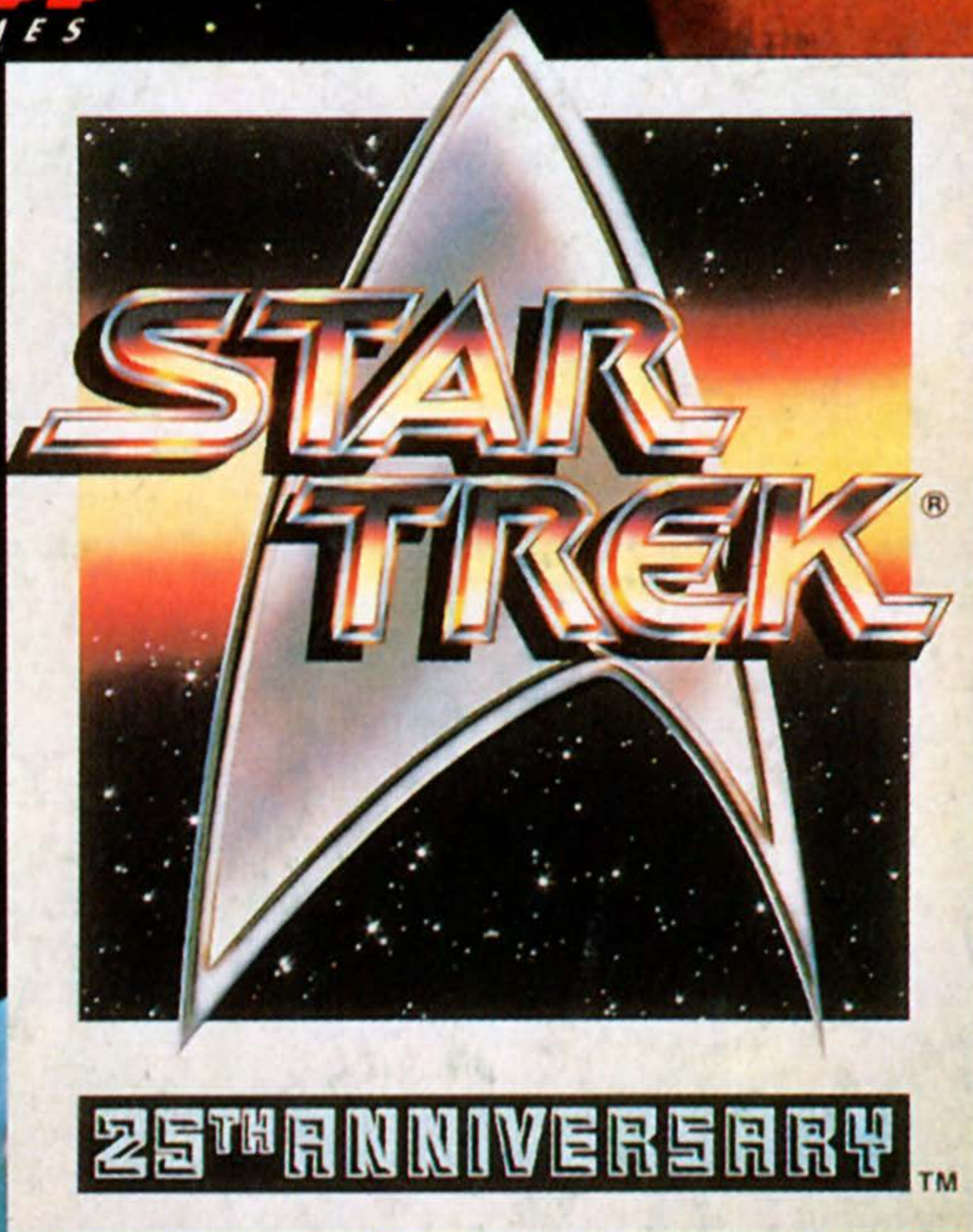


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DMG-RK-USA

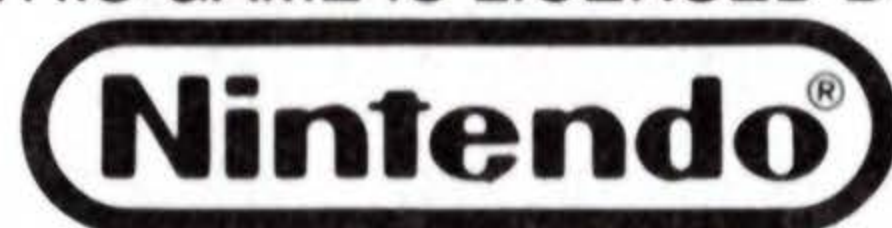


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WELCOME TO THE WORLD OF ULTRA!

Congratulations you are the owner of Star Trek® - The 25th Anniversary edition Game Boy game from Ultra. Please read the following instructions before you engage your warp drive.

TABLE OF CONTENTS

INTRODUCTION	4
TO GO BOLDLY WHERE NO PLAYER HAS GONE BEFORE	5
HOW TO BEGIN	5
CONTROL FUNCTIONS	7
SHIP'S ATTRIBUTES	9
IMPORTANT READINGS	11
STARDATE	11



THE FATE OF THE GALAXY IS IN YOUR HANDS

A Doomsday Machine is terrorizing the universe by obliterating entire worlds - weaving a web of mass destruction through space. Only one peaceful organization possesses the courage to halt the Doomsday Machine's carnage: The United Federation of Planets' Starfleet. Having learned of the Doomsday Machine's approach five months ago, the Federation employed its top engineers to construct the proto-matter fusion disruptor - a weapon which is believed to have the strength to stop the Doomsday Machine.

Just as the Doomsday Machine entered Federation space, a fully functional disruptor was being installed on the U.S.S. Excalibur. However, the Klingons learned of the disruptor existence. Fearing that it would be used against their empire, the Klingons intercepted the Excalibur, and stole the proto-matter fusion disruptor.

Federation reconnaissance reports have revealed that the Klingons split the proto-matter fusion disruptor into twelve pieces, and hid the pieces on three different planets. With the fate of the universe hanging by a thread, the Federation has sent out the U.S.S. Enterprise to recover the proto-matter fusion disruptor pieces, reassemble it, and destroy the Doomsday Machine.

TO GO BOLDLY WHERE NO PLAYER HAS GONE BEFORE

In Star Trek you'll have the fate of the universe in your hands. You will assume the role of Captain James T. Kirk in commanding the U.S.S. Enterprise and its crew through space battles as well as planetary reconnaissance. Your mission consists of four levels. During the space sequences, you will dictate the course of the Enterprise in order to reach the planet destination. Upon reaching the planet, you will beam down and search for the missing proto-matter fusion disruptor pieces. After recovering all twelve of the missing pieces you will test the disruptors power in an ultimate confrontation with the Doomsday Machine.

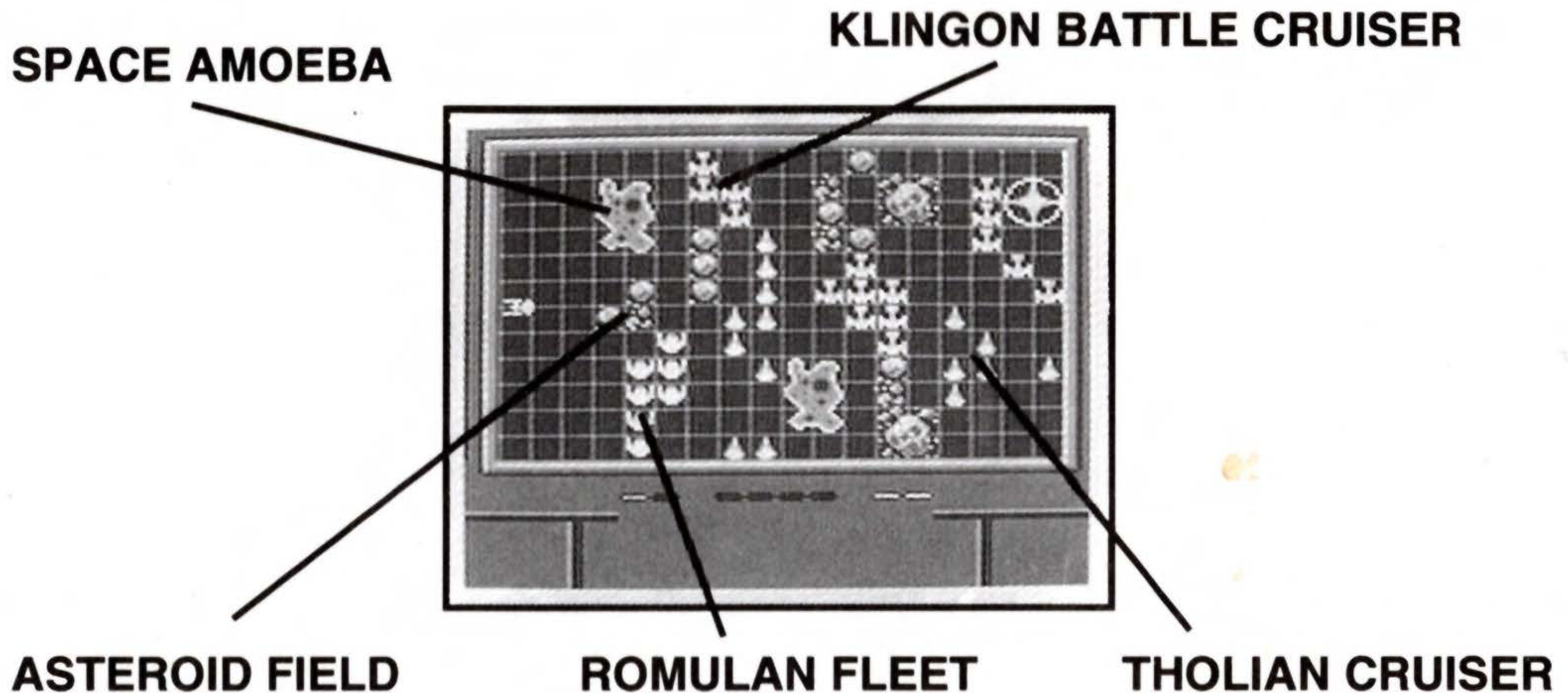
ENGAGE

To begin your space adventure, insert the Game Pak into your Game Boy and turn on the power switch. When the title screen appears, hit the START BUTTON three times.

When the Start/Continue screen appears press the CONTROL PAD up or down to start a new game or play a saved game. After hitting Start, you will receive an important message from Starfleet command. Press up on the CONTROL PAD to scroll through the message. Once the message is complete, press the A BUTTON to begin your game.

ENEMY DRIVE

After receiving your orders from Starfleet command you will arrive at the navigation map. This map outlines the enemies that stand between the Enterprise and the planet destination. You can choose your own route by using the CONTROL PAD to move the Enterprise in any direction.



CONTROL FUNCTIONS

O N S H I P

CONTROL PAD

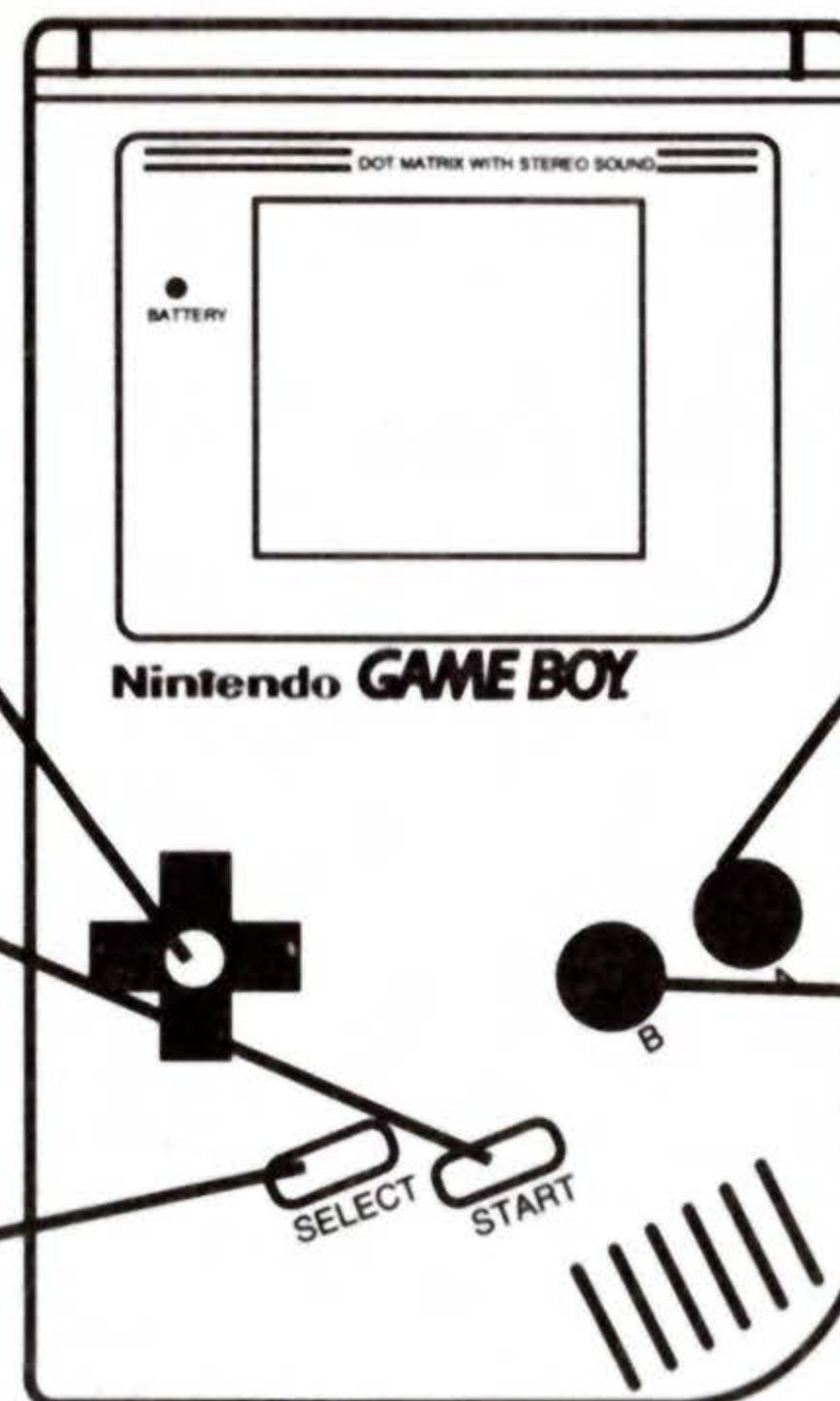
Press right to engage warp drive. Press left to cut back to impulse engines. Press up to move the ship upward. Press down to move the ship downward.

START BUTTON

Press the START BUTTON to adjust your ship's attributes. You can also press the START BUTTON to pause the game.

SELECT BUTTON

Not used during space confrontations.



A BUTTON

Press to fire your phasers.

B BUTTON

Press to fire your Photon Torpedoes.

CONTROL FUNCTIONS

O N P L A N E T

CONTROL PAD

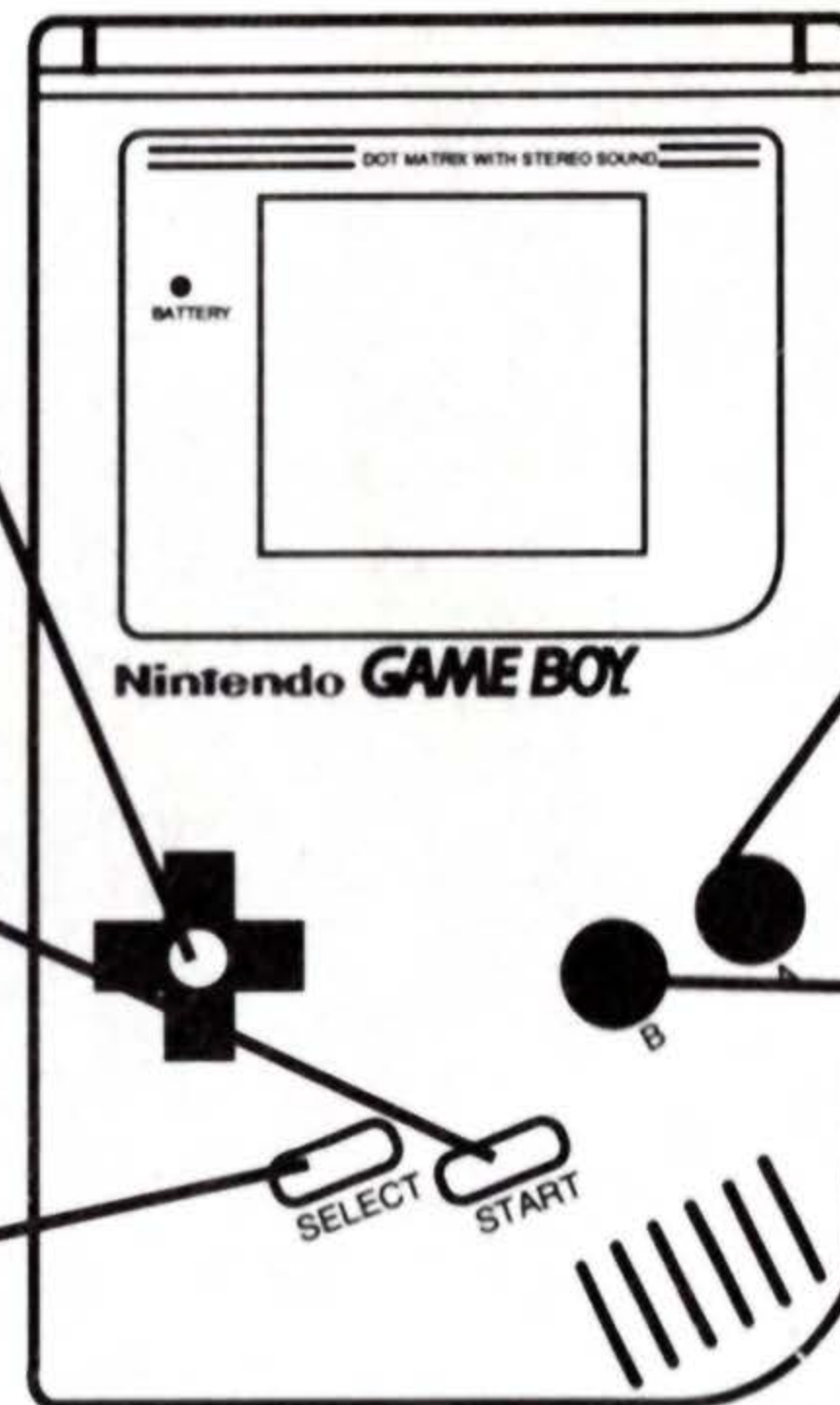
Press in all four directions to move Kirk around the planet.

START BUTTON

Press to receive a tri-corder analysis. Press to read a Communicator message. Press to receive sensor readings. You can also press the START BUTTON to pause the game.

SELECT BUTTON

Not used during planetary quests.



A BUTTON

Press to fire your phasers.

B BUTTON

Press to toggle between stun and full power settings for your phasers.

SHIP'S ATTRIBUTES

The enemies that you will encounter during space battles will vary from stage to stage. In order to adapt to each enemy obstacle, you can adjust your ship's attributes. Press the START BUTTON to call up the settings screen. Once the screen appears, press the CONTROL PAD to the right or left to toggle between the three settings. To adjust the actual setting press the CONTROL PAD up or down. Hit Start to return to the space battle.

Number of ships remaining

Number of Photon Torpedoes

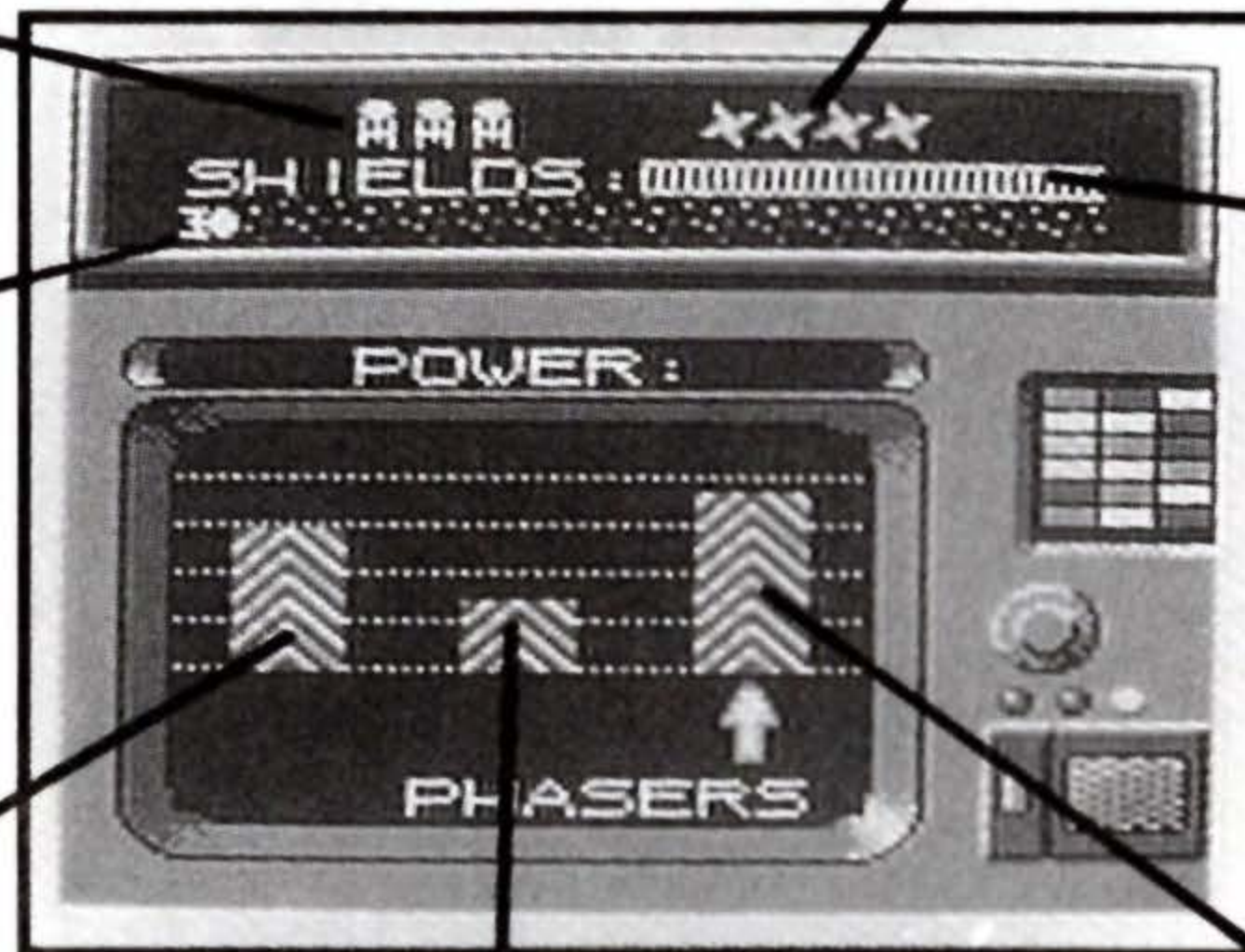
Ship position

Shield strength

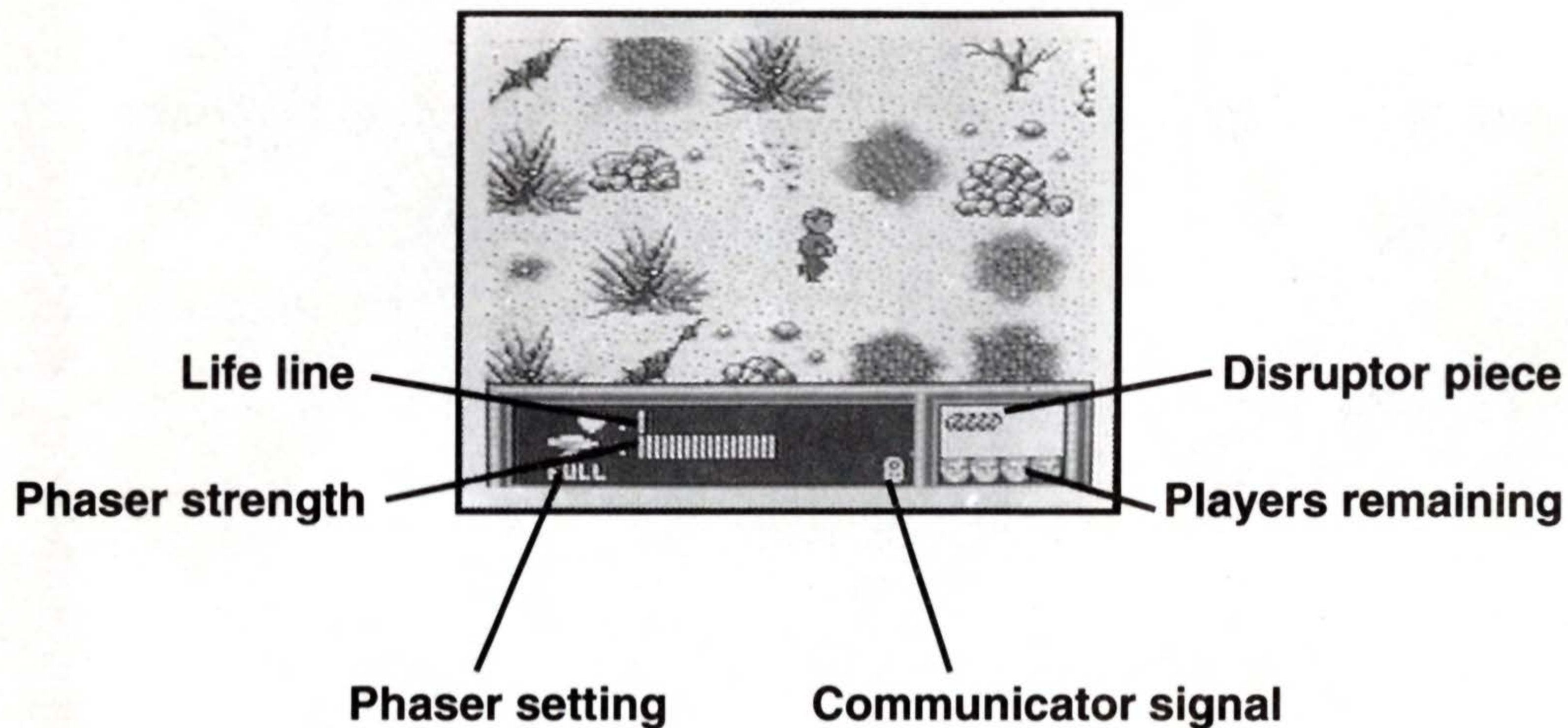
Shield setting

Speed setting

Phaser setting



THREE TO BEAM DOWN



IMPORTANT READINGS

You can receive three different readings by pressing the START BUTTON.

- Sensor readings- In order to get a reading on the location of a disruptor piece, press the START BUTTON while standing in an open area.
- Tri-corder analysis- If you need an analysis on an alien specimen, move next to it and press the START BUTTON.
- Communicator signal- Press the START BUTTON when the Communicator signal appears in order to receive important data from a member of your landing party.

STARDATE

You will receive a Stardate password when you reach a planet and after you complete a planet. To enter your password, choose Continue at the Start/Continue screen. Then enter your password and press the A BUTTON.

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