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STAR TREK DEEP SPACE NINE HARBINGER™



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This product has been rated by the Entertainment Software Rating Board. For more information on this product's rating, please call the ESRB at 1-800-771-ESRB.

Minimum System Requirements:

PC CD-ROM

486/66 MHz

8 MB RAM

10 MB Free Hard Disk Space

DOS 5.0

Double Speed CD-ROM Drive

SoundBlaster® or 100% compatible

VESA Compliant SVGA Video Card

Mouse



Installation

Insert STAR TREK: DEEP SPACE NINE — Harbinger™ Disc#1 into your CD-ROM drive.

From within DOS: Identify your CD-ROM drive (many CD-ROM drives are configured to be drive D: or E:.)

Switch to your CD-ROM by typing the drive letter, followed by a colon, and then press 'ENTER'.

EXAMPLE: IF YOUR CD-ROM DRIVE IS DESIGNATED AS DRIVE E, THEN TYPE "E:" AND PRESS 'ENTER'.

Type "INSTALL" at the CD-ROM drive prompt.

The installation will create a "DS9HARB" directory. From there, simply type "DS9" and hit 'ENTER'.



Follow the installation prompts for your sound and video drivers.

VIDEO CARD CONFIGURATION

Select configuration options using the keyboard's arrow keys to highlight desired selections. Execute options by pressing the 'Enter' key.

Select the "Video Card Configuration" item in the dialogue box, and press 'Enter'.

Using the "Auto-Detect Video Card" feature is the best option. Select this and press the 'Enter' key. As the dialogue box states, your screen may be affected during the detection process. Don't worry, this is routine.

Once the program has detected the correct card, press 'Y' to accept, and then press 'Enter' to view a sample screen.

After reviewing the sample screen, press 'Enter' when you are ready.

A dialogue box will appear asking whether or not an image of the Deep Space Nine Station (Quark's Bar) was displayed. A dialogue box reading "Did the test picture look correct?" should appear on-screen.



If the test picture appears correctly, press 'Y' to accept. If the test picture seems distorted or fragmented, press 'N' to reject. This typically should not happen; however, if it does, consult your system's documentation to determine which video card is installed, and select that card type manually from the Video Card Configuration menu.

Once the video card has been successfully configured, select the 'Done (Save Changes and Exit)' option and press 'Enter.'

SOUND CONFIGURATION UTILITY

Note: There is no auto-detect feature in this configuration utility; you may need to consult your system documentation in order to determine your sound card type.

Highlight "Select and configure digital audio driver" option and press 'Enter.'

Locate your sound card type by surveying the scrollable "Available Digital Audio Drivers" window with either your mouse or arrow keys.

Once you have found your sound card type, highlight it and press 'Enter' or click the left mouse button.

At the next dialogue box, highlight the "Attempt to configure sound driver automatically" and press 'Enter' or click the left mouse button.

You will hear Quark say "You can hear me just fine, Ambassador."

A dialogue box reading "Device detected successfully" should appear. Select 'O.K.' by either pressing 'Enter' or clicking on 'O.K.' with the left mouse button.

Once you've 'ENTER'ed the "Sound Configuration Options" menu, select 'Done' and either press 'Enter' or click on 'O.K.' with the left mouse button.

Your system should now be configured properly, and will automatically take you into the game.

History of STAR TREK: DEEP SPACE NINE — Harbinger™

At the crossroads between Federation space and the vast and mysterious Gamma Quadrant lies Deep Space Nine, an abandoned Cardassian space station now under the joint supervision of the Bajoran Provisional Government and The United Federation of Planets. Situated near the only known stable wormhole, Deep Space Nine has become the Alpha Quadrant's new center of commerce and diplomacy.

Your Mission

As an up-and-coming Federation Envoy, you are summoned to Deep Space Nine to help enable a "first contact" meeting with a race of cryptic Gamma Quadrant inhabitants known only as "Scythians." But when you arrive amidst a violent plasma storm and an unprovoked alien attack, your diplomatic skills become only a part of your survival. You will be called upon to demonstrate your tactical, investigative, and problem solving abilities to help defend the station from attackers from both within and without. Team up with Captain Sisko, Major Kira, Lieutenant Dax, Chief of Security Odo, and even Quark to unravel the mysteries on board — and beyond — STAR TREK: DEEP SPACE NINE — Harbinger!™



Gameplay

Use your mouse to navigate through and interact with the game environment. By clicking your left mouse button, you select the action symbolized by the currently displayed cursor icon (see key below).

You may access the Game Options screen (New Game, Save Game, Difficulty Level, Credits, etc.) by clicking your right mouse button.

During your mission you will be prompted when you are required to switch from Disc #1 to Disc #2.

ICONS



COMBADGE

The combadge icon indicates a position where you can engage a character in interactive dialogue.



PLUS

During an interactive dialogue, indicate your response by positioning the plus icon over your selection and clicking your left mouse button.



HAND (GRASP/TOUCH)

Should you encounter an item which you can interact with or take with you on your mission, the hand icon will alert you that the item is available. When this item can be used in gameplay, an item-specific icon will replace your cursor.



STAR

A star icon indicates that you have positioned the cursor over an inactive or inaccessible area.



ARROWS

UP ARROW POINTER = WALK FORWARD
DOWN ARROW POINTER = WALK BACK (BACKWARD)
"BENT" ARROW POINTER = WALK ALONG AREA/PERIMETER



CARDASSIAN "BEAR CLAW" ICON:

SEMI-CIRCULAR BLINKING = TURN AROUND (ABOUT FACE)
BLINKING LEFT = TURN LEFT
BLINKING RIGHT = TURN RIGHT



DOORS

The door icon indicates an accessible area. Press the left mouse button once to open the entrance and then press it again to enter the area on the other side.



STAIRS

The stairs icon indicates a stairway or other vertical path.



STATION (WAIT)

The wait icon indicates a load-in-progress.



ZOOM

The zoom icon indicates that a closer view is available.



SIGHT BAR (ACTION SEQUENCE)

In the course of your mission you may be forced to defend yourself. Indicate your target by positioning the sight bar icon over an opponent. To fire, click the appropriate mouse button.

To activate these defensive weapons:

LEFT MOUSE BUTTON = FIRE PHASERS
RIGHT MOUSE BUTTON = FIRE MICRO TORPEDOES (WHEN AVAILABLE)

DIFFICULTY LEVEL

You may adjust the arcade difficulty level on the Game Options Screen (accessed by clicking your right mouse button).

There are three levels of difficulty (Ensign, Lieutenant, and Captain) to choose from. These choices apply to the games arcade sequences only.

NEW GAME

Clicking on the NEW GAME button begins a new game.

SAVE GAME

Once inside the Options screen, you may save a game by clicking on the SAVE button. You will then see a picture representing your current location in the game. This saved position will be placed at the end of your saved games directory. Access this screen and others that you may generate to return to various saved positions.

Use the single arrows below the picture to flip forward or backward through your saved games. Should you save 10 or more games, using the forward or backward double arrows will advance through 10 games, helping you get to your place more quickly.

To return to a saved game position, simply pick your position (check the viewscreen), and click on the LOAD button. You will then be returned to that position. Be certain of your status and location when you save games! Saved games are stored in your hard drive in the order in which you save them. To conserve hard drive space, you can delete as many saved games as you choose.

To return to the game at hand, simply click on the RESUME button.

AUTO SAVE PRIOR TO ARCADE

This feature will automatically save your position before each arcade sequence.

Credits

Click this button to scroll through the names of the creative minds that have brought you STAR TREK: DEEP SPACE NINE - Harbinger.™

Theme from STAR TREK: DEEP SPACE NINE™ composed and conducted by Dennis McCarthy, published and administered by Addax Music Co., Inc. Courtesy of Paramount Pictures.

Based upon "STAR TREK"™ Created by Gene Roddenberry and "STAR TREK: DEEP SPACE NINE"™ Created by Rick Berman and Michael Piller.



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For Technical Support, call Viacom New Media Product Support, Monday through Friday between the hours of 7:00 a.m. and 6:00 p.m., Mountain Standard Time at: (970) 339-7114. Technical Support is open on Christmas Day. For information about Viacom New Media products, call (800) 469-2539 (outside the U.S. call (970) 339-7103).

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