

**MB**  
GAMES



**STAR TREK**<sup>®</sup>  
**THE NEXT GENERATION**<sup>™</sup>

INTERACTIVE VIDEO BOARD GAME  
A KLINGON CHALLENGE

INSTRUCTIONS



# INTERACTIVE VIDEO BOARD GAME INSTRUCTIONS

## A KLINGON CHALLENGE

### THE STORY SO FAR...

The *U.S.S. Enterprise™* has been experiencing low-level computer malfunctions and is docked at Starbase 74 undergoing repairs. Before work is completed, the ship is hijacked by a renegade Klingon warrior named Kavok.

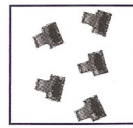
You are the only crew members on board when this happens. Kavok's objective is to "die in the glory of battle" (the highest honour for a Klingon) by using the *U.S.S. Enterprise* to start an intergalactic war between the Federation and the Klingon Empire. If Kavok succeeds, you die with him!

You will learn more about this and your enemy, Kavok, in the first six minutes of the videotape. You will then begin playing the board game when a 60-minute countdown clock appears on screen.

As players, each of you is part of a Federation repair crew on board the *Starship Enterprise*. During this game, Kavok will speak to players on various "view screens" throughout the Starship. Your television is one of these screens.

Not only will you see Kavok, but he will see you! Kavok will speak directly to you, and **you must respond**. Whenever he comes on screen, **everyone must immediately stop playing the board game, watch Kavok and respond as ordered**. Kavok will attempt to monitor your movements around the Starship. Fortunately, computer malfunctions sometimes keep him from being in total control.

**Before you play the videotape, follow the set-up instructions below and read the rules to all players.**



30  
Isolinear chips  
(5 of each colour)



1  
die



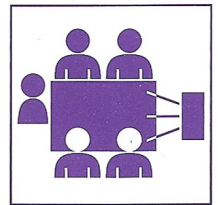
1  
plastic spinner with card  
base & "sword" label



1 self-adhesive label  
sheet with rank pins,  
Communicators & Medals

### SETTING UP THE GAME

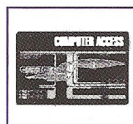
1. Carefully punch out the cardboard game parts.
2. Assemble the spinner by applying the "sword" label on top of the plastic spinner and snapping the spinner and its base together from opposite sides of the spinner card.
3. Position the gameboard in front of the television so every player can clearly see the screen. Players should sit within easy reach of the gameboard and have room to keep cards and other elements in view of all the players.
4. Shuffle the decks of Computer Access, Holodeck and bli cards. Place each deck face down on the appropriate area on the gameboard.
5. Shuffle the four Bridge tokens and, without looking, place them *face down* in a single stack on the "Bridge Tokens" space.
6. Place one Phaser for each player on the "Phasers" space. (For example: 3 Phasers for 3 players.)
7. Place the die, spinner and two Stasis fields next to the gameboard, within easy reach of all the players.
8. Randomly place all six Federation rank tokens face down on a flat surface. Now draw a Federation rank token to determine your "rank". (Rank tokens can now be put away.) When the game begins, the highest ranking player moves first. Play then proceeds in a clockwise direction.  
*Rank order is listed on the gameboard. Make sure everyone knows who is the highest ranking, second in command, and lowest ranking crew member.*
9. Select one of the six coloured plastic stands. Select a male or female playing piece that corresponds to your Federation rank and slide it into your plastic stand. Randomly place your playing piece on any Computer Access space on the gameboard.
10. Stick the appropriate "Federation rank pin" label on the collar of your shirt or blouse.
11. Starting with the highest ranking crew member, draw a Computer Access card to use when the game begins.
12. Take a "Communicator" label and place it on the left side of your chest. You **must** wear your Communicator badge until you enter a Jefferies tube.
13. Select a Tricorder and make sure the colour band on the right side matches the colour of your plastic stand.
14. Place all Isolinear chips in a single row at the end of the gameboard, grouping together each set of five by colour.
15. Insert the videotape into the video cassette player, **but don't start it yet!** (Note: The videotape will run continuously throughout the game. It should only be stopped when a player wins the game.)



### EQUIPMENT



1  
60-minute  
videotape



56  
Computer  
Access cards



1  
gameboard



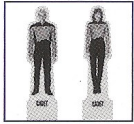
2  
Stasis fields (tinted  
plastic cylinders)



6  
coloured  
plastic stands



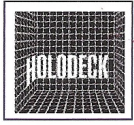
4  
Bridge  
tokens



12  
Federation crew members  
(6 male & 6 female)



6  
Federation  
rank tokens



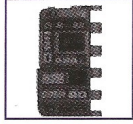
12  
Holodeck  
cards



6  
Phasers



12  
Klingon bli  
cards



6  
Tricorders



## OBJECT OF THE GAME

You are in a race against the clock. Your mission is in three parts:

1. To gain access to all five levels of the main computer (by collecting Isolinear chips and attaching them to your Tricorder).
2. To get a Phaser from Security.
3. To successfully crawl down a Jefferies tube and attempt to win the game by gaining control of the *U.S.S. Enterprise*.

At a speed of warp 9, it will take the *U.S.S. Enterprise* 60 minutes to reach the Klingon home world. You must accomplish your mission before the clock on the videotape reaches 00:00. If you succeed, you will save the Starship and the lives of your fellow crew members. If you fail, stop playing the board game and watch the videotape to **see, hear and feel** your fate!

## 1. MOVING AROUND THE SHIP

The game starts as soon as the clock appears on the screen and the countdown begins.

On your turn, roll the die and move your playing piece forward that number of spaces. Always move in a clockwise direction.

As soon as the countdown starts, **move as quickly as you can**. Remember, this is a race against time! Pass the die to the next player as soon as you have rolled it - don't wait until you have completed your move! *Note:* If you land on a "Move Again" space, ask the player with the die to hand it back so you can throw again.

The track on the gameboard represents corridors and rooms throughout the *Starship Enterprise*.

Like corridor spaces, rooms count as one space. You can choose whether you want to continue to move around the corridors or stop in one of the rooms (this will normally depend on instructions given on the Computer Access cards). You do not have to land by exact count to move into a room.

More than one player may occupy a space or room at the same time.

After you have moved to a particular corridor space or room, here's what will happen:



**BLANK CORRIDOR SPACE.** Your turn ends.



**COMPUTER ACCESS.** Draw a Computer Access card. You do not have to read the card aloud, but you must keep it face up in front of you for all players to see. Computer Access cards are vitally important to your mission and can be saved for future use. These are divided into:



**Computer Access Room Cards** give you security clearance to enter rooms and gain Isolinear chips. When you get to the room listed on the card, swap the Computer Access card for your next level Isolinear chip and return the card to the bottom of the deck.



**Computer Access Clock Cards** allow you to do things at very specific times during the game. Each card contains two "time references". To use Clock Cards you will need to closely watch the countdown clock on the screen. At one of the exact times indicated on the card, make an announcement to the group and quickly do what is written on the card. (*Note:* It does not have to be your turn to use a Clock Card.) After playing the card, return it to the bottom of the deck. If you are late, even by a few seconds, the card cannot be used until the next time indicated. If both times shown on the card have expired, the card is useless.



**Other Computer Access Cards** give you assistance, Phaser access and protection.

**HOLODECK.** If you have a Level 1 Isolinear chip, you may pick up a Holodeck card when you land on a Holodeck space. These cards allow you to consult with a 3-dimensional image of an experienced *U.S.S. Enterprise* crew member who can provide advice to help you accomplish your mission. You do not have to read the card aloud. If you don't use the card immediately, keep it face up in front of you for all players to see. Return the card to the bottom of the deck as soon as you've used it. If you do not have a Level 1 isolinear chip, you cannot draw a card.



**TURBOLIFT.** If you have a Level 2 Isolinear chip, you can use the Turbolifts to move quickly throughout the ship. When you land on this space, you can immediately move to any other Turbolift location. (*Note:* You must roll the exact number to land on a Turbolift space - moving past a Turbolift doesn't count.) If you do not have a Level 2 Isolinear chip, you cannot use a Turbolift.



**SECURITY.** If you have a Level 3 Isolinear chip, you can gain access to Security and get a Phaser. (*Note:* Low-level malfunctions and some playing cards may make it possible for you to enter without this chip.)



**MOVE AGAIN.** "To Boldly Go Where No One Has Gone Before™", immediately take another turn.



**MISS A TURN.** Your Tricorder indicates your movements are being scanned. Lose your next turn.



**SICKBAY.** You are not feeling well. Move immediately to Sickbay and miss your next turn while you recuperate.



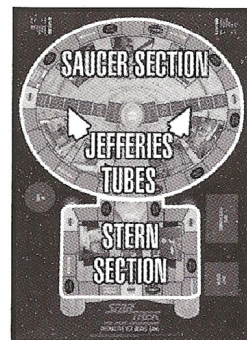
**BRIG.** (*U.S.S. Enterprise* detention area.) You are detained and cannot move for one minute.



**JEFFERIES TUBES.** These are utility access corridors that lead to the Bridge. Jefferies tubes may be used only if you have all five Isolinear chips and a Phaser. (*Note:* If you are in a Jefferies tube and lose an Isolinear chip or Phaser, you must back out of the tube and try to regain these elements.)



**BRIDGE ACCESS PANELS.** When you land on one of these spaces, immediately pick up the top Bridge token. See "Winning the Game" for details. (*Note:* You don't have to land on this space by exact count.)



## 2. STASIS FIELDS

These are energy fields that "hold you in place". If you are placed in a Stasis field, take one of the plastic cylinders and put it over your playing piece on the gameboard. You cannot move and will lose your turn until you are released. (*Note:* You may be released by Kavok, playing cards, the actions of another player or your Level 4 Isolinear chip.) Since the computer is not functioning properly, only two Stasis fields can be active at any one time. If a third player is placed in a Stasis field, he or she determines which of the other players is released.

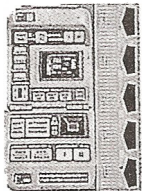
When you land on a **POWER PANEL**, you divert power and immediately release all Stasis fields.



### 3. ISOLINEAR CHIPS

These give you computer codes that provide access to different systems on the Starship. As you collect Isolinear chips, attach them to your Tricorder (they fit together like the pieces of a jigsaw puzzle).

Keep the Tricorder in front of you for everyone to see and use only Isolinear chips that match the colour of your Tricorder. You **must** collect Isolinear chips in numerical order from one to five. Each chip is labelled by function. Chips provide access to the following systems:



**LEVEL 5:** Gives you computer control to unlock a **BRIDGE ACCESS PANEL**.

**LEVEL 4:** Automatically releases you from **STASIS FIELDS**.

**LEVEL 3:** Allows you to unlock Security and get a **PHASER** when you go to the Security Room space.

**LEVEL 2:** Allows you to move directly from one **TURBOLIFT** to another when you land on a Turbolift space.

**LEVEL 1:** Allows you to draw a **HOLODECK** card when you land on a Holodeck space.

(Note: Ferrangi's Law states that if you lose an Isolinear chip, it is always the highest level chip you own!)

### 4. KAVOK'S COMMANDS

Whenever Kavok appears on screen everyone must immediately stop, watch Kavok and respond as ordered. Resume playing the board game when he leaves the "view screen". When Kavok speaks to you, touch your Communicator badge and answer him, "Yes, Captain Kavok!" If you aren't wearing your Communicator badge or if you do not respond correctly when Kavok speaks, you are risking his wrath and endangering the mission for everyone. If you fail to respond, the first player to notice can act for "the good of the group" and immediately take a playing card of their choice from you.

- When Kavok speaks Klingon instead of English, the universal translator aboard the Starship will usually convert these phrases into subtitles. Since you can't always rely on a malfunctioning computer, here are some Klingon words you should know: "KRONOS" is the Klingon home world; "MEV" means "stop"; and "blj" (beej) means "punishment". On occasion, Kavok may use Klingon curse words (but translations for these terms are not programmed into the universal translator).
- If Kavok gives you a name, you must answer to this name for the rest of the game.
- When Kavok orders you to "experience blj", draw a blj card and do what is written in the top half of the card. However, if a low-level malfunction flashes on screen, do what is written on the bottom half of the card. You do not have to read the card aloud. Return the card to the bottom of the deck after you finish.
- When Kavok speaks to "the crew member who is moving now" — this means the player *who last touched the die*. That player should answer quickly!
- When Kavok orders you to "take the challenge of the Klingon sword", immediately spin the spinner for a 50/50 chance to draw a blj card or a Computer Access card.

- When Kavok orders *everyone* to "take the challenge of the Klingon sword", all players must immediately spin the spinner and experience the consequences that correspond to the numbers on the "view screen".

### WINNING THE GAME

You can win only after you have a Phaser and all five Isolinear chips locked into your Tricorder. You must then get to the Bridge before Kavok or, if he is there, secure the Bridge by stunning him with your Phaser. You enter the Bridge via a "Jefferies tube". **However, before you enter a Jefferies tube, you must remove your Communicator so you won't be detected by Kavok. If any player sees you in the Jefferies tube with your Communicator still on, Kavok has detected you and you are immediately transported to the Brig.**

At the end of the Jefferies tube, you will land on a Bridge Access Panel. (Note: You don't have to land on this space by exact count.) You can immediately try to enter the Bridge by turning over the top Bridge token. If the token reads "Computer Malfunction! Bridge Access Denied", set the token aside and try to enter again on your next turn. If the token reads "You Stun Kavok!" you have gained control of the *U.S.S. Enterprise!* Immediately press the stop button on the video cassette player to keep the Starship from continuing its perilous journey. If you successfully accomplish this task before the clock reaches 00:00, you have won the game! Your fellow crew members should consider you a "hero" and award you the coveted Federation Medal of Valour.

### MEDAL OF VALOUR CEREMONY

If someone wins the game, remove one of the Medal of Valour stickers and place it on the winner while reading the following citation: "For service above and beyond the call of duty and for saving our lives, we proudly award you, \_\_\_\_\_ (name) \_\_\_\_\_, the United Federation of Planets' Medal of Valour. Congratulations. *Live Long and Prosper*™."

### RUN THE TAPE!

Once you are familiar with the game rules and you are ready to begin, start the videotape. Sit back, relax, and watch the introduction (about six minutes). In this section you will see Kavok hijack the *U.S.S. Enterprise* and set out the challenge of the game. Be prepared to begin the board game immediately when the countdown clock appears.

### REMEMBER

There are places in the game where some things are intentionally confusing. The fast pace of this game may also create a certain amount of confusion. However, don't stop the videotape - leave it running for the entire game. If you lose track of where you are or whose turn is next, just pick a player and keep moving! The important thing to remember is that you are all racing against the clock. You should move as quickly as possible and encourage other players to do the same. Good luck!