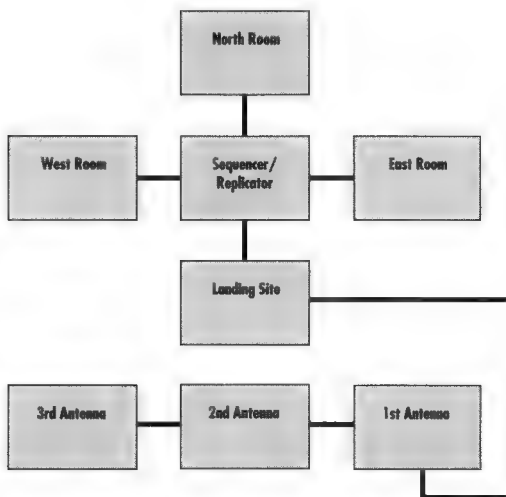
First you need to find the exact problem.  
 Science tricorder the second antenna control box.  
 A larger computer is needed to do the calculations.  
 The U.S.S ENTERPRISE™ has a large computer.  
 Communicate with the U.S.S ENTERPRISE.  
 Then use Spock on the control box.

**How do I finish up here?**

After you fix the transmission, you are almost ready to leave.  
 Return to the combined creature.  
 Talk to it.

**Map**

**"LIGHT AND DARKNESS"**  
 Game map



## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve Light and Darkness. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Light and Darkness HINT section before looking here.

Use science tricorder on building  
 N  
 W  
 Talk creature  
 Choice 1  
 Choice 1  
 E  
 E  
 Talk creature  
 Choice 2  
 Choice 1  
 Choice 3  
 Take light sample  
 W  
 W  
 Use Spock on device keyboard  
 Talk Vizznr  
 Choice 2  
 Choice 1  
 Take dark sample  
 E  
 Use stun phaser on replicator deposits  
 Use light sample on sequencer door  
 Use dark sample on sequencer door  
 Talk Jons  
 Choice 3  
 Choice 1  
 Choice 1  
 Use dark sample on sequencer door  
 Use Jons on sequencer controls  
 Use Jons on replicator controls  
 Take combined sample  
 N  
 Use combined sample on device port  
 S  
 S  
 E  
 Use science tricorder on antenna  
 Use science tricorder on rock formation behind antenna  
 Use communicator





W  
 Use science tricorder on antenna control box  
 Use communicator  
 Use Spock on control box  
 E  
 S  
 N  
 N  
 Talk creature  
 Choice 3

## INVENTORY ITEMS

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
sample - combined	replicator	use on north room device
sample - dark	Vizznr (west room)	use on sequencer
sample - light	Azrah (east room)	use on sequencer

## SCORING

This list shows what you are scored for in Light and Darkness. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Successfully contact the Brassica. Clean the replicator before making a sample. Tricorder the building from the outside. Get Jons to do his job without direct accusation. Do not annoy Azrah or Vizznr. Do not use the faux-delta sample. Scan all three sensor dishes.

## Voids

Stardate 6257.6. The U.S.S. ENTERPRISE™ is sent to replace the U.S.S. Regulus in investigating the Antares Rift. On entering the Rift, the Enterprise is damaged by spatial disruptions. Can they discover the source of these disruptions and halt them before the destruction of the U.S.S. ENTERPRISE?

### HINTS

#### ***How can I save the Enterprise?***

The spatial disruptions are destroying the Enterprise.  
You must find their source.  
And stop them there.  
Talk to the bridge crew for starters.  
Hurry! You have limited time.

#### ***How can I exit the bridge and get to auxiliary control?***

Talk to everyone on the bridge.  
You can try the transporter from the science station.  
Someone will have to try.  
Have Spock make the attempt.  
You still need help getting off the bridge.  
Try to contact damage control.  
You need to leave them a message.  
Send them a message using the computer.

#### ***How can I enter a message in the computer?***

After Spock disappears, use the science station.  
You might have to talk to Uhura first to learn how.

#### ***Spock has disappeared! What can I do save him?***

Spock has been captured.  
You will have to find where he has been taken.  
Maybe this has something to do with the disruptions?

#### ***Is there anything that I can do to help save the ship?***

Contact Scotty.  
Use your communicator.  
You can adjust the power levels of the shields and the sensors.  
It is best to concentrate your resources.  
You can delay the Inevitable.

#### ***I'm in the turbolift. Where first?***

You will need to visit all places eventually.  
Right now, you need to gain control of the ship.  
Auxiliary control!

***This alien threw me out of aux control! What can I do?***

Not much.

If you attempt anything, the alien will throw you out.

If you gather more information, you will be able to stop the alien from doing this.

### How can I stop the alien?

Direct force is not going to work.

And the alien will not listen to you.

Dr. McCoy might be able to help.

You need more information about the alien.

You need a medical scan of the alien.

***What do I have to do to get a scan of the alien?***

There is a shield protecting aux control from your tricorders.

You need to penetrate that shield.

Use your phaser to burn a small hole in the door to aux control.

Don't make the hole too big or the alien will notice.

Scan the hole with the medical tricorder.

### What can I do in sickbay?

Dr. McCou can help you defeat the alien.

You need to bring him information about the alien.

He will give you something.

### How do I use the gas?

You cannot directly gas the alien.

You need an indirect method.

All environmental controls are centrally located.

Go to engineering.

## What can I do in engineering?

Engineering has one item of importance.

Environmental control.

You can add the gas to the aux control atmosphere.

Use the gas canister on the life support mixer.

Use the life support controls.



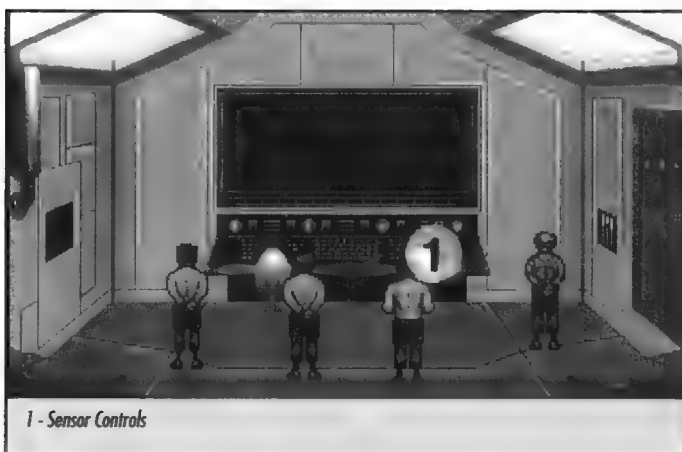
Engineering

***What can I do in aux control?***

You need to get past the alien.

Once you do so, you need to find out where the alien went.

Use the sensors.



Auxiliary Control

***The Vurian disappeared, how can I follow it?***

You need to find out where it went before you can follow it.

Then you will need to transport to those coordinates.



***What can I do in the transporter room?***

You need to transport to Spock and the source of the disruptions.

You need to find out where Spock is, first.

Once you have the coordinates, go to the transporter room.

***I'm in the alien dimension, how do I get back?***

You can't leave before your job is finished.

You have to save Spock.

And find the source of the disruptions.

***What can I say to the Vurian?***

The Vurian can give you much information.

It can even tell you who is causing the problems.

Ask about the Savant.

***One of my men went crazy, what can I do to prevent that?***

The stones are dangerous.

You should not handle them directly.

Maybe if you had something to put them in?

***How can I pick up the pile of blue stones safely?***

You cannot handle them with your bare hands.

You need something to put them in.

A pouch would do nicely.

Fortunately, there is one around.



Void-Savant

**Spock is hurt. What can I do to help him?**

Spock is being influenced.

You need to get him away from here before you can help Spock.

The only way back is to summon the Savant and talk to Spock.

In the meantime, you can use the medical kit on Spock.

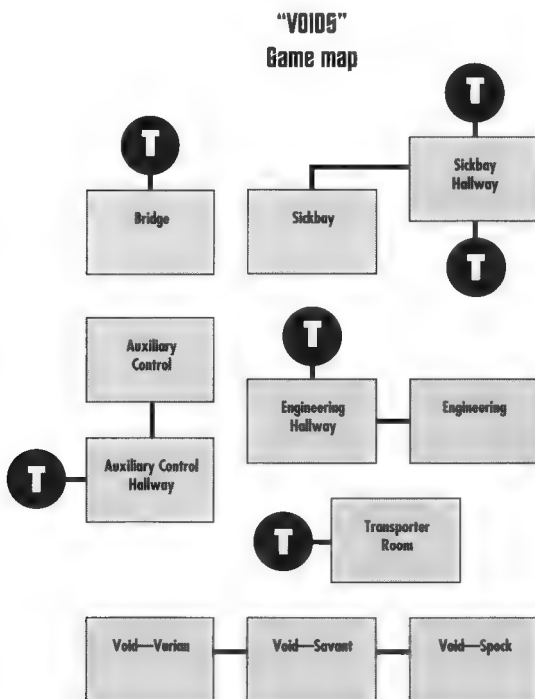
**I talked to the Savant, but he would not listen. How can I force him to send us back?**

You should not threaten the Savant.

Forcing him to accept emotions would be good.

Gather the large pile of blue stones and use them on the Savant.

He will then be more likely to listen to you.

**Map**

## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve Voids. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Voids HINT section before looking here.

Talk Spock  
 Talk Scotty  
 Talk Walker  
 Talk Uhura  
 Use Spock on science station  
 Use Spock on science station  
 Choice 1  
 Use science station  
 N  
 Select auxiliary control  
 Use communicator  
 Choice 1  
 Choice 1  
 N  
 Use medical tricorder on alien  
 W  
 Select sickbay  
 W  
 Talk McCoy  
 NW  
 S  
 Select engineering  
 E  
 Use gas canister on life support device  
 Use life support controls  
 Use sensors  
 S  
 W  
 Select transporter room  
 E  
 Take pouch  
 W  
 Use pouch on collection of blue rocks  
 Talk Vurian  
 Choice 1  
 Choice 3  
 E  
 Choice 1  
 Talk Savant  
 Choice 3

Choice 3  
 Talk Savant  
 Choice 3  
 Choice 2  
 Use pouch on Savant  
 Choice 2  
 Choice 1

## INVENTORY ITEMS

Item Name	<u>Where or how to get it</u>	<u>What to do with it</u>
gas canister	McCoy in sickbay	use in engineering
pouch	alien dimension	use to pick up blue rocks
rocks - blue	alien dimension	use on Savant
rocks - other	alien dimension	no use/scan only

## SCORING

This list shows what you are scored for in Voids. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Keep hull damage above eighty-four percent. Give order to fully boost sensors or shields. Talk to Scotty, Sulu and Chekov on the bridge. Choose Spock to be transported first. Phaser the aux control door only once. Do not use the red phaser on the Vurian. Get the Vurian to aid the party. Do not use Walker on the blue gems without the pouch. Examine stones with science and medical tricorders. Do not threaten the Savant. The Savant cannot be angry when first summoned. Do not use pouch of stones on Spock.



## Museum Piece

About to enjoy shore leave, the crew of the U.S.S. ENTERPRISE™ is asked to attend a diplomatic party at the Smithsonian Annex on Nova Atar. Something is wrong and the crew of the U.S.S. ENTERPRISE is caught off guard. When terrorists take control, it is up to Montgomery Scott to save the day.

### HINTS

***I'm exploring the museum. How do I go back to see the curator?***

Why are you in such a hurry?

Take your time.

You have a couple minutes to explore.

If you wish to hurry, you can.

Just try and enter the locked door in Room 10.

***The curator is unconscious. Can I help him?***

Of course you can.

You just can't do very much without McCoy.

Still, try your best.

Use somebody on the curator.

***How do I stop the terrorists?***

This is the tricky part.

First, you must get to them.

That means you must leave this room.

***How do I get out of the curator's office?***

There are two methods.

Both are "hidden".

One is a secret button.

The other is a note.

***How can I unlock the door?***

Find the hidden button.

The curator would have control of the door.

Very close to him.

Search the desk.

***What is the code that the door wants?***

The curator is a careful man.

He wrote the code down, in case he forgot it.

He hid this note.

Search and you can find it.

Look under the cognac bottle.

Read the note to find the code.

Read this backwards: 3212POSV

***What can I do to keep the office door stuck open?***

You need something to support the door.

The lance is a good idea, but won't do.

Something like the knight.

***What items are useful in this room?***

There are many items in this room that you will need.

Look around you.

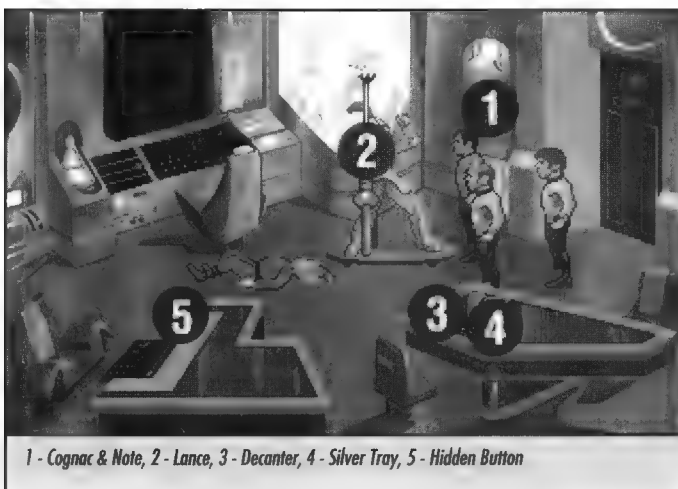
Take the lance.

Take bottle of cognac.

Take the note that was under the cognac.

Take the decanter.

Take the silver tray.



Curator's Office

1 - Cognac & Note, 2 - Lance, 3 - Decanter, 4 - Silver Tray, 5 - Hidden Button

***How do I get the phaser cannon in Room 5 working?***

You cannot.

But there is something that you need from the cannon.

Actually, two somethings.

Use Scotty on the cannon to get them.

The capacitors will come in extremely useful.

***How do I charge the capacitors the first time?***

You need something to recharge them on.

The answer is right in front of you.

The table is the answer.

Use the capacitors on the table.

Charge both of them.



***How do I exit to Room 6 to the SE?***

There is no secret button to open this door.  
There is an override code.  
The hidden note in the curator's office has the code.  
The note was hidden under the cognac bottle.  
Look at the note to get the code.  
Read this backwards: 3212POSV

***What use is the little robot? How can I get it to work?***

The little robot is in itself not very useful.  
But it contains something vital to your mission.  
You must activate the robot to get anything out of it.  
The robot needs power.  
Use a charged capacitor on the robot.  
Use Scotty on the robot.  
Take the robot.

***What else in Room 6 is useful?***

There is much raw material around here.  
Use Scotty to get it for you.  
There are clamps on the docking ring that you need.  
The access panel on the escape pod is also useful.

***I tried to exit to Room 7 to the NE and could not. Why?***

The code will not work on this door.  
You need to come up with another plan.

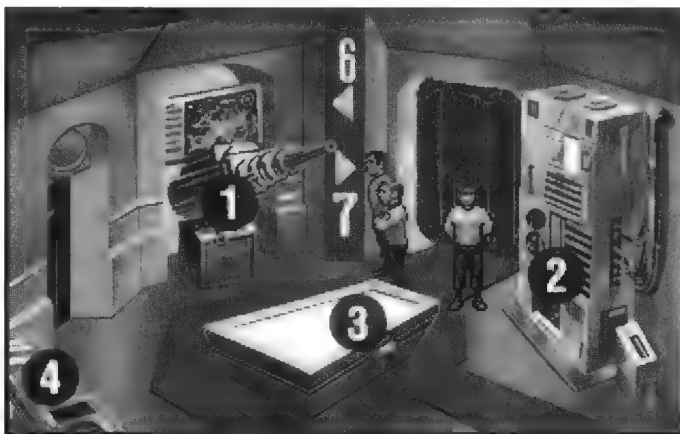
***How do I formulate a plan?***

Communicate.  
Talk to Scotty.

***How do I build a mass-driver?***

By acquiring various pieces of equipment and setting them up on the table.  
The capacitors from the phaser cannon, of course.  
Get the clamps from the docking ring in Room 6.  
Get the super-conducting wires from the robot in Room 6.  
The lance from the knight.





Mass Driver Room (Room 5)

1 - Phaser Cannon, 2 - NIVEN Machine, 3 - Recharge Table, 4 - Klingon Control Device

***How do I control the mass-driver?***

You need to interface to it.

Use the interface cable on the table.

This connects the table to the Klingon control device.

Use Scotty on the Klingon control device.

***I seemed to have destroyed the recharge table, is there anyway that I can recharge the capacitors now?***

Not at this time.

But you will be able to shortly.

And you will need to.

Take them with you.

***I seemed to have destroyed Room 7. Is there anything valuable in here?***

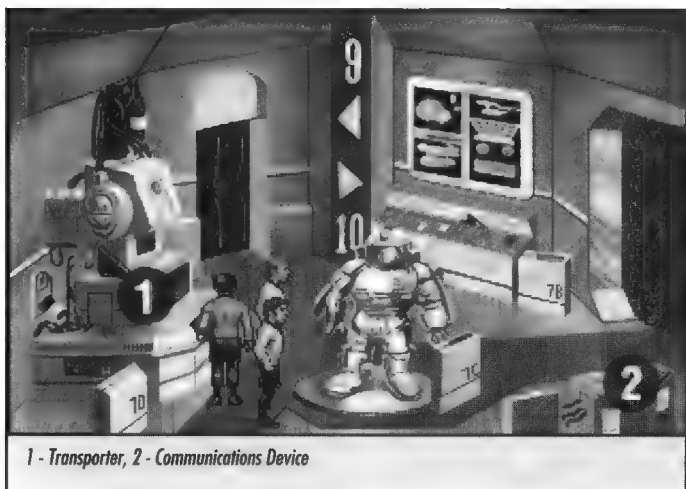
Look around.

There is a gas canister in the rubble.

Take that.

There is a transporter and a communication device.

But you can't take them.



Transporter Room [Room 7]

**How can I safely enter Room 10, with the terrorists?**

Just walking through the door will not work.

You need to come up with something else.

You have a choice.

Look around you carefully.

Can you repair any machinery to help you?

You might be able to use the transporter.

Or you can try and talk to them with the communicator.

**How can I get this transporter working?**

You will need to power it first.

Then you need to fix it.

Use the heat-resistant wires on it.

Then use the access panel.

Have Scottu work on it.

### How can I get the communications panel working?

You will need power.

Use a crystal shard on it.

Then use the recharged capacitor.

For a transmitter, use the silver tray.

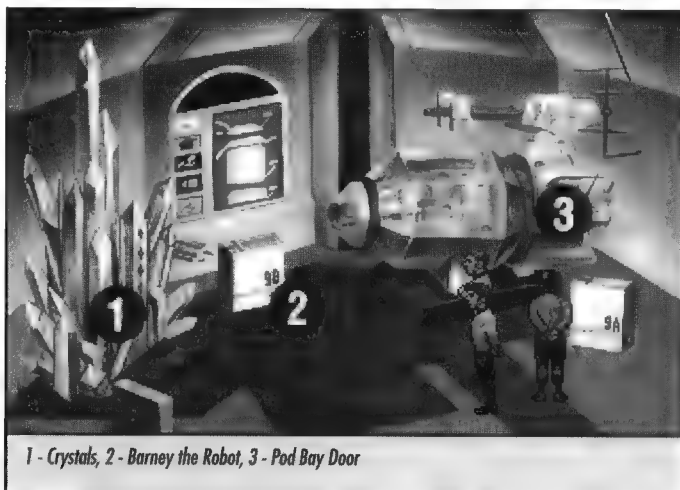
***In Room 9, how do I open the bay door on the pod?***

You need something specialized.

A robot would help.

Power the robot.

Have Scotty tell the robot what to do.



Display Room (Room 9)

1 - Crystals, 2 - Barney the Robot, 3 - Pod Bay Door

**What can I do to power this robot?**

It doesn't need much power.

Use a drained capacitor on it.

Tell Scotty it's ok.

**How do I recharge the capacitor using the pod?**

First you must open the pod bay door.

Then Scotty must examine it.

Use the silver tray for a conducting platform.

Use the decenter's contents as a catalyst.

Use the capacitor on the door.

**I have the robot, a charged capacitor, and the gas canister. How do I transport the gas to the terrorists?**

Fix the transporter.

As usual, Scotty is capable.

Use the access panel on the transporter.

Use the heat-resistant wires on the transporter.

Use the charged capacitor on the transporter.

Have Scotty check everything over.

Use the gas canister on the transporter.

Have Scotty send it over.

**What is the best way to negotiate with the terrorists?**

Listen to their demands.

Try to understand what their problem is.

But be tough.

Offer them a deal.

Guarantee it.

Use the following choices: 1,1,2,2,1,1,2,2,1,1

*I failed to negotiate with the terrorists. What can I do now?*

Don't give up.

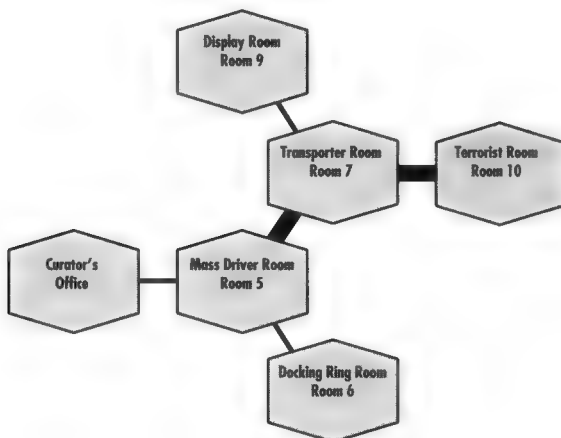
Don't walk through the door, either.

Fix the transporter.

Gas 'em.

## MAP

### "MUSEUM PIECE" Game map



## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve Museum Piece. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Museum Piece HINT section before looking here.

Explore the museum until you try to enter room 11 from room 10, or until time passes.

Use curator

Use Scotty on security station

Use Scotty on security station

Use Scotty on security station

Take large bottle

Take lance

Take note (located under the bottle)

Look note

Take silver tray

Take decanter

Use Kirk on desk

Use Kirk on desk

Use knight

E

Use Scotty on phaser cannon

Use both capacitors on table

Use Scotty on NIVEN

Take capacitors (when charged)

SE

enter VSOP2123

Use Scotty on docking ring

Use Scotty on escape pod

Use charged capacitor on robot

Use Scotty on robot

Take robot

N

Use discharged capacitor on table

NE

enter VSOP2123

Talk Scotty

Use clamps on table

Use super-conducting wire on table

Use both capacitors on table

Use interface cable on Klingon device

Use lance on table

Use Scotty on Klingon device

Take capacitors

NE





Take canister  
 NW  
 enter VSOP2123  
 Use capacitor on robot  
 Choice 1  
 Use Scotty on robot  
 Use Scotty on probe door  
 Use silver tray on probe door  
 Use decanter on probe door  
 Use capacitor on probe door  
 Take capacitor when charged  
 Take silver tray  
 SE  
 Use Scotty on transporter  
 Use access panel on transporter  
 Use wires on transporter  
 Use capacitor on transporter  
 Use Scotty on transporter  
 Use gas canister on transporter  
 Use Scotty on transporter  
 Choice 1  
 E

## INVENTORY ITEMS

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
access panel	escape pod (Room 6)	transporter
bottle - large, cognac	curator's office	pod bay door to recharge
capacitors	phaser cannon (Room 5)	capacitor
clamps	docking ring (Room 6)	mass-driver, robots, transporter, communicator
crystal shards	crystal display (Room 9)	mass-driver
decanter	curator's office	communicator
gas canister	rubble (Room 7)	pod bay door
interface cable	NIVEN machine (Room 5)	transporter
lance	from knight	mass-driver
note	under cognac bottle	mass-driver
silver tray	curator's office	pod bay door
wires - heat resistant	NIVEN machine (Room 5)	transporter
wires - super conducting	robot (Room 6)	mass-driver

## SCORING

To score the maximum amount of points in Museum Piece you must negotiate with the terrorists and successfully complete the mission. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.



## Though This Be Madness

Stardate 6169.3. While delivering supplies to outposts near Klingon and Romulan space, the U.S.S. ENTERPRISE™ picks up a distress signal - from a Romulan Warbird in the Romulan Neutral Zone! What will happen if the U.S.S. ENTERPRISE responds to this possible trap? An encounter with an alien vessel is the least probable possibility, isn't it?

Note that this episode does not have scoring, as you will see when you finish the episode.

### HINTS

***Should I investigate the Romulan distress signal?***

There are risks involved.

It's up to you.

***The Romulan Warbird defeated me in combat. What should I do?***

See the specific hints on page 72 (Starship Technical Report).

***How should I answer the Romulan's question about the Brassica?***

Trust your instincts.

And what you know of Romulans.

Be cautious.

***I have beamed over to the alien vessel, what now?***

You should explore.

And find more information.

You need to find out where this ship came from, and who sent it.

***Everyone seems to be a little crazy. Can I help them?***

The whole ship is crazy.

It really is.

You need to find the source of the insanity and help it.

***There are Klingons here. What should I do about them?***

They have the right to be here.

Do not provoke them.

It would be bad for Federation-Klingon relations.

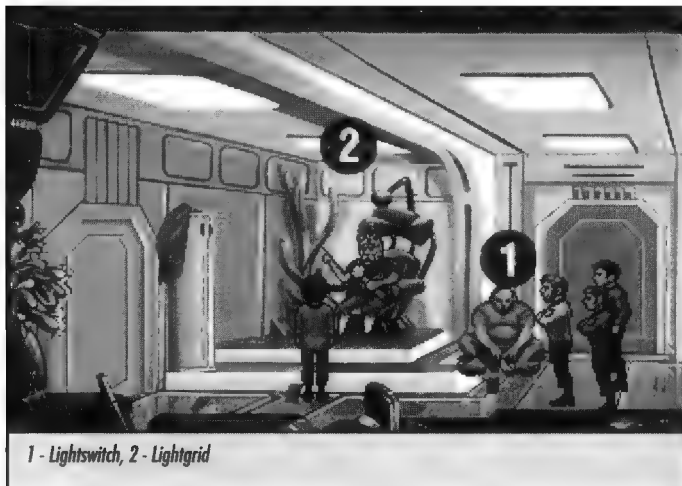
***How can I talk to the king?***

The king will only talk to royalty.

One of your party members has royal blood.

Use that party member on the king.

Uhura is the proper party member to use.



***There is a flickering light panel. Is that important?***

It could be.

You might want to investigate it more carefully.

Use the lightswitch.

***How can I get the little boy in the sleeping hall to talk to me?***

He has been raised properly.

You need his mother's permission.

Find her and ask her permission.

***Where is the little boy's mother?***

She is in the Eating Hall.

***How can I help Moll, the boy's mother?***

Solve her problem.

She wants better food for her son.

But she killed the plants that grew the food.

Heal the plants.

***How can I grow fresh fruit?***

The hydroponics room has the necessary equipment.

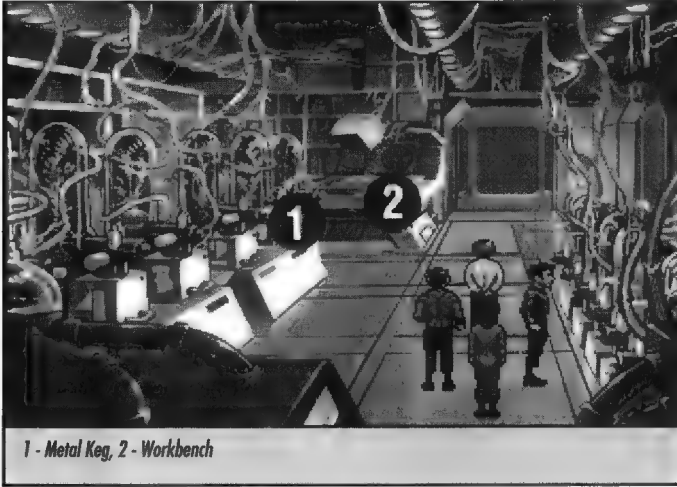
But it needs to be fixed.

***How can I fix the hydroponics room?***

You must first remove the broken part.

The metal keg at the north end of the row of plants.

Place the keg on the workbench.



1 - Metal Keg, 2 - Workbench

***How can I remove the old nutrient bath?***

You must destroy it.  
Use your kill phaser.  
Phaser the metal keg.

***Where do I get necessary chemicals for the nutrient bath?***

You must find an alternate source.  
Something that you would not expect.  
Something that you can build with.  
The blocks that Jakesey is playing with.  
Then use the red phaser again to heat them up.

***How can I get the blocks from Jakesey?***

You can't just take them.  
Jakesey wants something in return.  
Something soft he can cuddle.  
A teddy bear would be nice.

***How can I get the teddy bear?***

You need to win it in combat.  
Mental combat.  
Play a game.  
Have Spock play Tridimensional Chess with Gormagon.

***Something is wrong with the computer Phays. What can I do to fix it?***

The computer is suffering from mixed personalities.  
You need to find a way to access the computer and adjust it.  
You need information to fix it.



You need parts to fix it.  
And you need to find the actual computer to fix.

**Where is the computer actually located?**

It is in a secret room.  
In your explorations, where is the one room that you have been unable to fully explore?  
Tuskin's room.  
You need to go past Tuskin's room.

**How can I help the old woman in the oratory?**

She is beyond most help.  
You need to get information from her.  
Her mind.  
Have Spock use the Vulcan mind-meld technique.

***How can I get Spock to perform a Vulcan mind-meld on the old woman?***

Spock is concerned for her safety.  
Have Dr. McCoy check her out first.  
Use the medical tricorder on her first.

***Tuskin is completely scared of me, how can I change that?***

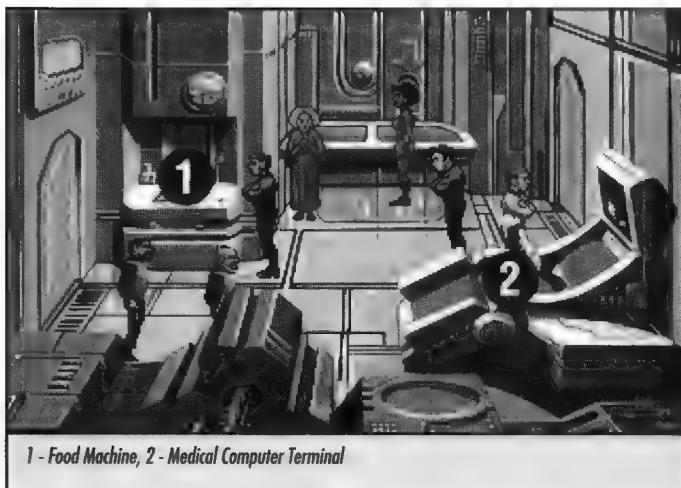
Tuskin is scared of almost everybody.  
He is a true paranoid.  
You cannot convince him that you are sincere.  
You should try and calm him down.

### ***How can I calm Tuskin down?***

You can't stun him with your phasers.  
You need to put him to sleep in another way.  
Drug his food.

### ***How do I make the drugged food?***

You need two things.  
Some food to drug.  
Fortunately, there is a machine that supplies food.  
In the Eating Hall.  
And you need the necessary chemicals.  
Then you need to mix them together.  
There is a medical computer terminal in the Eating Hall that will do that for you.



***Where do I get the necessary chemicals for the drugged food from?***

You will need to get them from a person.

But he won't know what he is giving you.

Once you give the fresh food to the boy and have his mother's permission to speak, talk to him about the bad food.

Take the bad food when he offers it.

The bad food contains the necessary chemicals.

***Tuskin won't accept the food from me. How can I get him to accept it?***

Someone he trusts needs to give him the food.

His guards are busy guarding him from you.

It also needs to be someone who trusts you.

Ask Moll.

***Moll will not help me with Tuskin. How can I convince her to help?***

You need to have helped her with her son.

Then you just need to ask.

Talk to her.

Then give her the drugged food.

***How can I get past Rackaback?***

Once Tuskin is asleep, you still need to get past this giant guard.

He is too big for even Spock.

You need to stun him.

Be sure to use your stun phaser!

***Where exactly is the computer, and how can I get there?***

The entrance to the secret room is still hidden.

You need to find someone who knows how to open the secret passage.

Talk to Gormagon.

Then go down the hole.

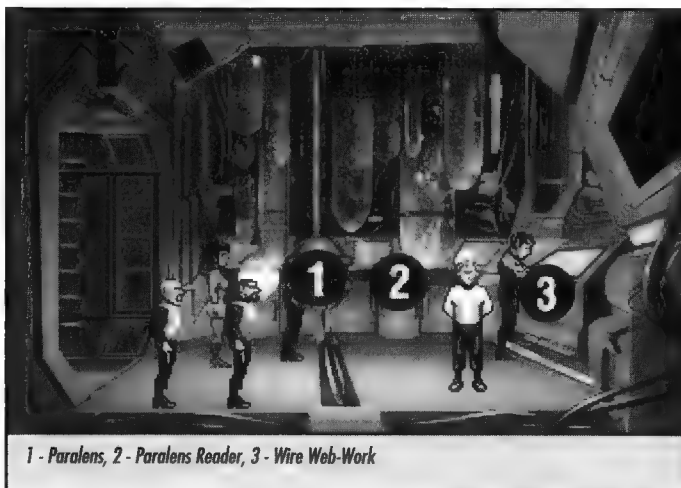
***How can I fix the computer?***

You need the right parts.

And you need the knowledge on how to use them.

Finally, you need to use the parts on the right area.

The wire web-work on the far right is damaged.



Computer Control

1 - Paralens, 2 - Paralens Reader, 3 - Wire Web-Work

***Where can I get the necessary information to fix the computer?***

You need to find someone who has the knowledge.

Somebody who has absorbed too much knowledge.

Mind-meld with the old woman in the upper computer room, the Oratory.

***Where can I get the necessary parts to fix the computer?***

The problem is the electrical connection.

Where else has there been electrical parts?

The lightbar and wire are located in the lightgrid above the King.

***How can I undo the lightbar to get the electrical connectors?***

Try using the lightbar on the wire web-work on the computer.

If you don't know how, then maybe somebody does.

Give the lightbar to Klarr.



## ***How can I get some real information from the computer?***

You will need to talk to the computer.

Ask the computer some pointed questions.

## ***Where do I use the paralens?***

The computer will drop down a paralens to you.

The paralens contains information.

To access that information place the paralens in the paralens reader.

The unusual computer terminal that revealed itself.

## ***How can I meet the builders?***

Examine the information on the paralens.

Inspect enough of it and you will find out.

## ***What do I do about Klarr's aide?***

He does not want to enter the portal.

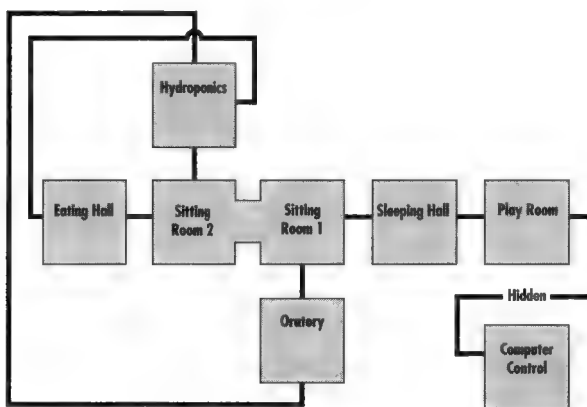
Enter and leave him behind.

Or have Spock nerve-pinch him.

## **Map**

### **"THOUGH THIS BE MADNESS"**

#### **Game map**







## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve *Though This Be Madness*. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the *Though This Be Madness* HINT section before looking here.

Select Choice 1 or Choice 2

Choice 1 - No combat

Choice 2 - Combat

After encounter with Romulan Warbird, select Choice 3

Communications with Klarr, Choice 2

[ Beam over to alien starship ]

W

Use Uhura on King

Talk King

Choice 2

Use lightswitch

Use lightgrid

E

E

E

Use Spock on Tridimensional chess set

W

W

W

Use bear on Jakesev

N

Take metal keg (north end of plant table)

Use keg on workbench

Use red phaser on keg

Use blocks on keg

Use red phaser on keg

Take keg

Use keg on north end of plant table

S

E

S

Use science tricorder on computer

Use medical tricorder on old woman

Use Spock on old woman

S

Take fruit

E

Talk woman

Choice 2



Use fruit on Moll

€

€

€

Use fruit on boy

Talk boy

Choice 1

Choice 2

Choice 3

Choice 4

Take bad food

W

W

W

Use food machine

Take foodbox

Use bad food on medical computer terminal

Choice 2

Use food box on medical computer terminal

Choice 1

Talk Moll

Use drugged food on Moll

Use food machine

Take foodbox

€

€

€

€

Use foodbox on Tuskin

Use stun phaser on Rackaback

Talk Gormagon

€ (down hole)

Use lightbar on wire webwork

Use lightbar on Klarr

Use electrical connectors on wire web-work

Use wire on wire webwork

Choice 2

Choice 1

Choice 4

Choice 5

Take paralens

Use paralens on unusual computer terminal

Choice 5

Choice 2

W

W



## INVENTORY ITEMS

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
bad food	from boy (Moll's son)	use to make drugged food
bear	win chess game in play room	give to Jakesey
blocks	from Jakesey	use in metal keg
drugged food	from computer terminal, requires bad food and foodbox	give to Moll
electrical connectors	from lightbar	use to fix computer
foodbox	from food machine	use to make drugged food and to give to Tuskin
fruit	from fixed metal keg	give to Moll and her son
keg	north end of plant table	repair to get fresh fruit
lightbar	from lightgrid above King	give to Klarr when he asks for it
wire	from lightgrid above King	use to fix computer

## Yet There Is Method In It

*Stardate 6269.3, the crew of the U.S.S. ENTERPRISE™ and the Klingon Captain Klarr have disappeared through a mysterious portal. Could this be the final test of the alien Brassica?*

Note that this episode does not have a map. The reason for this will become apparent when you play.

### HINTS

*I told the Brassican that I did not want to take any more tests, and it sent me back to my ship. Is what I did wrong?*

Yes.

To successfully finish this episode, you must succeed at this test.

This is not your standard mission.

Communication is the heart of this test.

Be sure to talk to everyone.

*Help! I am stuck in the middle of time and space! How do I get out?*

Only the Brassica can release you.

They will release you if you make a major mistake.

They will also release you if you succeed.

You will need to talk to everyone to succeed.

*Kirk answered a question, and was sent back to the U.S.S. ENTERPRISE. What did I do wrong?*

There are many choices that you can make when you answer the

Brassican's questions.

Some right, some wrong.

Kirk is one of the wrong ones.

He is important to the end of the mission.

You should not let Kirk answer a question, until the time is right.

*What is up with these questions? They make no sense at all!*

The goal of this mission is to successfully answer the Brassican's questions.

Remember that this is a test.

Read the question carefully.

Talk to the entire landing party.

Including the Klingon Captain Klarr.

Read all responses, and make your best decision.

*I got into a fight with Klarr. Is this a bad thing?*

Yes.

If you get into a fight with Klarr, the Brassicans will not trust either race.

Try not to tempt Klarr into a fight.

Do not use Spock on him, either.



***How do I answer a question?***

When you are ready, after talking to the landing party, talk to the Brassican.

Tell him you are ready to answer.

Use the party member you want to answer the question on the Brassican.

***I have been asked the first question, WHO AMONG YOU MAY GO TO THE GREATEST PAINS IN THE PURSUIT OF LIFE? What is the correct answer?***

Talk to the landing party.

Read their answers carefully.

It seems they all have good answers.

Giving life is often painful.

Answer with Uhura.

***What is happening to the landing party? Where are they going?***

As you answer the questions, your landing party will disappear.

This is the doing of the alien Brassica.

This will happen no matter what you do.

You will eventually see them again.

***I have been asked the second question, WHO AMONG YOU WRESTLES MOST INTENSELY WITH THE CHAOS OF LIFE? What is the correct answer?***

Talk to the landing party.

Read their answers carefully.

It seems they all have good answers.

Who makes the life or death decisions?

Answer with McCoy.

***I answered two questions wrong, and I was returned to my ship. What did I do wrong?***

This goal of this mission is to successfully answer the Brassica's questions.

You have two chances.

If you make a mistake and answer incorrectly, you will be given another chance.

Try again, and answer the questions correctly.

***I have been asked the third question, the equation  $PIG + X = COW$ . What is the correct answer?***

Talk to the landing party.

Read their answers carefully.

It seems they all have good answers.

Who is the most rational?

Answer with Spock.

***I have been asked the fourth question, WHY SHOULD YOU BE THE ONE TO LEAVE THIS PLACE ALIVE? What is the correct answer?***

This is a more difficult question to answer than the rest.

It seems one will live and one will die.

But maybe there is a third answer?

Seek an alternative answer.

### *How can I answer the fourth question correctly?*

Seeking an alternative answer is the proper way of doing it.  
It is best if you and the other person leave together, alive.  
Tell the Brassican that you will go together, or neither will leave.

### *Septi the Brassican has offered me a paralens, what should I do?*

There is much to be gained by taking this paralens.  
But you do not want to abuse it's power.  
This is the final test.

### *Klarr has the paralens, how should I answer him?*

Be honest.  
Be trustful.  
Give him the choice of what to do.  
Err on the side of trust.

## WALK-THROUGH

This walk-through will give you the exact commands, in order, to solve Yet There Is Method In It. These commands represent one way of solving each puzzle, but not necessarily the only way. This walk-through might not even give you the best solution, just one that will see you to the end of the mission. You might want to look in the GENERAL HINTS, or the Yet There Is Method In It HINT section before looking here.

Choice 2 (First Room)  
Talk to entire landing party (Second Room)  
Talk Brassican  
Choice 1  
Use Uhura on Brassican  
Talk to entire landing party (Third Room)  
Talk Brassican  
Choice 1  
Use McCoy on Brassican  
Talk to entire landing party (Fourth Room)  
Talk Brassican  
Choice 1  
Use Spock on Brassican  
Talk Klarr (Fifth Room)  
Talk Kirk  
Choice 2  
Choice 3  
Choice 1  
Talk Brassican  
Choice 1  
Choice 3  
Walk Kirk behind wall to Septi (Brassican Room)  
Choice 1  
Give paralens to Klarr  
Choice 1  
Choice 2



## INVENTORY ITEM

<u>Item Name</u>	<u>Where or how to get it</u>	<u>What to do with it</u>
Paralens	From the Brassican Septhi	Give to Klarr

## SCORING

This list shows what you are scored for in Yet There Is Method In It. This is used to calculate the percentage that you are shown at the end of the episode. Each episode score is averaged at the end of the game to determine your final score.

Use Uhura on the first question, McCoy on the second, Spock on the third, and select the "both go" answer for the fourth question. Give Klarr the paralens and trust him (select choices 1,2). You will lose points if you incorrectly answer a Brassican question.

## Starship Technical Report

*The U.S.S. ENTERPRISE™ is the pride of the Starleet. However, it is not the only starship to prowls the sector. As captain, you must always be prepared for whatever you may face. Part of preparation is knowledge of what you might encounter.*

### KLINGON STARSHIPS

These ships are the toughest adversaries in the game. Fortunately, you are not required to defeat one to finish all the missions. The U.S.S. ENTERPRISE is slightly faster than the Klingon vessels. Use this advantage when your ship needs repair. If engine power is reduced, use Emergency Power to supplement needed energy.

### ROMULAN STARSHIPS

These ships are very slow, but can turn rapidly. When they are not lined up for a shot, they will generally be cloaked. The ship will obscure the stars when cloaked. Watch carefully for any visual distortions. Because of their weak hulls, they are easy to destroy once they have been detected. Be careful of their plasma torpedoes. Don't let it hit the U.S.S. ENTERPRISE twice in the same area. It can severely cripple your ship. Plasma torpedoes have a long reload time so if you avoided the torpedo, use the opportunity to damage the Romulan. Romulan cloaking devices use an incredible amount of power. If you can damage the Romulan powerplant, they will no longer be able to use their most powerful defense - the cloaking device. Fortunately, you do not have to defeat a Romulan to finish all the missions.

### ELASI STARSHIPS

Extremely fast, their main disadvantage is their weak hull. Also of note is their poor port and starboard shields. Attacks from their side will quickly damage the ship. A good tactic for these ships is to rapidly reduce speed when they are directly behind you. They will frequently pass by, leaving them vulnerable for attack.

### SHIP TO SHIP CONFLICT

One of the most difficult tasks facing the crew of the U.S.S. ENTERPRISE is starship conflict. It is generally considered UFP policy to only return fire if fired on, you should not seek battle! But in case you must fight, then here are some tips to help you and your crew survive with minimal damage.

In general, the philosophy remains to inflict the most amount of damage while receiving the least amount of damage in return. To do this you must learn two things: when to fire your weapons for maximum effect, and far more importantly, how to avoid enemy fire.

Your phasers fire faster than your photon torpedoes. Phasers also move faster than photons. You do not need to give as large of a lead when firing phasers. Lead is the distance that you must fire ahead of the enemy vessel's direction of travel so that your shot will hit where the enemy vessel will be - not where it is when you



fire. In general, the faster the enemy ship, the more lead you will need. The slower the enemy ship, the less lead. The faster your weapon travels, the less lead you need.

Scoring a hit with Photons is very difficult at maximum range. You must account for more lead. Use phasers at long distance, and only combine fire with photons at close range. Use your weapon lock, but do not rely on it. It's only a computer—you have the advantage of human intuition!

## **FEDERATION CADET, ACADEMY GRADUATE, COMMISSIONED OFFICER**

The three different levels control the difficulty of the space combat, as per the Star Trek: Judgment Rites manual. Here are some more details about each level:

- If you select Federation Cadet, you will not be forced to fight in any of your missions. If you fly off-course, you will still force a hostile encounter. These encounters will be at 60% strength, however.
- If you select Academy Graduate, then you will have encounters in two missions, see below for more information. These encounters will be at 60% strength. If you fly off-course, however, you will have full strength encounters.
- At the highest level of difficulty, Commissioned Officer, the mission and off-course encounters will both be at full strength. Also, in one of the missions, you will have to fight an additional enemy starship.

## **FEDERATION**

On Federation Cadet, you will not come into conflict with the Elasi.

On Academy Graduate level, you will face one Elasi Storm-class frigate. The U.S.S. ENTERPRISE™ outclasses it in almost every regard. The only two things that you have to worry about are the speed of the Storm-class frigate and it's three forward firing photon torpedo launchers. The key is forward firing launchers. If you can maneuver into the rear arc of the Elasi, so that your main weapons are targeting it but it cannot target you with those three photons, then you are in good shape.

On Commissioned Officer, you will face two Elasi Storm-class frigates, one of which has been upgraded to three forward firing torps. In combat, lock on to this particular starship and concentrate fire. You should ignore the secondary vessel as much as possible, as it is not as well armed as the main Elasi threat. If you inflict enough damage, you might be able to force a stalemate without having to resort to complete destruction of the enemy vessels.

On Federation Cadet, you will not have to fight Trelane's vessel.

On Academy Graduate, you must fight Trelane. This is a tough battle, as his vessel is both well-armed and very fast. You do not want to go head to head with him either, as he also has a very fast firing rate. The best option is to try and swing around behind him. If you feel that you are about to be fired on, then accelerate quickly to a fast speed, then brake and swing hard to port or starboard. Lock the phasers on target. When you are firing at Trelane, switch view to full screen. When Trelane moves off-screen, switch back to bridge view and use the sensors to locate him again. Even on this level, Trelane is very tough.

On Commissioned Officer, Trelane is even tougher! Not much more can be said, except good luck!

You have the option of fighting a Romulan Warbird. At the beginning of the episode, you can select to investigate a distress call in the Romulan Neutral Zone. If you do so, you will encounter the hostile Warbird. If you do not investigate, you will go directly to the rest of the episode.

On Federation Cadet, you will automatically continue on your way without going to the Romulan Neutral Zone.

On Academy Graduate, you encounter the Romulan Warbird. Beware his plasma torpedoes. Use your reverse warp and keep him in your sights. Concentrate fire with phasers and photon torpedoes. You can still hit him when he cloaks.

On Commissioned Officer, you will encounter a more powerful Romulan Warbird. This one will take 40% more damage than on Academy Graduate. Still, three or four good salvos should be enough.

Please refer to your game manual for Customer Support information.



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