STAR TREK
THE NEXT GENERATION®
"A Final Unity."

INSTALLATION AND LOADING GUIDE

INTRODUCTION

Welcome to *Star Trek: The Next Generation "A Final Unity,"* an interactive adventure like nothing in this universe! Please read this guide carefully. It will help you get up and running quickly and will answer any questions you may have on the installation and loading procedure.

We highly recommend you read the following sections:

- **System Requirements**. This states the minimum hardware and software needed. If you don't meet these minimums, you can't play the game.
- **Installation**. Here, we provide step-by-step instructions about every screen you will see during the installation process.
- **Loading**. This will tell you how to run the game after installation.
- **Manual Errata**. Read this for any corrections to the Reference Manual.

If you are having difficulty with installation or loading, you can read the following:

- **Sound Card Questions**. In this section, we list the compatible sound cards and discuss any potential workarounds for certain models.
- **Video Cards and VESA Drivers**. Here, we provide some direction on compatible video cards, VESA drivers and common questions about them.
- **General Troubleshooting**. Common problems you may encounter will be listed in this section. Most of the explanations concern installation.

BOX CONTENTS

- One CD-ROM
- Reference Manual
- Installation and Loading Guide
- Registration Card

Additionally, the Collector's Edition includes:

- Individually-numbered Collectable Box
- Limited Edition Pin
- Exclusive Poster

SYSTEM REQUIREMENTS

In order to play *Star Trek: The Next Generation "A Final Unity,"* you need the following:

- IBM PC 33MHz 80486DX compatible
  66MHz 80486 or Pentium recommended
  Local bus or PCI video recommended

- 8MB RAM

- Hard drive (minimum of 20MB free)

- Double-speed CD-ROM drive
  (300 kb/sec sustained transfer rate)

- DOS 5.0 or later

- Super VGA graphics (640x480x256 colors)
  100% VESA-compatible driver and 512K video RAM required
  32,000 colors and 64,000 colors supported

- Mouse

- Sound Blaster (or 100% compatible), ProAudio Spectrum,
  Ensoniq SoundScape or Gravis UltraSound required for sound

QUICK INSTALL/LOADING

If you are an experienced computer user, read this section for instructions on how to install and load the game.

1. Exit Windows, OS/2 or any other DOS shell, and return to the DOS prompt.

2. Place the CD-ROM in your CD-ROM drive.

3. Change to the drive of your CD-ROM (usually D).

4. Type **install** [Enter].

5. Select "View and print Readme" for any important last-minute changes.

6. After viewing the Readme, select "Install game" and follow the directions.

7. Once the game is installed, select "Configure hardware" to configure sound options and adjust video display.

8. After exiting the hardware configuration, select "Set game options" to change the difficulty level and text display.

9. Choose "Exit and save configuration" to leave the installer.

10. To run the game, type **sttng** [Enter] from the DOS prompt.

INSTALLATION

The installation of *Star Trek: The Next Generation "A Final Unity"* takes place in two stages: Game Installation and Hardware/Game Options Setup.

Throughout the installation procedure, use the mouse to select options on the menus and click the OK button to input them. You may also use the arrow keys ([←], [→], [↑] and [↓]) to select options and the [Enter] key to input them.

If you do not have a VESA driver loaded on your computer, the installer will ask you if you want a universal VESA driver to be created on your hard drive during the installation process. *Star Trek: The Next Generation "A Final Unity"* will run with this universal VESA driver, but if you have one of your own, you should exit the installation process and install the one that came with your video card.

GAME INSTALLATION

Before installation, be sure your computer meets the system requirements.

1. Exit Windows or any other shell program and return to the DOS prompt (which will generally look like C:\>).

2. Insert the *Star Trek: The Next Generation "A Final Unity"* CD-ROM (graphics side UP) in your CD-ROM drive.

3. Change to your CD-ROM drive by typing **d:** [Enter]. (If your CD-ROM drive is in a drive other than D, substitute that letter instead.)

4. Type **install** and [Enter] to run the installation program.

INSTALL MAIN MENU

The first screen you will see is the install main menu.

- "View and print Readme" lets you see and print last-minute instructions.

- "Install game" brings you directly to the installation procedure.

- "Make boot disk" allows you to make a separate boot disk to run the game cleanly. If you are having problems running the game, you may wish to make a boot disk. See **Making a Boot Disk** for more information.

- "Exit installer" quits the installation program.

VIEW AND PRINT README

The Readme file contains important last-minute information unavailable at the time of this printing. It is very important that you read this file completely before installing the game, as it may provide crucial information about hardware and software compatibility.

5. After the installation program has finished loading, select the top option "View and print Readme" and click OK.

6. Use the mouse or the arrow keys to view the Readme file in its entirety. If you have a printer and wish to print the file out for future reference, select the "Print Readme" option.

When you are finished, select "Exit" to return to the install main menu.

INSTALL GAME
This begins the installation procedure. You will now be selecting installation options from a series of following menus.

7. From the install main menu, select "Install game" and click OK.

HARD DRIVE SPACE SELECTION
You can now choose how much space the game will take on your hard drive. The more space you allocate to the game, the better performance you will see when playing the game.

8. Choose either "Install minimal version," "Install standard version" or "Install optimal version" depending on how much hard drive space (4, 8 or 12MB) you wish game files to occupy. Click OK after you make your selection.

We highly recommend selecting the "Install optimal version" for peak game performance.

Important Note: Although the installed files will take 4, 8 or 12MB of space, you will still need to maintain **16MB** of free hard drive space while running the game. *Star Trek: The Next Generation "A Final Unity"* uses this hard drive space to make file transfers when running the game.

Regardless of which installation option you choose, you will need to keep the *Star Trek: The Next Generation "A Final Unity"* CD-ROM in your CD-ROM drive while playing the game.

SYSTEM REQUIREMENTS CHECK
The installation program will now run a check on your extended memory and CD-ROM speed while proceeding to the next screen.

The next screen checks to see if your hardware and software are compatible with the system requirements for the game. The window in the center of the screen contains three columns: a description of the requirement category, the game's requirement and the detected value on your computer.

*   If a value is highlighted in yellow, installation can proceed, but you may have trouble running the game until the requirement is met.

*   If a value is highlighted in red, you will be unable to proceed with installation. You must first fix the problem and then run the installation program again.

9. Select "Suggest Fix" if you have a question about how to solve a system requirements problem.

Use the up and down arrows to view all the suggestions and click OK when you are finished. You will then return to the system requirements check screen.

10. Click OK to go on to the hard drive selection screen.

DESTINATION DRIVE SELECTION
This screen shows a list of available hard drives and the amount of space available on each of them. You will need the amount of hard drive space equivalent to the installation option you chose previously.

11. Select a hard drive from the list in the window on the left. Make sure you have enough hard drive space on your selection. Click OK when you're ready to proceed.

DIRECTORY LOCATION SELECTION
The next screen allows you to change the destination directory where the game will be installed. (The default is $C:\STTNG$.)

12. To keep the default directory, click OK.

If you wish to change the path, hit the (Backspace) key to erase the default directory and type in a new path. When you are ready to proceed, click OK.

CONFIRMATION SCREEN
The final screen before files are transferred to your hard drive is the confirmation screen. This will display the source drive (your CD-ROM) and the destination drive and path.

13. If you are ready to begin transferring files to your hard drive, click Install.

If you need to make modifications to the directory (or any other installation options), click Go Back.

FILE TRANSFER SCREEN
The installer will now begin transferring files from the CD-ROM to your hard drive. The bar in the upper left-hand corner of the window displays the completion percentage of the installation.

If you need to abort the installation procedure, click the Abort button.

INSTALLATION COMPLETION SCREEN

After all the files have been transferred to your hard drive, you will be shown a summary of any "suggested fixes" and the correct way to run the game.

14. Click OK to go to the main screen for the hardware/game options setup.

Note: This part of the installation will check to see if you have a VESA driver loaded on your computer. If the installer doesn't find a VESA driver, it will ask you if you wish to install the universal VESA driver. If you then choose not to install the driver, the installation program will exit to DOS.

HARDWARE/GAME OPTIONS

The hardware/game options main menu provides four choices for the remainder of the installation process: View and print Readme, Configure hardware, Set game options and Exit and save configuration.

If you ever need to change the video mode or sound card setup after installation, change to the game directory (usually `C:\STTNG`) and type **setup** ⌐Enter⌐ from the DOS prompt.

- "View and print Readme" lets you see and print last-minute instructions. (This is the same Readme file as seen at the beginning of the installation.)
- "Configure hardware" lets you change your sound card and video mode.
- "Set game options" lets you set a difficulty level and turn onscreen text on or off.
- "Exit and save configuration" quits the installation program.

CONFIGURE HARDWARE

This begins the hardware configuration portion of the installer. You will now be selecting hardware configurations from a couple of menus.

15. From the hardware/game options main menu, select "Configure hardware" and click OK.

16. On the next screen, select "Set up sound card" and click OK.

SET UP SOUND CARD

This is where you can tell the installer which sound card you have in your computer. *Star Trek: The Next Generation "A Final Unity"* has been tested with a number of different sound cards. The game will run with any 100% Sound Blaster compatible sound card including the following: Sound Blaster 8, Sound Blaster Pro and Sound Blaster 16. The AWE 32, ProAudio Spectrum Plus, ProAudio Spectrum 16, Ensoniq SoundScape 8, Ensoniq SoundScape 16 and Gravis UltraSound are also supported in native mode.

Other sound cards may not be 100% compatible—consult the owner's manual of your sound card for complete information.

17. Select "Auto detect" and click OK. The program will try to determine which sound card is in your system and set the defaults for Port, IRQ and DMA settings.

If the IRQ setting displays an asterisk "*," it means that the IRQ setting is determined by software drivers. (For reference, the default Port for Sound Blaster 16 cards is 220, the standard IRQ is 5 and the DMA is 5.) Please be absolutely sure of your card's Port, IRQ and DMA settings before entering them manually. Incorrect settings may cause the installation program to crash on the sound test.

Note: Some sound cards will detect as "Sound Blaster 8" when running the auto-detect procedure. If you have a sound card installed and the auto-detection procedure displays a "Sound card not detected" error, you may wish to try the "Sound Blaster Pro" or "Sound Blaster 8" settings and enter the Port, IRQ and DMA settings from your sound card's instruction manual. Otherwise, if you do not own one of the cards listed previously, you may need to manually choose the closest compatible card from the list. For any other specific questions, refer to the **Sound Card Questions** section of this booklet.

18. Once the sound card has been auto-detected, a dialog box will appear displaying the sound card and the Port, IRQ and DMA settings.

    Click Sound Test to play a sample sound from the game. Click OK in the dialog box to begin the test.

19. If you heard the sound test sample, your sound card has been set up properly. Click OK to bring up the sound setting dialog box and then click OK again to return to the configure hardware menu.

20. Select "Set up video mode" from this menu and click OK.

SET UP VIDEO MODE

This part of the setup is where you determine the screen resolution for the movies in the game as well as turning the universal VESA driver on or off. There are two different screen sizes (320x200 and 640x400) and three different color settings (256, 32768 and 65536).

Remember that you must have a VESA-compatible video card with at least 512K video RAM to run *Star Trek: The Next Generation "A Final Unity."* If you have any additional questions, see the **Video Cards and VESA Drivers** section of this booklet.

21. Select "Auto detect" and click OK. The program will try to determine the optimum screen resolution and color setting based on your video card and CD-ROM speed.

The results of the auto detection will be displayed in a dialog box. Click OK to exit.

22. If you are in one of the 640x400 screen resolutions, you have the option to view movies in full screen mode. You can change the default selection by clicking one of the "Full Screen Mode" options in the lower left part of the screen. (The currently selected option is in red.)

Turning full screen mode on displays movies using most of the screen, but at a slightly lower quality and performance. Turning full screen mode off displays movies at their intended resolution, but the picture is significantly smaller (about one-quarter of the screen).

23. You now have the option to turn the universal VESA driver on or off. The default (if you have a VESA driver already loaded) is "UniVESA Off."

    You will usually only use the universal VESA driver if you do not have a VESA driver already loaded. (A VESA driver is usually provided by the video card manufacturer when the video card was installed.)

24. When you are finished on this screen, click OK to begin the video card test. This will provide an example picture so you can see the resolution mode you selected. Click OK on the next dialog box to begin the video test.

25. Click the mouse button or hit any key to exit the video test.

26. On the configure hardware menu, select "Return to previous menu" to exit to the hardware/game options main screen.

SET GAME OPTIONS

This begins the game options portion of the installer. You will now be selecting global game variables from a couple of menus.

27. From the hardware/game options main menu, select "Set game options" and click OK.

28. On the next screen, select "Set difficulty" and click OK.

DIFFICULTY SETTINGS

The difficulty settings determine the amount of help you will receive when playing *Star Trek: The Next Generation "A Final Unity."* These settings can be changed within the game by bringing up the RGCD while on the Bridge. See Chapter 3: The RGCD (Game Settings) in the Reference Manual for complete details.

29. Select either "Ensign," "Lieutenant" or "Captain" depending on your preferred skill level. ("Ensign" provides the most help, while "Captain" provides the least help.)

A detailed description of the three difficulty levels can be found on page 11 of the Reference Manual.

30. Click OK when you have made your selection.

31. On the next screen, select "Set text" and click OK.

TEXT ON/OFF

During the course of the game, there are many spoken conversations. Setting "Text On" lets you view these conversations as onscreen text as well as hearing the character's voices.

32. Select either "On" or "Off" for this setting.

As with the difficulty settings, this option can be toggled on or off by using the RGCD. See Chapter 3: The RGCD (Game Settings) in the Reference Manual for more details.

33. Click OK when you have made your selection.

34. On the next screen, select "Return to previous menu" and click OK.

35. Select "Exit and save configuration" to return to the main screen.

36. On the main screen, select "Exit installer" to return to DOS.

LOADING

Once you have finished installing *Star Trek: The Next Generation "A Final Unity,"* use the following procedure to run the game:

1. Change to the game directory on your hard drive by typing `cd\sttng` `Enter`. (If you installed the game to a directory other than `\STTNG`, change to that directory instead.)

2. Type `sttng` `Enter` to run the game!

MAKING A BOOT DISK

If you are having problems running *Star Trek: The Next Generation "A Final Unity"* or are finding it difficult freeing up the memory needed, you may want to create a separate boot disk to run the game. This will hopefully eliminate any conflicts with terminate and stay resident (TSR) programs you may have loaded.

1. Insert the *Star Trek: The Next Generation "A Final Unity"* CD-ROM (graphics side UP) in your CD-ROM drive.

2. Change to your CD-ROM drive by typing `d:` `Enter`. (If your CD-ROM drive is in a drive other than D, substitute that letter instead.)

3. Type `install` and `Enter` to run the installation program.

4. After the installation program has finished loading, select the "Make boot disk" option and click OK.

5. Insert a blank, formatted floppy disk (either 1.44MB or 720K depending on your floppy drive) into drive A and click OK to proceed. The necessary files will then be copied to the floppy disk.

6. When the boot disk is ready, the installer will bring you back to the main menu. Click "Exit installer" to quit the program.

7. To run with the boot disk, keep the floppy disk in drive A and the CD-ROM in your CD-ROM drive and restart your machine.

8. Follow the **Loading** procedure described previously to run the game.

SOUND CARD QUESTIONS

Star Trek: The Next Generation "A Final Unity" has been tested with and will run with any Sound Blaster or 100% compatible sound card, including the ones listed previously.

Q&A

If the "auto-detect" procedure does not detect your sound card or you are not hearing sound when playing the game, check this section for solutions.

Q: My sound card documentation says I have a Sound Blaster compatible card. Why is the installation program not detecting my card?

A: If your sound card is not one of the cards listed above, you will need to manually choose a card from the list that is the closest match. We recommend trying the "Sound Blaster 8" setting first. You can also try the "Sound Blaster Pro" setting.

Some sound cards provide Sound Blaster support through software in what is known as "emulation mode." This generally requires the emulation drivers to be loaded prior to running any applications. If you experience any problems, you may need to remove any emulation drivers or turn emulation mode *off* before running the game.

Q: I have a Reveal SC400 sound card and the installer does not detect it.

A: The Reveal SC400 card is compatible with the game. You will need to manually select the "Sound Blaster 8" setting (and make sure the Port, IRQ and DMA are correct) to hear sound in the game.

Q: I have an ATI Stereo F/X card and the installer won't detect the card.

A: The ATI Stereo F/X is compatible with the game. You will need to manually select the "Sound Blaster 8" setting and then choose the correct Port, IRQ and DMA settings for your card to hear sound in the game.

Q: I have an Ad Lib (or Ad Lib Gold) and can't get any sound.

A: *Star Trek: The Next Generation "A Final Unity"* does not support Ad Lib or Ad Lib Gold sound cards. You will need to upgrade to a Sound Blaster compatible sound card in order to hear sound in the game.

Q: I'm using an older Compaq machine that uses onboard Business Audio and am not getting any sound in the game.

A: This is the older version of Compaq's onboard audio. It is equivalent to Ad Lib (FM) sound; therefore, it is not supported in the game. You will need to upgrade to a Sound Blaster compatible card to hear sound.

Q: I have a Compaq Presario and the installer crashes during the sound test.

A: You will need to manually select the Port, IRQ and DMA settings for your Presario. See your Presario owner's manual for more information on these settings.

VIDEO CARDS AND VESA DRIVERS

Star Trek: The Next Generation "A Final Unity" requires a 100% VESA-compatible driver and a Super VGA video card with 512K video RAM in order to operate. If your card does not meet these specifications, it will not run the game. Many video cards require that a VESA driver be loaded prior to running any applications. If this is the case, please be sure that your VESA driver is loaded before playing the game. Some other cards have the driver built-in as hardware. Cards with built-in hardware VESA drivers do not need any additional drivers to run *Star Trek: The Next Generation "A Final Unity."*

UNIVERSAL VESA DRIVER

If you do not have a VESA driver for your video card, the installer can install one on your computer. The universal VESA driver is compatible with the following Super VGA chipsets at the time of this printing. Although you may not see any video card vendors like Orchid, Hercules and the like, their products use chips from the manufacturers on the following list.

*   Acer Labs ALi CAT-32/64
*   Ark Logic ARK1000VL, ARK1000PV, ARK2000PV
*   Avance Logic AL2101/2201/2228/2301/2302/2364 SuperVGA
*   Ahead V5000A, V5000B

- ATI Technologies 18800, 28800, Mach32, Mach64
- Chips & Technologies 82c45x, 655xx, 643x0 WinGine
- Cirrus Logic CL-GD62xx, 5402, 5422/4/6/8/9, 5430/4
- Cirrus Logic LCD CL-GD64xx
- Compaq IVGS/AVGA, QVision QV1024/1280
- Diamond Viper P9000+W5186/OAK87 VLB and PCI
- Everex Viewpoint, Viewpoint/NI, Viewpoint/TC
- Genoa Systems GVGA
- Hualon HMC86304/14
- IIT AGX-010/11/14/15/16/17
- Matrox MGA Atlas
- MXIC 86000/86010 SuperVGA
- NCR 77C20/21/22E/32BLT
- OAK Technologies OTI-037C/057/067/077/087
- Paradise/Western Digital PVGA1A, WD90C1x/2x/3x
- Primus 2000 SuperVGA
- RealTek RTG3103/3105/3106 SuperVGA
- S3 86c911/924/801/805/928/864/964/866/868/968/Trio32/Trio64
- Sierra Semiconductor Falcon/64
- Trident 88/8900/9x00/8900CL/8900D/9200CXr/9400CXi/9420DGi/9440AGi
- Tseng Labs ET3000, ET4000, ET4000/W32/W32i/W32p
- UMC 85c408/18
- Video7 VEGA, HT208/209/216
- Weitek 5086/5186/5286, P9100

To use the universal VESA driver, select "UniVESA On" from the Set up video mode menu in the Setup program. (For more information on running the Setup program and the Set up video mode screen, see the **Hardware/Game Options** section of this booklet.)

If the Setup program does not get the universal VESA driver to work, you may need to run the universal VESA configuration program. To do this, change to the `STTNG` directory on your hard drive and type **uvconfig** `Enter` from the DOS prompt. When the main menu appears, select "Ok." This will set up the universal VESA driver.

Q&A

Q: What are VESA drivers?

A: VESA drivers are small programs that allow your video card to communicate with your computer using certain graphics standards. Most video cards now come with their own VESA drivers (either built-in or through software), but we include a universal VESA driver as an option just in case.

Q: I have a VESA-compatible video card, but I'm not sure if I have the proper driver(s) loaded. What should I do?

A: The installation program will detect whether you have a VESA driver loaded or not. If you do not have one loaded, the installation program will ask you if you want the universal VESA driver installed on your machine. This driver will work properly with *Star Trek: The Next Generation "A Final Unity,"* and you will not need to load any additional drivers.

Q: I have a VESA driver loaded, but when I get to the video card portion of the installer, it gives me the opportunity to turn "UniVESA On." Should I hit this button or ignore it?

A: If the installation program did not ask you to install the universal VESA driver, then you already have a VESA driver loaded. Make sure that "UniVESA Off" is highlighted in red before continuing with the installation.

Q: I own an Orchid Fahrenheit 1280 with VESA support built in to the video card. When I click on "Auto detect," the installer sets my screen resolution at 320x200 with 256 colors. Can I get a higher screen resolution?

A: Simply select a higher resolution from the list. The installer will not auto-detect these higher resolutions, but they will work fine in the game.

Q: I have a Genoa 512K VGA card and have installed the Genoa VESA driver, but I get scrunched graphics at the top of the screen. Why?

A: You need to run the Setup program and select "UniVESA On" from the Set up video mode screen. (See the **Hardware/Game Options** section for more information on running the Setup program.) If this doesn't work, you may need to run the universal VESA driver configuration program (see the previous section on the **Universal VESA Driver**) first, and then run the game. Newer Genoa video cards have a hardware-installed VESA driver.

GENERAL TROUBLESHOOTING

The following are a few of the most frequently asked questions. Many of them concern installation and loading, but others contain compatibility issues and general comments.

Q: I own a VESA-compatible video card, but when I try to run the game with the universal VESA driver, it doesn't work. Why?

A: If your video card does not have one of the chipsets listed in the section on the **Universal VESA Driver**, the universal VESA driver will not work. You will need to obtain the latest VESA driver from your video card manufacturer. See your video card's reference manual for more information.

Q: When I'm watching one of the movies in the game, the video appears very choppy (and sometimes freezes the game). Can this be fixed?

A: To fix the problem, you will need to lower your video resolution (or turn "Full Screen Mode" to Off). Run the Setup program from your STTNG directory and follow the directions under Configure hardware and Set up video mode. Instead of selecting "Auto detect" in step 21, choose one of the video modes earlier in the list than the one currently selected. Follow the remaining procedures, and be sure to "Exit and save configuration" when you are finished.

Q: I have a laptop computer and am trying to run the game with a BACKPACK CD-ROM adapter. I can't get the game to install.

A: These adapters are not MPC compliant and will not run with *Star Trek: The Next Generation "A Final Unity."* The CD-ROM data transfer rate is too slow to adequately display movies in the game.

Q: I'm trying to run the game with a memory manager (such as EMM386, QEMM or 386Max) and the game won't load.

A: Some memory managers will not operate properly with *Star Trek: The Next Generation "A Final Unity."* We recommend disabling any memory manager before running the game or running the game with a boot disk.

Q: I'm trying to run the game with QEMM in Stealth mode and I can't load the game.

A: If you are going to use QEMM, you must disable Stealth mode. We recommend disabling any memory manager before running the game or running the game with a boot disk.

Q: I own a large (540MB or greater) IDE hard drive and am trying to run the game with a boot disk I created using the installer. The boot disk doesn't seem to be working. Why is this?

A: Some computer systems do not have the IDE hard drive drivers built-in to the computer's CMOS. This may require you to manually copy the driver for your hard drive from your computer to the boot disk. (For example, some Connor hard drives use the DMDRVR.BIN driver.) Once this is accomplished, the boot disk will recognize your hard drive. For more information, refer to the manual that came with your IDE hard drive or your computer's reference manual.

Q: I'm using the CORELCDX CD-ROM extension and my movies are playing very choppily. Can I fix this?

A: The CORELCDX CD-ROM driver does not work properly with *Star Trek: The Next Generation "A Final Unity."* You can replace the CORELCDX driver with MSCDEX (a CD-ROM driver that comes with MS-DOS). This should improve movie performance.

Q: I am using some power management utilities (or screensavers) and the game occasionally freezes. Is there any way to fix this?

A: We highly recommend disabling any power management utilities (such as the Aptiva Power Management Utilities) and screensavers before running *Star Trek: The Next Generation "A Final Unity."* These utilities interfere with the normal operation of the game.

Q: I have a video card with an S3 chipset and the game freezes when I try to run it.

A: You need to be sure that you have the latest version of either a Microsoft- or Logitech-compatible mouse driver before running the game. Generic mouse drivers may not work properly with the game.

Q: I have a MGA Impression Plus PCI video card with 2MB of video RAM, but am unable to install the game. The installer keeps exiting to DOS and gives an error about being unable to initialize the VESA driver.

A: All MGA video cards have VESA built-in to the card. However, you will need to run the VESA driver that came with your MGA card before running the game. Once this driver is run, the MGA video card will recognize the built-in VESA.

MANUAL ERRATA

The following changes have been made to the game since the Reference Manual was printed.

Page 33: Weapons Fire controls. If the Full/Split button is set to Full, the Weapons Fire controls are no longer hidden. The Battle Window will simply expand to fill the top half of the screen with the Weapons Fire controls in their normal location.

Page 34: Tactical Readouts (Power). The Power line displays the effective shield strength of the shield(s) facing the target ship.

Page 36: Photon Torpedo Operations. The caption that reads "Photon Torpedoes Available" indicates the number of torpedoes available to be launched in a single salvo. The caption that reads "Photon Torpedoes Requested" indicates the number of torpedoes assigned from Engineering and is the maximum amount that can be selected as a single salvo.

Page 39: Self Destruct. This is no longer a bluff tactic. Selecting this option will actually cause the Enterprise to self-destruct.

Page 45: U.S.S. Enterprise Views. The operative status of each system in Engineering is either green (no damage) or red (totally inoperative). There are no intermediate states of damage (yellow or orange).

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