STAR TREK: DEEP SPACE NINE®

The saga continues...

THE FALLEN

STAR TREK
DEEP SPACE NINE®

TEEN
T
CONTENT RATED BY
ESRB

Mac

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CONTENTS

MISSION BRIEFING

OBJECTIVE

As one of three *Deep Space Nine* crew members, you will battle your way through a series of increasingly perilous missions. You must protect DS9, and the entire Alpha Quadrant, from a host of rival factions determined to retrieve and exploit the destructive potential of the lost Orbs.

PERSONNEL

You may assume the role of Captain Benjamin Sisko, Major Kira Nerys, or Lieutenant Commander Worf. Your missions, objectives, and challenges will vary significantly depending upon your character choice.

Captain Benjamin Sisko

Sisko is the commander of the Deep Space Nine station. In addition to the obvious responsibilities and challenges this presents, Sisko has the honor and weight of being the Emissary of the Prophets for the people of Bajor.

Major Kira Nerys

Kira, a native Bajoran, began her Starfleet career after distinguishing herself as a Resistance fighter during the Cardassian occupation of Bajor. While a part of the Resistance, she formed some close friendships, including one with a man named Obanak Keelen.

Lt. Commander Worf

Worf, a Klingon serving onboard Deep Space Nine as a Starfleet officer, often proves himself invaluable for his fighting skills and battle experience.

Note: To get the most out of *DS9: The Fallen*, it is recommended that you play through the entire game from each character perspective.

QUICK START

MOUSE
Primary Fire	Mouse Button

KEYBOARD
Secondary Fire	Control Key
Move Forward	W or Up Arrow
Move Backward	S or Down Arrow
Strafe Left	A or Comma
Strafe Right	D or Period
Turn Left	Left Arrow
Turn Right	Right Arrow
Jump	Spacebar
Crouch	C
Select Next Weapon	Apple/Command Key or Number Pad Plus
Select Previous Weapon	Alt/Option Key or Number Pad Minus
Select Weapon	1-9, (not on Number Pad) see pages 14-17
Holster/Re-equip Weapon	0, see pages 14-17
Next Inventory Item	Right Bracket
Previous Inventory Item	Left Bracket
Use/Activate	Return Key
Restart Level	Delete Key

SPECIAL COMMANDS
Communicator	F1
Activate Tricorder	F2 or T
Scan (Using Tricorder)	Control Key
Show Objectives	O
Activate PADD	Esc

SYSTEM REQUIREMENTS

Computer: Power Mac™ G3, 64MB RAM
Operating system: 8.0 or higher
Drives: Minimum Install 150MB, Full Install 600MB
Video: 256 Colors or Higher Graphics Capability

GETTING STARTED

INSTALLATION

To begin installation, quit all other applications and place the
DS9: The Fallen disc into your CD-ROM drive.

- Double-click the *DS9: The Fallen* icon to open the program window.
- At the top is a pop-up menu with the following options:
        Minimum Install
        Full Install (default option)
- Click the Install button to install *DS9:The Fallen* on your Mac.
- For best game performance, choose "Full Install" from the pop-up menu
  and then click the Install button.

Use the pop-up menu to determine where *DS9: The Fallen* will be installed.
The default location is the main hard drive.

LAUNCH SCREEN

Once *DS9: The Fallen* has been installed, a window will appear presenting a Continue and Quit option.
Quit places you in the Finder, where you can begin a game by going to the folder where you installed
the game and double-clicking the DS9: *The Fallen* icon.

The Continue option returns you to the installer, which allows you to reinstall the game (for example,
installing the full version rather than the minimum install version).

MAIN MENU

LCARS INTERFACE

The main menu is the heart of *The Fallen's* LCARS interface (Library Computer Access and Retrieval System). This menu is activated whenever you launch *DS9: The Fallen* and it can be accessed at any point while playing the game via your PADD (see section on PADD below).

While the main menu is open, use the **Arrow** keys to navigate through the different options and **Enter** to select. Your choices from the main menu are as follows:

- **New Game:** Select this option to start a new game and choose your player character (Sisko, Kira, or Worf).
- **Load Game:** Use this option to select and load a previously saved game.
- **Save Game:** This option allows you to save your current game. Saved games are named automatically based upon the mission, player character, and mission time.
- **Options:** Choosing this will open the Options customization menu.
  - **Video:** Adjust these settings to optimize visual performance on your computer. If you experience performance problems, consider lowering or switching off details.
  - **Audio:** You can adjust the game's sound configuration here.
  - **Controls:** This menu allows you to customize keyboard and mouse controls.
  - **Input:** This enables you to select and adjust various controller options, such as enabling the use of a joystick. Also, if your aim needs a little help, move the **Auto Aim** slider to the far right. Conversely, if you want total control of your aim, move the **Auto Aim** slider to the far left.
  - **Quit:** This option allows you to end your current game session. You will be prompted to confirm.

CONTROLS

The default control configuration will allow you to play *DS9: The Fallen* using the keyboard and mouse together or just the keyboard. It is recommended that you use the keyboard and mouse simultaneously for more fluid and responsive control.

All keyboard and mouse controls can be customized through the **Options** menu. The following are the default controls:

Move Forward	W or Up Arrow
Move Backward	S or Down Arrow
Strafe Left	A or Comma
Strafe Right	D or Period
Turn Left	Left Arrow
Turn Right	Right Arrow
Jump/Up	Spacebar
Crouch/Down	C
Sneak	Shift (left or right) - Hold down to use.
Walk	V - Hold down to use.
Look Up	Mouse: Move Forward or Number Pad Page Up
Look Down	Mouse: Move Backward or Number Pad Page Down

Center View	End Key
Examine (1st Person)	E - Hold down to use
Primary Fire	Mouse Button
Secondary Fire	Control Key
Select Weapon	1 through 9 (not on Number Pad) see pages 14-17
Next Weapon	Apple/Command Key or Number Pad Plus
Previous Weapon	Alt/Option Key or Number Pad Minus
Holster/Re-equip Weapon	0, see pages 14-17
Increase Phaser Modulation	Equals (Not on the Number Pad)
Decrease Phaser Modulation	Minus (Not on the Number Pad)
Next Inventory Item	Right Bracket
Previous Inventory Item	Left Bracket
Use/Activate	Return
Communicator	F1
Activate Tricorder	F2 or T
Scan (Using Tricorder)	Control Key
SIMMS Beacon (Flashlight)	F3
Respirator	F4
Use Hypospray	H
Show Objectives	O
Restart Level	Delete Key
Activate PADD	Esc
Pause	P
Quick Load	F5
Quick Save	F6

HEADS UP DISPLAY

The Heads Up Display (HUD) provides crucial information through a range of indicators, status meters, icons, and messages.

COMMUNICATOR PANEL

TRICORDER DISPLAY

CROSSHAIR

HEALTH METER

EQUIPPED WEAPON

SHIELD METER

INVENTORY ICON BAR

ACTIVATED ITEM

- **Health Meter:** Your health is represented both numerically and graphically (as a blue bar) on the lower left side of the screen.
- **Shield Meter:** If you are equipped with a Shield Belt, the remaining energy is displayed numerically and graphically (as a green bar) to the right of the Health Meter.
- **Equipped Weapon:** The lower right corner of the HUD displays your currently equipped weapon. Available ammunition is represented numerically underneath the weapon icon.
- **Crosshair:** This marker indicates where you are currently pointing your weapon or tricorder.
- **Inventory Icon Bar:** This section of the HUD appears when you are selecting an inventory item (see the section on inventory items).
- **Activated Item:** If you have activated an item with a limited power supply, it will be displayed along with a power gauge in the lower left of the HUD, next to your equipped weapon.
- **Communicator Panel:** Communication with crew members and other characters is displayed in the top left of the HUD (see the section on the communicator).
- **Tricorder Display:** Activating your tricorder will open up its display in the top right corner of the HUD.

PADD (Personal Access Display Device)

Pressing **Esc** during a game will pause the game and open your PADD (Personal Access Display Device). This interface allows you access to mission critical information and other features outlined below.

While your PADD is open, use the Arrow keys to navigate through the different options and **Enter** to select.

Press **Esc** at any time to close the PADD and resume your game.

- **Mission Objectives:** Review the objectives you must achieve to complete your current mission. Completed objectives are marked.
- **Tactical Data:** This is a database of useful background information that expands as you progress through your adventure.
- **Communications Log:** Review a communications transcript for your current mission.
- **Retrieved Files:** This is a storage area for files you have copied from other databases during your current mission.
- **Main Menu:** This opens the main menu interface. Go here to reconfigure your setup or Load, Save, or Quit.
- **Resume Game:** Close the PADD and return to the game.

COMMUNICATOR

All Starfleet personnel are issued a combadge—a subspace and RF communications device incorporated into the Starfleet emblem worn on the Starfleet uniforms.
This communicator enables voice contact between crew members aboard both ship and during away missions. Maintaining communication with the rest of your team will help you to complete each mission.

To activate your communicator, press the **F1** key (default). The communicator interface will appear in the top left corner of the HUD, displaying a list of crew members who can be hailed.

Cycle through the crew members using the **Option** or **Apple/Command** keys. To hail the selected crew member, press **Mouse Button**.

Note: You can abort by pressing the **F1** key.

Note: In certain missions you may lose your combadge or communications may be blocked. In these situations, you're on your own.

WEAPONS

SELECTING A WEAPON

You will face many threats during your adventure. To survive you must defend yourself using a variety of weapons. You will begin most missions with one or more armaments. However, to increase your chances of survival, you may need to locate other alien firearms within each environment.

The equipped weapon is displayed in the lower left of the HUD along with its ammo meter. You can use the **0 – 9** keys for instant weapon selection or you can cycle through your arsenal using the Previous/Next Weapon controls (the **Apple/Command** and **Option** or NumPad **Plus** and **Minus** keys are the default controls).

Note: Pressing the **0** key will toggle between holstering your weapon and re-equipping the previously selected weapon.

While cycling through your arsenal, the weapon icon bar appears in the lower right corner of the HUD. Click either the Primary or Secondary Fire s to equip the selected weapon.

WEAPON CHART
UNARMED COMBAT   0

Primary Fire: Punch.
Secondary Fire: Kick while standing. Punch while running.
While "sneaking," both primary and secondary attacks are replaced with a powerful knockout blow. If you sneak up on an opponent without being detected you may be able to knock them out with a single, precision attack.

TYPE-2 PHASER PISTOL
AUTONOMOUS RECHARGE
TECHNOLOGY: STARFLEET   1

Primary Fire: Tap the trigger to fire a single pulse of phased energy. Hold down the trigger for a continuous beam.
Secondary Fire: Hold down the trigger to adjust the phaser's modulation. See "Phaser Modulation" section.

PHASER PISTOL
AUTONOMOUS RECHARGE
TECHNOLOGY: BAJORAN   1

Primary Fire: Tap the trigger to fire a single pulse of phased energy. Hold down the trigger for a continuous beam.
Secondary Fire: Hold down the trigger to adjust the phaser's modulation. See "Phaser Modulation" section.

BAT'LETH
BLADED WEAPON
TECHNOLOGY: KLINGON   1

Primary Fire: Swing the bat'leth to deliver powerful melee attacks.
Secondary Fire: Swing the bat'leth while running. Kick your opponent while standing.
Note: You will only have access to this weapon during Worf's missions.

TYPE-3A PHASER RIFLE
COMPRESSION CONFIGURATION
TECHNOLOGY: STARFLEET   2

Primary Fire: Emits a powerful compressed phased energy beam.
Secondary Fire: Press and hold the secondary trigger to zoom in using the rifle's sniper scope. Press the secondary trigger again to return to normal view.

GRAVITIC MINES
ANTIPERSONNEL MODEL
TECHNOLOGY: STARFLEET   3

Primary Fire: Place the proximity mine. In this mode the mine will detonate when a moving object strays into its activation radius. The mine becomes armed one second after placement.
Secondary Fire: Place the delay-detonation mine. In this mode the mine will detonate three seconds after placement.

GRENADE LAUNCHER
ALTRITIUM EXPLOSIVES
TECHNOLOGY: STARFLEET   4

Primary Fire: Ejects altritium grenades that bounce off terrain.
The grenades will detonate on contact with a viable target or 3 seconds after launch.
Secondary Fire: Pre-load up to 6 grenades to allow rapid fire.

DISRUPTOR RIFLE
REPEATER-DISPERSION MODEL
TECHNOLOGY: CARDASSIAN   5

Primary Fire: Tap the trigger to fire a single-phase disruptor bolt.
Hold the trigger for rapid-fire mode.
Secondary Fire: Delivers a devastating cluster of disruptor bolts.

POLARON PULSE RIFLE
M4 CONFIGURATION
TECHNOLOGY: DOMINION   6

Primary Fire: Projects a diffuse pulsed polaron beam capable of striking multiple targets in a single shot.
Secondary Fire: Launches a chemically enhanced polaron bolt. On impact the bolt releases a lethal nerve agent.

SHOCK BLADE
NEUROELECTRIC WEAPON
TECHNOLOGY: DOMINION   7

Primary Fire: Hold the trigger to discharge a severe energy shock beam. The weapon is only effective within a short range—approximately 15 feet.
Secondary Fire: Powerful melee attack that combines the weapon's blade with a powerful neuroelectric shock.

PLASMA THROWER
IONIZED GAS TORCH
TECHNOLOGY: GRIGARI   8

Primary Fire: Hold the trigger to release a short-ranged jet of plasma—extremely hot, ionized gas. This is effective within approximately 15 feet.
Secondary Fire: Tap the trigger to launch a condensed bolt of plasma.

EM PULSE CANNON
ELECTROMAGNETIC WEAPON
TECHNOLOGY: GRIGARI   9

Primary Fire: Tap the trigger to fire a pulse of electromagnetic energy.
Secondary Fire: Hold down the trigger to build up the intensity of the EM pulse. At maximum charge, the pulse is devastating.

PHASER MODULATION

It is possible to alter the modulation of the Starfleet, Bajoran, and Cardassian Phaser Pistols using the Secondary Fire trigger.

To adjust the modulation, either hold down the Secondary Fire trigger and use the Turn Left and Right controls to move the slider, or use the **Minus** and **Equals** keys (on the keyboard) to move the slider.

If you adjust the modulation of your phaser to match the frequency of a force field, you will be able to shoot through it. This can prove strategically advantageous in many situations. To determine the frequency of a force field you will need to locate the field generator and scan it with your tricorder.

Certain objects and species possess shielding. Use the same approach to determine the field frequency.

Note: It may not always be possible to locate a force field's generator. In that case you will be unable to shoot through the field using your phaser.

INVENTORY ITEMS

SELECTING AN ITEM

Equipment and other useful items are stored within your inventory and can be activated when you are ready to use them.

SELECTED ITEM

ACTIVATED ITEM SUPPLY

QUANTITY

Select an item from the inventory icon bar using the Previous/Next Item controls (the bracket keys [ ] are the default).

The selected item is highlighted in the middle of the icon bar.
To activate an item press the Use button (Enter key is the default).
Certain items have an exhaustible power supply—such as the Wrist Beacon. When in use, these items are displayed with a power gauge in the lower left of the HUD.

TRICORDER

The TR-590 Tricorder X is a handheld sensing, computing, and data-communications device. You will begin most missions with this invaluable piece of equipment. The tricorder can be activated and deactivated using either the T or F2 keys (default) or by selecting it from the inventory icon bar (see "Inventory Items" for details).

Your equipped weapon will be holstered while the tricorder is activated. It is advisable, therefore, not to activate your tricorder in combat situations. Note that your weapon will automatically be re-equipped when you deactivate the tricorder.

On activation, the tricorder screen will pop up in the top right of the HUD. While scanning, the display shows the location of life-forms, objects, and unusual energy readings surrounding your current position. A description of each reading will be displayed when it is targeted with the tricorder reticle.

The field of view (FOV) for a life-form (or surveillance system) is displayed as a cone of light. Be careful to stay out of an enemy's field of view to avoid detection.

The tricorder will also help you to locate Transporter Zones—areas within an environment where transport is possible. The zones are represented as bluish clouds of energy and the transporter indicator will flash once a lock is established.

Clicking the Primary Fire trigger (the **Mouse** Button is the default) will switch between TOP-DOWN and 3D viewing modes.

To obtain a detailed analysis of an object, target it with the tricorder reticle and then press and hold down the Secondary Fire trigger (the **Control** Key or **Alt** key is the default).

Here are a few of the other common inventory items:

- **Wrist Beacon:** This wrist-mounted flashlight has two modes—directional and ambient. Click the **Use** button to switch between modes and deactivate the flashlight.
  Note: The wrist beacon's battery will slowly recharge when the beacon is not in use.

- **Respirator:** This environment mask filters contaminated air and allows the wearer to breathe underwater for extended periods.
  Note: The air supply will slowly replenish when not in use.

- **Hypospray:** The analeptic solution within this medical instrument will boost your health once administered. The antitoxin solution within this medical instrument will cure most forms of poisoning once administered.
  Note: If you have been poisoned a warning will appear above your health meter on the lower left of the HUD. Quickly use an antitoxin hypospray to stop your health from being depleted.

- **Medkit:** The medkit contains one analeptic and one antitoxin hypospray.

BACKGROUND STORY

OBANAK KEELEN

Obanak Keelen became a Bajoran resistance operative during the Cardassian occupation. Toward the end of the conflict, Obanak's resistance cell fought alongside Kira's cell to carry out a series of particularly daring missions. Both were left with a lasting mutual respect.

After the Cardassians withdrew in 2369, Obanak traveled to Bajor's fifth moon, Jeraddo, where he assisted the Provisional Bajoran Government with its project to tap the moon's molten core for energy. During a mining excavation, he discovered an ancient tablet documenting the prophetic beliefs of the Cult of the Pah-wraiths—an obscure religious sect that worshipped the Pah-wraiths as the True Prophets of Bajor.

Having lost his faith during the occupation, Obanak became convinced that the Cult had accurately prophesied the Cardassians' invasion and the continued suffering of the Bajoran people under the misdirection of the Prophets. Unfortunately, Obanak was forbidden to explore the area where the "blasphemous" tablet was discovered and the Provisional Government shut down the mining operation shortly thereafter.

Not deterred, Obanak became a prylar (a Bajoran monk) and dedicated his life to researching and preaching the word of the True Prophets—the Pah-wraiths. Laterally, Obanak has learned that the fabled red Orbs of the Pah-wraiths may possess the power to open a doorway to his deities. Obanak is determined to retrieve these lost artifacts and he intends to begin his search back on Jeraddo.

But to get there, he'll need the help of an old ally…

PREFECT TERELL

During their occupation of Bajor, the Cardassians stumbled upon one of the three Orbs of the Pah-wraiths adrift within the Denorios Belt. Then as now, the Cardassians were eager to discover the secret of the Orbs and to this end they established a research lab on Terok Nor (later known as Deep Space Nine).

Under the supervision of a high-ranking military science officer, Prefect Terell, the facility was set up with complete secrecy, so that even top Cardassian officials such as Gul Dukat were unaware of the scientists' real work. Although Terell's group knew nothing of the Orb's intended function, they realized they could create a weapon of incredible power if they could harness and channel the incredibly volatile verteron radiation that remained stabilized within the Orb's core.

Terell's team toiled in vain for months but then, prior to the Cardassians' withdrawal from the station, Terell recklessly stimulated the Orb with an intense magneton pulse in a desperate bid to complete her work before the project was mothballed. A blinding light spewed from the artifact, as if it had been activated, and the released wave of energy shorted-out the surrounding laboratory equipment—compromising all safety measures and killing members of the science team.

Realizing a turbulent subspace rupture was forming within the laboratory, she fled the station convinced that, at any moment, the rupture would suck Terok Nor into oblivion before collapsing in on itself. But that didn't happen.

Now, almost 6 years later, Terell is determined to retrieve the Orb hidden onboard Deep Space Nine and resume her experiments—the Cardassian Empire needs a superweapon to free itself from Dominion subjugation…

THE GRIGARI

The Grigari are from the near fringes of the Beta Quadrant, a region largely unexplored during this time period. Visually, Grigari resemble living humanoid skeletons, each bone and joint wrapped in leathery skin. Technically, the Grigari are bio-analogues built by nano-assemblers. Though their bodies contain organic materials, they are not alive in a biological sense.

As a race, Grigari are scavengers and pirates, obtaining items and knowledge from one culture to trade with another. Unlike the Ferengi, they are not even bound by their own alien rules or ethics, but are completely sociopathic, doing whatever needs to be done to close a deal, from trading fairly to mass murder.

U.S.S. ULYSSES

In 2361, the Starfleet science vessel U.S.S. Ulysses performed a routine study of a Class M planet, S-R III, near the outskirts of Cardassian space. The crew's extensive scans revealed an anomalous verteron energy signature radiating from the planet surface. Beaming down to the source of the signature, an away team discovered a curious Orb that, like a meteor, had entered the planet's atmosphere and ploughed into the ground centuries ago.

Remaining in orbit around S-R III, the crew of the U.S.S. Ulysses studied the artifact in the hope that they could determine its origin and how it found its way to the planet below. Unfortunately, they never completed their research. A ruthless, unprovoked attack from a Cardassian Galor-class warship crippled the Ulysses and sent it helplessly careening toward the surface of S-R III. Some of the crew escaped in pods and shuttles (including Commander Ross) only to be captured by the Cardassians and held for several months of brutal interrogation.

By the time the few surviving Ulysses crewmen were returned to the Federation, Cardassia had claimed S-R III and the surrounding system as its territory. Salvaging what was left of the Ulysses was not an option, nor even a priority. Ultimately this area of space remained in Cardassian control after the Federation-Cardassian treaty of 2370.

It is presumed that the mysterious Orb remains buried within the wreckage of the Ulysses on the surface of SR-III…

CUSTOMER SUPPORT

Register this product at
www.ssinteractive.com/register

TECHNICAL SUPPORT

If you have trouble getting the program to play or have other technical issues (don't call if you are having trouble winning the game!), call (303) 739-4020 for technical support.

You may also email us at support@ssi.teksupport.com.

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