

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

ERRATUM: At press time, two mistakes were discovered in several screen shots used in this instruction manual. Lieutenant Commander Geordi La Forge's name is misspelled as "LaFORGE," and Chief O'Brien is incorrectly referred to as "LT. O'BRIEN."

We regret these errors and give our assurance that all corrections have been made in the actual game.



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CAPTAIN JEAN-LUC PICARD
U.S.S. ENTERPRISE™
INSTRUCTOR EMERITUS

It is both an honor and a privilege to address you, one of an elite group of cadets chosen for this very special training session. Your presence here indicates that you have mastered—indeed, excelled at—a long and arduous course of instruction here at Starfleet Academy. It is your top-notch performance that has qualified you for the Advanced Holodeck Tutorial.

The Tutorial is administered each year by an experienced Starship Captain; I have that honor this year. The Holodeck's computer imagery technology enables the cadet to assume control of the instructor's starship—effectively becoming her captain—and thus experience a series of lifelike missions that will test nearly every principle the cadet has learned at the Academy.

As each situation presents itself, you will have several options from which to choose and you will be able to enlist the help of holographic facsimiles of individual U.S.S. Enterprise crew members. While there is no single correct path to be followed, I encourage you to remember that the command of a starship is much more than a mastery of quantum physics, battle strategies, and phaser marksmanship. You will also require clear thinking, cool-headedness, and compassion.

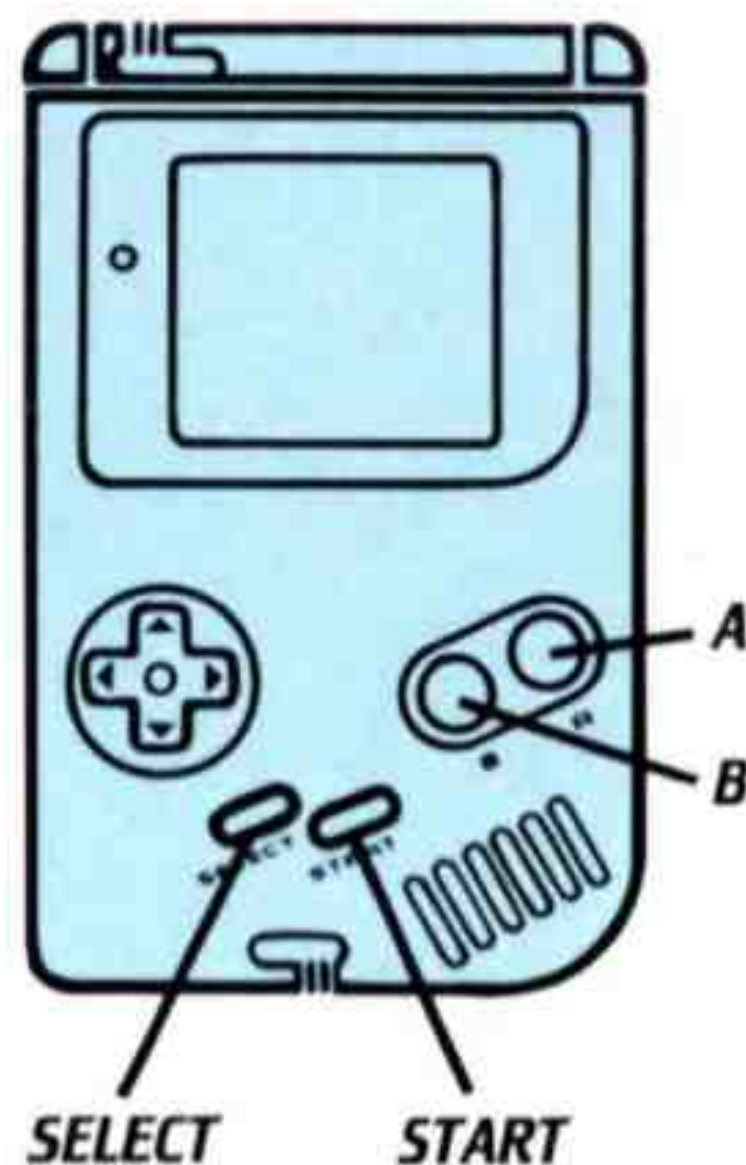
On behalf of myself and the Academy, I wish you the best of luck. I have every confidence that you will excel in this, your final test, and make a fine addition to Starfleet.

And now...the U.S.S. Enterprise is yours to command!



Initial Procedures

Make sure the GAME BOY™ power switch is OFF. Insert the **STAR TREK®: THE NEXT GENERATION™** Game Pak, then turn ON the power switch. "Nintendo®" will be displayed followed by a series of legal, title, and credits screens. Press any button on the Game Boy to move to the next screen.



Pressing any button anytime during the credits sequence advances to the Command Verification Screen:



Once on the Command Verification Screen, press **UP** or **DOWN** to move the option cursor to either **START GAME** or **PASSWORD**.

Initial Procedures (Contd.)

Start Game

Press **BUTTON A** when this option is highlighted and you will begin the game as a novice cadet with no ranking.

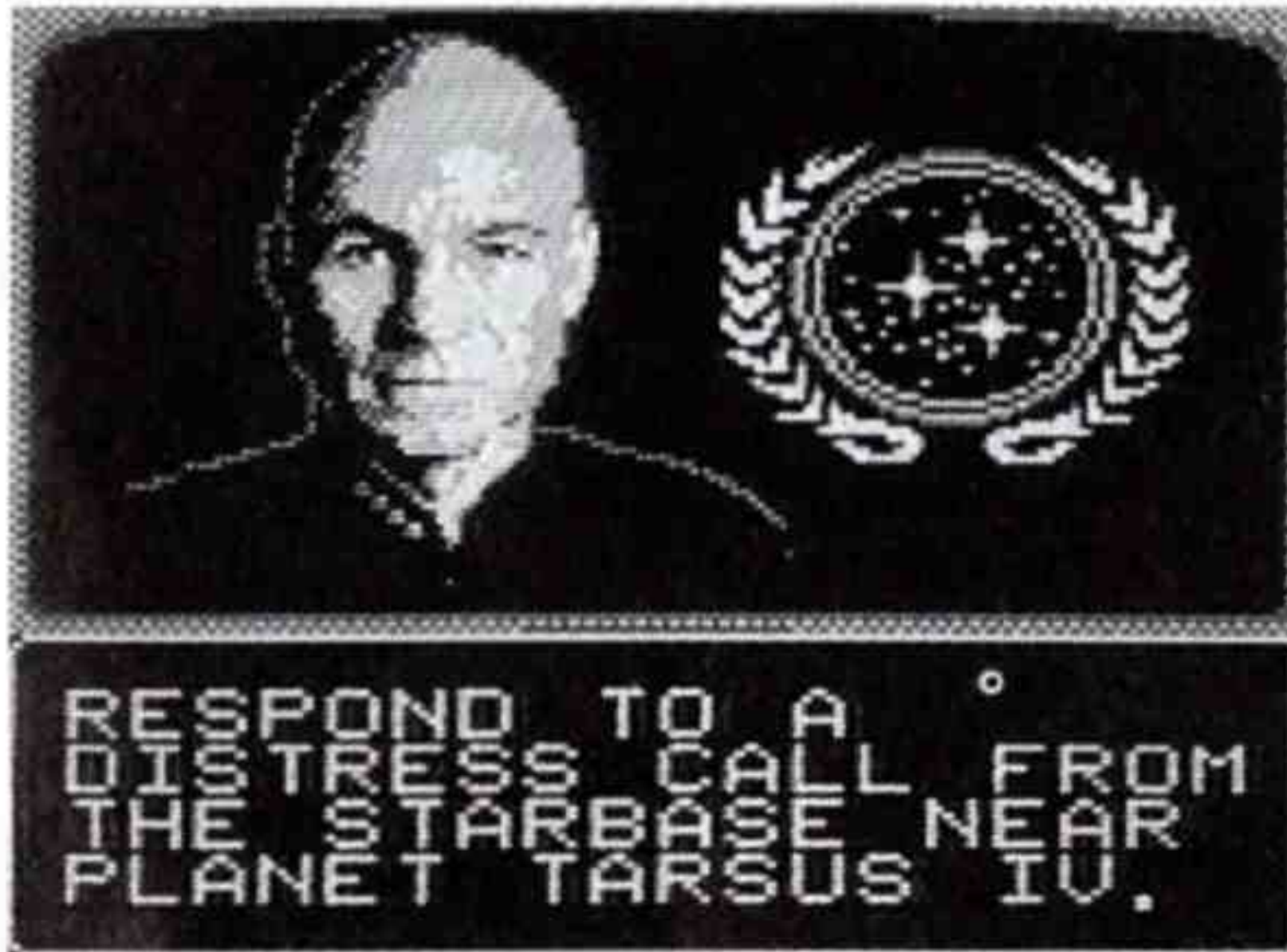
Password

Press **BUTTON A** when this option is highlighted and the Password Entry Line appears. You will receive a password after completing a series of successful missions. Entering it here at the beginning of the game allows you to maintain the ranking you were assigned the last time you played the game. This way you will immediately embark on more complex missions, without having to repeat your previous achievements (see Mission Summary and Password Assignment on page 38 for more information on receiving passwords).

To enter your Password, press **RIGHT** or **LEFT** to move the Password Cursor. Then press **UP** or **DOWN** to select the desired letter (if needed, there is a blank space between the "A" and the "Z"). When you have finished entering, press **BUTTON A** to begin the game.

Pressing **BUTTON B** will abort a password entry and return you to the Command Verification Screen.

Mission Briefings



When your Tutorial begins, the Mission Briefing Screen will appear. Your Starfleet Academy instructor, in this case Captain Jean-Luc Picard of the U.S.S. Enterprise, will give you your assignment. As the Tutorial proceeds, each new mission will be assigned the same way.

*Mission assignments are displayed in two parts. The first screen appears automatically. To see the second screen, press **BUTTON B**.*

*When you have finished reading your briefing, press **BUTTON B** to move into the Main View Screen.*

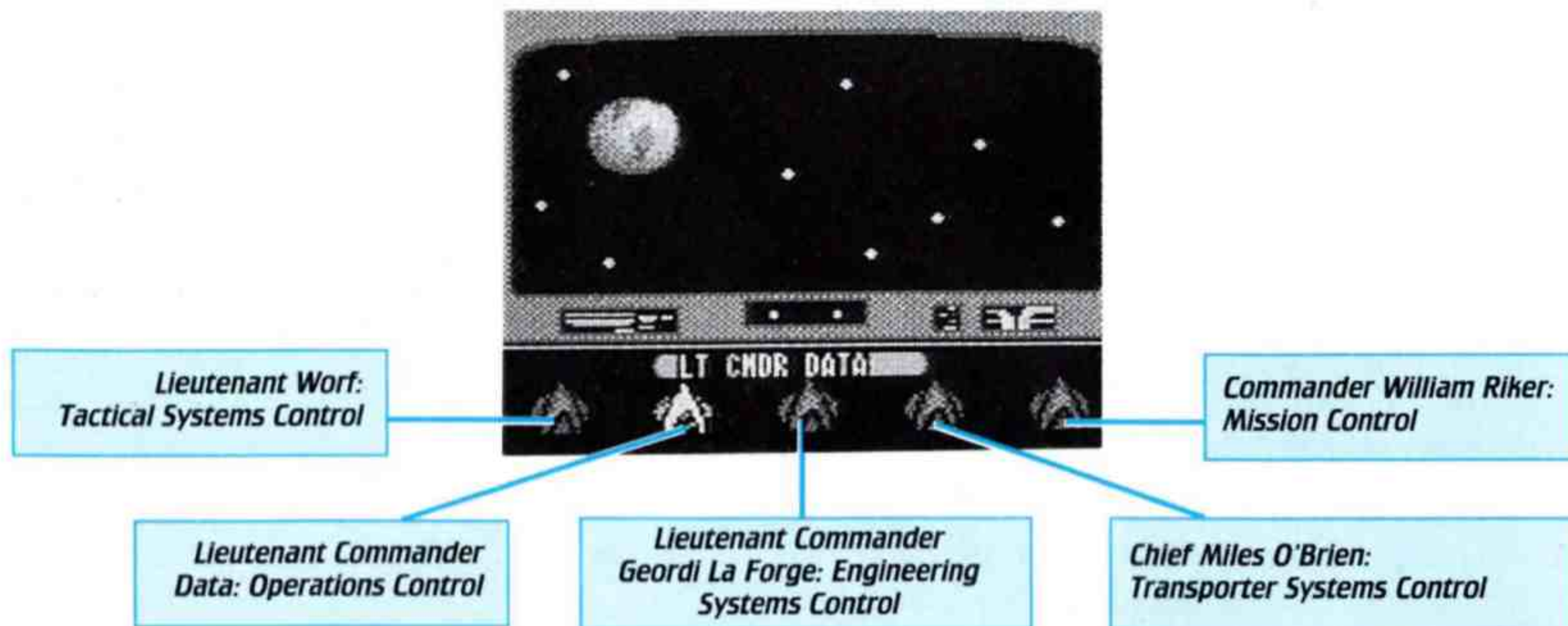
From this point on, it is your responsibility to determine what courses of action are required to successfully complete the mission. As acting captain of the U.S.S. Enterprise, you should be thoroughly familiar with the starship's crew members and their various functions. Devote your full attention to studying this manual before embarking on the first mission.

The Main View Screen

This is the straight-ahead view of your course through space as seen from the U.S.S. Enterprise bridge. The Main View Screen consists of three distinct modes.

Crew Select/Impulse Speed Mode

This mode is primarily used for selecting crew members when their particular functions are required. Each Starfleet emblem represents a crew member. Refer to their individual sections in this manual for descriptions of their functions.



To contact a crew member:

- Press **RIGHT** or **LEFT** to highlight the desired crew member's insignia.
- Press **BUTTON A** to contact the selected crew member.

Crew Select/Impulse Speed Mode also allows you to make adjustments to the ship's impulse (non-warp) speed:

- When halted, press **UP** once to accelerate to half-impulse speed. Press again to reach full impulse power.
- Press **DOWN** to decelerate to half-impulse power; press it again to halt the Enterprise's movement.
- Impulse speed is not displayed on this screen. With experience, you will be able to assess your speed from the rate at which you pass the starfields. For a precise impulse reading, contact Mr. Data (see page 15).
- **START** pauses.

The Main View Screen (Contd.)

Navigation Mode



This mode allows you to steer the U.S.S. Enterprise in a complete 360° rotation. (Crew communication is not possible in Navigation Mode; you must return to Crew Select Mode to make contact.)

Combat also takes place in Navigation Mode. See pages 33–35 for a complete discussion.

To steer the U.S.S. Enterprise:

- Press **SELECT** to toggle back and forth between Crew Select and Navigation Modes.
- Press **UP**, **DOWN**, **LEFT**, or **RIGHT** to move the ship in the corresponding direction when in Navigation Mode.

In both Crew Select and Navigation Modes, a sensor tracking box may appear on the View Screen, indicating a significant object that can't be seen clearly from your current distance—a planet or another vessel, for example.

*Further sensor investigation may be immediately accessed by pressing **START** when in Navigation Mode. Starfleet recommends, however, that the cadet first study Lieutenant Commander Data's section on pages 17–19 for a thorough discussion of sensor readings.*

Warp Mode

When warp speed has been engaged by Mr. Data (see page 16), the Main View Screen switches into Warp Mode. The view from the bridge now shows the starship traveling at a significantly increased rate. Navigation and crew communication are not possible during warp drive.

When you arrive at your destination, warp drive is terminated and the View Screen automatically reverts to Crew Select Mode. Normal activities may now be resumed.

STARFLEET ADVISORY: In Warp Mode there is a risk that your starship will be thrust into a Temporal Rift. See Red Alert Scenarios on pages 36–37 for more details.

STARFLEET ADVISORY: From time to time, a crew emblem will flash, signifying a message from a crew member. If a message is urgent, the emblem will both flash and beep.

In Crew Select Mode, contact the source immediately. In Navigation Mode, press **SELECT** to toggle back to Crew Mode and make your selection.

In any case, do not delay your reading of this message—it may be of vital importance to the completion of the mission and the survival of the U.S.S. Enterprise itself!



Crew Screens

Whenever a crew member is selected from the Crew Select Screen, his Crew Screen will appear. Decide which function you require the crew member to perform, and access that function following these procedures:

- Press **LEFT** or **RIGHT** to highlight desired crew member function.
- Press **BUTTON A** to access Function Screen.
- **SELECT** returns to Main View Screen.
- **BUTTON B** raises and lowers crew member's most recent message.



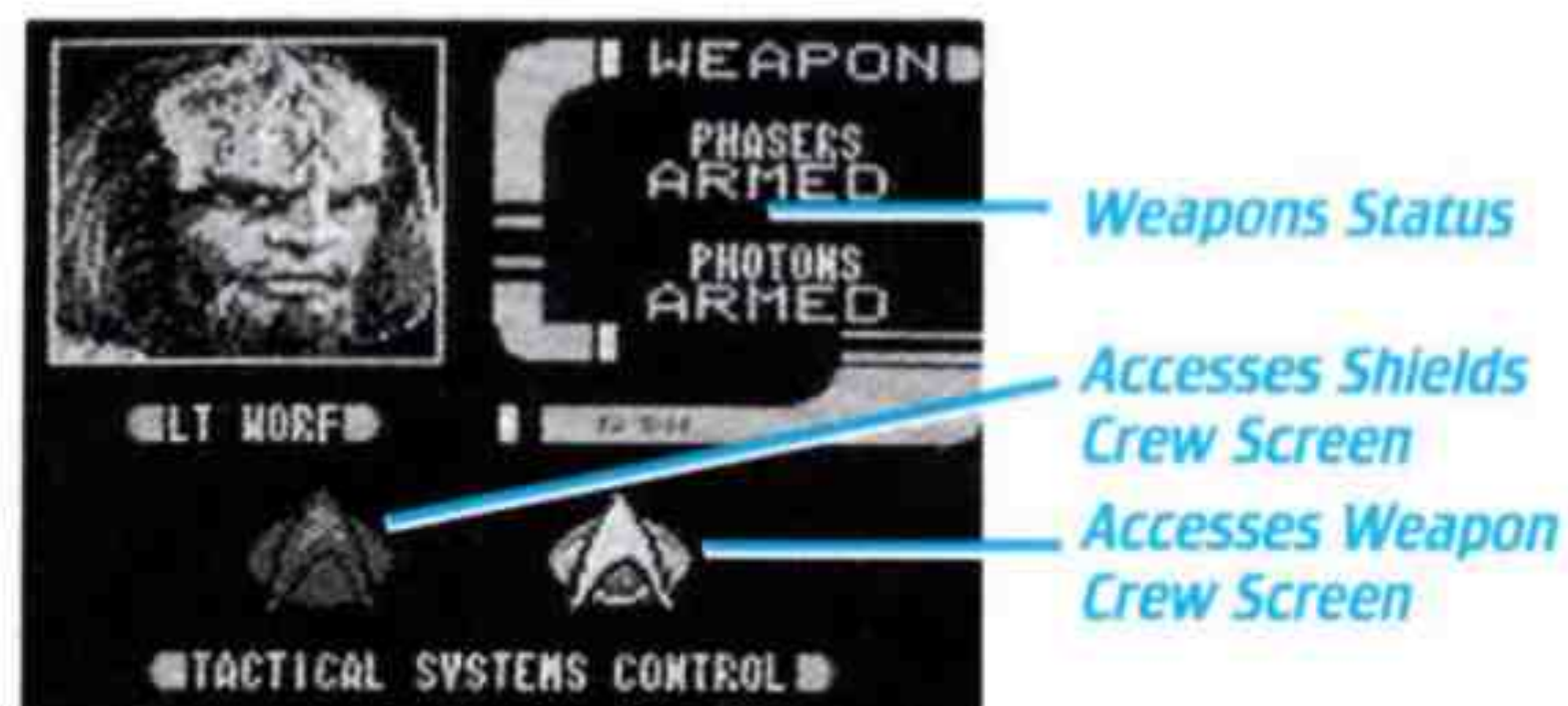
LT. WORF CREW SCREEN

STARFLEET ADVISORY: The Function Screen is where the desired action actually takes place. In some cases, this action is purely automatic. No mission time will elapse while these actions are executed.

For other functions, you will be required to skillfully perform a specific activity. In these cases, mission time continues to count down and, if under attack, the U.S.S. Enterprise may continue to sustain damage.

When Function Screens time out or the function activity is completed, the Main View Screen, Crew Select Mode returns.

Lt. Worf: Tactical Systems (Contd.)



WORF WEAPON CREW SCREEN

Phasers are the U.S.S. Enterprise's primary weapons system; photon torpedoes are more powerful, but are harder to aim. For a full discussion of weaponry and its use in battle, see the *Combat* section on pages 33–35.

Phasers and photon torpedoes are always enabled together.

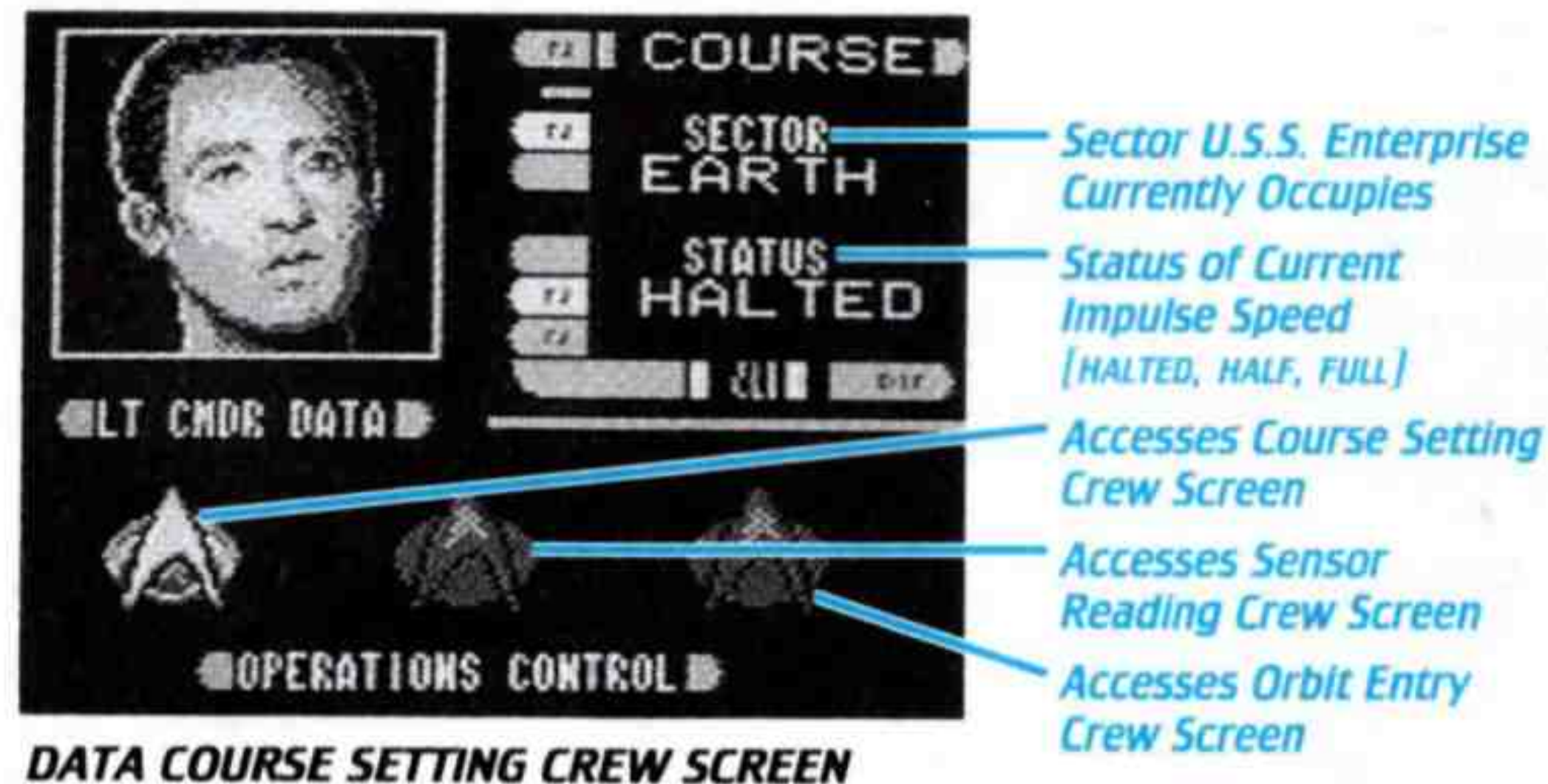
STARFLEET ADVISORY: Phasers derive their energy from the starship's warp core. This means they can potentially be weakened by damage to the starship's power supply. Mr. La Forge will provide you with the appropriate status reports.

To arm or disarm weapons:

- Access Weapon Crew Screen as described on page 12.
- Check Weapons Current Status. **ARMED**, **DISARMED** or **BOOSTED** will be displayed (see footnote on page 13). Press **BUTTON A** to change Current Status.
- Weapon Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.
- **START**

Lt. Cmdr. Data: Operations Control

Lieutenant Commander Data maintains control over Operations, which involve the navigational and informational functions of the starship.

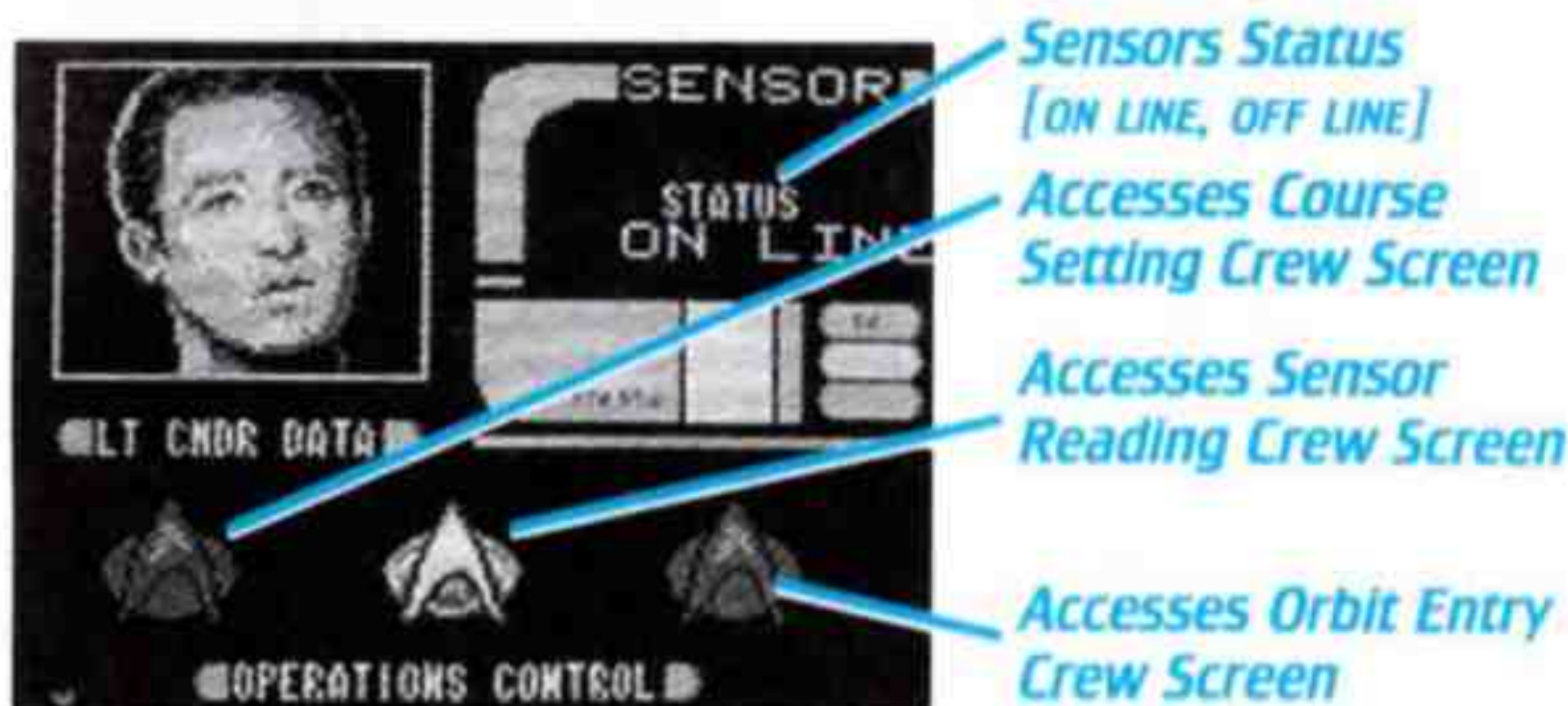


Sensors

The sensors are high-powered devices designed to sweep far ahead of the starship's flight path to gather navigational information about the U.S.S. Enterprise and the vicinity around it. They also have limited use in detecting damage to the U.S.S. Enterprise and other vessels or planets in the area.

To perform a sensor reading of the area around the U.S.S. Enterprise:

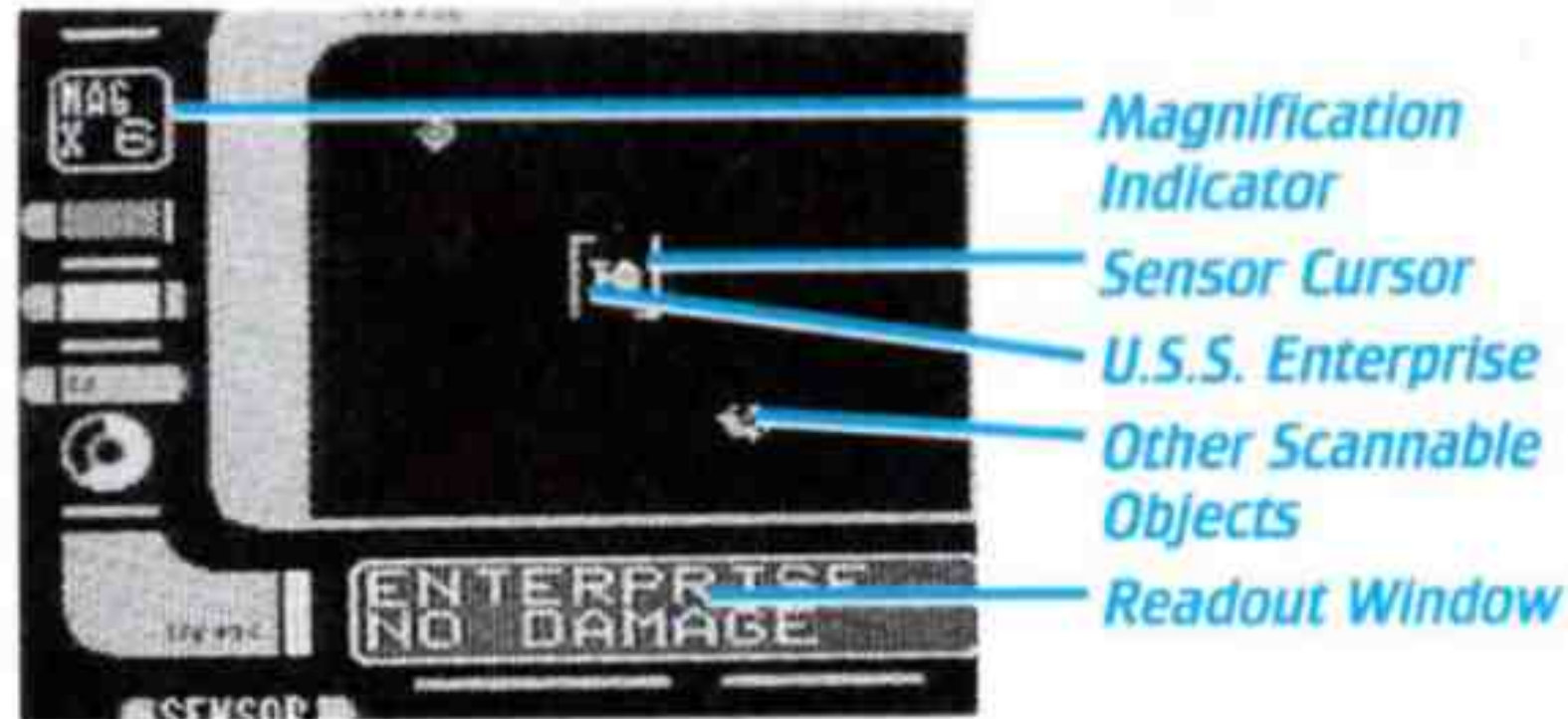
- Access Sensor Reading Crew Screen as described on page 12.
- Press **BUTTON A** to access Sensor Reading Function Screen.



DATA SENSOR READING CREW SCREEN

Lt. Cmdr. Data: Operations Control (Contd.)

Sensors (Contd.)

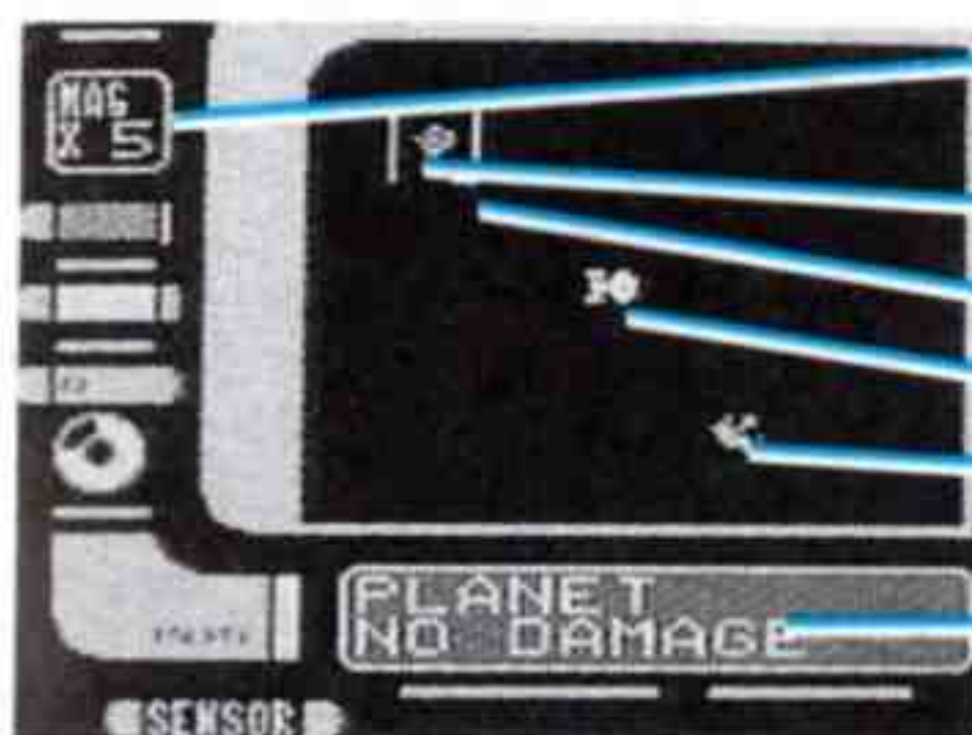


**SENSOR READING FUNCTION
SCREEN: 6X MAGNIFICATION**

- Press **UP** or **DOWN** to change magnification range, 1–6X. A 1X magnification displays the largest area around the U.S.S. Enterprise, but distorts the distances between objects (i.e., makes objects appear closer together than they actually are) in order to show everything on-screen at the same time.

A 6X magnification shows the area in closest proximity to the U.S.S. Enterprise, which means another object in the vicinity may not appear on this screen.

- Press **BUTTON A** to move the sensor cursor to the U.S.S. Enterprise or an object near it. A scan will be performed that will identify the object and give a rudimentary damage report in the readout window.



- Magnification Indicator
- Planet
- Sensor Cursor
- U.S.S. Enterprise
- Other Scannable Object
- Readout Window

**SENSOR READING FUNCTION
SCREEN: 5X MAGNIFICATION**

- Press **SELECT** at any time during or after your scan to return to the Main View Screen.

STARFLEET ADVISORY: If the sensors indicate damage to the U.S.S. Enterprise, it is recommended that Mr. La Forge in Engineering be contacted immediately for a more detailed report (see pages 22–25).

If the sensors are damaged, you may obtain partial—or perhaps no—information from them.

• The bar graph at the bottom of the screen serves two functions:

1) The number of bars displayed is equal to the number of matrices you will need to steer through. This number will increase as your ranking improves and you are assigned more complex missions.

2) The height of the bars directly correspond to your success in steering through the targets. They increase in size any time you make a miscalculation that affects your staying on course.

Miscalculations range from touching a matrix border to missing a matrix completely. The computer averages your success rate to determine if you have achieved orbit. A large number of errors severely inhibit that possibility.

• The **CAUTION** light flashes when you are in danger of failing the attempt.

• If you are unable to achieve orbit, Mr. Data will inform you of your failure. For another

attempt, follow the procedures described to re-access the Orbit Entry Function Screen.

• When orbit has been achieved, the target planet can be seen on the Main View Screen, and the Orbit Crew Screen will display **IN ORBIT**.

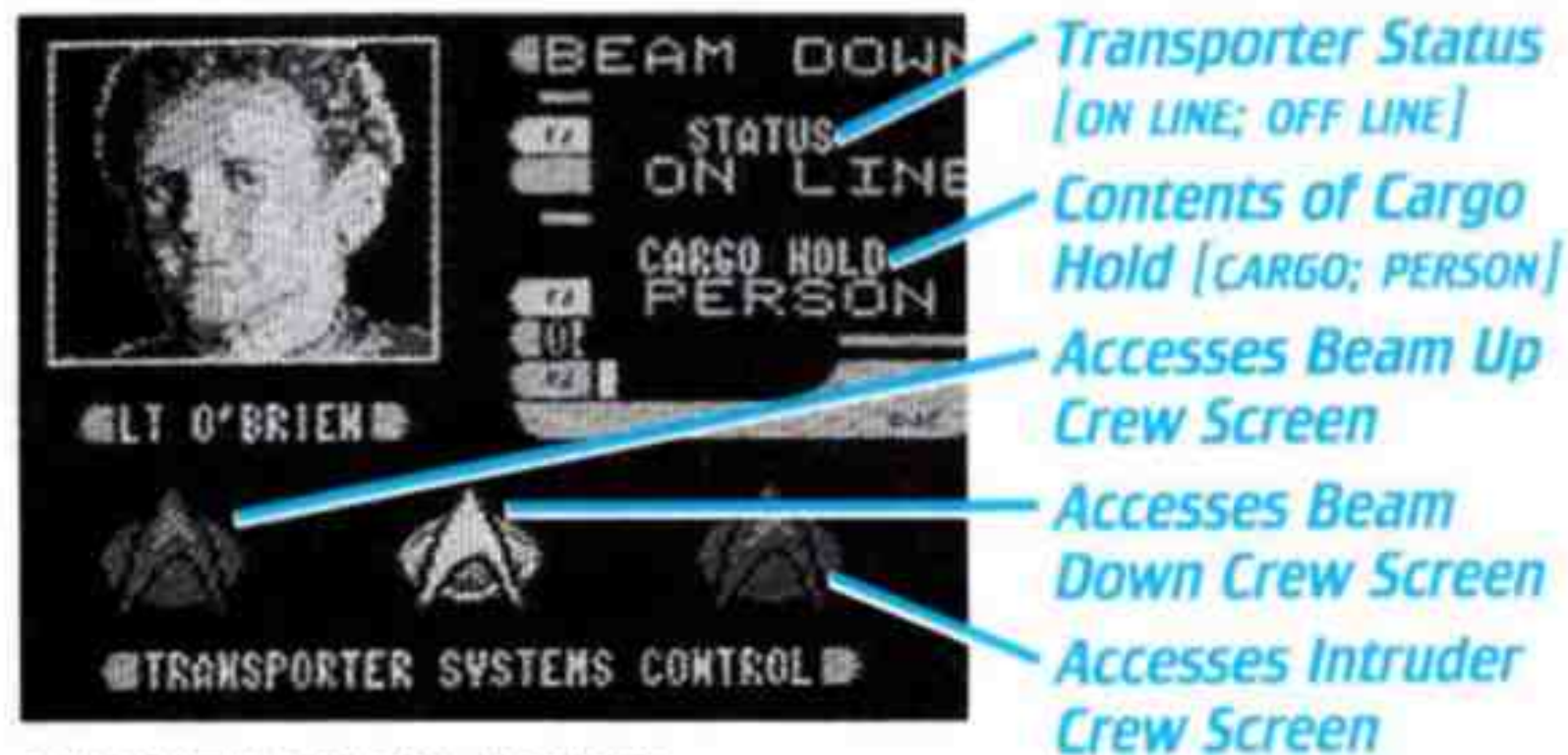
• When the function is complete, the Main View Screen automatically returns.

• **SELECT** returns to Main View Screen at any time and aborts the orbit attempt.

• **START** pauses.



Beam Down

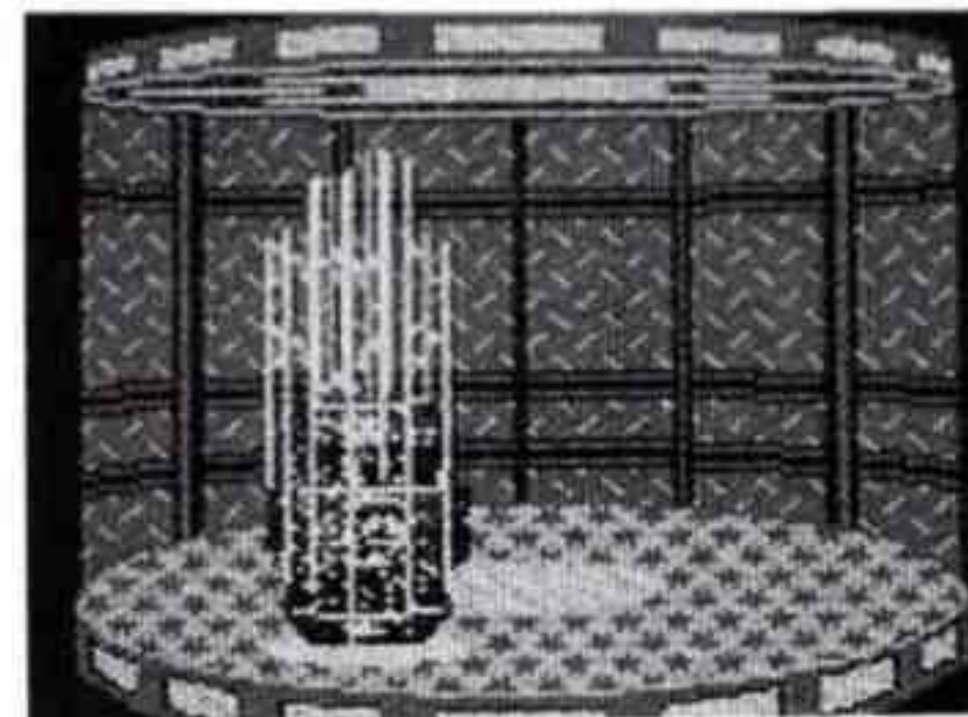


O'BRIEN BEAM DOWN CREW SCREEN

Beaming down is a virtually automatic operation. Once your payload (cargo or person) is in the Transporter Chamber and the U.S.S. Enterprise in Transporter Range, the procedure is simple.

To beam down:

- Access the Beam Down Crew Screen as described on page 12.
- Press **BUTTON A** to energize.

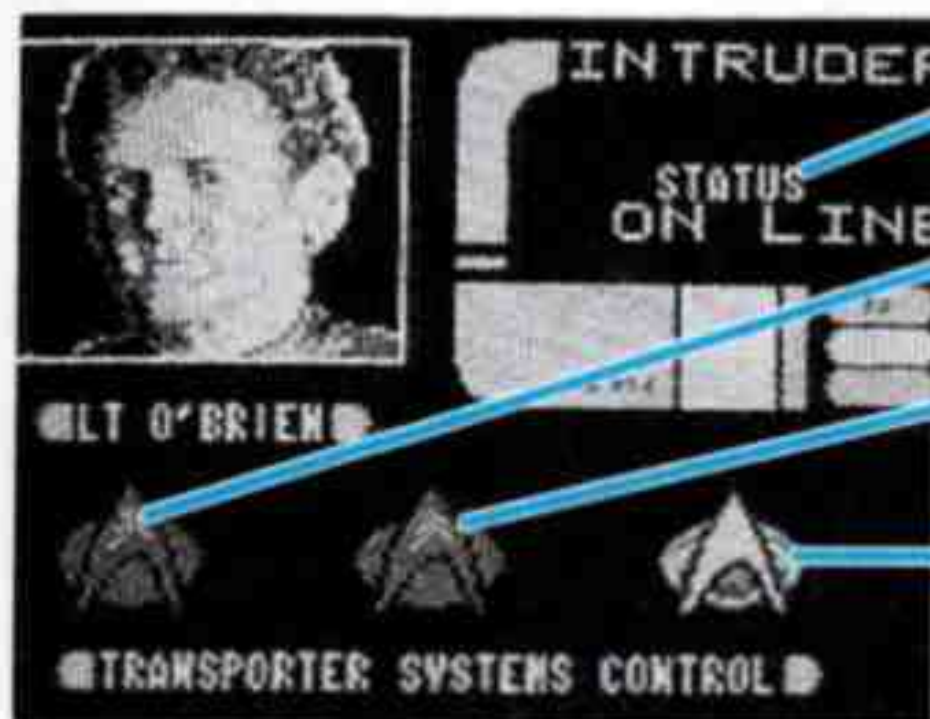


CARGO DE-MATERIALIZING FOR BEAMING DOWN.

- When function

Chief O'Brien: Transporter Systems Control (Contd.)

Intruder



Transporter Status
[ON LINE; OFF LINE]

Accesses Beam Up
Crew Screen

Accesses Beam Down
Screen

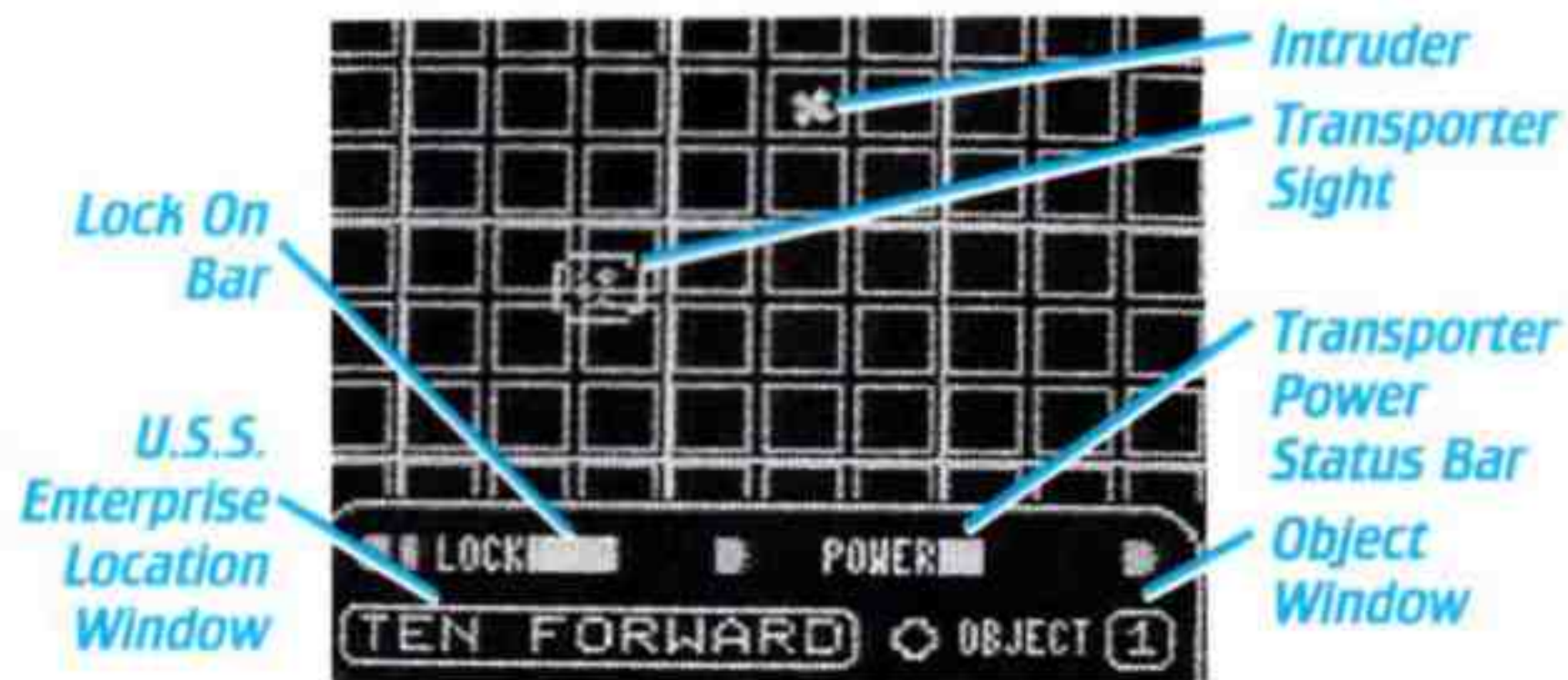
Accesses Intruder
Crew Screen

O'BRIEN INTRUDER CREW SCREEN

As a mission progresses, there is the possibility the U.S.S. Enterprise will be infiltrated by one or more unknown entities. After you receive this Red Alert message, contact Chief O'Brien to take immediate action. (See Red Alert Scenarios on pages 36–37 for a more detailed discussion of this and other such occurrences.)

To beam an intruder off the U.S.S. Enterprise:

- Access the Intruder Crew Screen as described on page 12.
- Press **BUTTON A** to access Intruder Function Grid Screen .



INTRUDER FUNCTION GRID SCREEN

- Follow the procedural techniques of Beaming Up, as outlined on pages 27–28.
- Note that the grid now reflects areas and levels of the U.S.S. Enterprise where the intruder(s) may be lurking. Holding **BUTTON B** while pressing **UP** and **DOWN** enables you to view eight decks of the starship.
- The intruder(s) move constantly throughout the starship. If your Lock On Bar indicates you are closing in on one, transport it quickly or it may flee to another deck and cause your Lock On Bar to go blank.

- As with all Beam Up operations, targets can only be transported in a specific order, as determined by the U.S.S. Enterprise computer.
- **SELECT** will abort the transporter operation at any time and return to the Main View Screen.
- **START** pauses.

Cmdr. Riker: Mission Control



RIKER CREW SCREEN

Contact Commander William Riker at any time during a mission to receive a recap of Captain Picard's original orders. Commander Riker will also give you the current Stardate as well as your mission's end date. Among other factors, your success or failure depends upon your ability to complete a mission before the end date.

To reach Mission Control:

- Access the Mission Control Crew Screen as described on page 12.
- **SELECT** returns to Main View Screen at any time.

Combat

Combat always takes place on the Main View Screen in Navigation Mode. Before entering into battle, be sure to order Mr. Worf to arm the weapons and shields systems (pages 13–14).

Remember that the starships of your opponents vary in power, speed, and cunning. Experiment with your battle strategies against these different types of ships; try using different impulse speeds while engaging these opponents.

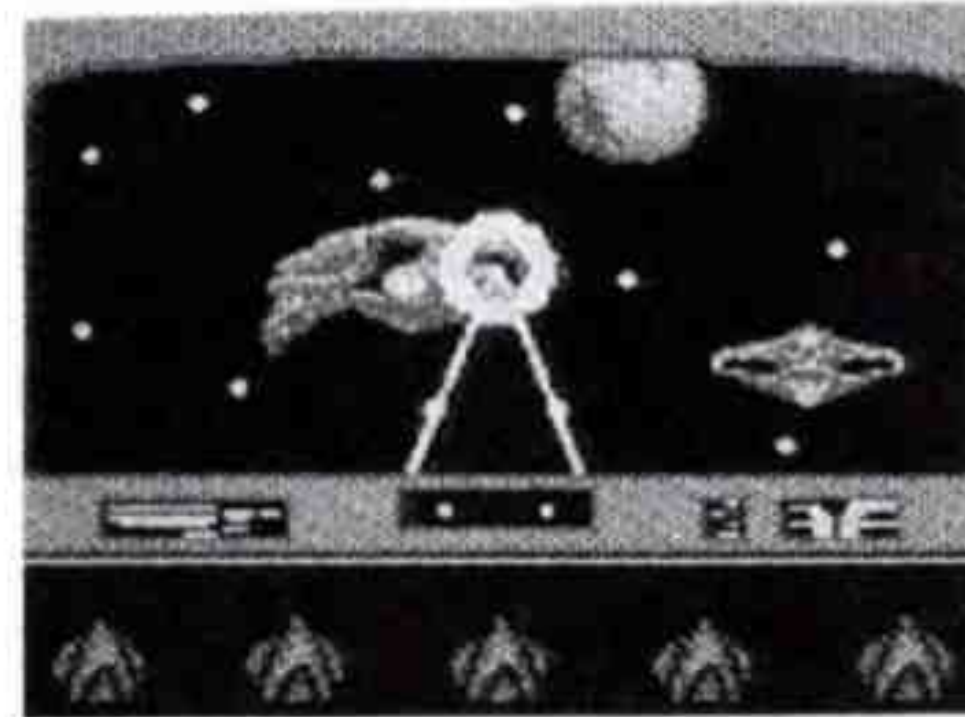
Combat (Contd.)

Phasers

Of the U.S.S. Enterprise's two weapons systems, the phasers are the easiest to aim. To be fully effective, phasers require sustained hits on a target.

The Phaser System derives its power from the starship's Warp Core. In battle, be sure to stay in full communication with Mr. La Forge to monitor the phasers' power status. Be prepared to re-allocate power if necessary (see pages 22–23).

When your starship is hit by enemy phasers, the screen will flash.



PHASERS FIRING

To fire phasers:

- Make sure the phasers are armed and relatively undamaged.
- Press **UP**, **DOWN**, **RIGHT**, and **LEFT** to aim while in Navigation Mode on the Main View Screen. Press **BUTTON A** to fire.

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