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## **PC Installation Instructions**

Refer to text file on the disc for further operating instructions

1. Insert the STAR TREK: THE GAME SHOW CD into the CD-ROM drive.
2. From the Windows Program Manager, select FILE and RUN.
3. In the RUN dialog box, type *D:\install* (Note: substitute your CD-ROM drive designation, if it is not the D drive). The installation program will check the available space on your hard drive to make sure there is adequate room for the installation of the required files (which varies according to the type of install you select). If there is insufficient room on your hard drive, the installation program will alert you to the remaining amount of memory you need to free up in order to successfully install the program.
3. After installing all files, a special Program Group will be created. It will contain your STAR TREK: THE GAME SHOW program icons and any important READ ME files with late-breaking information.
5. The installation program will install an icon which can be used to install Video for Windows on your system (if you are using Windows'95, or if you already have Video for Windows on your system, please do not install it again).
6. When the installation is complete, RESTART Windows.
7. CLICK on the STAR TREK: THE GAME SHOW icon to run the program or select it from your Program Files.

## **CAUTION PAGE**

CAUTION: READ BEFORE USING THIS PRODUCT. If you experience any of the following symptoms while playing a computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

### **HANDLING YOUR CD-ROM DISC:**

- This compact disc is intended for use only with a PC CD-ROM equipped computer.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from the center to the outer edges. Never use solvents or abrasive cleaners.

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## Playing Star Trek: The Game Show

Q thinks your species is trivial. Now he wants to prove it! The omnipotent one has gathered together players from a variety of species to see just how much you know about Starfleet and the United Federation of Planets. Personnel, planets, aliens, anomalies everything from the original voyages of the *Starship Enterprise* to the deep space journeys of the *U.S.S. Voyager* is fair game.

**STAR TREK: THE GAME SHOW** is composed of four 'Quadrants' or rounds of play per game, played out through brain-teasing multiple choice, fill-in-the-blank, and True-False questions to single-round 'mini-games,' plus bonus Red Alert! questions. The all-powerful one hates to be kept waiting, so without further ado it's time to seek out new life and new civilizations. To boldly go where no man has gone before...

### Setting up the Game

Double click on the STAR TREK: THE GAME SHOW icon on your desktop or Program File

folder to launch the game.

Select SAVED GAME if you wish to continue a game already in progress or NEW GAME if you

wish to begin a new game.

You may test your knowledge against Q and the computer or go head-to-head with two additional players.

Type in the number of players and hit ENTER. Each player will then be assigned a

'buzzer' key, either the Q Key, the B Key or the P Key.

Next you will be asked to select the species of your player. Choose your character from one of ten species. Once this is completed, you will be prompted to type in the name of your character and hit ENTER.

**Red Alert Questions**

These are random, difficult bonus questions that can appear anywhere throughout the game and feature video clips from the television episodes or scenes from the movies. The clip will run and then you will be asked to answer a question based on the scene you have just viewed.

**SYSTEM REQUIREMENTS**

PC Hardware Requirements:

486/66 DX or Better

2X CD-ROM Drive

8 MB RAM Minimum; 16 MB Recommended

Windows 3.1x or Windows 95

Super VGA 640x480, 16-bit High Color Required

100% SoundBlaster-compatible Sound Card



## **TECHNICAL SUPPORT/CUSTOMER SERVICE**

Thank you for purchasing this Sound Source Interactive product. To get the most out of your game, take advantage of the following product support:

### **ONLINE SUPPORT**

If you have access to the Internet, Sound Source offers 24 hour, 7 days a week support through our web site address at <http://www.soundsourceinteractive.com>. Customer service information and answers to common technical problems are available on this system.

### **TECHNICAL SUPPORT**

For technical support, please first consult the Troubleshooting guide located in this document. If you still need assistance, our technical support team is available to help you. Live technical support representatives are available **Monday through Friday, 7:30 a.m.-6:00 p.m., Pacific Standard Time at (818) 878-0505.**

You can also fax requests for technical support to (818) 871-1972. Please include your name, call-back number and the number where we should fax back the information you are requesting. In addition, please include a complete description of the problem, along with the name (brand) of your system.

You can also email our Technical Support and Customer Service Departments at: **ssi online@aol.com** or **SoundSource@ssiimail.com**. Again, please include your name, call-back number and email address where we should send the information you are requesting. In addition, please include a complete description of the problem, along with the name (brand) of your system.

### **ORDER LINE**

The latest Sound Source products can be ordered over the phone using your credit card! The number is (800) 877-4778. The order line fax number is (818) 871-1972. Please note that the Sound Source Order Line is not equipped to handle your technical support requests or inquires. In order to avoid unnecessary delays, please request the Order Line Department only if you are inquiring about the purchase of a Sound Source product.

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### **PLEASE RETURN THE DISCS TO:**

Sound Source Interactive, Inc.  
26115 Mureau Road, Suite B  
Calabasas, California 91302  
Attn: Customer Service

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To obtain replacement manuals, send proof of purchase ( a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order in the amount of \$3.00 made payable to Sound Source Interactive. Please mail these items to the above address.

## **THE ALPHA QUADRANT**

Welcome to the Alpha Quadrant the quintessential game show round, complete with a spinning wheel and a healthy dose of nostalgia and camp.

There are seven multiple-choice questions in this round, each based on the topic of Crew or Personnel and falling into one of the following seven categories:

- **Captain**
- **First Officer**
- **Engineering**
- **Medical**
- **Security/Navigation**
- **Helm/Sciences**
- **Miscellany**

Be the first player to hit your assigned buzzer key (Q, B or P) and you will be granted the opportunity to try to answer the questions. Select your answer from the multiple choice solutions lettered A through E by hitting the corresponding key (A, B, C, D or E).

The point value of each question is assigned randomly, based on the difficulty of the question. If you answer incorrectly in this round, there is no penalty. Simply move on to the next question.

## **THE BETA QUADRANT**

You are now entering the Beta Quadrant. The type of place a Borg could call home, this dark and foreboding setting is the perfect location to test your knowledge of Encounters that is, run-ins with anything from an alien to a human to a ship. Encounters fall into one of six categories:

- **Alien Species**
- **Alien Individual**
- **Person**
- **Anomaly**
- **Hardware**
  
- **Thing**

This timed round features a view screen which will display a randomly selected image of one of the above listed categories. Players must identify the image by typing in their answers.

Six Encounters must be identified to complete the round.

The image will appear a bit unclear at first, but will clarify with each clue. The first clue will appear simultaneously with the image and there is a total of five clues per image. Each correct answer is initially worth 1,000 points, but the value progressively drops to 800, 600, 400, 200 depending on the number of clues needed to identify the image.

Answering incorrectly on the first through fourth tries will result in the display of another clue. Giving the wrong answer on the fifth try results in the advancement to the next Encounter without a penalty.

## **THE DELTA QUADRANT**

You never know what you are going to get in The Delta Quadrant, our fourth and final round. The computer randomly selects one of five mini-games, one to represent each of the television series and a fifth representing the feature films, that must be completed to finish the game.

- **Mini-Game 1: - “Dread, Thy Shirt is Red”**  
This mini-game is based upon the original Star Trek television series and features four 1,000 point multiple-choice questions, each regarding the untimely demise of the ‘Red Shirt’ characters.
- **Mini-Game 2: - “Collective Corrective”**  
Derived from the Star Trek: Next Generation television series, this round asks players to complete a mystery word or phrase. With each correct letter guessed, an implant from the Borg pictured on the view screen gets removed. The number of implants to be removed depends upon the number of letters in the word or phrase. Each player gets to guess one letter at a time in a round-robin fashion by typing their letter of choice on their keyboard. The word or phrase may be completed or solved during any one of your turns by hitting the space bar and typing the answer.
- **Mini-Game 3: - “Weird, Wide Wormhole”**  
This game shows its Deep Space Nine influence through a series of four timed True-False questions. An image of an object or individual will briefly flash on screen. The first player to buzz in is awarded the opportunity to answer the question, “Has it been through the wormhole or not?” by hitting either the T or F key on their keyboard.
- **Mini-Game 4: - “Planetary Perceptions”**  
This game hits the road, focusing on the away missions of the Starship Voyager. The first player to buzz in is granted the opportunity to answer the question by typing in the corresponding letter to the appropriate solution. There are four multiple-choice questions in this round, each worth 1,000 points.
- **Mini-Game 5: - “Projections”**  
Aptly named, this game is based on the eight Star Trek films that have graced the silver screen. An image of a character is shown on the view screen, followed by a quote. Players must determine to whom the line is being spoken by typing in the corresponding letter to the appropriate solution. There are four multiple choice questions worth 1,000 points each in this game.

## **THE GAMMA QUADRANT**

Decisions, decisions, decisions - that's what The Gamma Quadrant is all about. Ever wonder what it would be like to be sitting at the helm of the bridge, weighing the choices as lives hang in the balance? The Gamma Quadrant contains questions primarily centered around such Command Decisions and those who made them.

This round contains six multiple-choice questions with solutions represented by letters A through D.

Questions are answered by typing in the appropriate corresponding letter.

Each player is assigned a question and must decide to answer or forfeit. There is no penalty for forfeiting a question but answering it incorrectly will result in the question's point value being deducted from your score. Each question's point value is assigned randomly according to its difficulty.

Forfeited questions will go to another player if that player has buzzed in. The second player cannot forfeit the question if they have already buzzed in, but they will be penalized double the point value of the question for answering incorrectly.

## **TROUBLESHOOTING**

Before calling technical support, make sure that your computer meets or exceeds the minimum system requirements for the game. The system requirements can be found in the game manual or on the game box. If you are not sure if your computer meets the minimum system requirements, please contact your computer manufacturer or your computer vendor for this information, as this is needed before trouble-shooting the game.

Most problems may be categorized into one of six groups:

- Install
- Audio
- Video/Display
- Lock-ups
- Program Error Messages
- Performance Problems

Please refer to the following section that best describes the difficulty.

### **INSTALL**

If the game stalls or aborts during the installation process, make sure that the CD is free from all smudges and scratches. If the disk is clean and you are still experiencing problems with the install, make sure that all background tasks and applications have been closed before trying again.

If you receive a message that states that the destination drive may be full, please check the available hard drive space and ensure that you are not attempting to install the program to your CD-ROM drive. If you are attempting to install to a drive that is full, it will be necessary to free up space by deleting any unnecessary programs or files that exist on the drive.

### **AUDIO**

Difficulties with sound can be caused by a number of factors. First off, be sure that the speaker cables are firmly inserted into the sound output jack. If this has been checked and you are still not getting any sound from the game, be sure that the latest sound drivers are installed for your sound card. These sound drivers are designed by the manufacturer specifically for your sound card and may correct the difficulty you are having.

### **VIDEO/DISPLAY**

Problems with the video are often the result of an incompatible display driver. Flickering video, distorted colors or a black screen are all symptoms of an incompatible display driver. Often, changing or updating the display driver in use may correct the problem. Before changing the display driver, be sure to consult your video card manufacturer for any updates or new drivers that might be available. These display drivers are designed specifically for your video card and may resolve the difficulty you are having.

### **LOCK-UPS**

If the game seems to lock-up consistently in one spot or area, make sure that the CD is free from all smudges and scratches. If the game seems to lock-up randomly or locks-up with an error message, this may be the result of insufficient memory or because another application is running in the background.

### **PROGRAM ERROR MESSAGES**

Program Error Messages are most often caused by one of two problems:

1. Problematic video drivers. - See the section above labeled VIDEO for tips dealing with this area.
2. The software is not properly installed.

### **PERFORMANCE PROBLEMS**

STAR TREK: THE GAME SHOW performs well in the appropriate conditions. If you are experiencing performance problems, please note the following details:

1. Make sure your system meets the minimum system requirements specified in the "INSTALLATION" section of the manual.
2. STAR TREK: THE GAME SHOW requires a 486/66 processor and 8MB of memory or a Macintosh 68040-33 with 12MB of memory, depending upon which platform you are utilizing. 16 MB of memory is recommended. A faster processor and additional memory will increase performance.
3. STAR TREK: THE GAME SHOW should be run in 16-bit High Color mode.



