

STAR TREK: THE GAME

RULES OF PLAY

Star Trek®: The Game contains:

- Six player spheres • One playing board • One die • Six status consoles
- Twelve Warp engine icons • Six Impulse engine icons • Six Phaser icons
- Six Forcefield icons • Two hundred question-and-answer cards • Thirty docking cards • One card dispenser • Twelve Awards of Valor
- Twenty-four scoring planet citations • One certificate of authenticity
- Five planet hologram labels

Object of the Game

Players must navigate their way to each of the four planets by correctly answering questions from each of the five categories, obtaining four citations and returning to STARFLEET™ Command completely intact and fully functional. The first player to meet these requirements wins the game and is appointed the rank of Admiral.

Game Set-up

Punch out the twelve Awards of Valor, twenty four scoring planet citations and all console icons. Remove the planet hologram labels and place each over their designated spot on the playing board. Unwrap and place the five sets of cards in their designated slots in the card dispenser.

Mission (Play Begins)

Each player selects a color sphere, a status console, two warp engine icons, one impulse engine, one phaser and one forcefield icon.

To begin, all players must place their sphere in STARFLEET Command at the center of the playing board. Each player's status console must be directly in front of him with all status icons placed operating side forward and facing the playing board.

Players roll the die, with the player rolling the highest number moving first. If two or more players tie, they roll again.

The player with the first turn rolls the die again and starting from STARFLEET Command, moves his sphere the indicated number of spaces (a space will be referred to as a "light-year" - the distance that a beam of light travels in a year, a little shy of 6 trillion miles) on the die toward his first planet. There is no specific order in which a player must obtain planet citations.

At the end of a set of moves, up to six light-years in any direction, the player must answer a question from the appropriate category. The question, next to the corresponding number indicated on the die, is taken from the first card of the correct category and presented by the player to the right.

From STARFLEET Command to the first planet: Warp 1,

From the first planet to the second: Warp 2,

From the second planet to the third: Warp 3,

From the third planet to the fourth: Warp 4,

From the fourth planet home to STARFLEET Command: Docking.

If the question is correctly answered the player's turn continues with another roll of the die. *Theoretically a player could win the game and never relinquish his turn.* If the player answers incorrectly, the turn always passes to the left.

Continuing the Mission

Play continues with the next question being taken from the next card in the current category of that player, with cards being placed in the rear of the deck from which they are drawn after each question.

Each player continues answering questions from one category (example: Warp 1) until he can successfully land directly on a planetary orbit light-year (yellow). When a player lands on a planetary orbit light-year and answers the question correctly he is awarded a scoring planet citation and can continue play. *The warring planets, Vendikar and Eminiar VI count as one citation and a player must land on both before a citation can be given.* Once a player receives a citation he must move to the next category level.

Note: Novice players can play by simply rolling the die and moving the indicated light years. They do not have to answer questions, but must follow all other rules.

Players can go to any planet in any order they wish, but must visit all planets before returning to STARFLEET Command.

Winning the Game/Docking

After a player has been awarded all four planet citations he must return to STARFLEET Command. A returning player must restore all destroyed functions before docking at STARFLEET Command.

A player returning to STARFLEET Command from his last planet must answer questions determined by the player presenting the question from the docking category.

A docking player must land directly on one of four docking ports attached to STARFLEET Command and correctly answer his final question to win. If answered incorrectly the player must reverse engines and return to his original position before docking, and the turn is passed to the left.

Prime Directive Option:

Docking players have the option of giving a response different from the actual answer, on situational questions only (these cards are marked accordingly). This option gives the player the opportunity to address and act on the situation in his/her own fashion. *Warning: Any player who finds it necessary to violate the Prime Directive had better be ready to present a sound defense of his actions.*

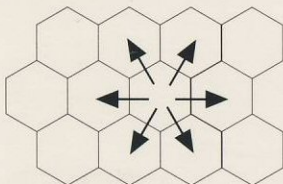
Before the player is presented the question he must be given the option of giving the actual correct answer (answer printed on card) or giving an alternative answer.

If the player elects to give an alternative answer, all remaining players act as a tribunal. The docking player must present his or her answer and convince the tribunal his actions are sound and within the Prime Directive. After the docking player has presented his answer to the tribunal each tribunal member must vote either yes or no with a majority rule. Tribunal members can confer with each other, but a final vote must be given within five minutes. If the tribunal cannot arrive at a final decision or, in the case of a tie, the docking player is awarded the indicated spaces.

If the tribunal agrees, the player then has the option of moving the indicated light years again or forcing the indicated light-years on another player of his choice and play continues. If the tribunal disagrees the player must forfeit two planet citations and the turn passes to the left.

Movements

With each roll of the die, a group of moves can be made in any one of six directions with each space counting as one move. A player can maneuver around objects, into time portals, around other players or zigzag a set of moves in order to place his sphere on a specific space. A player **must** move the indicated number of light-years.



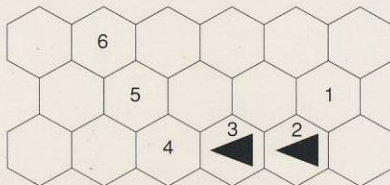
*Example: Direction of moves.
Player can move in six directions
in combination.*



*Example: Set of strategic moves.
This method can be used to navigate
around attack spaces or to land
directly on a specific space.*

Gravitational Indicator

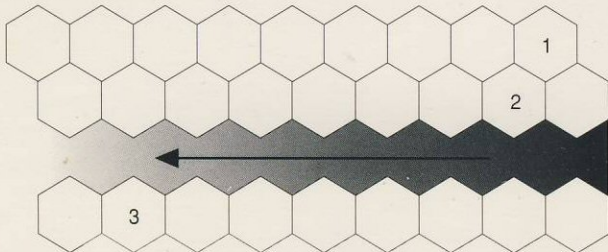
Once a set of moves has begun the player cannot backtrack or land on any previous light-year. The only exception is when the player is forced in a given direction by a gravitational indicator. These gravitational indicators can be used intentionally, but a player must always move in the direction(s) indicated.



Example: Player must always move in the direction of the arrow.

Time Portals

There are two time portals placed strategically on the board. These can be utilized in two methods. When a player's last movement ends directly on one end he must slide to the opposite end of the time portal. This move counts as one space and the player must go to the opposite end, no exceptions. Also, a player can enter at any point along the time portal during a set of moves, slide as far as he wishes, and leave at any point. This move is counted as one space. During this movement the player cannot stay within the time portal; he must exit.



Example: Simple move of three light-years.

Attack Spaces

If a player crosses an attack light-year he must stop on that light-year, with no further moves permitted. A set of moves can only continue by forfeiting one Award of Valor.

Contact With Other Players

No player can come in contact with or count a light-year that is connected to another player's occupied light-year. The only exception to this rule is when another player assists a stranded player to a Star Base.

Loss of Functions

A player may lose the use of one or more of his engines, phaser or forcefield by incorrectly answering a question (indicated on card), crossing or landing directly on an attack light-year. When this occurs the player must reverse the corresponding icon on his status console. Functions are restored only by landing directly on a Star Base (white light year) or forfeiting an Award of Valor. If the player elects to continue he runs the risk of becoming stranded in space by losing all three engines.

Stranded Player Assist

In the event a player loses all three engines he is in effect stranded in space and cannot move in any direction. To restore all functions the player must sit out ten turns, forfeit five Awards of Valor or convince another player to assist him to the nearest Star Base by means of a tow.

The assisting player will receive two Awards of Valor for his efforts and the stranded player will be restored all functions. Towing is accomplished by the assisting player rolling the die, answering questions in his current category and maneuvering directly onto the stranded player's light-year. Once the two players are on the same space they must operate as a team. Both players must move at half speed together in the same direction, on the same light-years and answering questions in the assisting players current category. Both players must answer all questions as a team. Both players must land directly on a Star Base. The assisting player is given two Awards of Valor. The assisting player continues play by answering the corresponding questions in his current category. The stranded player must wait until his next turn to continue playing.

Half Speed

When indicated, half speed is accomplished by moving as follows:
1= no move, 2=1, 3=2, 4=2, 5=3, 6=3

Klingon and Romulin Territories

In some cases a player may be sent to or may elect to maneuver through one of these territories. While moving through these territories a player can only move forward at half speed. In most cases it is smarter to navigate around these light-years.

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