TABLE OF CONTENTS

WELCOME TO THE FLEET

WELCOME TO THE FLEET

Welcome to the third game in the Starfleet Command series. SFC3 is a game of tactical starship combat set in *Star Trek: The Next Generation*® era of the Star Trek universe. It contains a single player campaign in which you can experience an epic universal conflict from three sides: Klingon, Romulan, and Federation. In addition to completing story-critical missions while exploring the galaxy, you will be able to take on optional missions to gain prestige, allowing you to hire more experienced officers, buy better ships, and refit your existing ship. These options combine to bring you the most immersive single player SFC yet.

SFC3 also brings you Dynaverse 3, an exciting multiplayer component that allows you to join one of 4 empires and fight alongside and against other captains for control of the galaxy. You'll be able to form fleets with your friends to raid enemy convoys, siege planets, and attack enemy fortifications. Each victory will bring your side more prestige to bolster its forces for future conflicts.

Activision and Taldren have worked hard to bring the Starfleet Command series into this universe, and we hope you enjoy it.

GETTING STARTED

Launch Screen
The following options are available from the splash screen:

Install: Begins the installation of the game. This button will change to "Play" once the game is installed.

Uninstall: Removes the installation of the game.

Extras: Click here for information on other Activision products.

Support/Info: Click to access the SFC troubleshooting document if you are having problems with the game.

Quit: Closes the launch screen.

Installation
To install the game, insert the SFC3 CD into your CD-ROM drive and choose one of the following actions:

If your CD-ROM drive has AutoPlay enabled, the Launch Screen will appear automatically. Click "Install" and follow the on-screen installation instructions.

If AutoPlay is not enabled, Double-click on the "My Computer" icon on your desktop. Double-click on the CD-ROM drive icon. Double-click on the "Setup" icon. When the Launch Screen appears, click "Install" and follow the on-screen instructions.

Quickstart
If you want to jump into the game and start playing right away, skip ahead to the Basic Starship Controls section on page 10. This section describes the basic controls to play the game. Once you're comfortable with them you can move on to Advanced Starship Controls on page 18, which goes into more detail on ship systems and tactics.

MAIN MENU

Double-click on the SFC3 icon on your desktop or select SFC3 from the Start Menu to begin the game. After a brief loading period, you will be greeted by the Main Menu, which contains the following options:

Explore Tutorials: This section is where new captains can learn the basics of starship control. It covers everything from helm maneuvers to combat controls. Clicking on this button will allow you to select from six different Starfleet Academy classes. If you're new to the game, you should play them in order. If you're a returning captain and are familiar with the basics, feel free to skip ahead.

Single/Multiplayer Skirmish: If you'd like to dispense with story and jump right into combat, this is the section for you. From this menu, you can setup any combat scenario you'd like to play against either computer-controlled or human opponents. Setting up a skirmish and the numerous options available are detailed on page 26.

Single Player Campaign: This menu grants you access to SFC3's immersive single player missions. You can choose to play as either the Klingons, Romulans, or Federation. As these campaigns feature a storyline which plays out over all three, we recommend you play them in order to get the full scope of the story. However, if you're disgusted by the idea of playing a sneaky, untrustworthy Romulan, feel free to skip around. More details on the Single Player Campaign can be found on page 32.

Multiplayer Online Campaign: Select this menu to sign on to a Dynaverse 3 server and begin your quest to conquer the galaxy. You'll need to sign up for an account and choose a team before you're sent out to battle alongside your friends to destroy the competition. Dynaverse 3 is examined in more detail on page 39. You will need a internet connection to play on the Dynaverse 3.

Options: This button allows you to adjust audio, video and gameplay settings. See page 7 for more information.

Exit Game: This button allows you to exit the game and return to your desktop at any time.

OPTIONS MENU

This menu allows you to tweak game options to your liking, as well as adjust sound and video options and re-assign keyboard controls (note that keyboard re-mapping is only available from the menu screens; the in-game options menu does not contain this feature).

Camera Controls

This section allows you to change your camera controls while in the game. The following options are available:

Overhead: A view of your ship and its surroundings from directly overhead, with your ship in the center of the screen. If you have an enemy targeted, the screen will zoom out as your target moves away, allowing you to keep them in sight at all times. In large battles, this is often a better view for strategic planning. You can access this camera angle in game by pressing F1.

Chase: This view locks the camera on your current target. You can access this camera angle in game by pressing F2.

Follow: This is the default view for SFC3. It shows your ship from a 3D perspective just above the plane of attack that can be zoomed in and out with the + and – keys. You can access this camera angle in game by pressing F3.

Enemy: This view places your target in the foreground but still allows you to see your ship. You can access this camera angle in game by pressing F4.

Target: This button will toggle the camera lock on your target. When activated, the camera will always keep your opponent on screen by zooming out (in Overhead mode) or by rotating the camera (in Follow mode). When toggled off, the camera will stay behind your ship. You can also toggle this feature on and off while in game by pressing F5.

Miscellaneous

This section of the menu allows you to set game functions and adjust volume. The following options are available:

Quick Tips: When turned on, a helpful tip will appear if you hold the mouse over most buttons in the game. When turned off, the tips will not appear.

Game Speed: This slider controls the speed of the game and can be set from 1 to 11. Slower speeds give you more time to think and plan, while faster speeds focus more on action and quick-thinking. You can adjust the speed of the game to suit your style of play.

Visible Grid: When activated, this feature will display a visible grid on the playfield. This can help you gauge relative distance to targets and plan certain attacks.

Text Speed: This slider controls the speed at which on-screen text displays. If you find yourself unable to read the text before it scrolls off of the screen, you can slow it down.

Master Volume: This slider controls the overall volume level of the game.

Music Volume: This slider adjusts the volume for only the music of SFC3.

Speech Volume: Use this slider to adjust the volume of the speech in the game.

Texture Options

This menu allows you to turn on and off various advanced graphical components of the SFC3 engine. If you are experiencing performance problems, turning these options off should help.

Specularity: Controls the way the game reflects light off various surfaces.

Light Maps: Controls the game's display of lighted surfaces on ship and station models.

Damage Maps: Controls the display of damage textures on a ship model after it has taken fire.

Damage Light Maps: Controls the display of the lighted portions of damage textures on ships in battle.

Performance and Resolution

Level of Detail: This slider controls the level of complexity of the models in the game.

Particle Density: Controls the detail level of in-game particle effects.

Damage Resolution: Controls the amount of damage displayed on a ship's surface after it has been hit by weapons fire.

Ship Fragments Duration: This slider dictates how long pieces of ships will remain floating in space after they have been blown up.

Keyboard Bindings

This section of the options menu allows you to alter the default settings for the keyboard in SFC3 or assign keys to functions which do not normally have a hotkey. To change a key's function, simply click on the key currently assigned, then press the key you wish to newly assign to that function. If you choose a key already in use, whatever function that key was previously assigned to will now have no key bound to it.

A full list of Star Trek: Star Fleet Command 3's default key bindings can be found on page 71.

Exiting the Options Menu

If you want to exit out of the options menu without saving the changes you have made, click on the "Back" button in the upper right corner of the screen. To exit and save the changes you have made to the game, click on "Accept."

BASIC STARSHIP CONTROLS

This section will cover the basics of starship control, allowing you to jump in and start blasting with a minimum of preparation. If you wish to learn about the more advanced options available to captains in SFC3, read on to the Advanced Starship Control section on page 17.

Alert Status

Your ship's alert status is displayed in the bottom right corner of the game screen, and can be changed by clicking on the colored buttons beneath the indicator. The alert levels are as follows:

Condition Green (Normal): Standard running alert level, non-aggressive. Shields and weapons are powered down.

Yellow Alert: This is a defensive posture used predominantly when entering into a situation of unknown risk. Shields are raised but weapons are not powered.

Red Alert: Highest alert status and where you will be spending most of your time. Shields are raised and weapons are powered. The ship is ready for combat. Shifting your ship to Red Alert will generally be the first thing you do when entering a mission.

Turning

To turn your ship, simply left click in space in the direction you want your ship to face. A colored arc will appear showing your ship's projected turn, and the ship will begin turning. Your starship's turning speed depends on its mass, engines, and current speed. If you wish for your ship to turn to face a target, left click on that target and the ship will begin turning to face it. You can also use the arrow keys to turn your ship. Pressing and holding the left or right arrow keys will begin extending your ship's turning arc. Release the button when you have reached the desired end of the turn. The ship will continue turning until it reaches the end of the arc.

Speed

The slider at the bottom of your in-game interface is used to set your speed. The slider represents the fraction of your maximum speed you are traveling and the number to the left of the slider shows your current speed. Drag the slider to your desired speed or click directly on the speed you want and the ship will begin accelerating to reach that speed. A ship's maximum speed and its acceleration rate depend on its size, mass, engines, and condition.

Your ship is capable of traveling in reverse if needed. By sliding the bar to the left of zero, your ship will begin traveling backward and your reverse speed will be displayed with a "-" in front of it, letting you know you're traveling in reverse. Reverse can come in handy in combat when your enemy is trying to out-maneuver you and get on your tail.

To the right of the speed slider is the "Warp" button. Pressing this button will cause your ship to jump to warp speed and travel very quickly across the map. Warp has its disadvantages, however, as your shields go down while at warp and your beam weapons will not fire. You are also only able to travel in a straight line; no course corrections are possible at such high speeds. Press the button once and your engines will charge for a brief moment before your ship is flung forward at warp speed. Pressing the button again will cause you to come out of warp speed. Be aware that the ship doesn't come to a halt as soon as the button is pressed; it has a stopping distance in which the warp engines power down. So if you are warping to a planet, make sure you give yourself enough distance to stop, or you may find yourself becoming a fireworks display in the atmosphere. After exiting warp, your engines will require a cool down period before you are able to go to warp again. Warp is very useful for reaching mission objectives a long distance away, fleeing from battle to recharge your shields, or in short bursts during combat.

Targeting

Your weapons can't fire at anything unless you first set a target. Targeting is also used to scan ships and objects. To target a ship, station, or other object, right click on it. A box will appear around the target and (if the Target Lock option is on) the camera will center on the target. You will see the target's name, health, and speed, and a picture of the target will appear in the upper left portion of the interface.

The targeting box will appear red if the target is hostile, green for friendly targets, and gray for neutral targets. Target info also appears in the upper right of the game window, showing target name, targeted subsystem, speed, and angular velocity.

You can also use hotkeys to cycle through targets. The "T" key (by default) will cycle through all targets, while the "Y" key will cycle through enemy targets only.

Once a ship is targeted, you can target specific subsystems on that ship if your Tactical Officer is experienced enough (see Officers on page 24). The currently targeted subsystem is displayed in the target info in the upper right corner of the game window. You can cycle through subsystems on your target with the mouse wheel, or you can click directly on the subsystem you wish to attack in the target display in the upper left of the interface. Use subsystem targeting to take out an enemy's weapons or engines, disabling them.
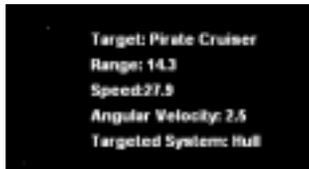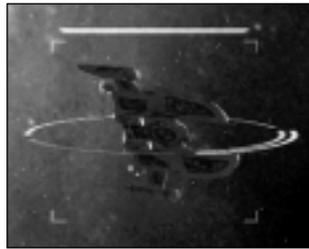
Weapon Selection/Control

Once you have an enemy ship targeted, you're going to want to shoot at it. The first thing you will need to do is to select the weapons you want to fire. Each starship features both primary and heavy weapons, which differ depending on the empire the ship belongs to and the weapons loadout you have given it. Primary weapons are the main offensive weapons, consisting of beam and disruptor weapons. These weapons charge much faster than heavy weapons, but do less damage. Heavy weapons consist of various torpedoes and plasma weaponry. These weapons are slow to charge but do much more damage than primary weapons.

The "Primary" and "Heavy" buttons to the left of the speed control slider can be used to fire all of your weapons that are currently charged and have your target in their firing arcs. Click "Primary" to fire your beam weapons and "Heavy" to fire your torpedoes. If the icon to the left of either of these buttons is yellow, it means those weapons are charging and cannot yet fire.

You are also able to select individual weapons. To do this, simply click on the weapon icon on the schematic of your ship in the lower left of the

interface. Once selected, that weapon's settings will appear in the window above, allowing you to adjust its settings or take it offline to conserve energy. You can also fire that individual weapon by clicking on the "Fire" button.

You are also able to select multiple weapons by holding down the "Shift" or "Ctrl" key and clicking on the weapons you want to group together. After selecting a weapons group, you can assign that group to a hotkey by holding down the "Ctrl" key and pressing a number from 1-5. After doing this, pressing the corresponding number will automatically select your custom group of weapons.

The names of currently selected weapons will appear in the lower left portion of the game window. When you have an enemy targeted, the name of the weapon will turn green when you can fire it at the target. Weapons in red are unable to fire, and weapons in yellow are ready but the target is not in their arc. To fire all available selected weapons, you can click on Fire in the weapons display, or press the Z key.

The icon for each of your weapons will appear as a dark green color when the weapon is idle. Once activated (by going to Red Alert) the weapons will begin to charge. The current charge of a weapon is indicated by the bright green bar which gradually fills as the weapon charges. Once the entire weapon icon is bright green, that weapon is ready to fire. Firing the weapon depletes its charge, and you must wait for it to recharge before firing it again.

Each of your weapons has a firing arc. That weapon can only fire when its target is within this arc. When a weapon is selected, its firing arc appears in its display box. You can also view the firing arcs of all your ship's weapons at any time by pressing the pie-shaped Firing Arc button beneath your ship schematic.

This will replace your weapon icons with an overlay displaying the firing arc of each weapon. The white section of each circle represents the area that weapon can "see."
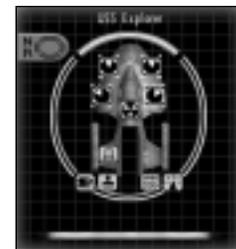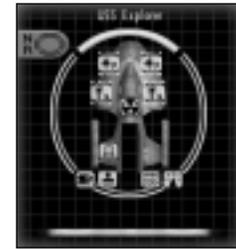
Shields

Shield knowledge is a must for staying alive in the world of SFC. Every ship in the game, with the exception of Borg ships, is protected by four shields (fore, aft, port, starboard). These shields absorb attacks on the ship and have the ability to recharge after they have taken damage. Once a shield is down, enemy fire will tear into your armor, and then your ship's hull, damaging your systems.

Your shields activate automatically in Yellow or Red alert. The current strength of each of your shields is visible around your ship schematic in the interface, and is also visible around the ship itself in the game window. This allows you to see which of your shields is currently stronger and maneuver yourself accordingly. If your enemy has taken out your aft shield, it's a good idea not to turn your back on them until that shield has recharged.

You are also able to reinforce one of your shield facings at any time, as long as your shield is not fully depleted. To do this, simply click on the shield you wish to reinforce in your ship schematic. The currently reinforced shield is indicated on the schematic and in the game window by a white highlight. Reinforcement causes energy to be diverted from the other three shields to the reinforced one, giving it a boost in strength. This can come in very handy when one of your shields is weakening and you cannot turn it away from the enemy to recharge. To clear reinforcement orders and return your shields to their regular balance of energy, click on the "NR" button in the upper left of the ship schematic.

Communication

The "Comm" button is located above the target display in the upper left corner of the interface. Clicking this button will bring up the Communications menu, allowing you to access the following features:

Fleet Commands: For select missions in SFC3, you will be assigned other ships to fight alongside you in your battle group. You do not have direct control over these ships, but you can communicate with their captains to give them orders. Clicking on "Fleet Commands" will bring up a list of the

ships currently under your command. Clicking a ship name will bring up a variety of orders you can give that ship, from assigning targets to ordering an ally to capture a ship.

Hail: This button allows you to hail other ships in your area. Hailing ships is sometimes a required part of a mission. Oftentimes, you will be hailed by other ships in a mission. When this occurs, their transmission will be displayed in text form on the Comm menu. You can then select a response from the given list, or click on the "Target" option to target the ship which is currently speaking.
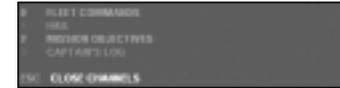
Mission Objectives: Clicking this button will bring up a list of your current mission objectives. These are the tasks you need to accomplish in order to successfully complete your current mission. Objectives will gray out as they are completed. Objectives can be added as you go further into a mission, so this is a good place to check if you ever find yourself wondering where to go next.

Captain's Log: Clicking this button will bring up a log of all transmissions you have received in the comm menu. You can then cycle through these logs to review communications you may have missed.

Close Channels: This button closes the Comm menu.

Cloaking

Some of the ships you will be flying in SFC3 are equipped with cloaking devices. This allows you to render your ship invisible to your opponents. You are unable to fire weapons while cloaked, and your shields are powered down, but you remain unseen. You can activate your cloaking device by pressing the "C" key, or by clicking on the "Cloak" button in the Science menu.

Be aware that your shields will be down while you are visible to the enemy for a short period of time when engaging or disengaging your cloak, leaving you vulnerable to weapons fire. For this reason, it is a good idea to cloak or de-cloak when you are out of an enemy's range or firing arcs.

Some enemies have advanced anti-cloaking sensor systems that can detect your ship while cloaked. If an enemy fires on you while you are cloaked, they have detected you. De-cloak immediately to raise your shields and fight back.

Scanning

Your starship is used for things other than combat. In certain missions, you will be required to scan objects or ships in order to gain information about them. To do this, move your ship near the object and press the "Scan" button in the upper left corner of the interface. If you are in scanning range, your Operations officer will give you the scan results. If you are out of range, you will be told to move closer to the object you're scanning.

Repairs

Your ship will inevitably take some damage during combat. After your shields are knocked down, enemy weapons fire will strike your hull and sometimes damage your systems. If a weapon or system icon turns gray in your ship schematic, it has been knocked offline and requires repairs to used be again.

To access your repair menu, click on the "Repair" button with the wrench on it below your ship schematic. To repair a system, click on its icon. Repairs will begin. The progress of the repairs can be seen on the left side of the menu. Beneath the icon that displays the current system being repaired a progress bar will slowly fill until that system is fully repaired. You can only repair one system at a time. Clicking more than one will add them to the repair queue, and your repair teams will move on to the next system in the queue when they are available.
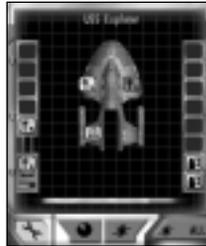
ADVANCED STARSHIP CONTROLS

The skills learned in the previous section will get your ship into space and fighting, but to become a truly legendary captain, you'll want to master all of your ship's subsystems. The following section will go much deeper into the workings of your ship and the many tactics available to an experienced captain.

Marines

Each starship is equipped with a complement of marines. These troops can be beamed over to an enemy vessel once its shields are down, allowing you to attempt to capture the ship or sabotage its systems.

The controls for marine functions are located above the target display in the upper left corner of the interface.

Hit and Run: The Phaser icon represents your marines' ability to beam to an enemy ship and take out key systems. Your current number of marines is displayed in the upper right corner of the display. Below it are icons representing the number of transporters your ship has and their current status. Select an enemy system by clicking on it in the target display. This system will then appear in the queue on the left hand side of the display. Once an enemy's shields are down, your marines will beam over and attempt to destroy your target systems in the order you have selected them. Their chance of success depends on the number of marines you have and your Security officer's skill. By default, marines given hit and run targets will beam over as soon as they have the chance. To pause or delay transport, click on the icon at the top of the target system queue. To resume, click it again.

Capture Raids: If simply pecking away at your opponent's systems isn't enough, why not try to take over his entire ship? The marine icon beneath the "Comm" button brings up the Capture menu. In the center of this menu, you can see the empire in current control of your target. The number to the left of this symbol represents the number of enemy marines on board the target. The number to the right is the number of your marines currently on board. To get your marines onto the enemy ship, you first need to knock down an enemy's shields. You can then choose to beam over one marine by clicking the "One Marine" button, or send over as many marines as you have transporters by clicking "All Marines." Once on board the enemy ship, your marines will engage the enemy in combat. The progress can be seen by simply
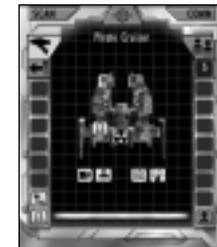
watching the numbers and the slider bar beneath the empire symbol. If your marines are staying alive and their's aren't, you're on your way to victory. Once all the enemy marines have been neutralized, the ship becomes an ally. You can order it around via your Comm menu. Note: Capture works only in the single player campaign.

Power Allocation

The lightning bolt icon below the target display brings up your Power Allocation menu. This menu consists of three sliders: one for Primary weapons; one for Heavy weapons; and one for Shields. Your warp core produces a set amount of power, and from here you can control how much of that power goes to each system. Your current available power is displayed in the top bar. If any portion of that bar is blue, it means you have power available that is not currently being used. To add that power to a system, grab the blue indicator and slide it to the desired level. The available energy will decrease appropriately.

The power bar for each system has a green indicator on it. This represents the minimum amount of power needed for the system to run. If the allocated power is below that green indicator, the system will operate at a very basic level. Setting the power above the green indicator will allow that system to function even more efficiently. Each bar also contains a red indicator. This bar represents the system powerlinks and no more energy can be assigned to it.

As you move the power allocation bars, other bars will decrease automatically if you try to assign more power than your warp core is outputting. If you have equipped your ship with too many weapons and a small warp core (or your warp core has been damaged), you may not have enough power to keep all your systems "in the green." In this situation, you can either take individual weapons offline to lower power requirements, or shift power allocations on the fly to keep your ship in fighting shape.

Clicking the Default button will return power levels to their standard levels.

Helm Controls

The Helm Controls menu is accessed by clicking on the "Helm" button. This brings up the helm controls. The following advanced helm maneuvers are available from this menu:

Steady as She Goes: This option will clear any previous helm maneuvers you have selected, returning the ship to regular flight.

Orbit Target: Selecting this maneuver will tell your helmsman to plot a circular path around your target. This is useful for keeping weapons trained on an enemy or for orbiting stations or planets. The ship will turn itself automatically. Giving a turn order yourself will clear this order.

Follow Your Target: This option tells your helmsman to turn the ship toward the target. No matter where your target is, your ship will automatically turn to face it. This is useful on ships whose main weapons are on the front of the ship. Giving a turn order yourself will clear this order.

Match Target's Speed: Sets your ship's speed to match the speed of the current target. Useful when you are behind a target and would like to stay there. Your ship's speed will adjust along with the target. Even if you try to manually adjust your speed, it will return to that of the target. Changing your speed manually will clear this order.

Maximum Speed: Sets your speed to maximum. Giving a new speed order will clear this order.

Erratic Maneuvers: Orders your helmsman to do his best to evade enemy fire by performing evasive maneuvers. The ship will begin to jink from left to right. You are free to turn while under this order, and can cancel it at anytime by returning to Steady as She Goes. While performing erratic maneuvers your ship is harder to hit. However, it is also harder for your weapons to strike the enemy.

High Energy Turn: By using additional energy, your helm officer can force your ship to turn at a much accelerated rate. However, this is a risky maneuver that puts great strain on the ship's engines. If the High Energy Turn (HET) fails, your ship will be momentarily paralyzed. Engines and maneuvering thrusters fail and weapons are unavailable, leaving you a sitting duck until your engineer sorts things out. To execute the HET, click the "HET" button. A new display will appear at the bottom of the interface, indicating that your helm officer is preparing to execute the turn. During the charging phase, click on the interface as you would for a regular turn. Once the HET bar is full, your ship will (if the turn is successful) turn to that heading. If the HET fails, you're dead in your tracks. The approximate chance of success for the HET is displayed below the "HET" button. This percentage depends on the skill of your helm officer, the status of your ship, and how recently you attempted a previous HET.

All Stop: This button sets your speed to zero, bringing the ship to a halt.

Emergency Stop: This maneuver uses the warp engines to bring the ship to a near immediate stop, as opposed to the slow deceleration of All Stop. This is a bit stressful on the engines, and as a result you will be unable to move for a short time after executing an Emergency Stop.

Warp: This button acts identically to the warp button on the main interface. Your ship will engage warp speed, traveling very quickly across the map. Shields drop, beam weapons are unable to be used, and turning is impossible at warp. Click once to engage and again to drop out of warp.

Science

The Science button is located next to the Helm button and allows you to access the following functions:

Anti-Cloak Scan: Allows you to perform an advanced scan to attempt to detect cloaked enemy ships. Click the button to activate the scan. Once your sensors have charged, your scanners will emit a "ping," giving you a chance to detect the enemy. Your success depends on the quality of your sensors as well as the skill of your operations officer. If successful, the enemy will be revealed and you can lock onto him and fire while his shields are down.

Launch Probe: Launching a probe at an enemy vessel allows you to get an accurate sensor reading on it before it comes into weapons range, allowing you to plan accordingly. Target a distant enemy and click to launch a probe at it. Once the probe is in range, the target's information will appear on your target display.

Passive Sensors: Activate your passive sensors by clicking the "on" button next to the passive sensor text. This will bring up a sensor display into the upper left portion of the screen. This display acts as a radar, giving you a view of the system around you. Enemy targets are represented by red symbols, allies in blue, and neutral targets in gray. Using the buttons on the passive sensor interface you can zoom in and out, filter planets/ships from the display, or display an overlay of your firing arcs. You can also use the TAB key to toggle passive sensors on or off.
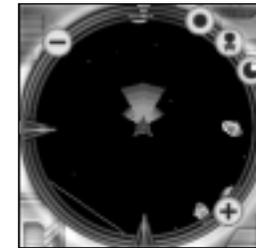
Self Destruct: If you're having a bad day, why not take everyone else out with you? Click this button to begin a five second countdown. At the end of the countdown your ship will blow up and you will die. This can be somewhat effective in multiplayer team games, but anywhere else you will most likely just lose faster. Click again during the countdown to cancel the destruct order.

Tractor Beam

Your ship is equipped with a tractor beam, which can be used to grab and maneuver objects or ships. To access these controls, click on the tractor button located to the right of the sensor button. The following features are available from this menu:

Engage: This button will begin charging your tractor beam. Once the beam is charged, it will lock on to the current target. If that target is out of range, the beam will lock on once you move within range.

Hold/Repel: These two buttons control the function of your tractor beam. The default setting is "Hold," which will lock onto a target and hold it in place, allowing you to maneuver it wherever you want. If you find yourself the target of an enemy tractor beam, the Repel setting allows you to use your tractor beam to attempt to break free.

Beam Strength: These controls allow you to set your tractor beam strength from 1 to 5, depending on the level of your installed tractor system. The higher the strength, the longer it will take for your beam to charge and engage. Tractor strengths are used to determine whether or not you are able to repel another tractor beam. In order to successfully repel an opponent's tractor beam, you need a tractor beam strength equal to or greater than their's. If your opponent has you locked in a tractor beam at a 3 strength, you will need to repel with a beam of 3, 4, or 5 strength to break free. If you want to grab onto an opponent for a longer period of time, choose the higher strength beams and chances are your opponent will have to try more than once to break free.

Rotation: Once you have locked your target up with a tractor beam, you can move their ship around yours while they are still held in the beam. The left button will rotate the target counter-clockwise, the right button will rotate them clockwise, and the center button halts rotation. Use this function to bring tractored targets into your strongest weapon arc, or to run tractored ships into asteroids or planets.

Transporters

The transporter button, located next to the tractor beam button, brings up the transporter controls. At times during your missions, you will be required to beam items or personnel from other ships, or beam them from your ship to another location. Icons appearing in the Beam Out section are ready to be beamed off the ship. Icons in the Beam In section are on a nearby ship and ready to beam to yours. Click on Energize to activate the transporter.

Shuttles

The shuttle control panel is accessed by clicking on the shuttle button, located to the right of the transporter button. This menu displays the shuttles currently available and allows you to launch them and assign orders.

Shuttlecraft are small utility ships, used primarily to ferry personnel and equipment to places the transporters cannot reach. In SFC3, shuttlecraft can be used in combat. Although relatively weak, they can give a knowledgeable captain an advantage during battle, or at the very least frustrate the opponent.

Your current available shuttles are displayed in the In Bay box. Each shuttle has its own icon. To launch a shuttle, click on its icon and then click Launch. The shuttle will emerge from your ship and follow its current orders. This shuttle now appears in the Deployed box and can be selected there to change its orders or return it to the ship. After launching a shuttle, the blue bar above the launch button must refill before you can launch another. This represents the time needed to prepare the shuttle and shuttle bay for another launch. Before launching a shuttle, or at any time while deployed, you may change its orders. The following options are available:

Attack: The shuttle will fly to and attack the enemy that is targeted when the order is given. Shuttles are equipped with a weak beam weapon which will not do much damage. However, they can distract an enemy and force him to divert his attention away from you for a short period of time.

Snipe: The shuttle will maintain its distance from enemy ships, attacking targets from long range. This allows the shuttle to survive longer, as it is more difficult to hit. However, the shuttle's weapons will do less damage to the enemy.

Defend: Orders the shuttle to defend the current target. If no target is selected, the shuttle will defend the player. Shuttles assigned this order will stay in the vicinity of their target. If an enemy ship approaches, the shuttle will attack. If the enemy disengages, the shuttle will follow for a short distance and then return to its assigned target.
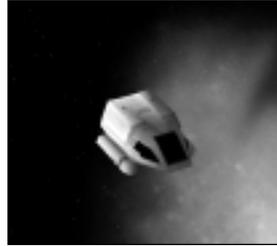
Return: Orders a shuttle to return to your ship. Note that if you are flying at high speeds the shuttle may have a hard time docking.

Officers

Your ship is only as good as its crew, and officers play a large role in SFC3. While in combat, you can view the status of your officers by clicking on the Officers button located to the left of the alert status indicator.

Your six officer stations are shown along with the name of each officer. To the right of each officer icon is a bar which represents your officer's health. As your ship takes damage, your officers can be hurt. They can fall unconscious or even die. In these cases, that officer is replaced by a generic crewmen who can do the job, but not as well as a dedicated officer.

Each of your officers has a set of attributes which benefit your ship in gameplay. These attributes can be viewed in the Skirmish setup screen, or while at a Starbase in the single or multiplayer campaign (see page 36 for details).

Mines

Your ship is equippped with a standard minelayer, which allows you to lay mines in combat. Do this by pressing the **m** key. When activated, a mine will be laid behind your ship. The ring around the mine represents the area in which a ship will detonate it. The ring is green when first laid, indicating that the mine is not yet armed. Once your ship is far enough away from the mine not to detonate it, the mine will arm and the ring will turn red to indicate this.
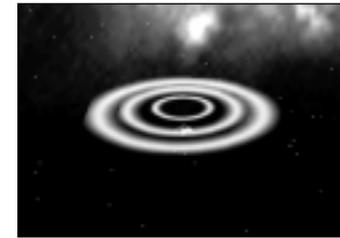
Whenever a ship (including yours or an ally's) is in proximity of the mine, it will detonate and damage surrounding vessels. After you lay a mine, you must wait for your minelayer to recharge before laying another. Unlike torpedoes, you can carry only a set number of mines. Mines can be bought in the Skirmish resupply screen or at a starbase in campaign mode. You can also equip the more powerful Antimatter Mine Layer, which will do increased damage when the mines are detonated. See page 28 for details on refittng your ship.

SKIRMISH MODE

Skirmish mode allows you to set up an epic battle in whatever way you choose and jump right into the combat without worrying about having to keep up with a storyline. You have the option of playing against computer opponents, other human players, or a mixture of both.

Setting up Single Player

Click on the Single/Multiplayer Skirmish button from the main menu. From the Skirmish menu, click on Start Single Player. This will take you to the single player setup menu, where you can setup your game. You have control over the following options:

- **Game Speed:** Sets the speed of the game from 1 (slowest) to 11 (fastest). Slower games allow more time for planning and strategy, while faster games focus on action.

- **Game Points:** Sets the maximum number of points players (including AI) are allowed to spend on their ships. If you want to keep the more powerful ships out of the game, set this lower. To have access to all ships and weapons, set it higher.

- **Scenario:** Allows you to choose the type of skirmish game you wish to play. Choose from the following:

  * **Base Assault:** One team is tasked with defending a starbase while the other's goal is to destroy it. If the starbase is destroyed, the attacking team wins. If all attackers are destroyed, the defenders are victorious.

  * **Battlefest:** Battlefest starts the player in a frigate, then moves them up to a heavy cruiser and dreadnought with each successive death. Each player has a total of three "lives" and each ship they are resurrected in is more powerful than the last. Last man standing wins.

  * **Free For All:** Every man for himself. The only goal in this mode is to destroy the enemy, though players can elect to team up if they so desire.

  * **Team Assault:** Two teams, each with a starbase. Whichever side destroys the enemy starbase first wins. Balance your forces between attackers and defenders. This is a mode best played with a large number of players.

- **Map Types:** Allows you to choose the venue for your skirmish battle. Each map type has a size indicator next to the name. S for Small, M for Medium, and L for Large. The following maps are available:

* **Open Space:** As the name implies, this is open space. No distractions.

* **Planets:** This map contains planets and suns (depending on the size of the map).

* **Asteroid Field:** This map contains a large number of asteroids littering the map. The number of asteroids increases with map size.

* **Asteroid Belt:** Instead of asteroids strewn about the entire map, this map features a belt of asteroids stretching across the screen (two in the Large version) allowing you to conduct combat in the rocks or out.

* **Nebula:** This map features nebulae of various sizes to fight in and around. Nebulae adversely effects your shields and targeting, and can damage your hull.

- **Adding AI:** To add a computer controlled player to the game, click on the "Add an AI Player" button. This will add one AI to the player list. Click again to add another. The AI player will enter the game as a Federation player with a Low level difficulty setting.

- **Player Name:** Click in this field to change your name or the names of your AI players. A dialog box appears, allowing you to enter a new name. Click "OK" to set the name.

- **AI Strength:** Allows you to set the AI level for your AI opponents and allies. These settings can be changed in the list by clicking on the area beside the AI player under "AI Strength," Choose from low, medium, or maximum difficulty.

- **Team:** You have the option of playing every man for himself or assigning teams. To assign a player to a team, click on their current team number, choose a new one, then click "OK." You can assign up to six teams. Note that some game types which require two teams will only allow you to assign two teams. Assign AI players to your team if you want them to act as your allies.

- **Star Empire:** Click on this field to change the allegiance of yourself or the AI. Choose from Federation, Romulan, Klingon, or Borg. This controls which ships and weapons you will be able to choose from.

- **Points:** Displays the current worth of each player's ship. This number will change as the player refits or upgrades their ship and allows you to see the relative strength of your opponent without knowing their exact setup.

- **Max Points:** Allows you to set point limits for individual players, keeping them from using ship configurations which are worth more than the limit. Click in this field beside the player name to bring up a box where you can enter the point limit. Click "OK" to accept the limit.

- **Ship Setup:** Each race has a default starting ship. To change that ship, click on the ship name. You will be given the following setup options:

  * **Select Ship:** This will bring up the vessel library for your respective star empire and allow you to choose your ship for the battle. The main window displays a schematic of your ship that shows the hardpoints and default loadout. Click on the arrows to the left and right of the Ship Class to choose between various classes. If you have saved custom ship variants, you can scroll through them using the arrows beside the Variant button. You can also delete your custom variants using the Delete Variant button in the upper right corner. The right side of the screen displays an isometric view of the currently selected ship, as well as statistics on the ship's mass, power, acceleration, and maneuverability.

  * **Resupply Ship:** From this menu you can purchase marines, shuttles, and mines for your ship. Your current number, the max allowed number for your current ship type, the cost of each item, and your total cost are all displayed. Click on the + and – buttons to buy or remove each item. Click "Done" when you're finished or "Reset" to negate any changes you have made.

  * **Refit Ship:** This menu allows you to load your ship with whatever weapons you wish for the coming battle. A schematic of your ship shows the hardpoints you have available. To cycle between hardpoint types, use the buttons above the schematic. This allows you to view the Shield, Primary Weapon, Heavy Weapon, Hull Systems, Bridge Systems, and Engines hardpoints. For weapon hardpoints, the pie-shaped button in the lower right corner of the schematic will display the firing arcs of the hardpoints in the currently selected group. See page 62 for descriptions of the weapons available to you.

  Once you have selected the type of hardpoint you wish to modify, click on the hardpoint you want to load/remove. It will highlight. Below the ship schematic is your ship's mass readout. The number to the right of the bar is the maximum mass allowed for that hardpoint group. The number to the left is your current mass for that group. You may not exceed the mass limit. Below the mass limit indicator is the buy/remove menu. The "Now Installed" section displays the systems currently installed. The "Available Systems" section displays the systems available.

To purchase systems, you need prestige points. Prestige points are earned through mission completion in single player and Dynaverse. In skirmish games, you begin with a set amount of prestige depending on the host's preference. Your current prestige is displayed in the Prestige window. The prestige cost of each system is displayed in the "Description" box beside the name of the system, as well as a description of the system currently highlighted in "Available Systems." This section gives a short briefing on the system as well as its mass.

To purchase a system, highlight the hardpoint in which you want to place it, then highlight the system you wish to buy and click Buy/Trade. If the hardpoint is empty, the new system will be added and the prestige cost subtracted from your total. If there is an existing system in the hardpoint, the two systems will be traded. You will receive full prestige credit for the system you are trading in. If you wish to sell off a system but not replace it with something, highlight the hardpoint and click "Remove." This will remove the system and credit you the full prestige cost. See page 69 for details on the systems available.

To save your personal configuration, click Save below the prestige window. You can now name your ship. After saving the vessel, it will appear in your vessel library for future games, saving you the time of reconfiguring it.

  * **Select Officers:** This menu allows you to recruit new officers for your crew. More experienced officer can use their skills to aid you in combat, giving you an advantage. The left side of the menu displays you current crew of six officers, their station, and their relative worth (in prestige points). The right side shows the officer available to you, their worth, station, and their skill rating. Skill ratings range from Skilled to Legendary. Highlighting an officer in either window will bring up that officer's stats in the window below. Compare the stats of the officers on your ship to the ones on the starbase and decide who stays and who gets canned.

  Officers are rated in three attributes and 18 skills. See page 36 for a list of officer skills and their effects on your ship's performance.

Joining a Multiplayer Skirmish

SFC3 skirmish games can be played over the Internet via Gamespy, or over a network. To begin setting up for a multiplayer game, first make sure you are connected to a LAN or the Internet then click on Single/Multiplayer Skirmish. The multiplayer address book appears in the main window on the Select Skirmish screen. From here, you can select a place to look for games. You can also change the name you will be using in multiplayer games by

clicking in the Player Name field and typing in your desired name. If you're going to be hosting a game with a password, you can enter that here as well.

If you know the IP address of an Internet server you wish to connect to directly, click on New Entry. You will be prompted to enter the IP address of the server and give it a name. After you do this, that server will appear in your address book. To delete address book entries, highlight them and click Delete. To look for games, highlight your server or network and click Connect.

NOTE: To play SFC3 over the Internet, you will need to sign up for a Gamespy account. Gamespy is a free service which will help you locate others to play against online. Click on Create Account to do this. You will be taken to the Gamespy web page. You must be connected to the Internet to sign up.

Once you have selected your source and clicked on Connect, you will be taken to the game list. Games which are currently open are displayed in the top window, where you can see the game's name, its scenario type, the maximum number of players, and the speed of the game. To join a game, select it and click Join on the right side of the screen. If a password is required, enter it in the Password field before joining. You can refresh the list at any time by clicking on Update, allowing you to see if any new games are available.

Once you have joined a game you will be taken to the Game Setup screen, which is nearly identical to the one found in the Single Player Skirmish mode. The host has control over game speed, scenario types, AI, and point limits. You have control over your empire, team, and the configuration of your ship. Use the chat window at the bottom of the screen to talk with other players. When you are happy with your setup and ready to play, click Yes beneath Are You Ready? In the lower right corner of the screen. Once all players are ready, the host can begin the game.

Hosting a Multiplayer Skirmish
To host your own Multiplayer game, select the location from the address book (Network or Internet), and then click "Host." You will be taken to the Game Setup screen, where you can set the parameters for your game in the same manner as for the Single Player Skirmish described above. Your game is now on the open list and players will join. Once all players are listed as ready, you can click "Start" to begin the game.

Film Room
Available from the Skirmish Select menu and the Campaign Select menu, the Film Room is accessed by clicking on the "Film Room" button at the bottom of the screen. From here you can review saved replays of past battles. A list of replays is displayed in the leftmost window. Details of each film are shown on the right. You can change the name of each film by clicking in the File Name field. The control panel below the description allows you to play the film, save it as a new file, or delete it from the list.

Below the control panel is the Automatic Film control. By default, the game will automatically record each battle. To turn this feature off, select Off. Games will no longer be recorded until you turn it on again.

Note: Single player campaign missions are not recorded.

Vessel Library
The vessel library allows you to view the ships and stations of the major races in the game. It is accessible by clicking on the Vessel Library button at the bottom of the Select Skirmish or Select Campaign screens.

Once in the vessel library, you can use the control panel above the ship schematic to view the ships. The scroll arrows surrounding the hull class on the left can be used to view each class of ship. The scroll arrows around the empire symbol below the schematic will switch between the four Star Empires in the game, and the scroll arrows around the Variant field will switch between custom ship configurations you have created in the selected Hull class, if any. You can delete your custom cariants with the Delete Variant button in the upper right. The right side of the screen shows statistics for the displayed ship. Click Done when you are finished to return to the previous menu.

SINGLE PLAYER CAMPAIGN

SFC3 features an exciting single-player campaign driven by a story that is viewed from the eyes of the three major star empires of the game: Klingons, Romulan, and Federation. To begin this adventure, click on Single Player Campaign from the main menu. This will take you to the Select Star Empire menu.

From this menu, you can bring up a list of saved games by clicking on the Saved Games button. This will bring up a menu which allows you to load a game you have previously saved. Simply click on the game to load and then click Load Game. You can also delete games from the list using the "Delete Game" button.

In addition to the three main campaigns, you may play the game in Conquest mode. To do this, click on the List All Campaigns button. This will bring up a list of the campaigns available and a short description of each. Click the one you wish to play and then click Begin New Campaign. For more information on Conquest mode, see page 38.

SFC3's single player campaign is designed to be played first as the Klingons, then the Romulans, and finally the Federation. By playing the campaigns in this order, you will get the whole story. However, if you have an overwhelming desire to do things out of order, you can skip ahead and play the campaigns in any order you wish. Click on the empire you wish to play to begin.

This takes you to the Campaign Options screen. Enter the name you wish to use for your player in the "Player Name" field. Select a difficulty by clicking on the buttons below, and then click Begin Campaign to get started. While the campaign loads, you will see a few briefing screens, giving you a short description of your empire and some starting tips. Click through these screens to enter the game map.

The Hex Map

SFC3's campaigns take place on a large map which consists of numbered hexes. These hexes represent sectors in space. The hex map is displayed in the main game window. The highlighted hex in the center of the screen is your ship's current location. You can use the arrow keys on the edges of the window to scroll around the map. Directly below the hex map are the zoom buttons, which allow you to cycle through three zoom levels: The widest view shows you the entire hex map with limited detail. The medium view (default) shows terrain, planets, and bases in each hex, and the closest view will show ships in each hex. Cycle between these views with the + and – keys. If you get lost, click Center to center the map on your ship at any time.
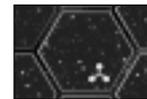
The hex map contains the following symbols and terrain identifiers to display the contents of a hex:
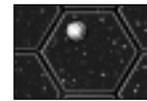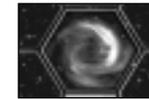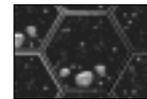
 A Planet
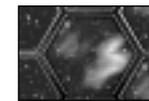
 A Nebula

 A Stardock

 A Black Hole

 Asteroids

Hexes are color coded to display the empire which owns them. Blue for Federation, red for Klingon, green for Romulan, and gray for contested or neutral sectors. In the closest zoom mode, you will also see small labeled icons which represent ships, which are color coded to the empire which controls them. Outside of the Single Player Campaign other empires may appear on the hex map such as the Borg Collective.

To get more information on a hex, right click on it. This will display the hex number, the owning empire, and three statistics:

Defense: The defense value of the hex represents how difficult the hex is to sway to your side. In hexes with low defense, the hex can be claimed with only a few victorious battles.

Economy: This represents the value of the hex to the controlling empire. A high number means better economy for that empire, allowing them access to more ships.

Impedance: The hindering qualities of the terrain in the hex are represented by this number. Hexes with high impedance numbers take longer to travel through.

In addition, right-clicking will list the name, captain, rating, and current prestige of every ship currently in the hex. All ships on the map are constantly moving, so this information changes constantly. Switching the map into high detail mode by clicking on the "high map detail" button will bring up icons on each hex representing the defense, economy, and impedance levels. The relative brightness of the icons indicates the level of each statistic.

To navigate the hex map, click on a hex adjacent to the one your ship is in. A pointer will appear indicating the move, and your ship will move to that hex. Depending on the impedance value of the hexes, some journeys take longer than others.

The News Screen

Below the Hex Map is the news screen, where vital information is displayed. Any time you right click on a hex, the information is displayed here. Directly above the news screen is the Stardate indicator, which displays the current Stardate. The bar to the right of the Stardate represents passage through the current date. It fills gradually and once full, the Stardate progresses.

In addition to displaying hex statistics, the news screen will also display any orders you may be given. During the campaign, your headquarters will sometimes request your presence in a certain hex and may even give you a certain timeframe to get there. These orders will be displayed here. The scroll bar to the right of the news screen allows you to scroll back to review past information.

> NOTE: Some orders will appear in pop-up dialog boxes instead of on the news screen.

For extended news events, click on the News button to the left of the News Screen. This will bring up a list of allied movements and enemy encroachments.

Player Information

The upper left section of the Campaign interface displays your player information. The symbol of your chosen empire is shown along with your rank, name, and the current amount of prestige you have earned.

Click on the Medals button to view any medals you have accumulated. This will display the Medals screen. SFC3 awards players three types of medals:

Rank: As you gain prestige, your rank will increase. For each rank, a medal is awarded.

Mission: Certain missions are of utmost importance to your Empire. Completing them will earn medals.

Special: These medals are earned for performance above and beyond the call of duty during your campaign.

Exit the Medal display by clicking any of the buttons on the left side of your screen.

Below your player information is information on your current ship. The name and class of your ship are displayed along with your current hull integrity.

Hex Options

Below the player and ship information boxes is a set of buttons which allow you to access the facilities in the hex you are currently in. If you are in a hex which does not provide these options (because it lacks a starbase, stardock, battlestation, or planet), these buttons may be grayed out. The following options are available:

Supply Docks: Here you can repair your ship by spending prestige. The cost of the repairs are displayed beside the Repair button. To spend the prestige and get your ship back to perfect condition, click "Repair." You are always able to fully repair your ship. Even if you don't have the prestige, the Starbase Commander will carry out the repairs in full. The trade in value of your current vessel is also shown here in case you are thinking of upgrading, and you can purchase shuttles, marines, and mines for your ship. Your current number, the max allowed number for your current ship type, the cost of each item, and your total cost are all displayed. Click on the + and – buttons to buy or remove each item. Click Done when you're finished or Reset or Back to negate any changes you have made.

Shipyard: This is the place to buy a shiny new ship. The classes of available ships are listed along with their prestige value (their relative strength in battle) and their prestige cost. To purchase a ship, highlight the ship you want and click Buy. If you cannot afford a particular ship. Its line will be grayed out. Note that you can purchase bases in this menu as well. Doing so will not put the base under your control. Rather, it will allow you to place a starbase in an empty hex, giving you and your allies another base to work from. To place your Starbase, travel to the friendly hex you wish to place it in, go to the Mission Menu, and click Deliver beside the Deliver Starbase mission.

Refit: This menu allows you to spend prestige to customize your ship's weapons and systems. A detailed description of this menu is given in the Skirmish section on page 28.

Officers: You can recruit and trade officers for your ship. Officers gain experience through out the campaign and as they do, their worth and skills increase. You can swap your officers out at any time by spending prestige on more experienced crewmen in the officer pool. This menu's features are described in depth in the Skirmish section on page 29.

Officers are rated in three attributes and 18 skills. The attributes are Intelligence (dictates the rate the officer will learn new skills), Toughness (the amount of damage taken in battle), and Health (starting health level for the officer). As your officers gain experience, their skills will increase. These skills have a direct effect on your vessel's performance. Officer skills and their effects are as follows:

Tactical Skills
Targeting: Increases your chance to hit an enemy vessel.
Weapon Technology: Causes your weapons to fire faster, and allows highly skilled officers to fire multiple torpedoes in one volley.
Sub-System Targeting: Allows you to target enemy sub-systems more accurately.

Helm Skills
Piloting: Increases your acceleration and turning rate.
Erratic Maneuvers: Increases the effectiveness of evasive action.
Emergency Procedures: Increases your ability to do High Energy Turns.

Security Skills
Close Quarters: Increases the effectiveness of your boarding parties.
Defensive Planning: Increases your defense against enemy marines.
Countermeasures: Reduces your chance to be hit in combat.

Operations Skills
Scanner Technology: Increases the effectiveness of your sensors.
Cloak Countermeasures: Increases your chances of a successful anti-cloak scan. Also, decreases your chance to be detected while cloaked.
Find Weakness: Increases the damage of your weapons.

Engineering Skills
Impulse Technology: Increases your ship's top speed.
Warp Technology: Increases power output.
Repair: Increases the speed of your repair teams.

Medical Skills
Surgery and Recovery: Increases the chance of revival for incapacitated officers.
First Aid: Reduces the length of time officers are stunned.
Fitness Program: Reduces officer injuries in combat.

Accepting Missions

To return to the Hex Map display at any time, you can click on the "Map" button located below the Hex Options to the left of the News Screen. Below this button is the "Missions" button. If this button is grayed out, there are no missions available in the hex you currently occupy. If the button is available, clicking it will bring you to the mission display screen.

The mission display screen lists every ship in the hex and tells you their current status. Ships are color coded by their respective empires. If you see a group of ships with (in battle) beside their names, these ships are currently engaged in combat and you cannot take action against them. If there is an enemy ship in the hex, you may attack it by clicking on Attack. This will start a battle between you and the enemy ship. If the enemy ship has allies in the hex, they may join in. Enemy ships may also initiate an attack on you; if they do so, you have the option to accept and enter battle or forfeit. Forfeiting battle will let you escape, but if you have more than 5,000 prestige points, you will lose 25% of your prestige. Once you drop below 5,000 prestige, you will lose your primary ship and be assigned back to your empire's starting ship. Forfeiting battle is usually a bad idea.

In addition to the ship list, special missions are displayed at the top of the mission display screen in yellow. There are both optional and campaign-required special missions. Optional mission allow you to embark on a special mission if you so choose. You may be tasked with attacking an enemy base or convoy, answering a distress call, or defending one of your bases. These missions generally reward you with more prestige than a standard battle, and may also effect your empire's economy. To accept an optional special mission, click Accept next to the mission name.

Each campaign has a set number of required special missions for you to complete. These missions reveal the storyline of the game and are of the utmost importance. If you forfeit one of these missions, the campaign will end. If you fail one of them, you will lose prestige and you may even fail the campaign depending on the importance of the mission. If you try to leave a hex when a campaign-required mission is available, a dialog box will appear telling you that you need to embark on the required mission or forfeit.

Campaign required missions are sometimes hex specific. You will be given orders to proceed to a certain hex. Unless you are told otherwise, you are free to accept other missions and engage the enemy on your way to these missions. Sometimes, your empire will require your presence as soon as possible and you will be told not to engage the enemy on your way to the hex. Doing so will be viewed as a violation of direct orders and dealt with appropriately. At times, the game will automatically move your ship to a required Hex.

Once you have completed all of the campaign required missions in a campaign, you will see the ending cinematic for the campaign, which furthers the SFC3 storyline. You can then continue on to the next campaign.

Save/Load

Click on the Saved Games button to access the Save/Load menu. A list of saved games is displayed in the hex map area. Beneath it, you can save your game by naming it in the "New Saved Game" field and then clicking Save. You can also load a game in the list by selecting it and clicking Load or delete a game by selecting it and clicking Delete.

You can exit the game at any time by clicking on the Exit Game button. The game will ask you if you are sure you wish to exit. Click on the check mark to exit.

Conquest Mode

Conquest mode is a variation on the Single Player Campaign. There are no campaign-required missions in Conquest, only optional special missions. You have as much time as you want to fly around and attempt missions to gain prestige and build up the strength of your ship and your empire. Defend your territory and take over enemy sectors in an effort to control the galaxy while the enemy AI is trying to do the same. With the exception of the lack of campaign required missions and their respective medals, Conquest is played exactly as a regular Campaign mode is played.

Additional star empires such as the Borg Collective and Cardassian Union may oppose your efforts in Conquest mode.

DYNAVERSE 3

Dynaverse 3 is an immersive multiplayer experience provided free to all SFC3 players. It allows you to join an empire and fight alongside other players for the defense of it, and contains missions which can be completed yourself or with a fleet of other players. Dynaverse 3 is played much like the single player campaign described previously, but instead of the universe being populated with AI, most ships in play are controlled by real people.

Signing Up

From the Main Menu, click on Multiplayer Online Campaign. This will take you to the Dynaverse 3 connection screen.

NOTE: The first time you click on the Multiplayer Online Campaign button, you will see a dialog box describing Gamespy's policies for players younger than 13. Persons under 13 should not submit their information to Gamespy without the help and consent of a parent or guardian. Click OK to continue or Cancel to return to the main menu.

Dynaverse connections are handled through Gamespy, and you'll need a free account to play. Enter your email address and password into the appropriate fields. You will also need to supply a nickname for the account. You can then sign up directly from this screen by entering your desired information and clicking Create New Account. This will create an account with the information you entered. The game will remember your information for future connections.

The main window on this screen will give you the status of your current Dynaverse connection. If you fail to connect, an error message will be displayed with troubleshooting information. Upon connection, a list of available servers will be displayed. Choose the one you want to play on, then click Login to begin.

NOTE: You must be connected to the Internet to enter Dynaverse 3.

Setting Up Your Character

The first time you sign onto a Dynaverse server, you will be asked to choose an empire. This will be your team affiliation for the game. Select from Klingon, Romulan, Federation, or Borg. Your player name will be the same as the nickname you chose in the previous screen. However, you can change it here as well.

Gameplay

After selecting your race, you will enter the Dynaverse. The Dynaverse takes place on a Hex Map identical to the one used for the Single Player Campaign. All of the controls are identical to those described in Single Player Campaign on page 32. There a few features which are exclusive to the Dynaverse version of the Hex Map:

Player List: The right side of the screen is now occupied by a list of players who are currently in the Dynaverse. This allows you to see if any friends (or enemies) are online.

Chatting: A chat bar at the bottom of the screen allows you to talk to other players in the Dynaverse. You can choose to broadcast your message to the entire server or only to the other members of your empire. This allows you to plan attacks with members of your team without the enemy overhearing. Use the button in front of the chat bar to cycle between empire/general chat. Type your message in the chat bar and hit Enter to send. Chat messages appear in the News Screen.

Shipyard: To acquire a new ship in Dynaverse, you must bid on the ship you want along with the rest of your empire. As there are only a set number of vessels available, not everyone will get what they want. To bid on a ship, click on the Shipyard button when you're in a friendly hex which contains a planet or base. Select the ship you wish to purchase from the list. At the bottom of the screen, you have four options to place your bid. You can up the current bid by 5 prestige, 10 prestige, 5% of its value, or 10% of its value. This number represents your maximum bid, and is not necessarily what you will pay. The amount of the bid will be subtracted from your current prestige and held as a retainer. If you lose the auction, the full amount will be reimbursed to you. If no one bids against you, you will get the ship for the lowest price and any excess prestige from your retainer will be reimbursed to you. If others bid against you, the computer will automatically raise your bid for you and will keep doing so up to your maximum bid. After bidding on a ship, the list will reflect the current price of the ship, your bid, and the closing date of the auction. If you are the highest bidder, you will be granted your new ship on this date.

Dynaverse 101

Gameplay in Dynaverse is nearly identical to that in the Single Player Campaign. Your goal is to work together with the other members of your empire to conquer the galaxy and destroy your opponents. This is done by taking over enemy territory and eliminating enemy forces.

Whereas capturing territory in the single player game is a secondary objective, it is the prime focus of the Dynaverse. The team with the most territory will inevitably win the game, as territory effects not only the number of bases and planets at your disposal, it also effects your empire's economy. If your empire owns numerous hexes with high economy ratings, they will have more, better ships available to their players, as well as more supplies, giving them the edge in most battles. Therefore, capturing and defending territory is of the utmost importance in the multiplayer game.

Battles need to take place in enemy held or neutral territory in order to capture the hex for your side. Each successful battle with an enemy in the hex decreases or increases the victory points in a hex (depending on the victor). When the points pass the defense value of the hex, it goes neutral. At that point, the process continues to change it to the control of the winning race. Once you have control of a hex, your empire receives its economy bonuses.

Attacking enemy ships in Dynaverse is handled via the Mission screen. When you are in a hex with enemy ships, your Mission button (located to the left of the News Screen) will be lit up and selectable. Clicking on it will bring up a list of all ships in the hex. By clicking on the "Attack" button beside an enemy vessel, you can initiate an attack on that ship. The enemy has the option to forfeit and run away, but they will lose large amounts of prestige if they do so. (See page 38 for details on forfeit penalties.) Similarly, enemy players can attack you in the same way. If an enemy player initiates an attack against you, you will receive a notice that you are under attack. From the Mission screen, you can either accept and enter battle or forfeit and lose prestige.

Fleets are also much more important in the Dynaverse campaign than in the Single Player Campaign. Traveling in fleets means that you have a better chance of winning battles as you are bringing more than one ship into battle. Fleets also allow you to play with your friends and gang up unsuspecting enemy forces. The first thing you will need to do to form a fleet is to get all the ships that wish to join into the same hex. Once there, choose a fleet leader. This person will be responsible for the movements and attacks of the fleet. All fleet members should go to their Mission screen and click "join" beside the fleet leader's name. The fleet leader must accept each person into their fleet. Only three ships are allowed in a fleet.

Once your fleet is formed, the fleet leader moves and attacks in the Hex Map as he would normally, and all the fleet members automatically follow. When the leader attacks an enemy, all fleet members will join in the combat. A member can leave at any time by clicking Leave beside the fleet leader's name in the Mission screen. You may have up to three ships in a fleet: the leader and two wingmen.

Even if you are not a member of a fleet, you can still come to the aid of friendly ships in your hex in the event they are attacked. If you look at the mission screen and see that an enemy has declared an attack on an ally, you have a period of time in which you can join your ally to fight alongside him. If you miss this window, your ally must fight without your help. You cannot join in once a battle has begun.

Other mission types will also appear in certain hexes. You may be asked to protect a convoy or raid an enemy supply route. The outcome of these missions will have an impact on the economy of the game. These missions appear in yellow in the Missions screen. They are not required.

Once one Empire's total economic strength reaches a certain threshold, that empire wins the game and gains bragging rights throughout the galaxy. The Dynaverse server will then reset territory and prestige to starting levels, and the battle for the universe begins anew.

EMPIRES

The United Federation of Planets

History

The UFP is made up of more than 150 member worlds spread out over 8000 light-years. It remains one of the few major political groups which is not controlled by a single race of beings. Instead, the Federation is ruled by the Federation Council, which is composed of representatives from various member planets and based in San Francisco on Earth. Its ideals stem from the Constitution of the United Federation of Planets, drafted when the group was formed in 2161, which assures mutual protection and benefit of all member worlds and citizens.

Federation ideals put peace and exploration before conflict, and their ships will never attack without warning, as their operating procedures forbid overt hostility. Federation borders are maintained with diplomacy and treaties, and the group has never assumed an expansionist posture in regards to its territory. Planets which wish to gain entry to the Federation must be governed by a unified planetary government and follow strict non-discriminatory policies.

The Federation has been involved in several major galactic conflicts in its relatively short history. Their early history was marked by prolonged tensions with the Klingon Empire, which lessened after the Organian Peace Treaty in 2267. The two empires are now on friendly terms after the Khitomer Conference of 2293, despite the occasional setback. Federation relations with the Romulans have also been strained, stemming from a bitter war which ended in the creation of the Romulan Neutral Zone, violation of which was considered an act of war. Recently, the Federation fought alongside the Klingon and Romulan Empires in the Dominion War against the Cardassians and the Dominion, a group of expansionist races from the Gamma Quadrant.

Ships and Tactics

Federation ships traverse the galaxy with a warp drive system created by scientist Zefram Cochrane in 2063. Though a peaceful organization, their ships are more than prepared to defend themselves. The primary weapon on most Federation ships is the Phaser (which stands for phased energy rectification), a beam weapon of varying strengths. Federation vessels rely on either photon or quantum torpedoes for their heavy weaponry. As noted above, Federation vessels approach battle cautiously and generally will not fire first in a conflict, choosing instead to seek a peaceful solution. Enemies can use this weakness to gain the upper hand early by getting off the first shot. Be warned, however, that once a Federation ship goes on the offensive,

it can be a powerful opponent. Federation ships generally have strong forward firing arcs with fewer weapons facing aft, so try to avoid a head-on confrontation if possible. In addition, the torpedoes of Federation ships are far less accurate from long range.

The Klingon Empire

History

The Klingon Empire was founded by the legendary Kahless the Unforgettable after slaying the tyrant, Molor. The Empire was ruled by an emperor until 2069, when the Klingon High Council became so powerful that it took over the governing duties, ruling from Great Hall on the Klingon homeworld, Qo'noS. A clone of Kahless was later created by the clerics of Boreth, and this second Kahless once again asserted the role of the Emperor, though the High Council still maintained the majority of political power.

As a result of the Klingons' warrior nature, their past is littered with military conflict. After a disastrous first contact scenario in 2218, the Klingons and the Federation were at odds with each other until the Organian Peace Treaty of 2267 imposed a reluctant peace between the two. After this event, the Klingons shared a brief alliance with the Romulan Empire, resulting in a trade of military technology between the two races which granted cloaking technology to the Klingon Empire. In 2293, the Klingons' key energy production facility, Praxis, exploded, severely damaging the Klingon economy and causing environmental damage to the Klingon homeworld. This event led the Klingons to end nearly a century of unmitigated hostilities with the Federation via the Khitomer Accords. The Klingon Empire became engaged in a brief civil war in 2367, and later allied with the Federation to fight the Cardassians and Dominion in the Dominion War after a brief period of renewed hostility with the Federation which had been brought about by Dominion influences in the High Council.

Ships and Tactics

Klingon vessels forego luxuries such as crew quarters and entertainment facilities in favor of more armor and weapons. As a result, most Klingon ships are tough and well armed for their size. The standard primary weapon for Klingon vessels is the disruptor, while the Klingons rely mainly on photon torpedoes for their heavy weaponry, though the experimental polaron torpedo is fitted on some ships. While not as sneaky as the Romulans, most Klingon ships are fitted with cloaking devices, allowing them to hide from their foes. In battle, Klingons are bold and decisive, and are not afraid to risk their own lives to gain the upper hand.

The Romulan Star Empire

History

The Romulans are an offshoot of the Vulcan civilization who broke away to settle on the twin planets of Romulus and Remus. Romulans are passionate people, in direct contrast to their emotionless Vulcan counterparts, and they pride themselves as both intellectuals and cunning warriors. The Romulan Empire relies more on stealth and subterfuge than overt military action, a tactic which has led to the development of the cloaking device and the formation of the Tal Shiar, the special intelligence branch of the Romulan military. The Romulan Empire is currently controlled by the Romulan Senate, which is presided over by the Praetor.

The Romulans' earliest recorded military action was the century-long Romulan-Vulcan war, which was later followed by a conflict with Earth forces around the year 2160. This conflict ended with the creation of the Romulan Neutral Zone, which remained unviolated until the year 2266, when a Romulan ship entered the expanse. The Romulans then entered a brief alliance with the Klingon Empire, which resulted in an exchange of military technology and allowed the Romulans access to Klingon vessel designs. Following the Tomed Incident in 2311, the Romulans adopted an isolationist policy which lasted until 2364, when they again emerged to investigate early Borg activity near the Neutral Zone. Romulan-Federation relations remained strained until a brief yet reluctant alliance against the Cardassians and Dominion in the Dominion War.

Ships and Tactics

Whereas the Federation will never fire first, and the Klingons can usually be counted on to fire most often, the Romulans are more likely to sneak up behind you and stab you in the back. All Romulan ships are equipped with cloaking devices, allowing them to turn invisible and recharge their weapons or gain position on their enemy. A quick-thinking captain can use the Romulans' constant cloaking to their advantage by holding off on firing weapons until the Romulan is cloaking or uncloaking and his shields are down. Romulan ships are equipped with disruptors similar to those used by the Klingons, and also with deadly plasma torpedoes, which are capable of inflicting massive amounts of damage. Myotronic beams, which can stun an enemy's weapon systems for a short period, are also available to the Romulans. Romulan vessels typically face most of their weapons toward the forward arc, so attacking a *Warbird* form the rear is usually the best tactic.

The Borg Collective

History

The Borg are a powerful race of cyborgs originating from the Delta Quadrant, where they were responsible for the annihilation of countless races. The Borg strive for perfection, and they seek to attain their goal by assimilating other races into their own by force. Borg share a hive mind which is facilitated by a subspace communication network which connects all Borg, eliminating the concepts of self and individuality. Once assimilated, the knowledge and technology of a race is adapted into the Borg collective, and individuals are transformed into Borg drones to accomplish various tasks.

The Borg were first encountered by the Federation in 2365, when a Q-entity transported the *U.S.S. Enterprise* to system J-25, deep in the Delta Quadrant. The Federation was then able to prepare for a Borg invasion which came earlier than expected, in 2366, when a Borg cube was detected heading toward Earth. After the Battle of Wolf 359, in which 39 ships and 11,000 lives were lost in an attempt to halt the advance of the cube, the Borg were eventually stopped by implanting a destructive computer code into their collective. The Borg again attempted an assimilation of Earth in 2373 and though they were defeated, a Borg sphere managed to enter a temporal vortex and travel back in time in an attempt to sabotage Earth's first warp flight in 2063. This incursion was stopped by the *U.S.S. Enterprise* and her crew, who managed to destroy the Borg Queen. The Borg were dealt a crippling blow in 2378, when the actions of the *U.S.S. Voyager* destroyed a Borg transwarp hub, severely hindering their ability to travel through space.

Ships and Tactics

Borg ships are extremely powerful; one cube is more than a match for an entire fleet of Federation vessels. When it comes to tactics and strategy however, the Borg usually take the direct approach, heading directly toward their target and firing whenever they have the opportunity. Borg weapons consists of powerful gravimetric torpedoes, cutting beam weapons, and a deadly shield inversion beam capable of draining all of an enemy's shields at once. When in combat against the Borg, mobility is a captain's chief asset, as it is the best way to avoid the inevitable onslaught of Borg weaponry. Although they lack shields, Borg vessels are equipped with regenerative armor, and their tractor beams should be avoided as they have the ability to not only hold a ship in place but damage it as well. A constant stream of attacks is the best way to assure maximum damage.

SHIPS

United Federation of Planets
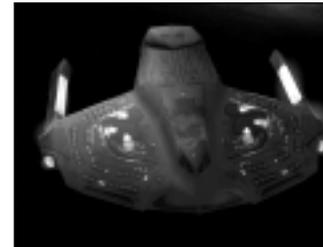
SABER–CLASS "FRIGATE"

History

The *Saber*-class starship was introduced in the late 24th century as part of Starfleet's initiative to create a new generation of ships to combat any future Borg incursions. Designed primarily as a reconnaissance vessel, the *Saber's* high maneuverability and versatility made it a reliable combat vessel in the defense against the Borg invasion of Earth, and later the Dominion War. The *Saber's* compact design allows it to maintain faster impulse speeds and turn more tightly than other, larger ships. The *Saber* needs this speed, as its design features a weaker hull than other Starfleet vessels and less shield power than most other ships.

Notable *Saber*-class vessels include the *U.S.S Yeager*, NCC-61947, which defended Sector 001 against Borg invasion in 2373.
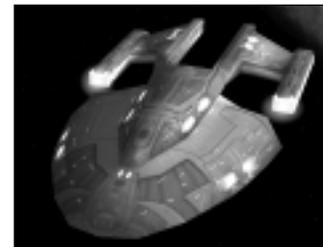
NORWAY–CLASS "DESTROYER"

History

The *Norway*–class Starship was designed in the same Starfleet initiative that produced the *Saber*-class frigate. The *Norway* was intended primarily as an advanced escort vessel and was engineered with an eye toward defeating any future Borg invasions. Completed in time to assist the fleet against the Borg incursion into Sector 001 in 2373, the *Norway* proved itself as a versatile combat vessel and saw action again in the Dominion War. The *Norway* is fitted with heavier armor and more weapons than the smaller *Saber*-class frigate, but sacrifices some of the speed and maneuverability of that class. For this reason, the *Norway* is used mainly for low-risk exploration and escort missions.

Notable *Norway*-class vessels include the *U.S.S. Budapest*, NCC-64923, which helped fight back the Borg in 2373.
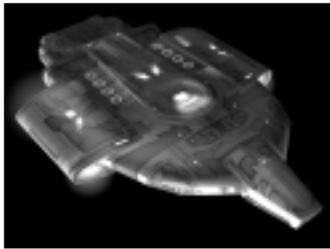
DEFIANT–CLASS "LIGHT CRUISER"

History
The *Defiant*–class is the first pure warship designed by Starfleet and is the basis for many of the technologies found in ships which would later come out of the advanced starship initiative. The *Defiant* was rushed into production after the first Borg attack and was designed specifically to counter any future Borg incursions. As time passed and the Borg did not re-appear, work on the vessel slowed. It's prototype was eventually assigned to Deep Space 9 in order to aid in skirmishes with the Dominion. When the Borg re-appeared in 2373, the *Defiant*–class was put to its original use and was invaluable to the defense of Sector 001. The *Defiant* is heavily armored and extremely maneuverable, allowing it to infiltrate enemy territory at high warp. Today, the vessel serves many functions in Starfleet, most of them military in nature.

Notable vessels in the *Defiant*–class include the *U.S.S. Defiant*, NX-74205, assigned to station Deep Space 9, which fought several key battles and was eventually destroyed in the Dominion War. The *U.S.S. Sao Paulo* was then assigned to Deep Space Nine as a replacement. By special Starfleet dispensation, the ship was re-named Defiant and given that ship's former registry number.
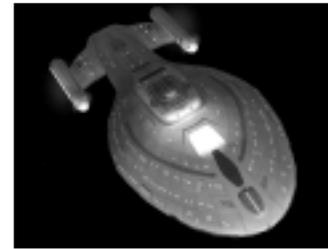
INTREPID-CLASS "LIGHT CRUISER"

History
The *Intrepid*-class starship features numerous new technologies that mark a change in Starfleet's design philosophy. Instead of building ever-larger, more complicated ships, the new design initiative focused on smaller, more compact and streamlined vessels. The *Intrepid* is the first Starfleet vessel equipped with a computer system based on bio-neural gel packs, allowing for advanced processing at enhanced speed. The *Intrepid* also pioneered technology allowing a starship to land on a planet with minimal system damage. Another design breakthrough introduced with the *Intrepid* was variable geometry warp nacelles, capable of configuring themselves to maximize the efficiency of the ship's warp core to provide maximum warp for less power than on a regular warp drive.

Notable *Intrepid*-class vessels include the *U.S.S. Voyager*, NCC-74656. Lost on its first mission, *Voyager* was later discovered to have been transported to the Delta Quadrant. While there, the ship made more first contacts than any ship in Starfleet history and made significant research into the workings of the Intrepid class. *Voyager* returned to the Alpha Quadrant in 2377.

AKIRA–CLASS "HEAVY CRUISER"

History
The *Akira*-class vessel was designed as one of Starfleet's first combat-focused starships. Its design was originally used merely as a testing bed for advanced weapons systems being developed during the buildup of tensions between the Federation and the Cardassian Empire. After the battle of Wolf 359, Starfleet hurried the prototype into actual production, sensing the need for more ships whose primary focus was combat instead of exploration. The vessel proved itself during the second Borg attack and later during the Dominion War. Although its primary focus is tactical, the *Akira* is also able to be used for a wide variety of other purposes.

Notable *Akira*-class vessels include the *U.S.S. Thunderchild*, NCC-63549, which took part in the defense of Sector 001 against Borg invasion in 2373.

EXCELSIOR–CLASS "HEAVY CRUISER"

History

The *Excelsior*–class was originally designed and built in the 23rd century during Starfleet's early experiments with transwarp drive. Transwarp was eventually proven unviable, and the *Excelsior* class was refitted with a standard warp drive. An advanced ship for its time, the *Excelsior* has been continually refitted and upgraded to serve alongside Starfleet's more advanced vessels. It still sees heavy use today, though usually in some of the less glamorous assignments. Due to its upgraded weapons systems, the *Excelsior* is still a formidable opponent in combat situations.

Notable *Excelsior*-class vessels include the prototype *U.S.S. Excelsior* NCC-2000 under the command of Hikaru Sulu, which played a key role in the defense of the Khitomer Conference in 2293, and the *U.S.S. Enterprise* NCC-1701-B.
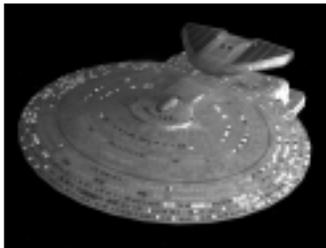
NEBULA–CLASS "HEAVY BATTLECRUISER"

History

The *Nebula*–class vessel was originally designed as a lower cost alternative to the *Galaxy*–Class. The two vessels share many of the same advanced components, systems, and design features, but the *Nebula's* integrated hull structure and modest scale make it more cost-effective for mass production than its larger *Galaxy*-class cousin. In addition, the *Nebula* features a large dorsal equipment module. This module allows the *Nebula* to be alternately configured for either research or combat by housing either an advanced sensor package or weapons platform. Its wide array of uses makes the *Nebula* one of the most versatile ships in Starfleet, though its relatively weak armor keeps it from seeing the front lines as often as more combat-oriented vessels.

Notable *Nebula*-class vessels include *U.S.S. Endeavor*, NCC-71805, which participated in the Romulan blockade during the Klingon civil war, and the *U.S.S. Phoenix*, NCC-65420.
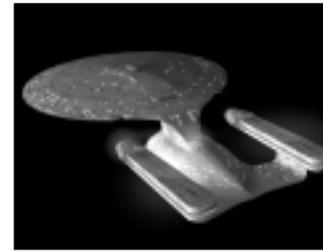
GALAXY–CLASS "DREADNOUGHT"

History

The *Galaxy* was designed as the Federation's primary research and exploration vessel and is among the most advanced and powerful vessels in Starfleet, once serving as the flagship of the fleet. The *Galaxy* was designed to fill any role given to it, from combat to first contact duties, and is the first ship in the fleet to feature extensive civilian quarters, allowing families to be raised on board the ship. Its sheer size makes it ideal for emergency evacuation and relocation duties. The *Galaxy*–class is also one of the most expensive ships ever constructed by the fleet, and as a result its production is limited, and the smaller *Nebula*–class was designed as a lower cost alternative.

Notable *Galaxy*-class vessels include the *U.S.S. Enterprise* NCC-1701-D, the flagship of the Federation under the command of Captain Jean-Luc Picard until its destruction in the Veridian system in 2371.

SOVEREIGN-CLASS "BATTLESHIP"

History

The *Sovereign*-class vessel is the most advanced ship in use in Starfleet today and functions as the current flagship of the Federation. Featuring elements researched as a part of the advanced starship initiative in order to react to future Borg incursions, the *Sovereign*, at nearly 700 meters in length, is the largest and most impressive starship in the fleet. Designed as a multi-function vessel, the *Sovereign* is equipped with advanced weapons platforms and upgraded sensor and shield systems. It is effective both as an exploratory and research vessel as well as a front-line combat vessel.

Notable *Sovereign*–class vessels include the Federation flagship *U.S.S. Enterprise* NCC 1701-E, which stopped the Borg from interfering with Earth's timeline after the Borg incursion in 2373, and the *U.S.S. Sovereign* NCC-73811, which served a major role in the Kessok Incident.

The Klingon Empire
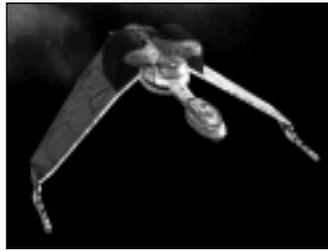
BIRD OF PREY-B'REL-CLASS "FRIGATE"

History

The *B'Rel*–class frigate, also known simply as the *Bird Of Prey*, has been in service in the Klingon Empire for over eighty years. The class has undergone several upgrades and refits, but is still used as a major component of the Klingon fleet. The ship is highly maneuverable, requires a minimal crew to run at maximum combat effectiveness, and carries very impressive firepower for its small size. The *B'Rel* is capable of atmospheric flight and planetary landings as well as warp-speed interstellar flight. The craft is also equipped with a cloaking device, making it a very effective scout ship. The hull design and general layout were used to create the heavier *K'Vort*–class destroyer.

Notable vessels in the class include the *I.K.S. B'Redge*, which was instrumental in the defense of the Vartha station during the brief Klingon civil war.
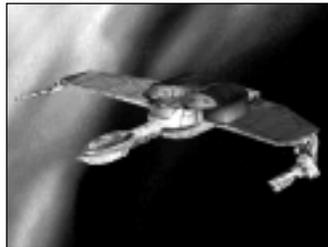
K'VORT–CLASS "DESTROYER"

History

The *K'Vort*–class destroyer is a more advanced and upgraded version of the smaller *B'Rel*–class frigate. Like the *B'Rel*, it is capable of atmospheric flight and planetary landings as well as interstellar warp travel, and is equipped with a standard Klingon cloaking device. The *K'Vort* features more weapon mounts then the *B'Rel* and therefore requires a slightly larger crew to operate. The added durability and offensive capabilities of the craft make it a bit less maneuverable then the *B'Rel*. *K'Vort*–class vessels are primarily used as fast-attack combat vessels and scout ships.

Notable *K'Vort*–class vessels include the *I.K.S. Thraxis*, lost in the Battle of Meglar III in 2363.

K'TINGA–CLASS "LIGHT CRUISER"

History

The *K'Tinga*–class vessel has been in service in the Klingon empire in one from or another for decades, even longer than the dependable *B'Rel*–class *Bird Of Prey*. The ship has received constant upgrades and refits to keep it current, and still serves many important functions in the Empire today. The design is based on the original Klingon D7 vessel. While certainly dependable in combat, the *K'Tinga* is one of the only Klingon vessels adaptable to exploratory and research use as well. The vessel serves many diplomatic functions, and is a reliable light escort ship.

Notable *K'Tinga*–class vessels include Kronos 1, which was transporting Chancellor Gorkon to the Khitomer Conference when he was assassinated in 2293 by sources within the Klingon military.
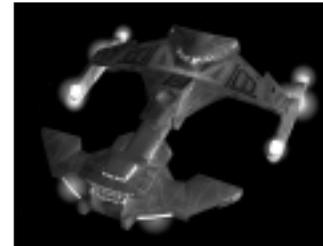
FEK'LHR–CLASS "HEAVY CRUISER"

History

The *Fek'lhr*–class is named after a mythical Klingon beast who guards the gates of Gre-Thor, where dishonored Klingon warriors go after death. The vessel was designed as a heavy attack escort vessel. Better armored and mounted with better weapons than the smaller ships in the military, the *Fek'lhr* is also capable of long range reconnaissance and scout duties thanks to its cloaking device and advanced sensor package. The *Fek'lhr* is also equipped with a modular equipment pod similar to that found on the Federation's *Nebula*–class. This allows the vessel to be refitted quickly for other duties.

Notable *Fek'lhr*–class vessels include the *I.K.S. Kosh*, which led the assault on Cantessa Prime during the Klingon push toward Cardassia Prime in the Dominion War.

VOR'CHA–CLASS "HEAVY BATTLECRUISER"

History

The *Vor'cha*–class battlecruiser makes up the bulk of the Klingon fleet. A powerful ship second only in size and firepower to the mighty *Negh'Var*, the *Vor'cha* manages to maintain its maneuverability despite its upgraded posture. Due to its versatility, the *Vor'cha* is tasked with numerous roles in the Klingon Empire. While it is the primary assault vessel of the Klingon military during war time, it is also equipped with a cloaking device and advanced long-range sensor systems, allowing it to be quite effective as an exploratory and reconnaissance vessel.

Notable *Vor'cha*–class vessels include the *I.K.S. B'Err*, which transported Klingon High Council leader K'mpec on his final mission in 2367, and the *I.K.S. Vor'nak*, commanded by General Tanas.
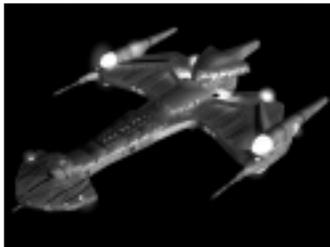
NEGH'VAR–CLASS "BATTLESHIP"

History

The *Negh'Var* is the flagship of the Klingon Defense Force, and the largest and most powerful ship in the Klingon fleet. The ship was designed to showcase the military might of the Empire and features the most advanced weapons and sensor packages available, including support for a Polaron Torpedo refit. Due to the sheer size and advanced nature of the vessel, it is also the most expensive ship ever built by the Empire, meaning that while powerful, it will never replace the *Vor'cha* for sheer usefulness. The *Negh'var* is slow-moving and sacrifices maneuverability for armor and weapons, making it a feared opponent in combat.

Notable *Negh'Var* vessels include the class's namesake, the *I.K.S. Negh'Var*, which functions as the Empire's flagship and was commanded by General Martok during the Klingon Empire's invasion of Cardassia.

The Romulan Star Empire
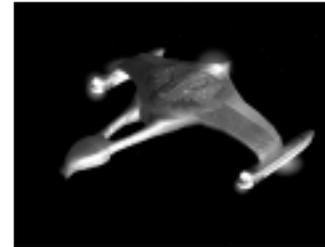
TALON-CLASS "FRIGATE"

History

The *Talon*-class frigate fills the fast attack role in the Romulan fleet. Extremely quick and very agile, the ship is capable of out-maneuvering any vessel it comes across. The *Talon* was designed primarily to avoid combat in favor of stealth, using its standard cloaking device to penetrate enemy fortifications and extract spies or sabotage enemy defenses. Although lightly armored and featuring relatively weak weapons, the *Talon* is a formidable and often deadly opponent.

Notable *Talon*–class vessels include the *I.R.W. Deunan*, which single-handedly defended the Romulan Briareos Outpost from attack by 3 rogue *Klingon B'Rel*–class *Birds of Prey* in 2371.
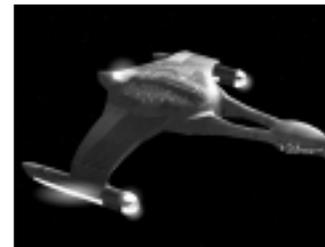
FALCON–CLASS "DESTROYER"

History

After the *Talon* proved itself as a versatile high-speed combat vessel, the need arose for a version of the ship which was more capable of defending itself for use in high-risk insertion and escort missions. The result was the *Falcon*–class, which is based on the same hull design as the *Talon* but features additional weapon mounts to make the vessel a more formidable opponent if it is unable to use its speed and cloaking device to escape. The added systems lower the overall top speed and maneuverability of the ship, but raise its overall survivability significantly.

Notable *Falcon*–class vessels include the *I.R.W. Taval*, which leads the Romulan fleet's prestigious Omicron Fast Attack Wing.
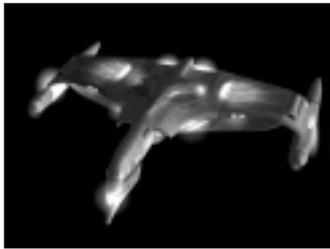
*SHRIKE–*CLASS "LIGHT CRUISER"

History

The *Shrike*–class is a light cruiser designed primarily as a scout vessel. As conflicts along the Romulan-Federation Neutral Zone tapered off, the Romulan military realized that assigning its heavier ships to the region was a waste of resources. They set about designing a smaller vessel which could fill the patrol duties and yet still defend itself adequately if the need arose. The *Shrike*, which requires a minimal crew and is relatively cheap to produce, is the result of this design. The vessel is also equipped with a standard Romulan cloaking device, allowing it to investigate disturbances in secret.

Notable *Shrike*–class vessels include the *I.R.W. Soren*, which was instrumental in detecting and eliminating the presence of Cardassian minelayers along the Neutral Zone during the Dominion War.

*HAWK–*CLASS "HEAVY CRUISER"

History

After the first indications of the coming Borg threat along the Neutral Zone in 2364, the Romulan military began researching advanced systems and ship designs in an effort to upgrade their military against future incursions. The project was accelerated after the Romulans obtained intelligence reports on the full capabilities of the Borg after the battle of Wolf 359, and the *Hawk* was the first ship to emerge from the new design initiative. Taking numerous cues from the powerful Romulan *Warbird* in its design, the *Hawk* is a well armed and maneuverable strike vessel with cloaking capabilities designed for heavy combat duties.

Notable *Hawk*–class vessels include the *I.R.W. Cathex*, the ship captained by the legendary Commander Astran, which disappeared in 2372.
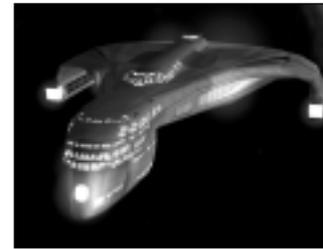
*RAPTOR–*CLASS "HEAVY BATTLECRUISER"

History

The *Raptor*–class vessel is a child of the same advanced design initiative that brought the *Vales* into the Romulan military. While the *Vales* was designed primarily as a combat vessel, the *Raptor* was to be a more rounded ship. In addition to advanced weaponry, the *Raptor* also features high-bandwidth sensor packages and upgraded onboard research facilities, making it a very effective exploration and research vessel. Capable of extended periods away from base due to its low-bleed singularity core and extensive crew facilities, the *Raptor* is ideal for the more secretive missions of the Romulan military.

Notable *Raptor*–class vessels include the *I.R.W. Antares*, which aided in the downing and eventual salvage of a Borg scout vessel in the Relik sector, thwarting a Borg incursion and allowing the Romulans an insight into numerous new technologies.
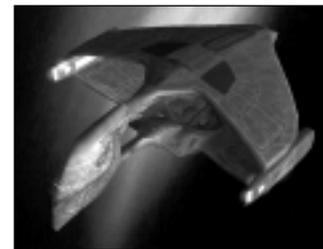
*WARBIRD–*CLASS "BATTLESHIP"

History

The *D'Deridex*–class *Warbird* is the most powerful vessel in the Romulan Empire. Although *Warbirds* were in service long before the more advanced Romulan weapons and systems were developed, the vessels are constantly upgraded to keep their technology current. The *Warbird* fills many duties in the fleet, including combat, exploration, and science missions. The *Warbird's* enormous size (it is nearly twice as long as a Federation *Galaxy*-class vessel) comprises research labs, reverse-engineering terminals, and intelligence gathering equipment which make it instrumental in Romulan combat operations, both direct and covert.

Notable *Warbird*–class vessels include the *I.R.W. D'Trell*, leader of the Romulan division of the Alpha Quadrant alliance in the attack on the Chin'Toka system in 2374.

The Borg Collective

Note: Little is known about the vessels of the Borg collective, as confrontations with them tend to result in the destruction of any ships which would normally gather information. The following database is gathered from various intelligence reports as well as the extensive information on the Borg gathered by the U.S.S. Voyager *during its years in the Delta Quadrant.*

BORG PYRAMID-CLASS "FRIGATE"

History
The Borg pyramid functions as a *Frigate*-class vessel in the Borg Collective. Its primary function is to assist the Cube in reducing enemy resistance to assimilation. The Cube's massive size makes maneuvering to attack more agile vessels a problem, so the Borg utilize the Pyramid for such purposes, as it is fast and highly maneuverable, yet still features powerful Borg weapons.

BORG PYRAMID PRIME-CLASS "DESTROYER"

History
As the Borg began encountering an ever greater number of technologically advanced races, the Collective saw the need to upgrade the combat potential of even their smaller scout vessels. The Pyramid Prime features a larger mass limit than the standard pyramid, allowing greater latitude in selecting weapons and systems. In addition, the Prime has more powerful standard engine systems. The extra mass devoted to ship systems results in a slight decrease in top speed and maneuverability.
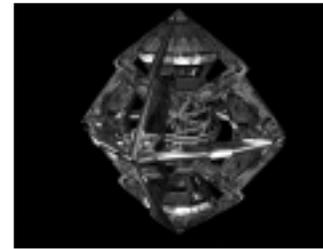
BORG DIAMOND-CLASS "LIGHT CRUISER"

History
The Borg Diamond's main function is to scout areas for races and technology to assimilate. Upgraded weapons systems and high maneuverability allow it to avoid enemy resistance if necessary and return to the collective so that heavier assimilation forces may be dispatched.

BORG DIAMOND PRIME-CLASS "HEAVY CRUISER"

History
The Diamond Prime is an upgraded version of the standard Borg Diamond. While standard Borg design emphasizes a balance between a vessel's offensive capabilities and its assimilation facilities, the rise of empires which pose a legitimate threat to the Collective necessitated a change in design. As a result, the Prime has more mass available to devote to weapons and systems. It also comes equipped with more powerful engine systems and additional weapons.
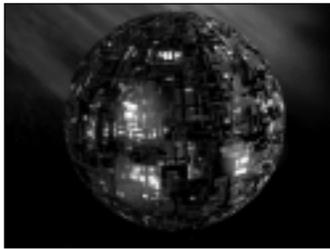
BORG SPHERE-CLASS "HEAVY BATTLE CRUISER"

History
The Borg Sphere is second in size and power only to the mighty Cube. Its primary function is to aid the Cube in large scale assimilations which require a high degree of combat. The Sphere is more maneuverable than the Cube and requires fewer resources, making it a reliable support ship. In addition, the Sphere has its own large scale assimilation facilities, allowing it to complete low-risk assimilations on its own if need be.

BORG SPHERE PRIME-CLASS "DREADNOUGHT"

History
As they spread into the Alpha quadrant, the Borg began encountering groups of technologically advanced races that were capable of mounting more of a resistance to forced assimilation. The Collective adapted by modifying its vessels to carry more advanced systems and firepower. The Sphere Prime is the second only to the Cube in sheer power. The Prime features more available mass for weapons and systems, as well as a more powerful standard engine and weapon loadout. Due to the increased mass, the Sphere Prime is slightly less maneuverable than the standard Sphere.
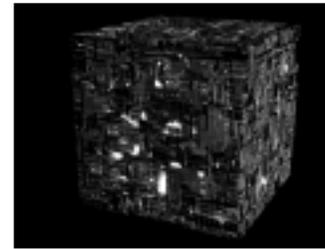
BORG CUBE-CLASS "BATTLESHIP"

History
The Cube is the primary vessel of the Borg Collective. Massive in size, the Cube features a highly decentralized design, making it difficult to effectively damage in a combat situation. In addition, Cubes are highly regenerative, able to repair damage to their armor very rapidly. Although lacking in maneuverability, the Cube features highly advanced weapons capable of destroying entire fleets of vessels. A typical Cube features assimilation facilities capable of assimilating an entire planet. The Cube is an awesome sight and a feared opponent.

WEAPONS

Phaser™

The Phaser (short for PHASed Energy Rectification) is the standard primary weapon for all ships in Starfleet.

In the early ages of interstellar travel, it became clear that directed energy devices would be needed in order to assist in clearing gas, dust, and other microscopic materials from the flight paths of vehicles. This eventually led to the deflection of such materials using directed energy. It soon became apparent that such technology could also make an effective weapon system, and the Phaser was conceived.

Current Federation ship-mounted phasers range in power from the Phaser Type IX (the weakest ship-mounted Phaser) to the Type XII (the most powerful ship-mounted Phaser). Each Phaser type comes in both fast and slow firing rate versions, depending on the energy available to them. Phaser energy dissipates over distance, so a beam shot from long range will do less damage than one shot from close range.

Photon Torpedoes

The Photon Torpedo is the standard heavy weapon on most Federation vessels. A variant on the weapon is the standard Klingon heavy weapon.

Phasers proved effective against most vessels in the early history of space travel. However, as warp drive became more prevalent, the need arose for a weapon which was deliverable at high relativistic and warp speeds. Initially, rudimentary nuclear projectiles were used for this purpose. After much research, Starfleet engineers perfected the controlled detonation of matter and antimatter and fitted the new technology into a torpedo casing with an advanced propulsion system. The result was the photon torpedo, which immediately became the standard heavy weapon on all Federation vessels. Though the design has been upgraded since its inception, the basic configuration remains the same even on the more advanced vessels.

The Klingon Empire had been experimenting with matter/antimatter weaponry at the same time as the Federation, and their end result was much similar to Starfleet's, though with a slightly higher yield and fewer safety precautions. Since then, the two empires have shared technology to the point where the two systems are identical on current vessels. Photon torpedoes can be set to detonate when in the proximity of an enemy vessel, lessening the chance of a miss but also lessening damage yield.

Quantum Torpedoes

The quantum torpedo is an advanced heavy weapon developed by Starfleet as a part of its Advanced Defense Initiative to combat Borg incursions.

As the photon torpedo reached what many Starfleet researchers agreed was its highest possible explosive yield, a group of engineers at the Starfleet R&D facility on Groombridge 273-2A began investigating methods for achieving a higher release of energy from a projectile of equal dimensions to the photon torpedo. The result is the quantum torpedo, which utilizes an eleven-dimensional space-time membrane suspended in ultra-clean vacuum within the projectile. The membrane is twisted into a string and then isolated from the background vacuum. This results in the creation of a new particle, which is accompanied by a tremendous release of energy.

The quantum torpedo is a heavy weapon available only to Federation vessels. It does significantly more damage than the photon torpedo. Like the photon torpedo, it can be set to proximity detonation.

Pulse Phasers

The Pulse Phaser is an advanced heavy weapon designed for a high rate of fire and a high damage yield. It is available only to Federation vessels.

The Pulse Phaser was developed by Starfleet as a weapon to combat future Borg incursions and was first fitted onto the prototype *U.S.S. Defiant*. The device functions similarly to a standard Phaser, but without a continuous beam. The energy emissions are instead stored in a magnetic field, allowing

them to coalesce and agitate to higher energy states. The field is then re-directed, forcing the burst of Phaser energy toward the target. This process is repeated rapidly using multiple magnetic field generators, and the result is a stream of phased energy projectiles. Although the range of such a weapon is much less than the standard Phaser due to rapid dissipation, from close range the pulse Phaser can do more damage than most Phaser types. The weapon has since been adapted to function on most Federation ships.

Disruptors

The disruptor is the standard primary weapon on Romulan and Klingon vessels.

Early Romulan spacecraft were equipped with basic projectile weaponry which was largely ineffective at high speeds and long range. As their technology grew, the Romulans realized (as Starfleet later would) that the same directed energy fields they were using to deflect particles of dust in the path of their vessels could be amplified and used as an effective weapon. The standard disruptor function very similarly to the Phaser, though it is often fired in pulses as opposed to beam form.
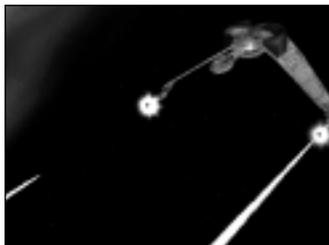
A brief Romulan-Klingon alliance around 2268 resulted in disruptor technology being shared with the Klingon Empire. Though they have upgraded the weapon to their own specifications since then, the two weapons remain largely identical. Disruptors are available in strengths from 1 (weakest) to 5 (strongest) and each level is available in normal or faster firing rate.

Plasma Torpedoes

The plasma torpedo is the standard heavy weapon of the Romulan Empire.

Plasma is a highly unstable form of matter in which a gas has become so hot that its electrons have been stripped away from the atomic nuclei. The result is matter on the verge of becoming pure energy. While most races have abandoned research into plasma-based weaponry because of the high risk involved, the Romulans ignored precautions and developed the
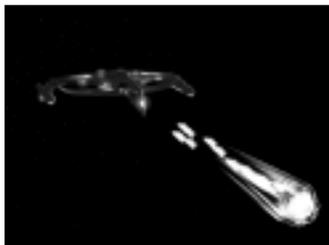
highly destructive plasma torpedo. The device generates a ball of plasma using a burn process similar to the one used in impulse engines (which generate plasma as a byproduct). This plasma is suspended in a-energy magnetic field and hurled at a target. On impact, the plasma ignites and a massive amount of energy is released. Early plasma weaponry degraded seriously over distance and traveled quite slowly. Recently, using intelligence on zero-point clean-vacuum energy fields stolen from Federation sources, the plasma torpedo has gained a higher speed and greatly increased effective range.

Plasma torpedoes are available in three strengths: light, medium, and heavy. They are very slow to recharge and require large amounts of energy to maintain, but they are the most powerful heavy weapon available to any race.

Antimatter Mines

Antimatter mines are a heavy weapon available to all empires except the Borg.

The antimatter mine is, at its heart, a matter/antimatter warhead designed to detonate when a vessel reaches a certain proximity to it. It functions in much the same way as the Federation photon torpedo, utilizing a detonation device that releases controlled amounts of matter and antimatter, which annihilate and cause a massive energy release. Although the effectiveness of mine fields in the vastness of space is minimal, mines have been used to great effect when in close quarters starship combat, or to distract and damage pursuing vessels.

Mines are dropped behind a ship and arm when the ship is a certain distance away. They will detonate when any ship (even the ship that laid them) is in proximity.

Tachyon Pulse

The tachyon pulse is an advanced heavy weapon capable of nullifying a vessel's warp field for a short period of time. In addition to doing significant damage, it is available to all empires.

The tachyon pulse was developed by Klingon scientists in an effort to prevent opponents from fleeing battle, a tactic deemed dishonorable by the Klingons. It utilizes a burst of tachyons, particles which can only exist at faster then light speeds. This tachyon burst is dissipated as soon as it comes into contact with an enemy vessel but the resultant sub-space disturbance caused by the sheer number of particles makes the formation of a warp field impossible for a short period of time. The renders warp drive inoperable and prevents the enemy from fleeing battle. The technology soon spread to other empires who adapted it for use on their own vessels.

Ion Cannon

The ion cannon is a heavy weapon which propels a massive beam of energy at an opponent. It is available only to the Klingon Empire.

The ion cannon is similar to the Romulan plasma torpedo, though instead of the highly unstable and dangerous plasma, it uses a beam of highly ionized gas suspended in a magnetic field and at the target. The resultant explosion is not as damaging as the plasma torpedo, but requires far less energy to fire and is much less likely to overload. As the ionized gas travels through space, it dissipates, giving the ion cannon a much shorter range than a torpedo based weapon. However, at close range, the ion cannon can do more damage then torpedoes.

Polaron Torpedoes

The polaron torpedo is an advanced weapon capable of penetrating an enemy's shields and damaging their hull directly. It is available only to the Klingon Empire.
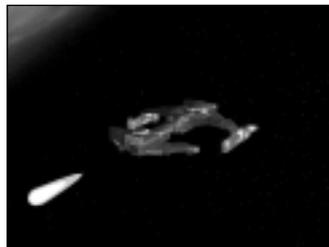
The polaron weapon was developed by the Klingons in an effort to create a torpedo based weapon to keep pace with the Federation's research into quantum torpedoes. Although the explosive discharge is not much greater than a standard photon torpedo system, the delivery system has been vastly upgraded to include a modulating polaron radiation generator. This surrounds the torpedo in a field of polaron emissions which are constantly changing modulation. This allows the torpedo to pass through most forms of energy shielding in use today and impact directly on the target's hull. The upgrade also provides the torpedo with a slightly increased range.

Myotronic Beam

The myotronic beam is a recent Romulan technology which has the ability to stun enemy weapons systems. It is available only to the Romulan Star Empire.
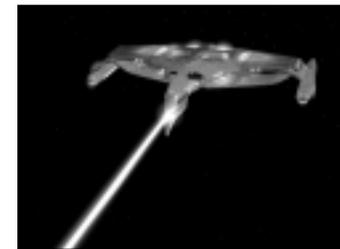
Utilizing technology discovered on a salvaged Dominion vessel, Romulan researchers developed the myotronic beam. The weapon does a fairly high amount of damage on its own, but a side effect of its enhanced energy field is the creation of a field of electromagnetic particles. These particles interfere with energy buildup typical of most weapon designs. The result is that the enemy's weapons are effectively stunned until the field dissipates.

Cutting Beam

The cutting beam is capable of locking onto a ship and cutting directly through its shields and into its hull. It is the primary weapon of the Borg Collective and is available only to them.

Little is known about the genesis of Borg weaponry, but many races in the galaxy have been unfortunate enough to see the effectiveness of the Borg cutting beam in action. The beam damages a vessel's shields and will eventually cut through them and into the hull of the enemy ship. Primarily used by the Borg to dissect and analyze enemy ships for possible technological assimilation, it has also proven to be a powerful melee weapon.

The cutting beam is available in light, medium, and heavy versions. Higher-end beams do more damage but require more power to maintain.

Gravimetric Torpedoes

The gravimetric torpedo is the standard heavy weapon of the Borg Collective and is available only to their empire.

Although the Borg are primarily concerned with the assimilation of other worlds, they are occasionally tasked with defending themselves against those who don't wish to be assimilated. To adapt to this situation, they developed the gravimetric torpedo. This projectile weapon utilizes an advanced graviton inversion field to cause a gravimetric shear in its target, causing severe structural damage.

Shield Inversion Beam

The shield inversion beam is an advanced Borg heavy weapon. It is capable of draining all of a target's shields simultaneously. This weapon is available only to the Borg Collective.

Depletion of an enemy's shields is crucial to the assimilation of a ship and its crew. Damage to the hull of a vessel risks the destruction of viable technology. The Borg have adapted the shield inversion beam to aid them in combating shielded enemies. While most weapons damage only the shield facing they strike, the shield inversion beam damages all of an enemy's shields at once, weakening them equally. This makes lowering an opponent's shields for boarding easier, as the enemy cannot maneuver their stronger shields toward the attacker.
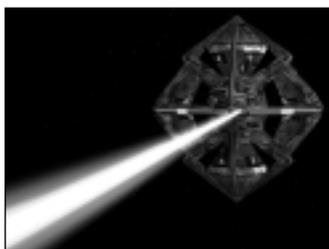
SHIP SYSTEMS

Shields

Shields protect a starship from enemy weapons fire and other hazards by generating a field of energy around the vessel. Once they fall, your armor and hull begin taking damage. Shield systems are available in ten levels, each providing increasing protection but requiring more warp energy to maintain. This system is available to all empires except the Borg.

Armor

Armor provides protection for the ship's hull. The armor absorbs damage after a ship's shields have failed. Once a vessel's armor is depleted, its hull and subsystems are vulnerable. Armor is available in five strengths. As an armor's strength increases, so does its mass. Armor is available to all empires and requires no warp power to maintain.

Tractor Beam

The tractor beam emits a focused linear graviton force beam, which allows a ship to hold another ship in place and manipulate it. The beam can also repel an enemy tractor beam of equal or greater strength, meaning that the more powerful your tractor beam system, the more likely you are to keep your hold on an enemy ship. The tractor beam is available to all empires in five strengths.

Transporter

The transporter system allows you to send boarding parties to an enemy vessel for sabotage or capture. The more powerful your transporter system, the more marines you can beam over at one time, which allows you to more rapidly strike against the enemy. Transporter systems are available to all races in five strengths.

Computer

The bridge computer contains the ship's sensor package, which allows you to detect and scan vessels from a distance. The more powerful your main computer, the further out you can detect and identify other vessels. The computer is available to all empires in five strengths. Computers at levels four and five allow you to perform anti-cloak scans to detect cloaked enemy vessels.

Cloaking Device

The cloaking device generates an energy screen which renders your ship invisible to enemy sensors, allowing you to spy on the enemy and mount surprise attacks. The cloaking device is available only to the Klingon and Romulan Empires and comes in five strengths. Higher level cloaking systems require more power but are less susceptible to detection through anti-cloaking scans.

Impulse Drive

The impulse engines provide power for non-warp maneuvers. The more powerful your impulse drive, the faster your ship can move during combat. More powerful engines provide greater speeds but are heavier and require more warp energy to maintain. The impulse drive is available to all empires in ten strength levels.

Warp Core

The warp drive generates power for all of your ship's systems and is crucial to the operation of any starship. In the refit screen, your ship's statistics display the power your current systems are using as well as the power your warp core is capable of producing. If the power your systems require is greater than what your warp core can output, your systems won't function properly. You need to either fit a more powerful warp core on your vessel or downgrade your systems to consume less power. The warp core is available to all empires in ten strength levels.

Thrusters

The thrusters complement a ship's impulse engines and counteract the effects of your ship's mass. This allows for better acceleration and turning rates, allowing you to maneuver more efficiently in combat. More powerful thrusters provide greater maneuverability and require more power to operate. Thrusters are available to all empires in ten strength levels.

DEFAULT KEY BINDINGS

NAVIGATION

Increase Impulse Power	S, Up Arrow Key
Decrease Impulse Power	A, Down Arrow Key
Turn Left	Left Arrow Key
Turn Right	Right Arrow Key
All Stop	Numpad –
Full Impulse	Numpad +
Emergency Stop	Numpad 0
Follow Target	Numpad /
Match Target Speed	Numpad *
Evasive Maneuvers	Numpad .
High Energy Turn	H
Engage/Disengage Warp	W

TACTICAL

Cloak/Uncloak	C
Reinforce Forward Shield	Numpad 8
Reinforce Starboard Shield	Numpad 6
Reinforce Port Shield	Numpad 4
Reinforce Aft Shield	Numpad 2
Negate Shield Reinforcement	Numpad 5
Fire Selected Weapons	Z
Fire All Primary Weapons	V
Fire All Heavy Weapons	B
Deploy Mine	M
Next Target (All)	T
Next Target (Ally)	U
Next Target (Enemy)	Y
Target Nearest Enemy	Space
Break Target Lock	\

Target Next Subsystem . . . . Mouse Wheel Up
Target Last Subsystem . . . . Mouse Wheel Down
Green Alert . . . . G
Red Alert . . . . R
Launch Probe . . . . P
Scan I

INTERFACE

Power Allocation Menu . . . . J
Helm Panel . . . . K
Science Panel L
Tractor Panel . . . . ;
Transporter Panel . . . . '
Shuttle Panel . . . . E
Show Officer Panel . . . . O
Player Schematic Panel . . . . N
Repair Panel . . . . ,
Target Schematic Panel . . . .
Target Hit and Run Panel . . . . /
Tactical Display On/Off . . . . TAB
Comm Menu X
Hide/Show UI Panels . . . . D
Decrease Game Speed . . . . [
Increase Game Speed . . . .]
Chat Toggle . . . . ENTER

CAMERA CONTROLS

Overhead Camera F1
Chase Camera F2
Follow Camera (Default) F3
Enemy Camera F4
Target Lock On/Off F5

CREDITS

A TALDREN GAME

AN ACTIVISION PRODUCTION

TALDREN, INC.
PRODUCER
Erik Bethke

PROGRAMMING
LEAD PROGRAMMER
Marc Hertogh

PROGRAMMERS
Scott Bruno
Paul Schreiber
Alex Sherman
Ken Yeast
Zachary Drummond
Sean Dumas

GAME DESIGN
DESIGN
Josh Morris

LEAD DESIGNER
Scott Bruno

MISSION PROGRAMMER
David Farrell

MISSION STORIES
John Boomershine

LINE PRODUCER
Mark Pfeiffer

ART
ART DIRECTOR
Bradley W. Schenck

ARTISTS
Ed Lacabanne
Jaime Marx
Nate Simpson

VOICE TALENTS
CAPTAIN JEAN-LUC PICARD
Patrick Stewart

ADMIRAL ARAI
Nancy Linari

COMMANDER JURETH
Greg Eagles

GENERAL MI'QOGH
Brock Peters

FEDERATION OFFICERS
Jennifer Hale
Paul Mercier

KLINGON OFFICERS
George Ball
Rodney Saulsberry

ROMULAN OFFICERS
B.J. Ward
Dee Bradley Baker

BORG VOICES
THE BORG COLLECTIVE
Charles Bartlett
Terrence Beasor
Daamen Krall
David Randolph

ADDITIONAL VOICE TALENTS
(in alphabetical order)
Vaughn Armstrong
James Horan
Dee Bradley Baker
Roger L. Jackson
George Ball

Nancy Linari
Cam Clarke
Paul Mercier
Greg Eagles
Matt Morton
Paul Eiding
Rodney Saulsberry
Max GrodÈnchek
Courtenay Taylor
Jennifer Hale
B.J. Ward
Tim Harrison
Gary Anthony Williams
Jess Harnell
Kris Zimmerman

ORIGINAL SOUND EFFECTS
David Hone
AllSound Recording

SOUND EFFECTS PROCESSING
Salami Studios

CASTING AND VOICE DIRECTOR
Kris Zimmerman

POST-PRODUCTION
Salami Studios, LLC
Devon Bowman
Marc Mercado
Rick Hinson

POP Sound

MUSIC
THEME AND ORIGINAL SCORE
Danny Pelfrey

MOVIES
CG ANIMATION
Backyard Digital
Studios, LLC

DIRECTOR
Jason Adams

ART DIRECTOR
Daniel Wang

PRODUCER/
LEAD ANIMATOR
Robert DiFiglia

PROJECT MANAGER
Jim Bradbury

LEAD MODELER
Nick Losq

LEAD COMPOSITOR
Robert Reinhart

TECHICAL DIRECTOR
Daesun Hwang

TEXTURE ARTIST
Andrew Losq

ACTIVISION, INC.
PRODUCED BY
Dan Hagerty

EXECUTIVE PRODUCER
Marc Struhl

PRODUCTION
COORDINATORS
Aaron Gray
Eric Lee
Doug Mirabello

ADDITIONAL PRODUCTION
Glenn Ige

V.P. OF PRODUCTION,
NORTH AMERICA
Mark Lamia

E.V.P. WORLDWIDE
STUDIOS
Larry Goldberg

GLOBAL BRAND MANAGER
Jenny Stornetta

ASSOCIATE BRAND
MANAGER
Elizabeth Dunn

V.P., GLOBAL BRAND
MANAGEMENT
Tricia Bertero

E.V.P., GLOBAL BRAND
MANAGEMENT
Kathy Vrabeck

PUBLIC RELATIONS
V.P., CORPORATE
COMMUNICATIONS
Maryanne Lataif

SENIOR PUBLICIST,
CORPORATE
COMMUNICATIONS
Michael J. Larson

LEGAL
Rob Pfau
Michael Hand

INTERNATIONAL
SENIOR V.P., EUROPEAN
PUBLISHING
Scott Dodkins

HEAD OF PUBLISHING
SERVICES
Nathalie Ranson

SENIOR LOCALISATIONS
PROJECT MANAGER
Tamsin Lucas

DIRECTOR OF STRATEGIC
MARKETING EUROPE
Roger Walkden

MARKETING MANAGER,
UK & ROE
Carolyn London

PR MANANGER, UK
Guy Cunis

PR MANAGER, ROE
Suzanne Panter

PR Manager, GERMANY
Bernard Reinartz

BRAND MANAGER,
UK/ROE
Daleep Chabria

MARKETING MANAGER,
GERMANY
Stefan Luludes

BRAND MANAGER,
GERMANY
Stephan Seidel

JR. BRAND MANAGER,
GERMANY
Thomas Schmitt

MARKETING DIRECTOR -
ASIA PACIFIC
Paul Butcher

BRAND MANAGER - ASIA
PACIFIC
Leigh Glover White

CENTRAL TECHNOLOGY
SENIOR MANAGER
Ed Clune

INSTALLER & DESIGN
CONSULTATION
Andrew Petterson

INSTALLER
Hector Guerrero

INSTALLER TOOLS
Alexander Rohra

CUSTOMER SUPPORT
CUSTOMER SUPPORT MANAGER
Bob McPherson

CUSTOMER SUPPORT LEADS
Rob Lim
Gary Bolduc
Mike Hill

QUALITY ASSURANCE
MANAGER, PC TESTING
Marilena Rixford

SENIOR QA PROJECT LEAD
Siôn Rodriguez y Gibson

PROJECT LEAD
Brad Saavedra

SP FLOOR LEAD
Jeff Love

MP FLOOR LEAD
Dan Siskin

DATABASE MANAGER
Wil Kus

TESTERS
Mishelle Moross
Adam Tourkow
Nathaniel McClure
Mark Ishak
Anthony Moran
Barry Wright Jr.
Russell Johnson
Robert Alvarez
Matthew Burns
D. Richard Todd
Pete Veniscofski

LOCALIZATIONS PROJECT LEAD
Mihai Pohontu

LOCALIZATIONS TESTERS
Lonnie Carter
Natasha Darnall
Michael DeMarti
John Macmillan
Eric Zimmerman
Kop Tavormas

CODE RELEASE GROUP
MANAGER, CODE RELEASE
GROUP
Tim Vanlaw

CRG LEAD
Jason Levine

TESTERS
Frankie Kang
Paul Williams

NETWORK LAB
LEAD, QA NETWORK TESTING
Chris Keim

COMPATIBILITY LEAD, QA
COMPATIBILITY TESTING
Neil Barizo

TESTERS
John Santry, Joule Middleton

VISIONEER TESTING GROUP
EXTERNAL TEST COORDINATOR
Chad Siedhoff

VISIONEER TESTERS
Calvin Oliveria, John Vernon,
Jean-Ray Arseneau,
Brendan Burke,
Christopher Cannon,
Wayne Chang, Brandon Crick,
Clay Culver, Don Healy,
Iain Hill, David Joy,
Jason L'Hirondelle,
David Longhurst, Derek Lung,
Red River, Andy Serwatuk,
Marc Zaritsky, James Hurst,

Mark Kaelin, James King,
Jeff Landfried, Zachary Nobles,
Paul Pettit, Steve Ricketts,
Jeff Smith, Brian Wardell,
N. Blomenkamp, Karim Nouri,
Adam Taylor, Kevin Swisher,
Michael Allen, John Aubin,
Jamie Badgerow, Tim Barnes,
Hector Barrera, Charles Biro,
Chris Blendowski, Joseph Bott,
James Boydston,
Derek Brinkmann,
Steven Bybee, Jeffrey Call,
Daniel Carter, Leo Chiao,
John Chiu, Paul Chouy, Brant
Clabaugh, Armond Clark,
David Cleric, Scott Cook,
Trevor Cook, Aaron Cox,
|Russell Crim,
Maxwell DeChant,
Lane Denson, Ethan Dicks,
James Dillinger,
Jeremiah Dorn, Robert Dudley,
Richard Durrer, Michael Dwiel,
Danny Elias, David Evans,
Darren Evans, Joseph Faske,
Eric Friedner, Keith Galocy,
Paul Gilbert, Jerry Graber,
Gary Gray, Philip Hansen,
Panayoti Haritatos,
Tom Hepner, Jeff Hexter,
Jason Hitchens,
Kevin Hoekman,
Josh Horowitz, Justin Hromas,
Marc Hrossowyc, Robert Hubby,
David Jarrell, Stephen Jensen,
Warren Johnson, Tyler Jordan,
Elias Jubran, Scott Kasai,
Michael Kelly, Paul Keslin,
Maurice Kienenberger,
Richard Kurnadi,
Andrew Kuschnerait,
Jessie Lawrence, William Lazar,
Jonathan Lenaway,
Giancarlo Lenzi,

William Leppala, Craig Lewis, Alan Liebowitz, Charles Little, Eric Lo, Ian MacInnes, Robert Mackey, Rich Matheson, Ryan McCaffrey, Mike McCurdy, Sean McKay, Douglas McKinney, Myron McMullen, Brett Milliken, Michael Milner, Heather Moses, Craig Organ, Christopher Penney, Jef"Frey" Petermeier, George Politis, Joshua Pollak, Carolann Quinn, Rich Reed, Joseph Ruffolo, Ken Rumsey, Eddie Sarphie, Paul Seale, John Silva, William Slayton, Alan Springer, Chris Squatritto, Andrew Stein, James Sutliff, Don Swanner, Joshua Tacey, David Teague, Stephen Tobin, Richard Torres, Christopher Travis, Joseph Vegh, Henry Wang, Theodore Weidenbacher, Alan Wexelblat, David Wilson, Timothy Wilson, Brian Winslow, Philip Worthen, Jason Yeh, Omar Yehia, Lee Zane, Dimitri Zelepuhin, Dominick Ziccarelli, Yulia Zykin

QA SPECIAL THANKS
Jim Summers
Jason Wong
Adam Hartsfield
Nadine Theuzillot
Joe Favazza
Jennifer Vitiello
Indra Gunawan
Todd Komesu

Marco Scataglini
Willie Bolton
Jay Franke
Glenn Vistante
Matt McClure
Nick Falzon
Evan Button
James Van Meter
Jon Virtes
Mike Rixford
Matt McClure

CREATIVE SERVICES
V.P., CREATIVE SERVICES
Denise Walsh

CREATIVE MARKETING DIRECTOR
Matt Stainner

MANAGER, CREATIVE SERVICES
Jill Barry

PACKAGING AND MANUAL DESIGN
Ignited Minds, LLC

ACTIVISION MANAGEMENT
Ron Doornink
Brian Kelly
Bobby Kotick

SPECIAL THANKS
Matthew Beal
Tim Curtis
David Dalzell
Gary Falcone
D.J. Fox
Joanna Fuller
Regina Gibson-Broome
Tiffani Halverson
James Mayeda
Joe Pizzulo
Bob Rice
& Gene Roddenberry!

VIACOM CONSUMER PRODUCTS/PARAMOUNT PICTURES LIASONS

EXECUTIVE DIRECTOR, PRODUCT DEVELOPMENT INTERACTIVE & TECHNOLOGY
Harry Lang

MANAGER, PRODUCT DEVELOPMENT INTERACTIVE & TECHNOLOGY
Daniel Felts

SPECIAL THANKS
Christina Burbank

VIACOM CONSUMER PRODUCTS/PARAMOUNT PICTURES

Andrea Hein, Terri Helton, Pam Newton, Rick Berman, Dave Rossi, Mike Okuda, Sandi Isaacs

GAMESPY

Joost Schuur
Travis Hogue

RAD GAME TOOLS, INC.

Mitch Soule
Jeff Roberts

CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have internet access, search our troubleshooting database at: http://www.activision.com/support.

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

• Complete product title (include version number)
• Exact error message reported (if any) and a brief description of the problem
• Your computer's processor type and speed (e.g. Pentium 200 MHz)
• Amount of RAM
• Make and model of your video and sound cards (e.g. Diamond Viper V770, Creative Sound Blaster Live Platinum)
• Make and model of your CD-ROM or DVD-ROM drive (e.g. Samsung SC-140)
• Operating system

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet/E-mail: http://www.activision.com/support

Our support section of the web has the most up-to-date information available, including patches that can be downloaded free-of-charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about you can view the top solutions for the game to date. If you don't find your question/solution there try using inputting a keyword into the search.

If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

NOTE: Internet/e-mail support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through internet/e-mail.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support Representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: the Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.