STAR TREK

BORG

THE INTERACTIVE MOVIE

SIMON & SCHUSTER INTERACTIVE

Minimum Requirements

For Windows® 95, Windows® 3.1 and DOS:

- 5 MB hard disk space for *STAR TREK: Borg* the interactive movie
- 8 MB hard disk space for the Picard Dossier
- Color SVGA monitor: display size 640x480 with 16 bit color support recommended
- 16 bit audio card 100% Soundblaster compatible
- Pentium required, 90 or better recommended
- 8 MB RAM
- 20 MB uncompressed hard disk space
- Double speed (2x) CD-ROM drive or faster
- VESA local bus or PCI video card

Macintosh®:

- 5 MB hard disk space for *STAR TREK: Borg* the interactive movie
- 8 MB hard disk space for the Picard Dossier
- Color monitor: display size 640x480 with 16 bit color support
- Power PC or 68/040, 40 Mhz minimum
- 16 bit sound card
- The program will run on System 7.5 or better.
- 8 Mb RAM
- 20 Mb uncompressed hard disk space
- Double speed (2x) CD-ROM drive or faster

Installation

The Interactive Movie

Windows 95: To install, place the STAR TREK Borg CD1 in the CD-ROM drive. Click on "My Computer" and then on the icon for your CD-ROM. Double click on the "Setup" icon. Follow the on-screen instructions.

DOS: To install, place the STAR TREK: Borg CD1 in the CD-ROM drive. In DOS, type "D:\" and enter (where "D" is the CD-ROM drive). Type "install" and enter. Follow the on-screen instructions.

MAC: To install, place the STAR TREK Borg CD1 in the CD-ROM drive. Double-click on the icon "STAR TREK BORG Borg installer". Follow the on-screen instructions.

The Picard Dossier

Windows 3.1/95: Go to FILE/RUN (Win 3.1) or START/RUN (Win 95). Browse your CD for setup.exe. and run it.

MAC: Place the STAR TREK Borg CD2 in the CD-ROM drive. Doubleclick on Picard Dossier Installer. See ReadMe file for additional help.

Program Optimization

STAR TREK: Borg is best viewed with monitor contrast set well above average and brightness levels set below average. Select the "Enhanced Audio" icon if you have a 4X CD ROM drive with your Pentium class processor. If you are using a 2X CD drive and/or a slower processor you can improve the performance of the interactive movie by turning off Smart Drive. See the Readme file for additional information.

STAR TREK:™ Borg™ is an action-filled adventure through approximately 120 minutes of full screen video. You will plunge headfirst into the interactive STAR TREK movie and be guided by Q, an omnipotent, time-traveling godbeing. You must learn about the Borg as you serve aboard the starship U.S.S. Righteous and complete an away mission to the Borg Cube in order to defeat the galaxy's greatest menace.

You begin the experience as Cadet Furlong, a junior member of Starfleet. Q challenges you to go back in time ten years with him to the moment just before the Borg destroy the U.S.S. Righteous, vaporizing your father—Lt. Furlong—as well as everyone else on the ship. If you accept, Q replaces Security Officer Lt. Sprint's consciousness with your own so you can reverse history, and save your father, as well as the crew of the Righteous. Using the special tricorder Q gives you as well as your own eyes, ears and other abilities, you must gather information to help defeat the Borg. The decisions you make determine the course of the adventure as you fend off the invasion—and your failure could doom the future of the entire Federation.

Q (also Dr. Quint)—John de Lancie

Omnipotent godbeing with a dangerous sense of humor who tampers with the time/space continuum so you can change history, save your father and the crew of the Righteous. When he accompanies you back in time he takes over the body of Dr. Quint.

Captain Andropov—Barry Lynch

Captain of the U.S.S. Righteous, an Excelsior-Class Federation starship.

Counselor Biraka (Lt. Commander Bennington Biraka)—John Cothran, Jr.

Ship's Counselor aboard the Righteous:

Ensign Targus—Marnie McPhail

Friend of your father's from the academy who serves with him aboard the Righteous.

Lt. Furlong—Jeff Allin

Your father, who was killed by the Borg while serving aboard the U.S.S. Righteous when you were a child.

Cadet Furlong/Lt. Sprint—You

When you go back in time, Q replaces Lt. Sprint's consciousness with your own. Lt. Sprint was the Security Officer on the bridge of the Righteous. You retain most of his personal and some of his professional memories.

The Borg

Cybernetic humanoids connected to each other through a Collective mind. The greatest enemy the Federation has ever faced.

Controlling the Interactive Movie

At key points in the experience a cursor appears and you can use the mouse for either of two functions: accessing Information Points (IP) or choosing Decision Points (DP).

Information Points:

Q has created a special Tricorder that will help you scan and learn what you need to know about areas of the ship, the crew, specific objects and the Borg. To use your Tricorder:

- Stop the movie at any time with a click of the left mouse button. Action will freeze and a rotating Tricorder icon will appear. Use the mouse to move it around the environment. The cursor will stop rotating when it detects an Information Point. Target the area, person or object you want information about and single click the left mouse button. The Tricorder will give you a reading.

- On the Tricorder viewscreen, click on the triangle icon or "MORE" if you want to fast forward to a screen listing related topics. These references are hyperlinked and you can access them with a single click on the buttons next to them.

- Click on "Exit" when you want to return to the movie. You will return to the scene you left, still frozen. Click twice anywhere on the visual display to continue the action.

Tip: when you are searching for IPs, move the cursor slowly around the screen to make sure you do not overlook any important ones.

Decision Points

The heart of the adventure is the Decision Point, the moment when you choose what to do—or to do nothing. When the music swells and a spinning Borg cube appears, you must make a decision. Target and single click on the person, object or sequence of on-screen buttons which best corresponds to your decision, or do nothing—but be prepared to deal with the consequences of your actions.

Cursor Controls

Information Points

Decision Points

Information Points

■ Single click the left mouse button anywhere on the screen.

■ The movie will pause and a rotating Tricorder cursor will appear. (It will not appear unless you click for it.)

■ Move the Tricorder cursor slowly around the screen until it stops rotating.

When the Tricorder cursor stops rotating, you have detected an Information Point and can receive information about the person or object:

■ Single click to scan your target. Your Tricorder will appear with the information (and the cursor will start rotating again).

■ In some cases you can single click the graphics for additional information you may need (schematics, diagrams, etc)

■ The last screen of each entry is a list of hyperlinked related topics. To access the information on a topic single click the button next to it.

■ If you want to skip the audio and get directly to the related topics screen, single click the Fast Forward triangle icon or "MORE" button.

■ Single click on "Exit" when you want to return to the experience.

■ The action will still be frozen. Double click anywhere on the screen to continue.

Decision Points

When the spinning Borg cube appears, you must make a decision:

■ Single click the person, object or on-screen button related to your decision.

■ If you decide to do nothing, **don't click anywhere**.

■ Be prepared for the consequences of your decision...

Keyboard Controls

Save/Quit

- "S" key: Saves the movie at the current position. You can create multiple "save" points on the time line. You can Resume your game or choose Batch Play, which allows you to watch the movie straight through to where you last saved it. Great for parties.

- "Q" key: Initiates the exit sequence.

Short Cuts

For super spiffy cheat codes, visit our Internet Web Site:

http://www.ssitrek.com/trek.

Credits

STAR TREK:™ Borg™

Executive Producer:
Keith Halper

Producer:
Elizabeth J. Braswell

Borg Designee Alpha 1 of 4:
Kimberly Ann Kindya

Software Developed by
Touchscreen Media Group, Inc.

TrueMotion® Video Technology by
The Duck Corporation

Software Developed by
The Imergists, Inc.

The Interactive Movie

Starring
John de Lancie as "Q"

Associate Producer
Terri Potts

Music by
Dennis McCarthy

Creative Consultant
Ronald D. Moore

Produced by
Dan Dugan

Written by
Hilary Bader

Directed by
James L. Conway

Starring:
Barry Lynch
John Cothran, Jr.
Murray Rubinstein
Marnie McPhail
Jeff Allin
Juli Donald
Majel Barrett

Additional Writing:
Keith Blanchard

Editor:
Jim McQueen

Director of Photography:
Marvin V. Rush, A.S.C.

Art Director:
Michael Mayer

Casting:
Ron Surma

First Assistant Director:
Adele Simmons

Second Assistant Director:
Dinah Lehoven

2nd Second Assistant Director:
Laura Sylvestor

Visual Effects Supervisors:
Ronald B. Moore
Eddie Williams

Visual Effects Coordinator:
Cheryl Gluckstern

Graphic Consultant:
Michael Okuda

Graphic Artist:
Geoff Mandel

Scenic Artist:
Wendy Drapanas

Make-Up Consultant:
Michael Westmore

Key Make-Up Artist:
Dave Quaschnick

Make-Up Artist:
Barry Kopper

Make-Up Artist:
Sharon Helgstad

Hair Stylist:
Michael Moore

Hair Stylist:
Norma Lee

Camera Operator:
Doug Knapp

1st Assistant Camera:
Chris Ishii

Video Engineer:
Guy Jones

Still Photographer:
Jim Sheldon

Property Master:
John Nesterowicz

Assistant Property Master:
Charlie Russo

Costume Supervisor:
Kim Shull

Key Costumer:
Stephanie Lipsky

Key Costumer:
Len Levitt

Set Costumer:
Pamela Berggren

Pattern Maker:
Vickie Dennison

Table Person:
Marilyn Basaker

Production Coordinator:
Keira Morrisette

Production Assistant:
Michael Spierer

Production Assistant:
Shannon Yunich

Accountant:
Stella Rubin

Craft Service:
Jennifer Newell

Script Supervisor:
Cosmo Genovese

Set Decorator:
Laura Richarz

Leadman:
Dennis Vannatta

Swing:
Greg Renta

Sound Mixer:
Greg Agalsoff

Boom Operator:
Paul Miller

Utility:
Ron Cooper

Special Effects Foreman:
Mark Stimson

Special Effects Coordinator:
Dick Brownfield

Special Effects:
Amanda Karnes

Special Effects Labor.:
Rick Hester

Stunt Coordinator:
Joe Stone

Transportation Captain:
Myron Shepherd

Construction Coordinator:
Al Smutko

Construction Foreperson:
Ken White

Labor Foreman:
Ron Voss

Prop Foreman:
Raymond Rarick

Propmaker:
Eric Lampuu

Propmaker:
Zolton Olgyay

Propmaker:
Ed Williams

Propmaker:
Caig Handberg

Head Painter:
William Hutchinson

Painter:
Martin Charnuck

Standby Painter:
Ruth Pulido

Draper:
Lucia Faretta

Key Grip:
Randy Burgess

Best Boy Grip:
Tom Bookoout

Grip:
Pat Vitolla

Grip:
Jaydevlin

Grip:
BillBlackman

Sound Supervisor:
Bill Wistrom

Dialogue Editors:
Ashley T. Harvey
Jivan Tahmizian
Ruth Adelman
Wilson Dyer

Effects Editors:
Guy Tsujimoto
Masanobu "Tomi" Tomita
Jeff Gersh
Eric Williams

Re-Recording Artists:
Chris Haire, C.A.S.
Richard L. Morrison, C.A.S.
Doug Davey, C.A.S.

Recordist:
Chris Elam

ADR Mixer:
Marty Church

ADR Recordist:
Daryl Lathrop

Foley Mixer:
Christopher Trent

Foley Artists:
Jerry Trent
Audrey Trent

Engineering:
Jeff Malham

Music Editors:
Carolyn J. Bahr
Allan K. Rosen

Teleprompter:
Lynn Greenberg

Digital Optical Effects:
Digital Magic

Editel

Editing Facility:
Unitel Video

Post Production Sound:
Modern Sound
Hollywood, CA

The Team at Simon & Schuster Interactive

The Techno-Credits

Touchscreen Media Group, Inc.

Executive Producer
Cheryl Moellenbeck

Business Affairs
Dennis McCole

Producer
Mary Anne Long

Creative Director
Peter Fink

Compressionist
Saul Rubin
Mario Geddes

Writer
Tita Beale

Programmers
Susan Lambe
Francine Perlman
Kev Ashley
Chip Kaye

Production Assistants
Stephanie Mittak
Peter McCole

The Imergists, Inc.

Producer & senior programmer:
Peter Mackey, Imergy.

Programming & integration:
Stephanie Triggiani

Production:
Tracy Nasse,
Jan Thompson,
Patricia DiPasquale

President:
Flora Perskie

Vice President:
Thomas Weisz

Creative Director:
Debra Leeds

Director, Multimedia Productions:
Richard Spitalny

The Duck Corporation

Stan Marder
Eric Ameres
John Gabriel
Gerry Rossi
Mark Whittemore