

Star Trek V[®]: The Final Frontier IBM[®] Reference Card

What You Need

IBM PC/XT/AT, Tandy[®], or 100% compatible computer; color monitor or TV; disk drive; color or enhanced graphics adaptor (supports EGA, MCGA, VGA, and Tandy 16-color modes); the five 5.25" game disks or the three 3.5" game disks

Loading Instructions

Playing the Game from Floppies

1. Insert a DOS disk (version 2.1 or higher) into Drive A.
2. Turn on your monitor or TV and computer.
3. When the **A>** prompt appears on the screen, replace your DOS disk with Disk 1.
4. Type **ST5** and press **ENTER**. Soon the opening sequence will begin.
5. You will be asked to press **1**, **2**, or **3** to select a video mode. After you select a video mode, you will be asked to press **1**, **2**, or **3** to select one of three difficulty levels – Cadet, Captain, or Admiral.
6. You will be prompted when to switch disks during the game.

Installing and Playing the Game on a Hard Drive

1. Boot the system, if necessary, and log on to your hard drive (for example, C:).
2. To install the program, insert the **Star Trek V** Disk 1 into a floppy drive (for example, Drive A). At the **A>** prompt, type **INSTALL A: C:.** Follow the onscreen prompts. When you have finished, all of the game files will be copied to your hard drive in a subdirectory called **TREK5**.
3. To play **Star Trek V**, log onto the hard drive directory **TREK5** that contains the game's files. At the DOS prompt, type **ST5** and press **ENTER**.
4. To remove **Star Trek V** from your hard drive, simply delete all of the game files.

Notice to Starfleet Officers

1. On some keyboards, the **5** key on the numeric keypad controls will only work with the **num lock** key on.
2. You may use **Shift/F10** to **exit** the game to DOS.
3. Auto-targeting for photon torpedoes will not work in the Wormhole Effect or with Gravitic-Planar Mines.

PLEASE SEE OTHER SIDE

Game Overview

As Captain James T. Kirk, your mission will be to navigate to the center of the galaxy, outwit your Klingon pursuers, and defeat the Klingon scoundrel Klaa. Your mission is described in greater detail in the mission briefing on the game disks.

After viewing the mission briefing, you must plot a course for Sha Ka Ree with the help of your Chief Navigations Officer. Then you must set the course using the sensor below the main viewscreen. (Set the arrow to 12 o'clock.) Once the course is set, engage warp engines to begin the mission.

On the way to Sha Ka Ree, you will encounter a Wormhole Effect from which you must safely exit. (See **Guide to Operations** for information on the Wormhole Effect and navigation.) You must navigate through the wormhole while you monitor your crew and damage control.

After exiting the Wormhole Effect, you will quickly find yourself ensnared in a minefield of Klingon design. (See **Guide to Operations** for information on the Klingon minefield.) Again, you must safely navigate the minefield with the assistance of your crew.

Once you have successfully navigated the minefield, you will be able to reach Sha Ka Ree if you replot and set your course to the planet. On Sha Ka Ree you will be forced into a confrontation with Klaa, the commander of the Klingon Bird of Prey that has followed the *Enterprise*[™] to Sha Ka Ree. You must use your combat skills to defeat the Klingon and ensure the safety of the *Enterprise*.

Should you defeat the Klingon, you will be presented with the challenge of competing against him in the mission simulator. Your ship will be simulated in its current state of repair when you begin the battle against the Klingon(s). Winning the simulation against the Klingon(s) will bring you praise and commendations. Losing will bring disgrace to you and Starfleet.

Good luck!

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