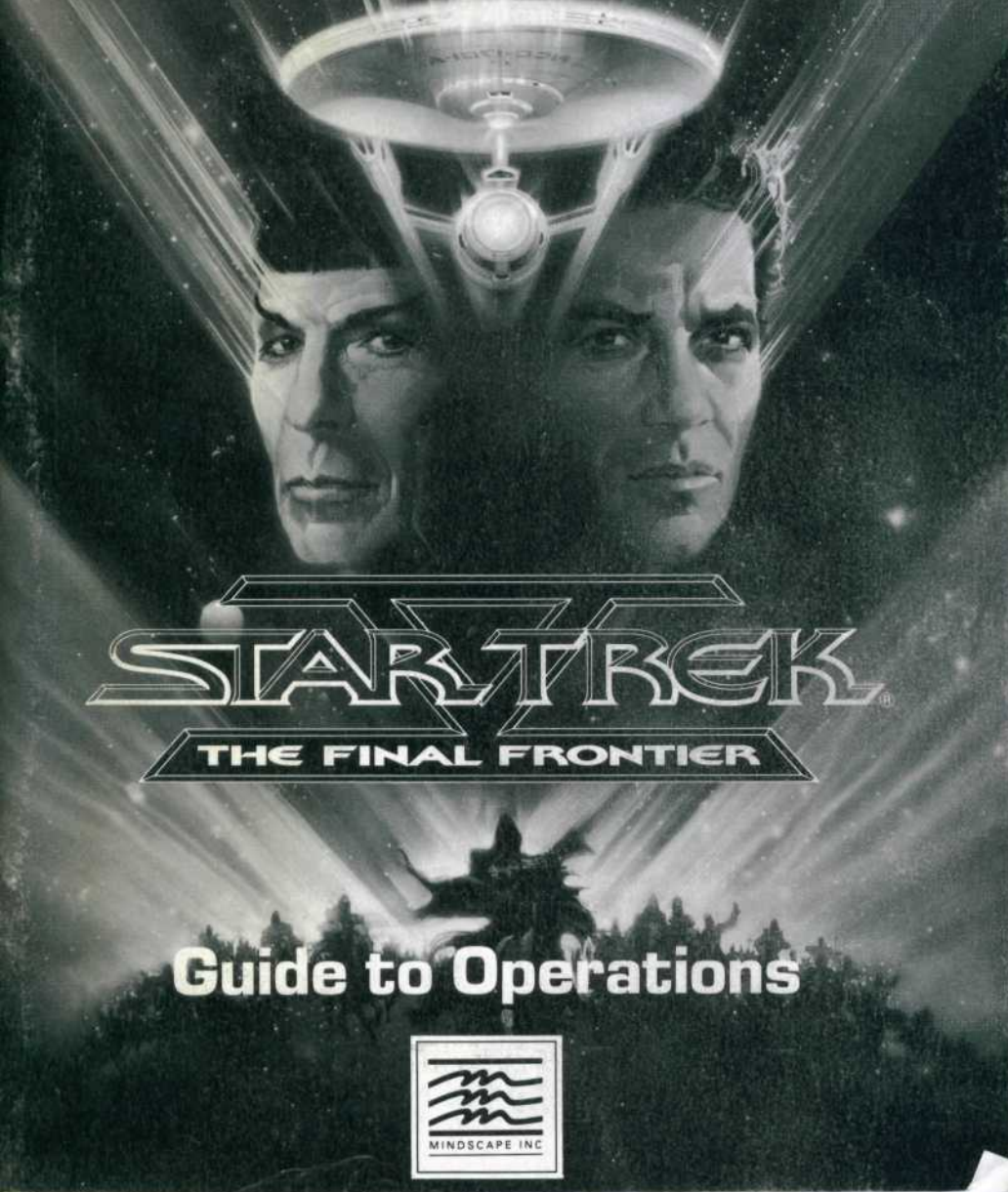

STAR TREK V
THE FINAL FRONTIER
Guide to Operations
MINDSCAPE INC

STAR TREK®
THE FINAL FRONTIER

Guide to Operations

Software produced for Mindscape Inc. by Level Systems, Inc.
Special thanks to Brian Fargo.

TABLE OF CONTENTS

CAPTAIN'S CHAIR KEYBOARD INTERFACE GUIDE

STARFLEET UPDATE

Captain's Log: **Stardate 8474.1**

We have just received an urgent transmission from the commander of Starfleet detailing the situation on Nimbus III. Once again I find myself with a skeleton crew and a barely functioning ship headed into the Neutral Zone.

I have assigned Mr. Scott to pull off a minor miracle and get us underway in the next four hours. Commander Uhura has been picking up distant, coded Klingon transmissions. I am certain the Klingon High Command has dispatched a vessel to Nimbus III. It is my plan to beat them to the destination.

I am under direct orders to avoid any confrontation with the Klingons. Current negotiations for a peace settlement, while well underway, are still quite fragile.

This may not be as easy as I thought. May fortune favor the foolish.

Kirk out.

COMMAND

CAPTAIN'S CHAIR KEYBOARD INTERFACE GUIDE

This guide details the operation of a Constitution Class starship from the armrest keyboard interface panel located on the Captain's chair.

NOTE: This section for Starfleet Flag Officers ONLY!

CREW INTERACTION

As Captain, you can call any member of your bridge detail crew directly from the controls on your armrest. The information regarding each crew member has been fed into the ship's main computer at time of assignment, and the computer has been programmed to respond to specially-coded buttons (known as **Function Keys**).

Below is an example of the **Function Key** assignments from the ***USS Enterprise™ NCC-1701-A***.

F1: Mr. Spock
Rank: Captain
Assignment: First Officer/Science Officer

F2: Dr. Leonard "Bones" McCoy
Rank: Commander
Assignment: Chief Medical Officer

F3: Mr. Sulu
Rank: Commander
Assignment: Helmsman/Chief Navigations Officer

F4: Pavel Andreievich Chekov
Rank: Commander
Assignment: Weapons Expert

F5: Miss Uhura
Rank: Commander
Assignment: Communications Officer

F6: Montgomery "Scotty" Scott
Rank: Commander
Assignment: Chief Engineering Officer

In order to call any of the listed officers simply select the appropriate key. This will alert the officer to any order that you may wish to give. To expedite the process, the most frequently given orders to each particular station have been fed into the computer and may be selected via the **Up** and **Down** arrow keys and the **Return** or **Enter** key once the crew member is called.

Again, example order selections from the ***Enterprise*** are given below.

Spock:
Cancel Alert—Go to ready status
Yellow Alert—Raise shields when enemy within range
Red Alert—Arm phasers and raise shields
Sensors—Monitor sensor readings
Scan Klingon—Detect damage to Klingon Bird of Prey (**TAB** selects)
Detect B.O.P.—Search for cloaked BOP*
Damage Control—Effect repairs
Please Repeat—Repeat last statement

McCoy:
To Bridge—Cease current activity and await further orders
Sick Bay—Report to sick bay to attend to injured crew members
Damage Control—Effect repairs
Please Repeat—Repeat last statement

Sulu:
Stop—Perform an ALL STOP on all movement
Ahead Full—Proceed at full impulse power
Half Speed—Proceed at one-half impulse power
Full Astern—Reverse at full impulse power
Plot Course—Plot course to Sha Ka Ree
Warp Speed—Engage warp drive
Project B.O.P.—Send Spock's cloaked BOP position to the screen
Damage Control—Effect repairs
Please Repeat—Repeat last statement

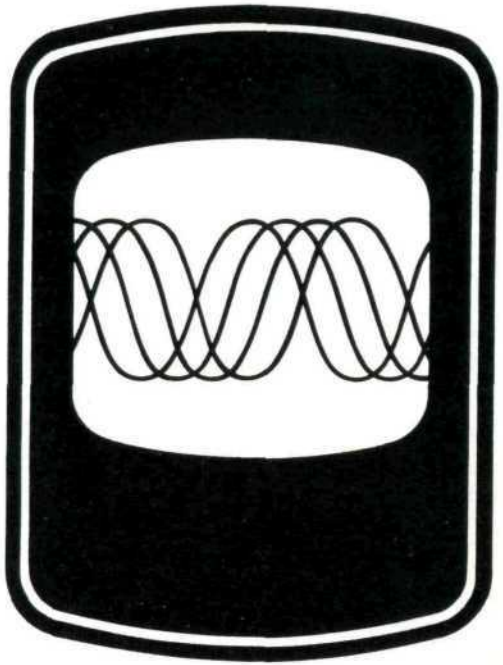
*A Klingon Bird of Prey is a Klingon scout/attack craft.

Chekov:
Stand By—Cease current activity and await further orders
Fire at Will—Track and fire phasers at enemy targets
Arm or Disarm Phasers—Arm or disarm phaser banks
Raise or Lower Shields—Raise or lower defensive shields
Arm Phot Torp—Arm (4) photon torpedoes
Damage Control—Effect repairs
Please Repeat—Repeat last statement

Uhura:
Monitor Comm—Monitor all communications channels
Univ Translt—Patch in the Universal Translator
Damage Control—Effect repairs
Please Repeat—Repeat last statement

Scotty:
Stand By—Cease current activity and await further orders
Boost Power—Push reactors to maximum output
Boost Speed—Increase maximum impulse drive
Max Shields—Send the maximum amount of power to shields
Man Override—Override APBS for phasers only
Damage Control—Effect repairs
Please Repeat—Repeat last statement

COMMUNICATIONS AND BRIDGE MESSAGES



The Constitution Class vessels have also been equipped with a new auto-log feature. The topmost line of the main viewscreen acts as the auto-log screen. Everything said on the bridge (or that comes in over the intercom) is displayed there. This information can be reaccessed by directing each of the individual crew members to repeat his or her last communication.

FLIGHT CONTROL

Direct control over the Helm and Navigation stations is also now channeled through the Captain's chair. These controls will override any commands placed through the normal Helm and Navigation panels.

KEYBOARD LAYOUT

(Down Arrow) or **(M/m):**	Y-axis decline (vertical down)
(Up Arrow) or **(I/i):**	Y-axis ascent (vertical up)
(Left Arrow) or **(J/j):**	X-axis arc left (rotate left)
(Right Arrow) or **(L/l):**	X-axis arc right (rotate right)
(Plus Key, +):	Z-axis acceleration (forward acceleration)
(Minus Key, −):	Z-axis deceleration (forward deceleration—reverse)
(5) or **(K/k):**	All Stop (cease x, y, z, axis motion)
(/) or **(\):**	Stop forward motion (cut engine power)
(Return Key):	Stop right/left and up/down (cease x, y axis motion)
(Period, .):	Stop right/left (cease x axis motion)
(Comma, ,) or **(*):**	Stop up/down (cease y axis motion)
(F/f):	Full ahead
(H/h):	Half ahead
(R/r):	Full reverse
(Shift) and **(0...9):**	Maximum engine power (power dedicated to drives) **NOTE:** This feature is only available when the **APBS** is turned off. (See **APBS** on page **19**.)

(S): Sound on/off
(F10): Help
(F9): Pause

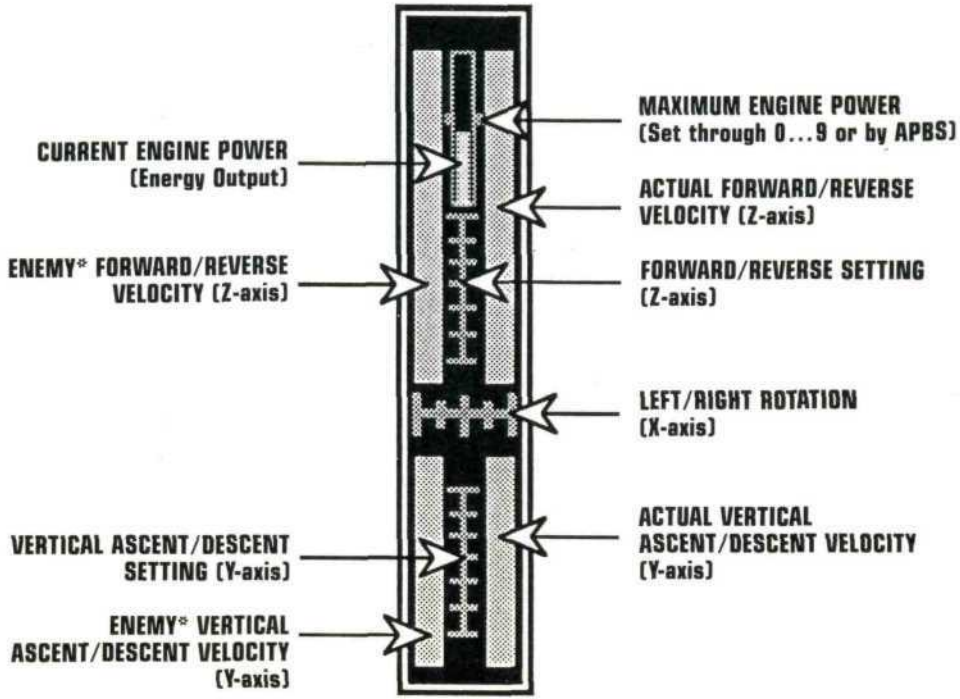
NAVIGATIONAL DISPLAY

The Navigational Display is located to the left of the main viewscreen. It provides all current information regarding course, speed, and engine power usage, as well as the enemy's current velocity information.

The Navigational Display's Velocity Gauges operate in a manner similar to a thermostatic meter. This means that there are two settings for velocity. The first setting (the innermost graduated meters—FORWARD/REVERSE SETTING and VERTICAL ASCENT/DESCENT SETTING) shows the requested speed (similar to the desired temperature on a thermostat).

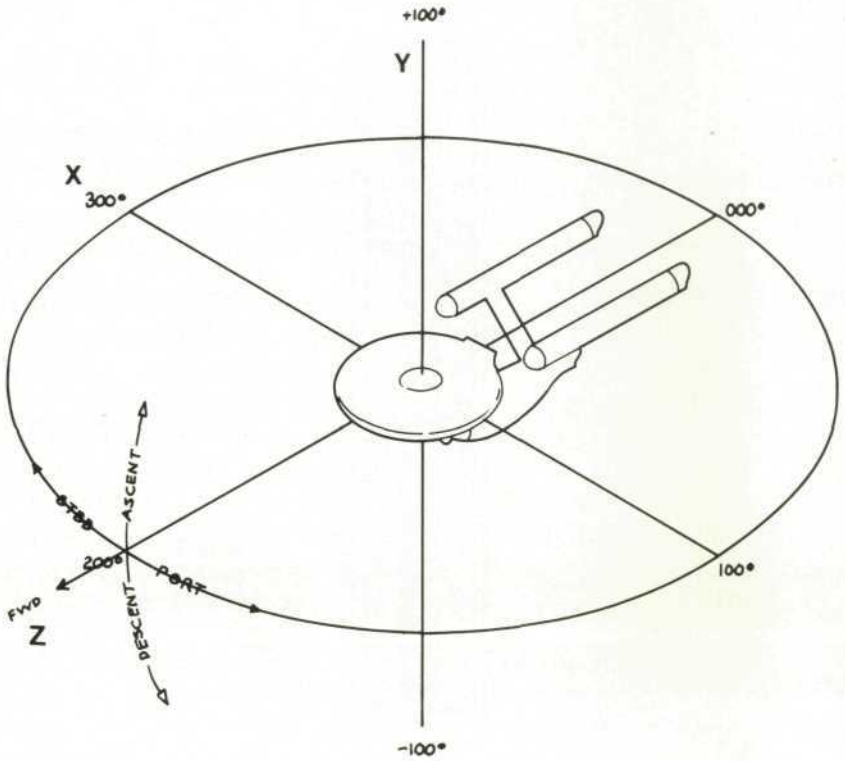
The outermost bar gauges (ACTUAL FORWARD/REVERSE VELOCITY and ACTUAL VERTICAL ASCENT/DESCENT VELOCITY) show the current actual speeds (in the same way a thermostat also indicates the current actual temperature).

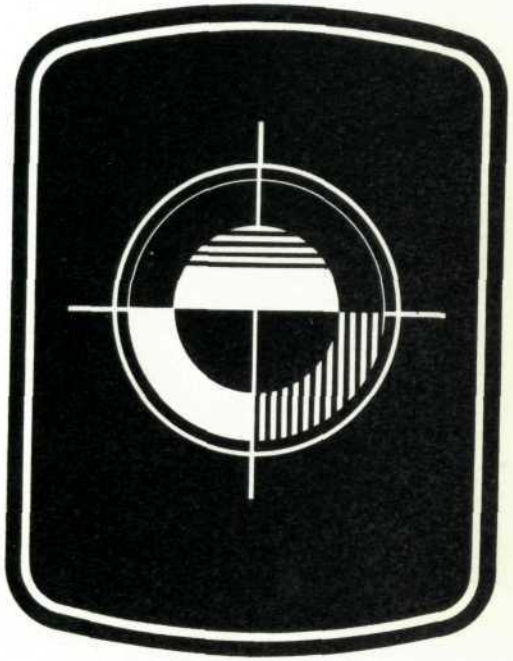
Any discrepancy between settings and actuals is due to 1) potential damage to the engines or to the helm controls, and/or 2) the fact that the actual velocity is a reflection not only of the current setting, but also of the currently available engine power. (For more on this see **APBS** on page **19**.)



*You can select among the Klingon Birds of Prey when more than one appears by pressing the **Tab** key.

NAVIGATIONAL HEADINGS





WEAPONS AND DEFENSE

WEAPONS CONTROL

As with the Navigation and Helm stations, Weapons Control has also been routed to the Captain's chair. The commands for interfacing with the weapons systems are outlined below.

INS: Fire Phaser
(or lock on Tractor Beam if phasers are not operational)

SPACE BAR: Launch Armed Photon Torpedo
NOTE: Only (4) torpedoes can be armed at one time.

WEAPONS ALERT ORDERS

T/t: Arm/Disarm Photon Torpedoes
P/p: Arm/Disarm Phaser Banks
D/d: Raise/Lower Shields
A/a: Toggle Auto-Targeting Mode
B/b: Enable/Disable Auto-Power Balancing Stabilizer

NOTE: AUTO-POWER BALANCING STABILIZER (**APBS**)
The **APBS** is **ON** by default when you are in space. Its purpose is to ensure that power is directed efficiently to all ship's systems and that power usage does not exceed maximum. If power exceeds maximum, the Total Power Gauge (see page **24**) will be "pushed into the red" and the reactor core will blow.

NOTE: Asking your Chief Engineering Officer to perform a **Manual Override** overrides the **APBS** for the phasers only. This will allow you to fire the phasers by pulling reserve power from the engines, which may be useful when you are under attack and your phaser power has been depleted.

Pay close attention to the Total Power Gauge when the **Manual Override** order is in effect. With the **APBS** turned off, power usage must be controlled through the monitoring of engine power (Shift/0...9), phaser power, shield power, etc.

WEAPONS GAUGES

The weapons gauges are located on the main control panel under the **CHARGE** section. Their respective displays from left to right are outlined below.

PHASER POWER

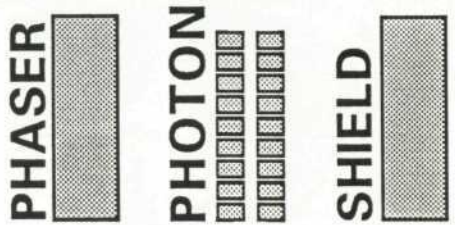
The Phaser Power Gauge shows the amount of charge currently held in the phaser banks. If this bar is **BLUE**, then systems are normal. If this bar is **RED**, phaser banks are currently damaged.

PHOTON TORPEDOES

The Photon Torpedo Gauge shows the current number of available torpedoes (max. 18). Up to (4) may be armed at any one time (indicated by **GREEN**). If this gauge turns **RED**, the delivery system is damaged.

SHIELD STRENGTH

The Shield Strength Gauge shows the amount of power currently being used by the defensive shield system. This can be drained due to impact or low power reserves. If this gauge becomes **RED**, the system has been damaged.



TARGETING MARKERS

Phaser Target Marker
This cross hair appears when phaser banks are armed. It will track the target within targeting brackets if in auto-target mode.

Photon Torpedo Target Marker
This square appears when there are armed photon torpedoes. It will track with a target automatically if the target is within the targeting brackets.

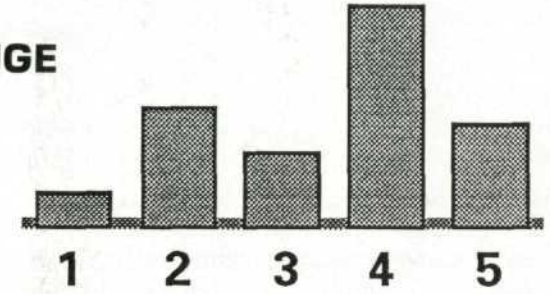
Cloaked Bird of Prey Target Marker
This marker shows the position of a cloaked Bird of Prey. To see this marker, the Science Officer must be computing the ship's course and the Helmsman must be sending the data to the viewscreen.

ENGINEERING AND RELATED SERVICES

ENGINEERING DISPLAYS

The main Control Panel also incorporates the Engineering Display Panels for Power Usage, Total Power, and Dilithium Crystal Strength. Their operation is detailed below.

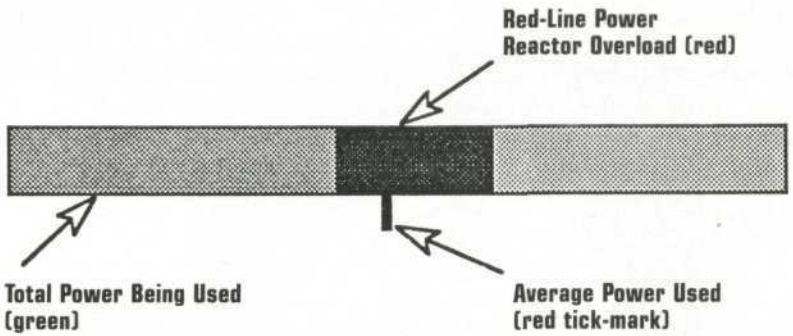
POWER GAUGE



The Power Gauge is divided into (5) sections with each section showing the current power usage in the following areas:

1 PHASER POWER
2 SHIELD POWER
3 ENGINE POWER
4 LIFE SUPPORT POWER
5 AVERAGE POWER USAGE

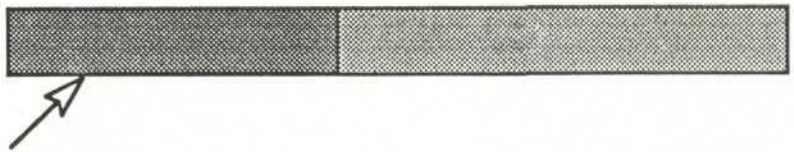
TTL POWER (Total Power)



The Total Power Gauge shows current reactor power energy draw. If the energy usage stays in the GREEN zone of the gauge, power usage is minimal and the reactor is in no danger. If the **APBS** (AUTO-POWER BALANCING STABILIZER) is shut off, or if the Chief Engineer carries out a Manual Override, there is a danger of "red-lining" the reactor.

If the reactor goes over the red line on the scale, then the engines can "go critical" and destroy the ship. Special care must be taken to ensure that reactor output does not fall behind energy allotted.

DILITHIUM



This gauge shows the amount of wear on the dilithium-crystal focusing elements in the main reactor. If these elements wear out, the ship will be stranded without power for systems, including life-support. Excessive wear on the reactors will cause the ship to deplete the crystals at a faster than normal rate.

DAMAGE CONTROL

There are two methods for accessing the damage control facilities of a Constitution Class starship via the armrest keyboard interface panel on the Captain's chair.

Method 1:

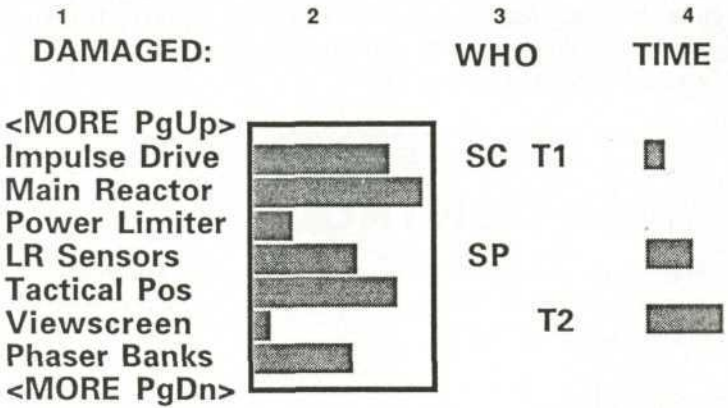
You can access Damage Control directly by pressing the **F8** key on the console. The Damage Overview Screen will appear on the main viewscreen. From this display you can quickly get an idea of the extent of damage to your ship.

From this screen, pressing **RETURN**, or **ENTER**, will take you to the Damage Control Screen (Fig. 1).

Method 2:

You can also access Damage Control by directing a crew member to effect damage control. Use the appropriate function key to call up the crew member, and then order him or her to Damage Control. You will again first see the Damage Overview Screen. Then by pressing **RETURN**, or **ENTER**, you will be taken to the Damage Control Screen.

Figure 1. DAMAGE CONTROL



USING DAMAGE CONTROL

Once you are viewing the Damage Control Screen (Fig. 1) you will see that the screen is broken up into (4) sections. From left to right they are:

1 The item that is damaged
2 The amount of damage the item has taken
3 Who has been assigned to fix it
4 The time it will take to fix

DAMAGE

If there are more items damaged than will fit on the screen at one time, you can move through the listing in one of two ways. First, you can scroll up or down in the list by using the **Page Up** and **Page Down** keys. Second, you can scroll the list by using the **Up** and **Down** arrow keys to move a crew member to the top or bottom of the list. The list will then scroll automatically.

As long as the Chief Engineer is healthy and out of sick bay, the list is always presented in a prioritized manner for general ship function. Be aware that if your Chief Engineering Officer is injured, the items in need of repair will not be listed in order of importance.

AMOUNT OF DAMAGE

To the right of the damage list on the viewscreen is the current state of damage of each item. Be very careful to not let any critical items such as life-support systems or reactors go damaged for any length of time. Damage to either of these items is capable of destroying the starship.

WHO

There are always (2) technicians—**T1** and **T2**—assigned to repair damage. You can **TAB** between them and move them among tasks by using the **Up** and **Down** arrow keys. The technicians will always stay to the right side of the **WHO** column and cannot be assigned to the same task.

Bridge crew members can also be assigned to repair damage. Call the member of the bridge crew using his or her function key. Then select **Damage Control** from the list of orders. The Damage Overview Screen will come up. Go on to the Damage Control Screen where an indicator for the crew member will appear on the left side of the **WHO** column.

Again, use the **Up** and **Down** arrow keys to move through the damage list. You can assign as many bridge crew members as required to Damage Control. However, they cannot be assigned to the same damage repair task. Use the **Tab** key to cycle through the crew members and the technicians.

If you access the Damage Control Screen by pressing **F8**, you can assign crew members to damage control directly from that screen. Simply press **SHIFT** and the appropriate **Function Key**. For example on the ***Enterprise***, **SHIFT-F4** would bring Chekov to Damage Control for assignment.

NOTE: You can only assign a maximum of two people—a team combined of a crew member and a technician—to repair any item.

TIME

Obviously, if your ship is damaged, your goal is to get as much repaired as possible in the shortest amount of time. The bar graph next to each item being repaired gives a relative indication of how long each repair will take.

Be advised to assign your crew members wisely. Each member of your crew has specific talents and traits which make him or her best suited for one task or another. Make use of these traits when assigning Damage Control. You will find, for example, that your Science Officer will do a much better job of repairing the Long Range Sensors than your Communications Officer.

STARFLEET UPDATE

Updated information follows on certain Starfleet policies and on things you might encounter.

MISSION BRIEFINGS

Starfleet will brief you as fully as possible on any mission you are asked to undertake. If you review the Mission Briefing you receive on disk, you will be presented with an outline of the events to date.

You have direct control over the flow of information in this briefing. Whenever an arrow (→) is present in the lower right corner of the display, you can advance the briefing by pressing either **RETURN (ENTER)** or **SPACE BAR** on your console. Use **ESC** to exit the briefing at any point.

WORMHOLE EFFECT

If your ship's engines are not properly stabilized, they can enter into an anti-matter imbalance. This anti-matter imbalance, in turn, can create a Wormhole Effect. In this state, the phasers (which are channeled through the warp engines) are non-functional. Instead of firing phasers, you will need to carefully avoid any of the debris that has been pulled into the Effect along with you.

Photon torpedoes are operational within the Wormhole Effect and can prove quite effective in the destruction of any particulate matter caught in the matrix. However, due to the limited number of photon torpedoes carried by your vessel, their use should be considered only as a last resort.

Though scientists have yet to encounter such an Effect, it has been postulated that dilithium crystals can be discovered in just such a vortex. These crystals would be at least twice as pure as any found naturally and would make an excellent focusing source for the warp engines. Should you encounter any, it is well-advised to use the tractor beam to collect as many of these crystals as possible since the Wormhole Effect could dramatically deplete the reserves of on-board crystals.

This targeting marker will automatically track a target within the Wormhole Effect. (See **WEAPONS CONTROL** on page **19** for weapon and tractor beam interfaces.)

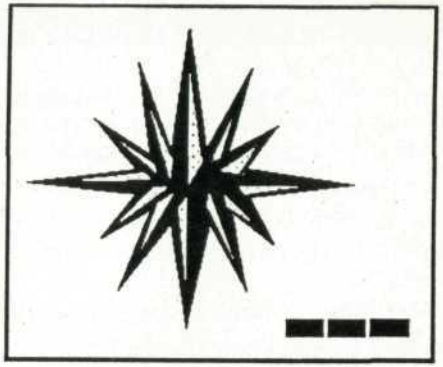
WORMHOLE SENSOR AND GAUGE

A specialized sensor and gauge have been added to the **SENSOR** panel of the Constitution Class starship in case you should encounter a Wormhole Effect.

DILITHIUM CRYSTALS

This gauge indicates how many dilithium crystals have been captured by your tractor beam. Each crystal will be displayed as a rectangular unit (similar to the indicators on the Photon Torpedo Gauge) in the lower right corner of the Dilithium Crystals Gauge.

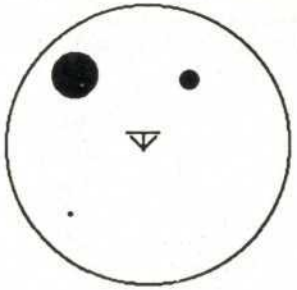
DILITHIUM CRYSTALS



SENSOR

This display shows the ship and its relative position in the center of the Wormhole Effect. The circle encompassing the ship in the display represents the wall, or boundary, of the Effect. If the starship comes in contact with the wall, that quadrant of the wall on the sensor turns red, and it will also appear that the Wormhole Effect itself turns red. (The Wormhole does not actually become red. A surface hull effect is created by the dissipation of heat energy at high speeds.) The ship will begin to take damage if it comes in contact with the Wormhole boundary.

Also shown in the sensor display is the asteroid tracking. Any asteroids caught in the Effect are shown as an enlarging, red circle in the sensor scan. These asteroids should be avoided or destroyed.



KLINGON MINEFIELD

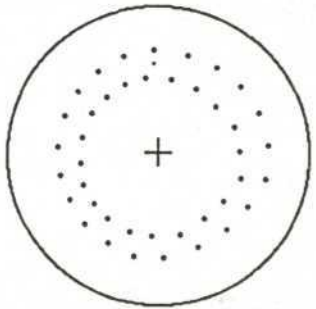
Klingon Birds of Prey are capable of laying a Gravitic-Planar Minefield around your ship. The Klingons can place two concentric rings of rotating, gravitic mines on the horizontal plane of a starship. The mines have been designed to stay in the same plane as your ship, thus the term "Planar."

The mines will detect the weak gravitational force of a starship and will be drawn to move slowly toward it, thus the term "Gravitic."

Should you encounter this minefield of Klingon design, your only hope is to blast a clear path to freedom. This will not be easy, as the minefield rings are counter-rotational. You will have to create holes in both rings of the minefield and then navigate through the opening before the rings collapse and destroy your ship. There will be very little time.

SENSOR

The main sensor display shows the relative distance of the rotating circles of mines in a Klingon minefield. You can change magnification of the display by using the **PgUp** and **PgDn** keys on the armrest keyboard interface panel of the Captain's chair. Use **HOME** to go to full magnification and **END** to go to minimum magnification. Your ship is represented by a small cross in the middle of the sensor display screen.



HAND-TO-HAND COMBAT

Should you be left alone on a planet's surface to face a Klingon commander, be aware that the future peace of the galaxy could rest on your decision-making skills.

If you allow yourself to be defeated, you will become a prisoner of the Klingon Empire. In the case of some Starfleet officers, as with James T. Kirk, there is quite a price on your head, and the Klingon will be anxious to secure your capture.

If you defeat the Klingon, it must be done through hand-to-hand combat. As you know, Starfleet does not condone the use of weapons as a means of settling disputes. Your only option in defeating a Klingon in this situation is to render him unconscious and then transport him back to your ship as a "guest" of the Federation. Once the Klingon is safely on-board a Federation starship, the situation can be handled in a diplomatic way. Under no circumstances should you kill a Klingon commander and risk disrupting the tenuous balance of peace established between the Federation and the Klingons.

KEYBOARD CONTROLS

Q Block High Left	**W** Stand	**E**
A Block Mid Left	**S**	**D** Block Mid Right
Z	**X** Duck	**C** Stand

7	**8**	**9** Kick High
4	**5**	**6**
1 Punch Left	**2** Punch Right	**3** Kick Mid

MISSION SIMULATOR

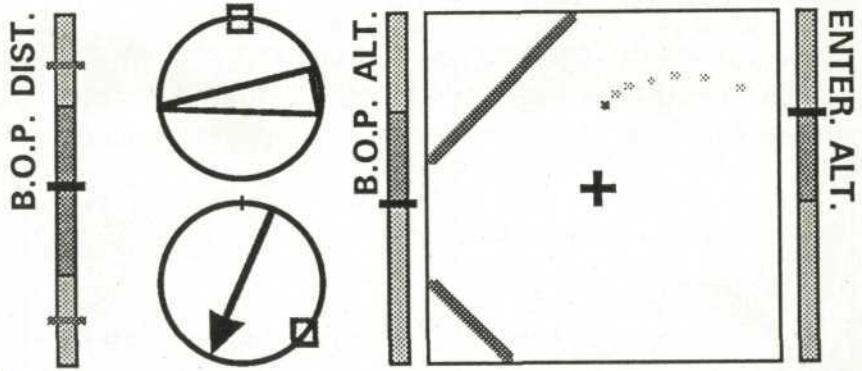
The Mission Simulator provides the challenge of combat maneuvers in a limited three-dimensional "arena." However, your starship can only be simulated in its current state of repair. Should you choose to participate in an exercise in the Mission Simulator, you must keep the following goal in mind.

You cannot lose face and be defeated by your Klingon opponent.

Be certain to monitor your situation at all times. Damage control should not be left to random repair by the technicians. If critical items are not repaired in a timely manner, they could spell your destruction. Use your crew wisely.

NOTE: Before proceeding, please read the **CAPTAIN'S CHAIR KEYBOARD INTERFACE GUIDE** found earlier in this manual.

SENSOR DISPLAY



This display shows the relevant sensor information available in the Mission Simulator. It is located to the lower left of the main viewscreen. This sample display is from the ***USS Enterprise NCC-1701-A***.

From left to right the components are as follows:

BIRD OF PREY DISTANCE INDICATOR (B.O.P. DIST.)

This gauge informs you of the current distance from a selected target, or enemy ship. (Remember **TAB** cycles through targets if there are more than one.) The **RED** line in the center of the graph is your starship's position, and the **RED** bars that emanate from it indicate the distance to the enemy ship. The **PURPLE** bars on the graph indicate maximum phaser range, while the entire graph indicates photon torpedo range.

RELATIVE AND ABSOLUTE DIRECTIONAL INDICATORS

The upper circle in this instrument cluster shows the current heading of an enemy ship relative to the heading of your starship. (On this gauge, the starship's current heading is always 12 o'clock.) The **GREEN** box shows the starship's position with respect to the enemy ship within the playfield of the Mission Simulator.

The **RED** pyramid shows the direction of motion of the enemy ship. When the point of the pyramid is directed at the **GREEN** box, the enemy's ship is on a direct course heading for the starship.

The lower circle is the absolute direction indicator. (On this gauge, the mark at the top of the circle is always at 12 o'clock.) The **RED** arrow points in the direction of the selected target, while the **GREEN** box is the absolute direction of the starship.

BIRD OF PREY ALTIMETER (B.O.P. ALT.)

The Bird of Prey Altimeter shows the current height of a Klingon Bird of Prey within the playfield. This height is indicated by the **RED** line on the bar graph. The **BLUE** bar shows the difference in altitude between the targeted BOP and the starship.

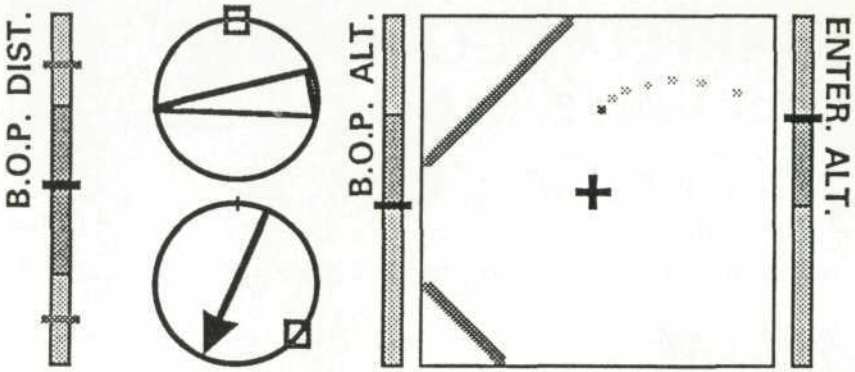
SENSOR SCAN DISPLAY

The Sensor Scan Display is your sensor view of the arena space around your ship. Your starship is always located in the center of the display and is represented by a **RED** cross. The enemy ship is shown on the scan as a dot with a trailing **BLUE** tail. If there is more than one enemy ship in the Mission Simulator, the ships will all appear on the scan and can be differentiated by the color of the dot representing them. The **RED** dot indicates the currently selected target, while a **WHITE** dot indicates an incoming photon torpedo.

If a Bird of Prey is cloaked, a dot will not appear on the scan. Only the BOP's trail will appear.

You can also change the magnification of the scan through the use of the following keys:

PgUp: Increase magnification
PgDn: Decrease magnification
Home: Full magnification
End: Minimum magnification



STARSHIP ALTIMETER

The Starship Altimeter shows the current height of your starship within the playfield. This height is indicated by the **RED** line on the bar graph. The **GREEN** bar shows the difference in altitude between the starship and the targeted BOP. The sample display above shows the Starship Altimeter from the ***USS Enterprise NCC-1701-A***.

STARFLEET COMMAND

Official Klingon Phrase Book

TLHINGAN NOT JEGH.
A Klingon never surrenders.

CHU' JORWL' YOTLH.
Activate minefield.

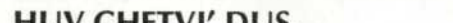
JAH,CHUYDAH.
Ahead, maximum speed.

HOCH NUHMEY QAY SEHLAW.
All weapons to my control.

CHOH HIV HE.
Alter the attack course.

DUJ TLVOQTAH.
Always trust your instincts.

CHOH HE 010 - 3.
Bring her about 010 Mark 3.



HUV CHETVI' DUS.
Clear photon torpedo tubes.

CHU' SO'WL'.
Engage cloaking device.

CHU' TLQ NOCHMEY.
Engage long-range sensors.

ENTERPRISE? TEHVAM?
Enterprise? Can this be true?

BAH NEH WOQWIJ.
Fire only on my authority.

TLHAQU' JIH 'OY'.
Follow me into hell!


BATLH TLHINGAN WO'!
For the glory of the Klingon Empire!


YIJAH DUN MEV.
Forward to the Great Barrier.


BID HONG.
Half impulse power.

HOD KLAA WO'.
I am Captain Klaa of the Empire.

JONQU'LAH HESWL' KIRK.
I will capture the outlaw Kirk.

HIYAY!
I will emerge victorious!

REH NEH SUV KIRK.
I've always wanted to challenge Kirk.


GHAJ QAB HOT WANI'.
I've got a bad feeling about this.


BATLHBEJ MAY'.
It will be a glorious battle.


JAMES KIRK. TLHA' QUN.
James Kirk. I have followed his career.

KIRK GHOM RUV, JEY GHAP YIN.
Kirk shall meet justice, dead or alive.

KIRK, GHUH HEGH!
Kirk, prepare to die!

KIRK? HESWL'? TEVNA'!
Kirk? The outlaw? A prize indeed!

YIN 'ETLH, HEGH 'ETLH.
Live by the sword, die by the sword.

PARADISE? CHIM YUQ?
Paradise? That backwater mud-hole?

NAB HE DUN MEV.
Plot a course for the Great Barrier.

NAB-QU' HE NIMBUS 3.
Plot course for Nimbus III.

GHUH PU'DAH YOL.
Prepare disruptor banks for combat.

GHUH SO'.
Prepare to cloak.

GHOS PIVGHOR CHUNG.
Proceeding at warp speed.

GHUH HE PARADISE.
Set course for Paradise.

GHUH QUV 000 - 2.
Set our coordinates for 000 Mark 2.

YOD HOS CHUDAH.
Shield power to maximum.

BACH VEQ GHOBE' PAQDUI'NORGH TLHINGAN.
Shooting garbage is no test of a warrior.

QIT BID HONG.
Slow to half impulse power.

SUH SO'HA' HIV.
Stand by to uncloak for firing.

BLJEGHBE' CHUGH VAJ BLHEGH!
Surrender or die!

ENTERPRISE BATLH.
The Enterprise would be quite a trophy.

DIVI' GHOBE' PAQDUI'NORGH JIH.
The Federation is no match for me.


DIVI' NGEHQU' DIVI'MAY'DUJ.
The Federation must be sending a ship.


DIVI' BECH GHOP TLHIL.
The Federation shall suffer at my hand.


PAGH QAS NADEV.
There's nothing happening here.


TEH NOH TLHIL BAS.
This will be a true test of my metal.


JEY KIRK BATLH.
To defeat Kirk would bring me glory.


DAH DOQ DIVI' HUGH!
Today I grasp the Federation's throat!


NOCH PAT, CHU'.
Tracking systems, engage.


NUQDAQ KIRK, MAH TLHA'.
Where Kirk goes, we follow.

MINDSCAPE INC

Mindscape Inc.
3444 Dundee Road
Northbrook, IL 60062

M10435G