



NTSC U/C

PlayStation®



SLUS-00924
1002234.221.US



STAR TREK® invasion



ACTIVISION®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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 rest 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 center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Briefing 2

Getting Started 3

Game Reset 4

Orientation 5

Systems Operations Menu 6

Valkyrie Flight Model (Player Controls) 8

Gameplay 11

 Head-Up Display (HUD) 11

 Sensors 12

 Hull and Shields 13

 Energy Management System 13

 Video Window 14

 Weapon Enhancements 14

 Reactive Weapons 14

 Charging Weapons 14

 Target Lock 15

 Motion Lock 15

 Tractor Beam 15

 Cloaking Device 16

 Evasive Maneuvers 16

 Warp Plasma 16

 Pilot Rating and Ranking System 17

Two-Player Gameplay 17

Credits 21

Customer Support 23

Software License Agreement 24

BRIEFING

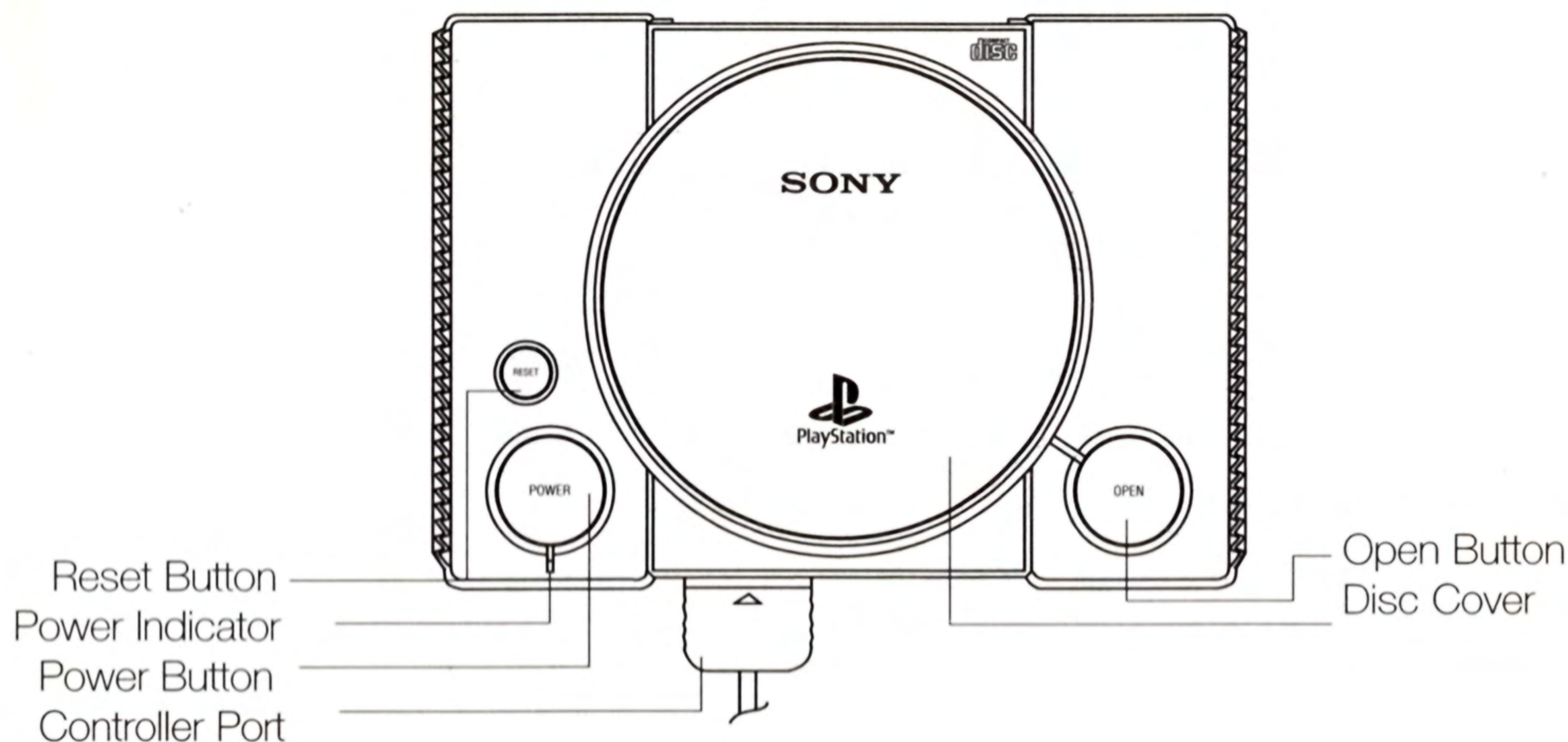
From: Fleet Admiral Alynna Nechayev, Starfleet Command, Starbase One.

To: Ensign Ryan Cooper, Starfleet Academy Campus, San Francisco, Earth.

Stardate: 54111.79

General Orders: As of this Stardate, you and your fellow Red Squad members are hereby assigned to the *U.S.S. Typhon* NX-85808 under the command of Lieutenant Commander Worf, Federation Ambassador to the Klingon Empire now on detached duty to Starfleet Command. You will report immediately to the *Typhon* for assignment to a *Valkyrie* squadron and operational deployment.

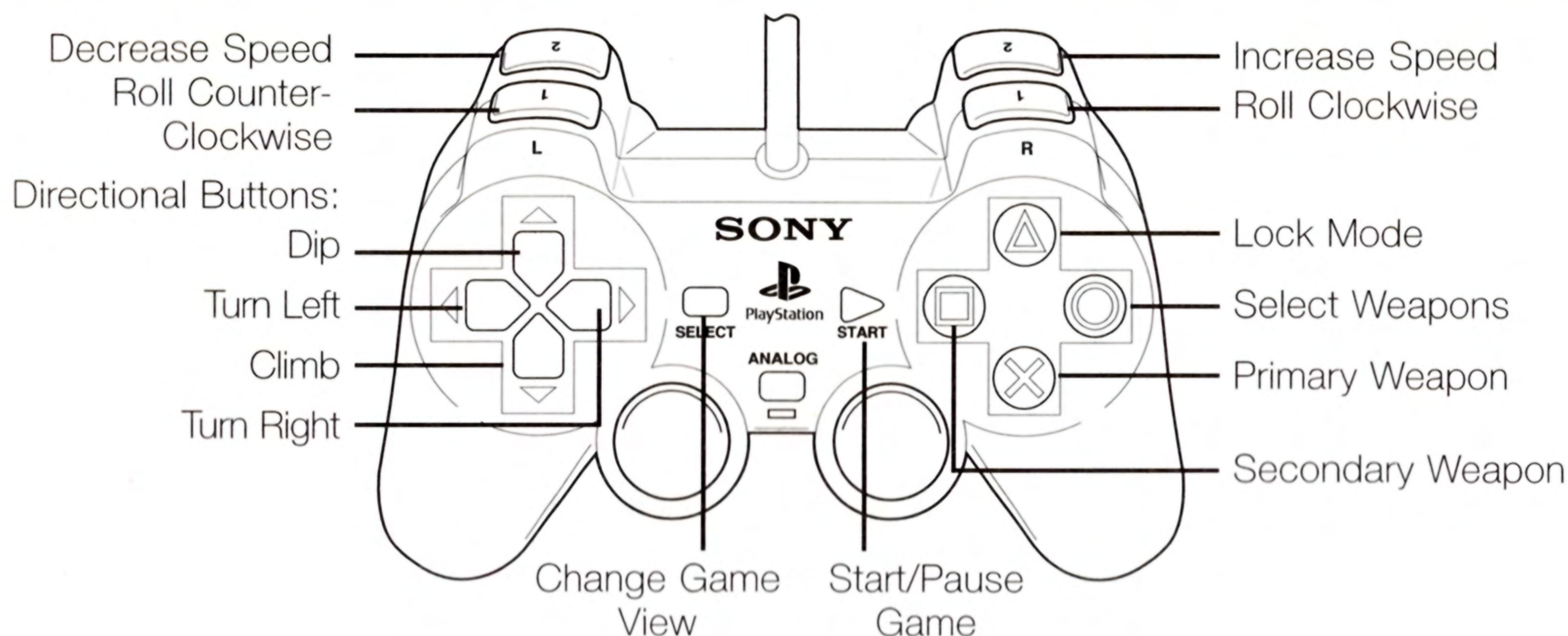
Briefing: The *Typhon* and her *Valkyrie* squadron have been placed at the disposal of our Klingon allies, following a number of recent attacks on their vessels and facilities by what appears to be a force of Borg scout craft. In order to maintain a Klingon presence in this operation, the Empire's ruler, Chancellor Martok, has requested that Lieutenant Commander Worf be given command of the *Typhon* during this mission. It is Starfleet's intention that the *Typhon* locate and intercept these Borg craft in an attempt to prevent any deeper penetration into Klingon space. In the wake of the recent war with the Dominion, Starfleet and Klingon forces are still in the process of rebuilding, so reinforcements will be few. With a border crisis in Breen space occupying the majority of the Federation's starships, the only other Starfleet vessels in the area are the *U.S.S. Sentinel*, currently undergoing engine trials, and the science vessels *U.S.S. Lovell* and *U.S.S. Discovery*. As the top flight pilots in Starfleet's ranks, Red Squad are expected to deal with this threat of invasion swiftly and decisively. Good luck and good hunting!



GETTING STARTED

- Set up your game console according to the instructions provided in its Instruction Manual.
- Always ensure you switch the power Off before inserting or removing a compact disc from the game console.
- Insert the *Star Trek*™ Invasion compact disc and close the disc cover.
- Connect game controllers to the controller ports and switch the power on.
- Follow the instructions on the screen to begin playing *Star Trek* Invasion.
- Make sure you have enough free blocks on your memory card before you begin play.

Do not insert or remove game controllers or memory cards once the power is turned on.



The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the **X** button to accept. Screens without menus will list buttons to press at the bottom of the screen.

GAME RESET

To abort a game in progress, press the **Start** button to pause the game. Then choose **Exit Game**.

ORIENTATION

Red Squad

An elite group of Starfleet cadets, Red Squad's members are drawn from the best of the best at Starfleet Academy for special training programs and unique missions of the utmost secrecy. Although Red Squad has been tarnished in the past by claims of overconfidence and arrogance, the group maintains a reputation for excellence. As a newly-graduated Ensign and a member of this elite squad, you are expected to prove without a doubt that Red Squad is capable of acting with honor, courage and heroism.

***Valkyrie* Offensive and Defensive Systems**

The *Valkyrie*-class attack ship is equipped with a standard weapons arsenal of directed-energy weapons and guided munitions. In addition, its modular weapons array is also capable of accepting enhancements and augmented defense packages as they become available.

Type-9 Phaser: Standard beam phaser, suitable for targets at close range.

Type-10 Phaser: Up-rated phaser cannon, suitable for targets at medium range.

Compression Phaser: Type-10 Phaser with additional plasma compressor providing higher damage at a slower rate of fire.

Photon Torpedoes: Standard projectile munitions with a high-yield matter-antimatter warhead.

Quantum Torpedoes: Advanced projectile munitions with a zero-point energy field warhead.

Gravitic Mines: Deployable proximity mine with graviton-based detonation core.

Tractor and Pressor Beams: Focused linear graviton beams used to manipulate objects across short distances.

SYSTEMS OPERATIONS MENU

Use the directional buttons to choose a menu option, and press the **X** button to select it. Press the **Δ** button to cycle back through your choices.

Start Game — Begin a new *Star Trek* Invasion game.

Memory Databanks — Select a saved game from a Memory Card.

Options — Open the **Options Menu**.

Dual Play — Open the Dual Play **Options Menu** (see Holomatch Play).

Options Menu

Use the **Options Menu** to select settings for gameplay options by pressing the **X** button.

Audio —Adjust volume of sound effects, music or speech.

Video — Center the screen.

Split-Screen — Choose from top and bottom or side by side player views.

Controller Configuration — Displays game control functions.

Vibration —Toggle DUALSHOCK™ Analog Controller vibration function On or Off.

Motion Lock — Switch between default settings.

Energy - Configure Energy Management System to favor engines, weapons or default setting.

View —View the movie sequences as they are unlocked by selecting **Movies**, examine the database of vessels encountered in the archive or check the high score rankings and production credits for *Star Trek* Invasion.

Difficulty —Toggle the game difficulty level between **Cadet** (easy), **Ensign** (normal) or **Lieutenant** (hard).

Pause Menu

Press the **Start** button at any time during gameplay to pause the game and bring up the **Pause Menu**.

Continue —Returns you to your current mission.

Restart Mission — Ends current mission and begins again from start.

Abort Mission — Ends current mission.

Audio Options —Adjust volume of sound effects, music or speech.

Mission Objectives —Review your current mission objectives.

Quit Game — End mission and quit to the **Systems Operations Menu**.

VALKYRIE FLIGHT MODEL (PLAYER CONTROLS)

The **Left** and **Right** directional buttons rotate your *Valkyrie*'s heading anti-clockwise and clockwise, while the **Up** and **Down** directional buttons pitch your ship's nose down into a dive or up into a climb.

L1 Button — ANTI-CLOCKWISE ROLL

Pressing the **L1** button rolls your *Valkyrie* anti-clockwise along its heading.

R1 Button — CLOCKWISE ROLL

Pressing the **R1** button rolls your *Valkyrie* clockwise along its heading.

R2 Button — INCREASE VELOCITY

The **R2** button increases your *Valkyrie*'s speed at Impulse power.

L2 Button — DECREASE VELOCITY

The **L2** button decreases your *Valkyrie*'s speed at Impulse power.

L1 Button ++ — STRAFE TO PORT

Double-tap the **L1** button to strafe left while firing.

R1 Button ++ — STRAFE TO STARBOARD

Double-tap the **R1** button to strafe right while firing.

R2 Button ++ — THRUST FORWARD

Double-tap the **R2** button to gain a momentary burst of acceleration.

L2 Button ++ — ALL STOP

Double-tap the **L2** button to bring your *Valkyrie* to an instant halt.

R2 Button ++ and Hold — AHEAD AT WARP SPEED

Double-tap the **R2** button and then hold it down to accelerate to warp speed.

L2 Button ++ and Hold — REVERSE AT WARP SPEED

Double-tap the **L2** button and then hold it down for full reverse warp speed.

L1 + R1 Buttons — EVASIVE MANEUVERS

Press the **L1** and **R1** buttons together, and use the directional buttons to move.

Hold ○ Button — WEAPONS SELECTION

Use the **○** button to open the weapons selection menu on the lower left of your screen. Once the menu is open, you may use the directional buttons to scroll up and down your weapons listing. Releasing the **○** button will select the highlighted weapon type.

× Button — FIRE CURRENT PRIMARY WEAPON

Press the **×** button to fire the primary energy weapon selected from your inventory.

Hold × Button — CHARGE CURRENT PRIMARY WEAPON

If your primary energy weapon can be charged, press and hold the **×** button to increase the weapon's power; release the **×** button to fire it.

□ Button — FIRE CURRENT SECONDARY WEAPON

Press the **□** button to fire the secondary projectile weapon selected from your inventory.

Hold □ Button — CHARGE CURRENT SECONDARY WEAPON

If your secondary projectile weapon can be charged, press and hold the **□** button to increase the weapon's power; release the **□** button to fire it.

Tap Δ Button — TARGET NEAREST ENEMY

Tap the Δ button once to switch your target lock to the hostile vessel nearest your Valkyrie.

Hold Δ Button — ACTIVATE MOTION LOCK

Press and hold the Δ button to initiate a Motion Lock on an object within range.

L2 + R2 Buttons — REQUEST REINFORCEMENTS

Press the **L2** and **R2** buttons together to request reinforcements from the U.S.S. Typhon; if any Valkyries are available, they will be dispatched to assist you.

L1 + L2 + R1 + R2 Buttons — AFT VIEW

Pressing the **L1**, **L2**, **R1** and **R2** buttons together will switch to a view from the rear of your Valkyrie.

Select — CHANGE VIEWS

Press the **Select** button to cycle through the three views available for play: Cockpit, Full Screen or 3rd Person.

Start — PAUSE GAME

Press the **Start** button to pause the game at any time and enter the Options Menu.

$\bigcirc$ + Δ Button — HUD DISPLAY

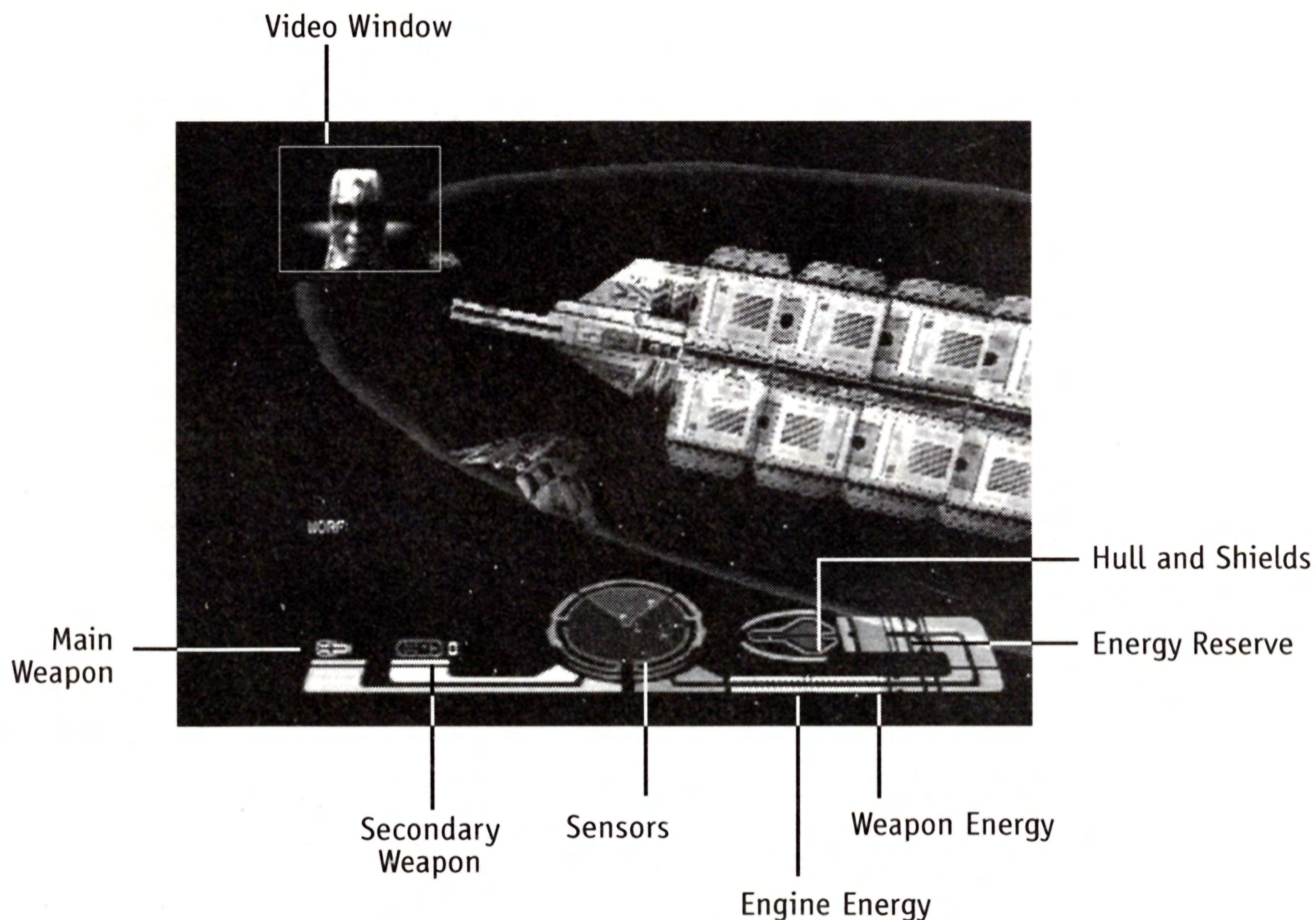
Press the $\bigcirc$ and Δ buttons together to hide or show the HUD display.

GAMEPLAY

Head-Up Display (HUD): Your *Valkyrie*'s HUD is made up of three distinct displays laid out from left to right along the bottom of your screen. At the extreme left are your weapons controls. The first icon indicates your energy weapons compliment and current primary weapon, while the second indicates your projectile weapons compliment and current secondary weapon.

Using **O** button to select your weapons will activate these icons and display your current weapons settings. In the middle of the HUD is your sensor display, which shows the relative position of your ship to allied and enemy vessels in your area as a circular panel. At the far right of your screen are your displays for energy management of weapons and engines, and your current hull and shield strengths.

While aboard the *U.S.S. Typhon*, you may be assigned to man one of the ship's defense turrets. The turret HUD places the sensor display in the top left corner of your screen, and the hull and shields display in the top right corner. During Holomatch play, the HUD elements are arranged with the sensor display in the bottom right corner of the screen, the hull and shields display in the top left corner and the weapons display in the lower left.



Sensors: Your sensor display shows a disc-shaped 360-degree scan of the area surrounding your ship. The dot in the center of the display indicates the position of your vessel, and the triangular wedge at the top of the display represents the area visible in front of your ship.

Colored dots mark the location of other craft in the area; green indicates an allied vessel while red indicates an enemy ship and white indicates torpedoes or projectiles. These indicators will darken if they are below your vessel

Targets behind and to the sides of your vessel are those outside the triangular wedge.

Hull and Shields: All starships have a hull and shield capacity based on their size and power outputs. In order to engage and neutralize enemy vessels, you must first destroy their shields before firing on their hull.

The displays at the lower right of your screen indicate the hull and shield strength of your *Valkyrie* — a blue color indicates that your hull and shields are at optimum power and red indicates that they are weakening. If the displays begin to glow, beware — this indicates that your shields are about to collapse and your hull is in danger of breach.

Energy Management System: The *Valkyrie*'s energy requirements are controlled by the vessel's on-board computer, which shunts power from the main reserve to the engines or weapons as needed. The system has three parts:

- **Energy Reserve** — This is the main pool of energy and all power is distributed from this resource. The reserve can be replenished by picking up Warp Plasma remnants with your ship's Bussard collectors.
- **Weapons Energy Meter** — This gauge shows weapons power usage. Note that using the Motion Lock, Charged Weapons and the Cloaking Device will cause power to drain faster than normal.
- **Engine Energy Meter** — This gauge shows engine power usage. Note that using Warp Speed, Strafing and Evasive Maneuvers will cause power to drain faster than normal.

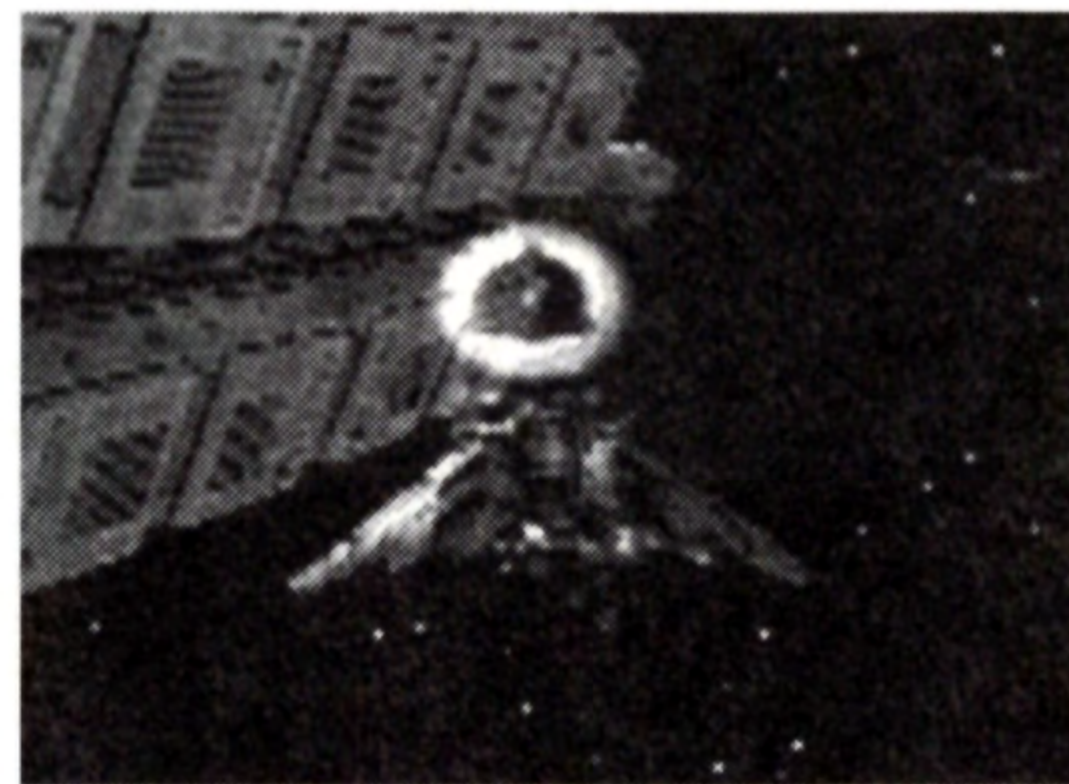
Video Window: During the game, you may receive hails and communications of importance to your mission from other vessels nearby. Visual transmissions are displayed in the Video Window, which appears in the top left corner of your screen as required.

Weapons Enhancements: The modular design of the *Valkyrie*'s hull allows for the installation of modifications and enhancements. As missions progress, the engineering crews aboard the *Typhon* will be able to salvage systems from enemy wreckage and develop technologies to improve your ship's performance. You may also be able to tractor enhancement items aboard your *Valkyrie* as you discover them, where they will automatically be installed.



Reactive Weapons: Scans of enemy vessels have determined that some weapons systems are more damaging to certain species' ships than others. The effects of these reactive weapons can be seen in color changes when they impact the shields of a hostile craft.

Charging Weapons: Certain weapons types have a secondary fire mode which can be implemented by charging the weapon before firing. Primary Weapons can be charged by holding the **X** button, while Secondary Weapons can be charged by holding the **□** button. A charging ring will be



displayed on the screen and when complete, the weapon will be ready to fire. A charged weapon, while taking longer to prepare for firing, will inflict much more damage than it would at a standard setting. Be advised that charging weapons places a heavy drain on your Energy Reserve.

Target Lock: Your *Valkyrie* locks on to the nearest target vessel when the Δ button is tapped. A rotating gun sight will surround the locked target, and a damage bar will be displayed. The bar has two parts, which decrease as the enemy ship takes damage the blue segment shows target shield strength and the red segment shows target hull strength.



Motion Lock: Once your *Valkyrie* has a locked on to a target vessel, holding the Δ button will activate a Motion Lock on that craft. A Motion Lock allows you to orbit the target without breaking off from combat, making it easier to track the enemy.

Tractor Beam: To use the Tractor Beam, select it from your Secondary Weapons compliment, then press and hold the $\square$ button to extend the beam. Guide the beam to the object you wish to tractor and release the $\square$ button. The object will now follow behind your ship. To change the angle of the beam, maneuver your *Valkyrie* to the position you want, then press and hold the $\square$ button to lock and hold the new angle, then release it. If you

continue to hold the button down, the beam will repel the object the longer the button is held, the further the object will be repelled. To deactivate the Tractor Beam, tap the  button once.

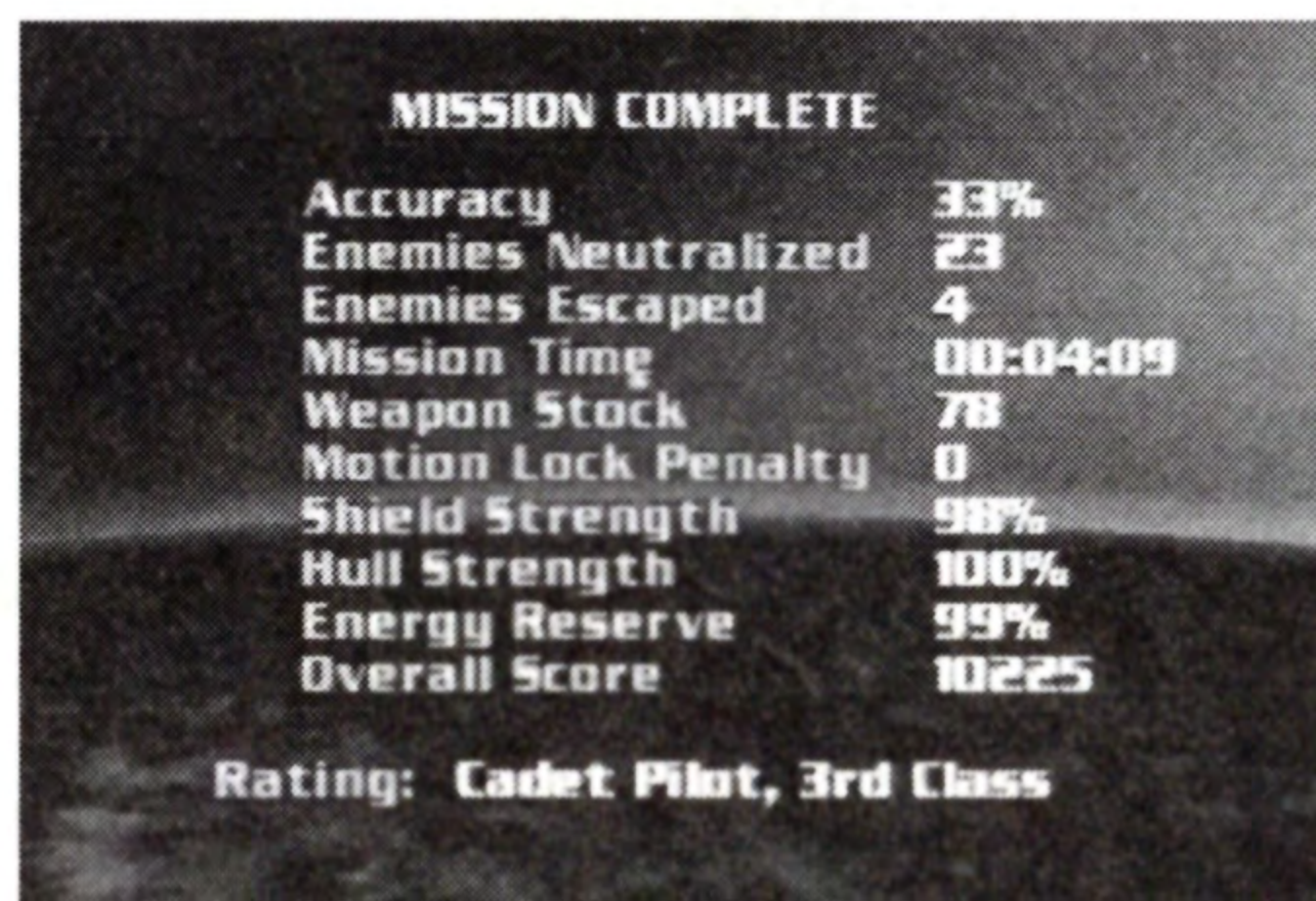
Any object captured by the Tractor Beam will automatically be scanned by the *Valkyrie s* sensors, and results will be relayed to the main screen as required.

Cloaking Device: Frequently used by Romulan and Klingon vessels, a cloaking device renders a starship invisible to sensors by refracting scans through a projected distortion field. A Basic Cloaking module conceals your ship from the enemy, draining power from your Energy Reserve while in operation, but any use of weapons or warp speed travel will deactivate it. An Advanced Cloaking module draws more power than a Basic unit, but is not affected by travel at warp speeds. Cloaking Devices are activated by selecting them from the Secondary Weapons compliment.

Evasive Maneuvers: The *Valkyrie s* navigation computer is programmed with a series of advanced evasive flight patterns that can assist the pilot in dodging objects on a collision course, including homing torpedoes. To engage in Evasive Maneuvers, press the **L1** and **R1** buttons together. Different maneuvers can be made by using the directional buttons.

Warp Plasma: When an enemy craft is destroyed, it may eject energy in the form of Warp Plasma remnants, dispersed from the warp nacelles. These remnants are also found in certain areas of space where high-energy phenomena exist. This plasma can be captured by the Bussard ramscoop collectors on your *Valkyrie* and converted directly into additional energy for

your systems. Two varieties exist; red Warp Plasma provides power to your Energy Reserve, while blue Warp Plasma bolsters your shields.



MISSION COMPLETE	
Accuracy	33%
Enemies Neutralized	23
Enemies Escaped	4
Mission Time	00:04:09
Weapon Stock	78
Motion Lock Penalty	0
Shield Strength	98%
Hull Strength	100%
Energy Reserve	99%
Overall Score	10225
Rating: Cadet Pilot, 3rd Class	

Pilot Rating and Ranking System: As you progress through your missions, your performance is constantly monitored and analyzed. If you display skill in completing your mission objectives and conduct worthy of a Starfleet officer, you will progress up through the pilot rating scale, and may even become eligible for commendations and

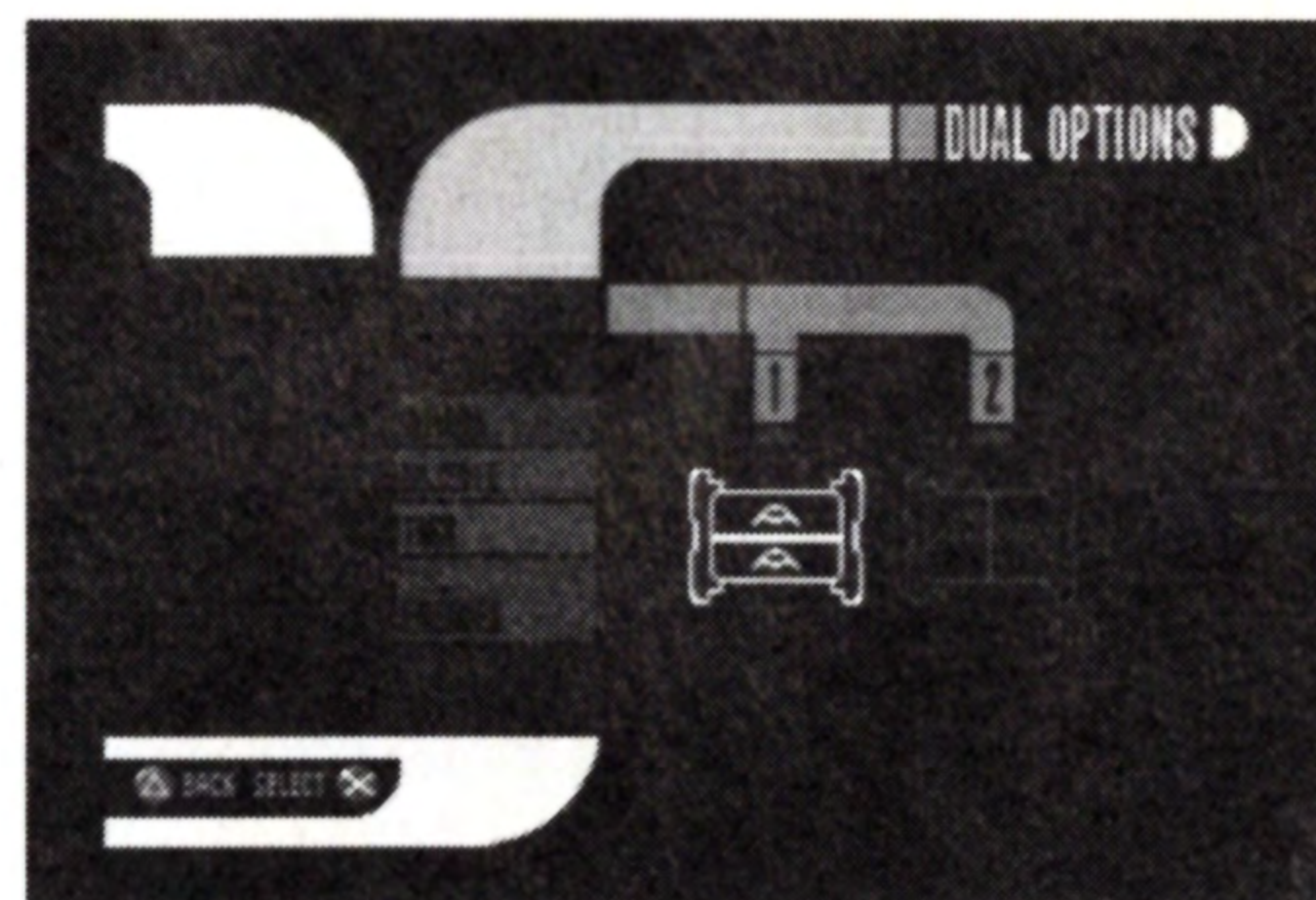
performance awards. After each mission, a performance read-out will be displayed evaluating factors like accuracy, number of enemy ships neutralized, energy reserves remaining and so on; high scores will result in higher performance grades.

TWO PLAYER GAMEPLAY

Dual Play Missions: Five missions are available for two-player games. These missions are not vital to the completion of the main game storyline; instead, they allow players to fly in tandem with another pilot (if a second controller is present) in team or head-to-head engagements.

Holomatch Play: These timed training missions take place inside the *U.S.S. Typhon*'s holodeck, pitting *Valkyrie* against *Valkyrie* in a test of skill and ability. All missions take place within the hologrid boundary walls, providing a border around the combat zone which cannot be penetrated by vessels or weapons fire.

Dual Play Options Menu: This allows pilots to select gameplay settings and holographic elements such as objects, pickups and enemy vessels for placement in the training holoprogram, prior to game start.



- **Time** — Set the length of each round to 60 seconds, 90 seconds, 120 seconds or Infinite.
- **Rounds** — Set the length of the Holomatch to 1 Round, 3 Rounds, 5 Rounds or Infinite.
- **Objects** — If this option is on, the Holomatch arena will generate a random selection of objects and pick-ups.
- **Tags** — A Tag is the successful elimination of an opponent's vessel; once one player scores the number of Tags set in an individual Round, the mission ends. These can be set to 1 Tag, 3 Tags, 5 Tags, 10 Tags or Infinite.
- **Enemies** — If this option is on, up to three additional computer-controlled holographic vessels can be introduced from Cardassian, Romulan or Borg forces.
- **Arena** — Select one of the four Holomatch arena settings for the game, or let the computer make a random choice.

Objects: As well as pickups, the Holomatch matrix will create a random selection of objects to enhance gameplay.

- **Single- and Multi-Blast Units** — These are static objects that can absorb single or multiple hits from weapons fire, and can be used by pilots as cover from attack.
- **Weaponry Vortex** — A gravity well phenomenon; the Vortex will attract projectile weapons fired nearby and deflect them from their intended target.
- **Propulsion Fields** — Passing through a Propulsion Field will give a vessel a brief increase in velocity.
- **Kickback Units** — These objects are invulnerable and will reflect projectile weapons fired at them at random angles; shots bounced off Kickback Units will increase their Tag score.

Training Enhancers: These objects serve as power-ups for player vessels, awarding enhancements and temporary bonuses to ships.

- **Speed** — This Enhancer temporarily boosts the speed of the player's vessel.
- **Temporal Displacement** — This Enhancer briefly freezes the holodeck's countdown timer.
- **Cloaking Device** — This Enhancer acts as a Basic Cloaking unit.
- **Shield** — This Enhancer increases the shields of the player's vessel.
- **Armor** — This Enhancer increases the hull strength of the player's vessel.
- **Power Phaser™** — This Enhancer boosts the destructive power of the player's Phaser weapons.

- **Photon Torpedoes** — This Enhancer adds ten Photon Torpedoes to the player's Secondary Weapons compliment.
- **Quantum Torpedoes** — This Enhancer adds ten Quantum Torpedoes to the player's Secondary Weapons compliment.
- **Stun** — This one-shot Enhancer adds a Phaser Stun setting to the player's Primary Weapons compliment, which temporarily immobilizes enemy ships.
- **Decoy** — This one-shot Enhancer creates a temporary holographic decoy of the player's ship.
- **Extreme Vessel** — This very powerful Enhancer boosts Phaser power, shields, hull strength and speed.
- **Invincibility** — This Enhancer renders the player's vessel temporarily invulnerable to damage.

Holomatch *Valkyries*: Three classes of *Valkyrie* Attack Ship are available for use by pilots in Holomatches, each with their own unique flight characteristics.

- **Orcus** — The standard Mark I *Valkyrie* is highly maneuverable, with good speed and hull strength, but low-powered shield emitters.
- **Griphon** — This *Valkyrie* variant is modified with up-rated engine nacelles for high speed and better shields, but its maneuverability is lower and it has a thinner hull.
- **Scarab** — The toughest class of *Valkyrie*, this variant has good speed and shielding, but is less maneuverable in combat.

CREDITS

Activision

Executive Producer

Rob Letts

Associate Producer

Eric Koch

Production Tester

Peter Muravez

Vice President European

Studios

Julian Lynn-Evans

Executive Vice President

Worldwide Studios

Michael Pole

Global Brand Manager

Jenny Stornetta

Associate Brand Manager

Mike Webster

Vice President — Global Brand

Management

Ehtisham Rabbani

Executive Vice President —

Global Brand Management

Kathy Vrabek

Public Relations

VP Corporate Communications

Maryanne Lataif

Senior Manager,

Corporate Communications

Julia Roether

International Marketing

Product Manager, UK

Chris Lewis

Matti Kuorehjarvi

PR Manager, ROE

Sarah Ricchiuti

PR Manager, UK

Sara Pelton

Marketing Director, Germany

Andreas Stock

Brand Manager, Germany

Achim Kaspers

PR Director, Germany

Markus Wilding

Marketing Director, France

Bernard Sizey

Brand Manager, France

Guillaume Lairan

PR Manager, France

Diane de Domecy

Marketing Director, Asia Pacific

Paul Butcher

Product Manager, Asia Pacific

Leigh Glover

Localizations

Localization Manager, U.K./RoE

Nathalie Dove

Localization Supervisor, UK

Peter Nielsen

Localization Director, Germany

Natascha Conrad

Voice-Over Directed by

Jonathan Knight

Voice-Over Produced by

Laird M. Malamed

QA Credits

QA Manager

Joe Favazza

Senior Project Lead

Joe Favazza

Project Lead

Kragen Lum

Floor Lead

Bruce Campbell

Testers

Jairo Silva

John Cung

Travis Tremblay

Leo Zuniga

Ben Deguzman

Damien Fischer

Kevin Sodini

Special Thanks

Mitch Laskey

Jim Summers

Jason Wong

Indra Gunawan

Tanya Langston

Nicholas Favazza

Nathan Lum

Laird Malamed

Cast

Captain Jean-Luc PicardPatrick Stewart

Ambassador WorfMichael Dorn

Computer VoiceJudi Durand

BorgC.B.

Hur Q Commander/BorgTerrence Beasor

Kam Jahtae CommanderGreg Ellis

Typhon EngineerJenette Goldstein

Klingon CaptainDavid Graf

Kam Jahtae Pilot/BorgDavid McCharen

Captain BrennanTony Pasqualini

Commander Cates/BorgRichard Penn

Ensign Cooper/BorgDavid Randolph

Captain BlackwoodWendy Schenker

Cardassian Commander/BorgJoel Swetow

WingmenAnthony Hatch Korotko, Matt

Prescott Morton, Erica Deonne, Anna Mac

Casting DirectorRon Surma

Casting AssistantChad Struck

Loop Group CastingBarbara Harris

Mary Ellen Forman

Voice Over Recorded atPOP Sound

Viacom Consumer Products/ Paramount Pictures

Director, Product Development —

Interactive and Technology

Harry Lang

Supervisor, Product Development —

Interactive and Technology

Daniel Felts

Special Thanks

Pam Newton, Terri Helton,

Andrea Hein, Juliet Dutton,

Rick Berman, Peter

Lauritson, Dave Rossi

Very Special Thanks

Gene Roddenberry

Warthog

Programming

Lead Programmer

Mike Anthony

Programmers

Dave Anthony, Steve Davies,

John Gibson,

Martin Turton, Tim Coupe

Artwork

Lead/Conceptual Artist

Han Randhawa

Artists

Nathan Roberts, Marcus

Tanner, Steven Millership,

Andrew Whalley, Nolan

Rowles

Design

Lead Designer

Haydn Dalton

Designers

Chris Graham

Andy Santos

CUSTOMER SUPPORT

Internet Customer Support

support@activision.com or <http://www.activision.com>

Other Contact Methods

Fax (310) 255-2151

Mail Activision, Customer Support, P.O. Box 67713,
Los Angeles, CA 90067

Phone Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you have encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

FIGHT BACK TO SAVE THE UNIVERSE

With BradyGames *Star Trek*® Invasion Official Strategy Guide

IN THIS GUIDE YOU'LL GET:



- A DETAILED WALK-THROUGH OF EACH MISSION
- TIPS AND STRATEGIES FOR MULTI-PLAYER GAMING
- COMBAT TACTICS FOR FIGHTING IN AND AGAINST VARIOUS SPACE CRAFTS
- ENEMY AND WEAPONS PROFILES, AND MORE!

To purchase the BradyGames *Star Trek*® Invasion Official Strategy Guide, visit your local electronics, book, or software retailer or order the book via the web at www.bradygames.com.

UPC: 7-52073-00002-8

ISBN: 0-7440-0002-5

\$12.99 US / \$18.95 CAN / £11.50 Net UK

SUGGESTED RETAIL PRICE

www.startrek.com

BRADYGAMES
TAKE YOUR GAME FURTHER™



Activision, Inc. P.O. Box 67713 Los Angeles, CA 90067

™, ®, & © 2000 Paramount Pictures. All rights reserved. Star Trek and related marks are trademarks of Paramount Pictures. Developed by Warthog. Published and distributed by Activision. ©2000 Activision, Inc. Activision is a registered trademark of Activision, Inc. All other trademarks and tradenames are properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



ACTIVISION