Star Trek: 25th Anniversary lets you take command of the most famous ship in sci-fi history: *The Enterprise*. You'll play as Captain James T. Kirk, commanding a crew of Starfleet's best and brightest officers.

THE BRIDGE: You can issue orders while on the bridge of the *Enterprise*, and control most game functions, either with keyboard commands, or by toggling your cursor from the viewscreen display to the bridge and its crewmembers by pressing TAB. Just click on the crewmember you want to give orders to -- Scotty for damage control, Uhura for communications, Sulu for helm control, Chekov for shields and weapons, etc..

Keyboard Commands

W	Toggles **weapons** on and off
S	Toggles **shields** on and off
A	Toggles **target analysis** on and off. Enemy vessels will appear on analysis screens, showing extent of that ship's damage.
D	Brings up **damage control** icons. Select the area of the ship you want Scotty to repair first.
E	Activates **emergency power** -- if it's available.
V	Toggles between **normal bridge view** and **full-screen view**.
O	Enter standard **orbit**.
N	Calls up **navigational map**.
K	Brings up **Kirk's command options** -- beam a landing party to the surface, open Captain's log, and Save, Load, Quit, etc..
T	**Talk** to Mr. Spock.
C	Access the ship's **computer** library.
H	Ask Lt. Uhura to **hail** planet, another ship, Starfleet, etc..
Ctrl-P	**Pause** the game.
Ctrl-E	Toggle **sound** on and off.
Ctrl-M	Toggle **music** on and off

In combat, you'll maneuver the Enterprise by moving the cursor within the main view screen. The farther from the center of the screen you move, the faster the Enterprise will turn in that direction. Center the cursor to move straight ahead. You can gauge your enemy's position by watching the radar screen located between Sulu and Chekov. When the enemy vessel is visible onscreen, you'll target it with the cursor and you can fire both phasers and photon torpedoes by pressing the left and right mouse buttons.

LANDING PARTY: Once you've beamed to the planet's surface, you're ready to interact with the planet's inhabitants and explore

their world. Your party consists of yourself, Mr. Spock, Dr. McCoy, and a security officer. You'll perform all game functions -- picking up items, looking at your surroundings, talking to people, and using items -- with the icon panel you call up by clicking the Right mouse button. You'll move about the planet by positioning the default cross-shaped cursor over the place you want to go, then clicking with the Left mouse button.

By choosing the Use icon, then one of your landing party, you can order that crewman to do something that he or she might be better suited at than Kirk would be. For example, you might click the Use icon on McCoy, then click on a wounded crewman to order the doctor to check the crewman's status. Use this technique often: There are some situations even Captain Kirk can't handle himself!!!

NAVIGATION -- THE POLLUX STAR SYSTEM: To carry out your first mission, you'll have to navigate to the Pollux system after your Starfleet training battle. Press **N** to bring up the navigational map. From the upper-left corner of the map, move two sectors toward the center of the map, then one to the left -- think of it as a Knight's move in chess, beginning from that upper-left corner. The sector you land on is Pollux!