



STAR TREK VOYAGER ELITE FORCE™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

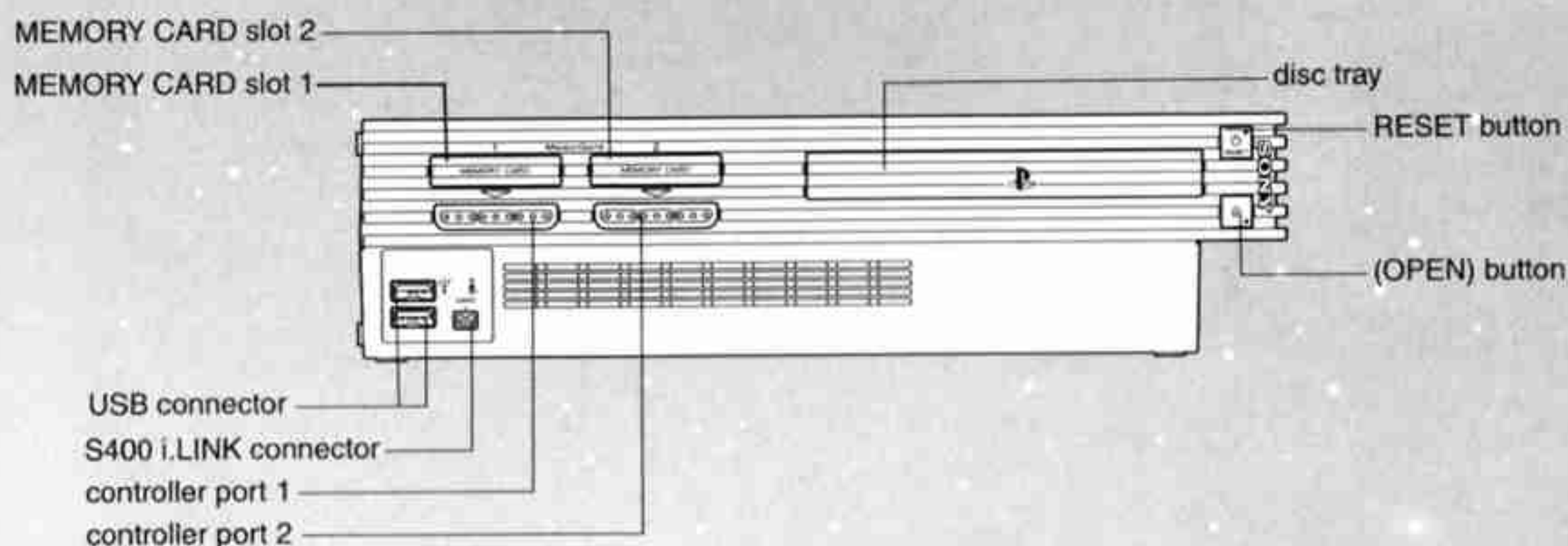
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

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GETTING STARTED

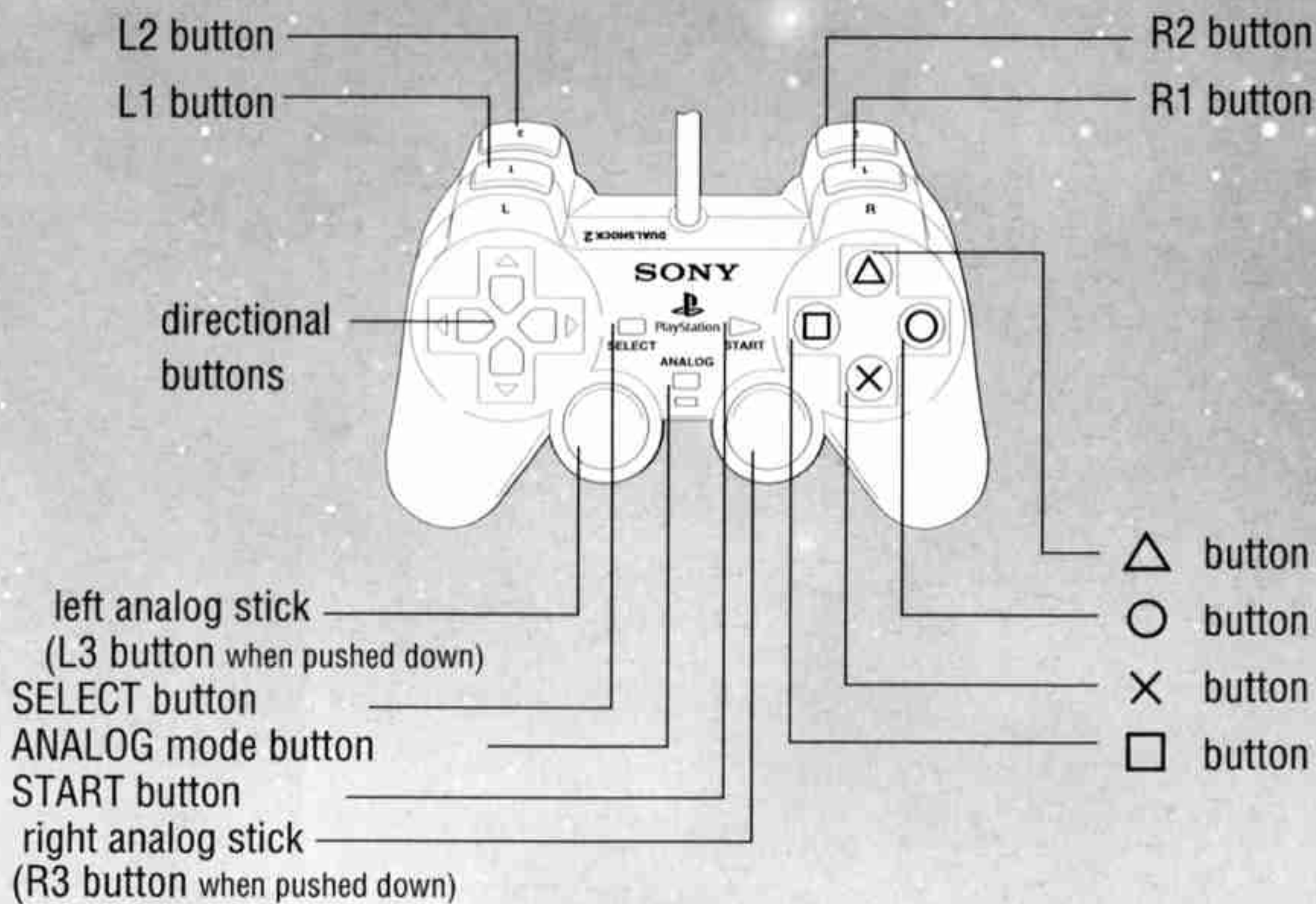


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Star Trek Voyager®Elite Force™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



FOREWORD

Thank you for purchasing *Star Trek: Voyager®Elite Force™* for your PlayStation®2. This manual will provide you with everything you need to fully enjoy all of the action and adventure that Elite Force has to offer.

Pipedream Interactive has labored long and hard to provide you, the gamer, with the best gaming experience possible. We hope you enjoy playing *Star Trek: Voyager®Elite Force™* as much as we enjoyed making it. Visit us on the web at <http://www.majescosales.com> and let us know what you think. We look forward to hearing from you. Have fun!

Sincerely,
Pipedream Interactive

VETERANS OF FIRST-PERSON SHOOTERS

If you are a veteran of first-person shooter games, you will no doubt wish to circumvent this manual and get right into the action. The sections listed below are all you'll need to get started.

<i>Game Controls,</i>	<i>pg. 9</i>
<i>The Basics,</i>	<i>pg. 10</i>
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<i>Gameplay Tips,</i>	<i>pg. 28</i>



INTRODUCTION

Captain's Log. Stardate 53854.7

After *Voyager* responded to an urgent distress signal, we discovered what appeared to be a derelict vessel drifting in space. An intensive scan from our sensors triggered an automated defense program in the ship. The vessel proved to be a ruse, a trap laid by a malevolent intelligence that has yet to reveal itself. It attacked *Voyager* with a sphere of unknown energy that transported the ship and the crew to an uncharted region of space filled with a fleet of drifting, dead ships.

A powerful gravitational dampening field pervading the chasm has rendered *Voyager* powerless to escape. All attempts to free our ship from the grip of the field have proven unsuccessful. At the heart of the gravity field, like a spider in the center of its web, is an ominous alien mechanism. Our sensors have confirmed that this mechanism is the source of the gravitational field.

To protect the crew and free *Voyager*, I am authorizing Lt. Commander Tuvok to activate his newly formed Hazard Team. Their extraordinary abilities and expertise might be the only chance *Voyager* has to continue its journey home.



MAIN MENU

LCARS MENU SYSTEM

Elite Force's LCARS Menu (Library Computer Access and Retrieval System) can be accessed at any time during a game via the pause menu. However, this will end your current game, so you may want to save first.

At the Main Menu, you can choose from the following: New Game, Load Game, Holomatch, Configure, Voyager Crew, and Credits.



NEW GAME

This sub-menu of the LCARS system allows you to choose your difficulty level and gender and then launch your new game. You may access the Tutorial from this menu as well.

Game Difficulty

Easy - Recommended for players new to the first-person shooter genre.

Normal - Recommended for players with some first-person shooter experience.

Challenging - Recommended for intermediate players.

Difficult - Recommended for expert players.

Gender

Male - Play the game as Ensign Alexander Munro.

Female - Play the game as Ensign Alexandria Munro.



Tutorial

Lt. Commander Tuvok will lead you through the basics of the game in this holodeck simulation.

Engage

Once you have chosen the difficulty and your gender, select Engage to launch a new game with your current settings.

LOAD GAME

This sub-menu of the LCARS system allows you to load a saved game to pick up where you left off on a previous adventure.

HOLOMATCH

This sub-menu of the LCARS system allows you to setup and play multiplayer games.

CONFIGURATION

This sub-menu of the LCARS system allows you to adjust Controls, Video, and Sound to optimize your gaming experience.

Controls

Within this sub-menu, you can choose a preset controller configuration (customizable in-game).

Video

This sub-menu allows you to change the size of the game to fit your TV screen.

Sound

Within this sub-menu you can customize the following settings:

Effects Volume - A slider that allows you to change the sound volume of weapon, explosion, and other ambient in-game sound effects.



Sound (cont.)

Music Volume - A slider that allows you to change the sound volume of music.

Voice Volume - A slider that allows you to change the sound volume of character voices.

Sound Quality - Select between stereo and mono.

VOYAGER CREW

This sub-menu of the LCARS system contains photos and biographies of the *Voyager* crew and diagrams for both the Hazard Suit and *U.S.S. Voyager*.

Senior Staff - Portraits and biographical information for Captain Janeway, Commander Chakotay, Lt. Commander Tuvok, Lt. Torres, Ensign Paris, Ensign Kim, the Doctor, Seven of Nine, and Neelix.

ELITE FORCE : SENIOR STAFF		⚙ : Next Page	⏮ : Back
CPTN. JANEWAY	Name : Janeway, Kathryn		
CMDR. CHAKOTAY	Rank : Captain		
LT. CMDR. TUVOK	Born : 2332		
LT. TORRES	P.O.B : Indiana, U.S.A., Earth		
ENSIGN PARIS	Assignment : Voyager NCC-74656		
ENSIGN KIM	Achievements : Doctorate, Quantum Cosmology		
DOCTOR	Upon graduation, assigned to U.S.S. Icarus, under Admiral Owen Paris. In 2354, briefly taken prisoner with Admiral Paris by Cardassians, aided his escape. Received commendation for bravery.		
SEVEN OF NINE	Served as science officer on U.S.S. Ni-Batali under Owen Paris. Later transferred to command division. In 2370, took command of the U.S.S. Voyager, 6 month venture into Beta Quadrant. On Stardate 48305.5, Voyager was swept into the Delta Quadrant by an alien entity known as the		
NEELIX			

Alpha Squad - Portraits and biographical information for Lt. Foster, Ensign Munro, Crewman Chang, Crewman Biessman, Crewman Murphy, Crewman Chell, and Crewman Jurot.

Beta Squad - Portraits and biographical information for Crewman Oviedo, Crewman Lathrop, Crewman Odell, Crewman Csatlos, Crewman Jaworski, Crewman Nelson, and Crewman Laird.

The Hazard Suit - A diagram with readouts of the Hazard Suit.

U.S.S. Voyager - A diagram with readouts of the *U.S.S. Voyager*.

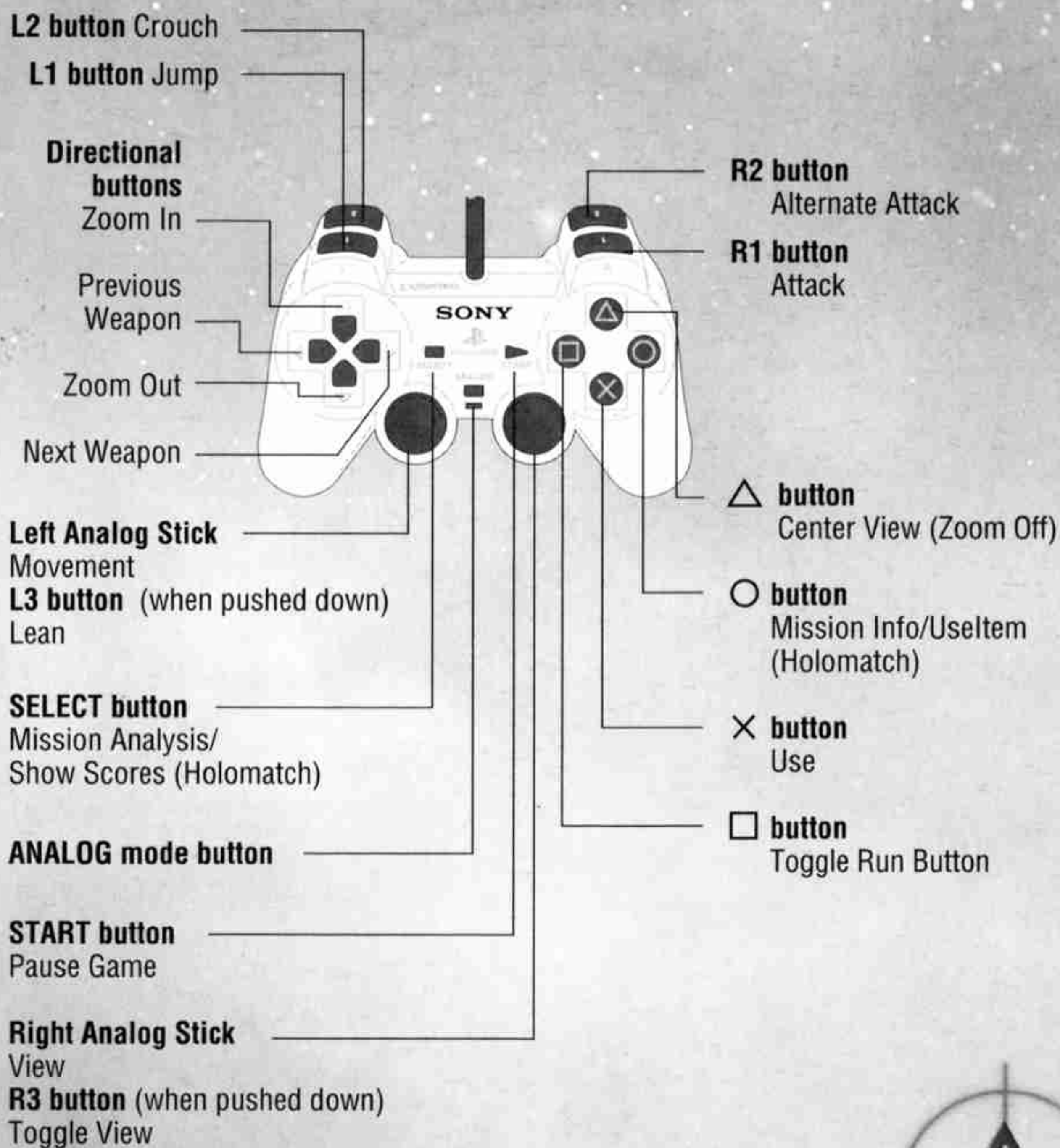


CREDITS

An homage to all of the people at Pipedream Interactive, Raven Software, Activision and other companies who worked together to bring you *Star Trek: Voyager®Elite Force™*.

GAME CONTROLS

Star Trek: Voyager Elite Force contains eight preset controller configurations. The standard control settings are displayed below.



PLAYING THE GAME

Once you have set up your configuration in the game menus you're ready to join the Hazard Team and take on the role of Ensign Munro. This section will introduce you to the basics of the game and the controls used during your missions.

THE BASICS

When a marauding species tricks the *U.S.S. Voyager* with a false distress call, the fate of the crew and the ship is threatened. Transported into an alien graveyard of ships, *Voyager* is held captive by a powerful gravitational field, adrift among a sea of dead ships.

Captain Janeway realizes that the newly formed elite security force commanded by Lt. Commander Tuvok is the only chance to save the crew, the ship, and the galaxy itself. As Ensign Munro, second in command of this Hazard Team, you will need all of your special training and skills for the difficult adventures ahead.

You'll leap into action to defend *Voyager* from assault, battle through derelict spacecraft, infiltrate a Borg Cube and take on the ultimate colonization force—all the while facing annihilation at every turn.

You will receive a briefing at the beginning of each mission in the form of an in-game cinematic. After each of these cut scenes, you will be asked to complete a series of mission objectives. Press the Mission Info button at any time during the game to view key points from your mission briefing and your mission.



THE MAIN CHARACTER

ENSIGN ALEXANDER/ALEXANDRIA MUNRO

Ensign Munro entered Starfleet with hopes of becoming a SAV pilot. However, Starfleet took notice of Munro's heightened resilience and coolness under fire.

After graduating from the Academy, Starfleet deemed that Munro's skills would be better suited for more physical pursuits, so Munro was assigned to *Voyager* as a security specialist.



Munro never seems to get rattled by things, and even in the middle of a tense crisis mission, has the ability to turn the tables and change a negative situation into a positive one. While liked by the members of the team and crew, Munro's natural brashness and candor is sometimes viewed as arrogant.

During an away mission with Lt. Commander Tuvok, Ensign Munro demonstrated extraordinary bravery to save a fellow crewmember. Several months later, when Tuvok compiled a list of names to join the elite Hazard Team, Ensign Munro was near the top of a short list of candidates.

Now, with a new threat facing *Voyager*, Munro has been chosen to be the second-in-command of Hazard Team's Alpha squad. There will be countless dangers during the Hazard Team missions. Fortunately, Ensign Munro and the Hazard Team will be well equipped with powerful weapons and a state-of-the-art Hazard Suit.



THE MAIN CHARACTER (cont.)

THE HAZARD SUIT



Designed by Lt. Commander Tuvok, the Hazard Suit is a powerful and versatile new asset for the Hazard Team. Each Hazard Suit serves as a power supply for many different weapons. An internal reservoir of energy allows

weapons to draw power from the suit, significantly extending the ammunition count for most weapons. The Suit has a universal power adapter that allows it to replenish its internal energy stores from almost any uplink, even some alien consoles and terminals. The Hazard Suit also has a portable transport buffer that allows a team member to store objects in a null space and rematerialize them at anytime.

TACTICAL EYE DISPLAY (TED)

The TED is an optical display that gives the wearer information that is displayed in their line of sight. The lower left corner of the TED displays your vital statistics: the orange bar represents your health and the purple bar represents remaining armor.

The Hazard Suit is armored to protect a team member and is equipped with a medical system. Both are powered by a small belt-mounted energy pack. If you take damage, the Suit's ablative armor patches will absorb the brunt of most attacks.

Dermal regenerators in the suit will also work to extend the amount of physical damage you can withstand. Be careful when your Health and Armor stats are low-the Hazard Suit goes a long way to make you very durable, but it does not make you invulnerable!



The TED's targeting computer also performs a low-level scan of your surrounding area. At the center of your display, you will see a Targeting Crosshair. By looking around your area, your TED will automatically perform a scan and has been preprogrammed to highlight important objects, like an Energy Terminal capable of recharging your Suit.

INTERFACE

This is a representation of your TED display. Important interface elements have been denoted and are described below.



Health Level - Displays your remaining health level.

Armor Level - Displays how much armor energy remains in your Hazard Suit.

In-View Weapon - This is your currently selected weapon.

Weapon Energy/Ammo Remaining - Displays the amount of energy/charges for the weapon.

Crosshair - A representation of your Line-of-Sight created by the TED.

Communications Panel - Displays transmissions received from Hazard Team members.

Fine Aim Indicator - Appears when you are in fine aim mode.

Walking Indicator - Appears when you are walking.



WEAPONS

Throughout the course of playing *Star Trek: Voyager®Elite Force™* you will encounter a wide variety of weapons and combat items ranging from the standard issue Federation Phaser to never before seen enemy technology and firepower. Here's a taste of what's to come:



Phaser - Federation issue hand phaser with two firing modes.

- Primary fire - Low power setting (uses less energy, and is somewhat weak)
- Alternate fire - High power setting (uses a lot more energy and can disintegrate some targets)
- Energy source - The Phaser is powered by it's own internal battery which recharges itself after each discharge.



Phaser Compression Rifle - Standard Federation issue with two firing modes.

- Primary fire - Normal rifle functionality, low power setting.
- Alternate fire - High power setting. (Uses more energy) Best used in conjunction with the zoom view feature of the TED for sniper mode.
- Energy source - Weapon energy.

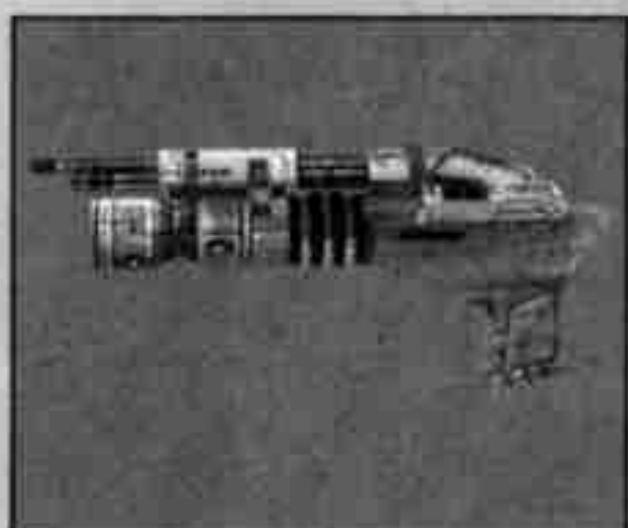


I-MOD or Infinity Modulator - Federation prototype designed by Seven of Nine to be a counter-Borg weapon. It constantly changes its energy frequency so the Borg shields cannot adapt to it.

- Primary fire - Shoots a small beam of energy at a fast firing rate.



- Alternate fire - Bigger beam of energy that shoots at a slow firing rate but does much more damage and uses more energy.
- Energy source - Weapon energy.



Scavenger Weapon - Mainstay weapon of the Scavenger aliens that you can pick up. It has two firing modes.

- Primary fire - Rapid automatic fire shooting small energy rounds.
- Alternate fire - Cluster round launcher. Launches a large red (projectile) round of energy. Similar to a grenade but explodes on impact.
- Energy source - Power crystals.

INGAME PAUSE MENU

During play, you can reach the Ingame Menu by pressing the START button. This will bring up a menu of important game options as well as pause the action. (The Ingame Menu is not available during cut scenes. Wait until the cut scene has completed before pausing the game.)

RESUME GAME

Click this to return to the action. Pressing START will also return you to the action.

RETURN TO MENU

Returns you to LCARS Menu System. This will quit your game. You may want to save first.



INGAME PAUSE MENU (cont.)

SAVE GAME (Single Player Only)

From this screen, you can save your current game. This allows you to resume playing at a later time or to save your progress through the game in case you meet an untimely demise as you continue. Select NEW to create a new saved game. Choose a previous save to overwrite it.

LOAD GAME (Single Player Only)

Allows you to restore a previously saved game.

CONFIGURE

Brings up a configuration menu containing the following:

- Cancel- Return to the previous menu.

- Controller - Allows you to customize your controller, keyboard, and mouse.

- Audio - Allows you to adjust the volume level of the game's music and sound effects.

- Others - Brings up a menu containing these additional game options: Best Weapon; Auto-Aim; Crosshair Type; Vibration; Subtitles.



STORY BACKGROUND

LT. COMMANDER TUVOK'S PERSONAL LOG, STARDATE 53843.2

Since our arrival in the Delta Quadrant, *Voyager* has been forced to defend itself from the aggressions of many hostile races. Although we have survived these encounters, each battle diminishes vital resources *Voyager* needs for its journey home. In an effort to minimize losses from future conflicts, I have proposed a plan to Captain Janeway that would establish an Elite Force of security personnel, named the Hazard Team, which could handle the most extreme situations.

The Hazard Team would be a division of Starfleet support services, related to security and damage control. Consisting of security and engineering crewmembers, the team would be specially trained to handle dangerous conditions and hostile environments. In addition to standard security and damage control training, they would receive special military training in infiltration, combat, stealth and varied weapons usage. This Hazard Team would operate under my authority. The team would be activated in the most extreme circumstances, for situations beyond the capacities of normal crewmembers.

After extensively studying performance histories, personal files, and psychological profiles of every crewmember aboard *Voyager*, I have compiled a list of final candidates for the Hazard Team. Although I have reservations about some of the individual members, I believe the group can function effectively as a unit. I shall endeavor to train them to overcome the perils we will encounter during our journey home.



HAZARD TEAM ROSTER-ALPHA SQUAD



LT. LES FOSTER

Position: Hazard Team Leader

Skills: A capable fighter and leader with extraordinary reflexes and coordination.

Psychological Analysis: Lt. Foster displays an uncanny, inflexible sense of duty and regulation not seen in other crewmembers and his knowledge of Starfleet regulations and operations makes him a very skilled and capable leader.



ENSIGN ALEXANDER/ ALEXANDRIA MUNRO

Position: Hazard Team Second in Command

Skills: Munro possesses sharp reflexes, excellent combat abilities, and strong leadership skills. Munro's initial assignment will be Infiltration Specialist. This position will utilize Munro's natural scouting abilities.

Psychological Analysis: Ensign Munro has demonstrated a surprising grasp of logic for a human, by devising clever improvised solutions to obstacles during several field missions. Munro is a stable individual and is an excellent prospect for second command of the Hazard Team. Munro never seems to get rattled by things, and even in the middle of a tense crisis mission, has the ability to turn the table and change a



negative situation into a positive one. While liked by the members of the team and crew, Munro's natural brashness and candor is sometimes viewed as arrogant.



CREWMAN TELSIA MURPHY

Position: Hazard Team Scout/Sniper

Skills: Telsia Murphy has consistently logged the highest scores in weapon accuracy training exercises. She is

proficient with many weapons and an expert with long-range projectile weapons. The team will undoubtedly encounter situations requiring the talents of a sniper, and she is the most logical choice to fill this position.

Psychological Analysis: Telsia has demonstrated a near-Vulcan mastery over fear.



CREWMAN AUSTIN CHANG

Position: Hazard Team Demolitions Specialist

Skills: Superior proficiency with explosive ordinance. Austin Chang is a logical choice for Team Demolitions Specialist.

Psychological Analysis: Crewman Chang speaks only when addressed or when absolutely necessary. Although not uncommon for a Vulcan, this behavior is considered somewhat anti-social by most humans. I attribute this behavior to a pure dedication to his study of demolitions, which is not generally regarded by humans as a social activity.



HAZARD TEAM ROSTER-ALPHA SQUAD (cont.)



CREWMAN KENDICK (RICK) BIESSMAN

Position: Hazard Team Assault Weapons Specialist.

Skills: Crewman Rick Biessman is one of Voyager's finest marksmen. His combat record is exemplary and his knowledge of weapon types is unsurpassed.

Psychological Analysis: Biessman suffers from extreme arrogance and has the potential to overestimate his probability of success against superior odds. Perhaps what is most disturbing is his occasional tendency to become overzealous during combat. If Biessman reaches a heightened state of aggression, it is possible he could initiate an attack before being ordered to do so, and may even ignore a "cease fire" command from a superior. Despite these reservations, Biessman's combat skills may be vital to the success of the Hazard Team.



CREWMAN CHELL

Position: Hazard Team Technician.

Skills: Strong mechanical and technical expertise. Extensive knowledge of alien cultures.

Psychological Analysis: Crewman Chell is a Bolian pacifist who would rather pursue journals of alien culture and technology than train with weapons. I have noticed that Chell will shy



away from combat situations, and may take cover and refuse to fire in some circumstances. Against difficult opposition, Chell's nervous nature causes him to be overly cautious and pessimistic. However, Crewman Chell exhibits a strong character and loyalty toward the crew. In my opinion he can be trusted in dangerous situations to complete his objectives.



CREWMAN JULIET JUROT

Position: Hazard Team Medic.

Skills: Superior healing skills.
Telepathy and empathy.

Psychological Analysis: While studying medicine, Crewman Jurot chose to work at the Vulcan Science Academy. While seemingly an illogical choice for an emotional Betazoid, Jurot learned to develop and control her telepathic abilities and eventually used her empathic skills to assist her with the healing arts. The Vulcan way of life left an impression on Jurot-while she is passionate and empathic like most Betazoids, she is often quiet and rigidly logical. Her straightforward, dependable nature and utter devotion to the medical profession makes her an invaluable asset by bringing much-needed stability to the Hazard Team.

HAZARD TEAM ROSTER-BETA SQUAD

LT. COMMANDER TUVOK'S PERSONAL LOG SUPPLEMENTAL

The Beta Squad will consist of exceptional candidates who will serve as a support team for the Alpha Squad.



HAZARD TEAM ROSTER-BETA SQUAD (Cont.)

These crewmembers will train with the Alpha Squad and undergo the same rigors to prepare for dangerous situations. The Hazard Team Beta Squad would thus consist of the following members:



CREWMAN JEFFREY NELSON

Position: Hazard Team Scout

Skills: Proficient with most weapons.

Psychological Analysis: Nelson is a solid member of the Hazard Team and with time, he could mature into an excellent team leader.



CREWMAN ELIZABETH LAIRD

Position: Hazard Team Scout

Skills: Superior Weapon Skills.

Psychological Analysis: Crewman Laird is arguably the finest hand-to-hand combatant on Voyager. She has studied under weapon masters on several planets, including Vulcan and the Klingon homeworld, and her skills with weaponry are exemplary.





CREWMAN PERFECTO OVIEDO

Position: Hazard Team Quartermaster

Skills: Superior technical skills, Vast weapon and ordinance knowledge.

Psychological Analysis: Oviedo's extraordinary dedication to weapons research and repair has allowed the Hazard Team to utilize superior weaponry during training. Oviedo is a stable Hazard Team member.



CREWMAN KENN LATHROP

Position: Hazard Team Intelligence and Operations

Skills: Good combat skills.
Good problem solving abilities.

Psychological Analysis: Crewman Lathrop is aggressive and emotional. Over the course of the Hazard Team training sessions, Lathrop has learned to channel his strong aggressions positively and focus on objectives.



CREWMAN THOMAS ODELL

Position: Hazard Team Scout

Skills: Good combat skills.



HAZARD TEAM ROSTER-BETA SQUAD (Cont.)

CREWMAN THOMAS ODELL (cont.)

Psychological Analysis: During combat situations, Crewman Odell shows no hesitations. He is a dependable combatant and a strong member of the Hazard Team.



CREWMAN MITCHELL CSATLOS

Position: Hazard Team Scout

Skills: Good combat abilities and in excellent physical condition.

Psychological Analysis: I have observed that Crewman Csatlós has a positive effect on the morale of the Hazard Team. Also, during some exercises, he has demonstrated a tendency to choose the least logical solutions to training missions. His unorthodox thinking could be a benefit to the Team. Csatlós is a good candidate for the Beta squad.



CREWMAN MICHAIL JAWORSKI

Position: Hazard Team Scout

Skills: Good combat abilities and in excellent physical condition. Photographic memory.

Psychological Analysis: Crewman Jaworski is a gifted individual, possessing an above average intelligence quotient and a photographic memory. Jaworski is also a talented tactician and has demonstrated several ingenious field maneuvers during training sessions. With a few more weeks of training, I suspect Crewman Jaworski will be ready to command a Hazard Team squad.



THE FORGE

LT. COMMANDER TUVOK'S PERSONAL LOG SUPPLEMENTAL

To assess the danger confronting *Voyager*, I have accumulated data from comprehensive sensor scans of the surrounding region. While most computer systems aboard the derelict ships are too damaged to retain any pertinent information, our sensors have gleaned pieces of information that may help the Hazard Teams prepare for their coming missions. After some extrapolation with the universal translator, I have discerned that the machine responsible for our capture is called the Forge. Its origin is unknown, but it is certainly hostile.

The Forge has trapped vessels from numerous sentient races, all with one disturbing commonality—each possess advanced capabilities to wage a devastating war. One can only assume that whatever intelligence is behind our capture has chosen to attract different races to test and observe their combat skills, for a reason that has yet to be determined. From the available data, I have constructed a plausible model for the Forge's operations.

First, the Forge launches a probe, like the one encountered by *Voyager*. If the beings that encounter the probe survive the initial encounter and destroy it, the probe's resulting explosion transports any vessels caught within the blast into the Forge region. Once captured by the Forge, ships are instantly affected by a dampening field to prevent escape.

Judging from the structural damage of the derelict vessels, a powerful force then attacks the helpless ships, capturing crewmembers and removing portions of the hull. I have reviewed multiple entries from the derelict ships' logs and



THE FORGE (cont.)

found several references to beings called Harvesters. While nothing is known about the Harvesters, empirical evidence suggests that they are a truly formidable warrior species. I have detected the remains of a damaged Borg cube in this region. If the Harvesters were capable of defeating a Borg colony, then Voyager is in grave danger. It is imperative that we collect more detailed intelligence about these adversaries quickly.

Along with the Borg Cube, I have scanned other ships and logged reports about other possible adversaries the Hazard Team could face soon. I must ensure that each Hazard Team member becomes intimately familiar with this information.

ENEMIES

SUBJECT: THE BORG

Few would dispute that the Borg are the most fearsome species in the known galaxy. With brutal persistence, the Borg ravenously assimilate whole worlds and races into the star spanning consciousness of their Collective.

Unfortunately, the Borg possess many powerful abilities and few weaknesses. Utilizing highly advanced technology, Borg drones have the ability to capture and assimilate others, converting them into Borg drones to increase the Collective's efficiency. Defensively, the Borg can adapt their personal shields to the frequency of different types of energy weapons, including Federation phasers. Therefore, it is best to use weapons that automatically remodulate energy frequencies to bypass the Borg defenses. Seven of Nine has been working on such a weapon, but its effectiveness has not yet been proven in combat against the Borg.



The Borg's connected mind is both an asset and a weakness for the Collective. Because they share a single mind, an attack against a single Borg instantly alerts any nearby drones.

However, the nature of the Borg's collective mind can be used against them. Specialized devices like a Borg Distribution Node are required to help coordinate the activities of localized drone groups within a Borg community. By destroying control devices like the Distribution Node, a local group of Borg drones can be temporarily disconnected from the Collective.

SUBJECT: ETHERIANS

The Etherians are a highly-developed race of beings that utilize bio-mechanical technology to power living ships.

Etherian warriors can gather bioelectric energy from their ships and focus it into destructive plasma. Etherians also utilize advanced transporter technology within their ship and are highly mobile in their own environment. Caution must be exercised while exploring an Etherian vessel because of their ability to use spawn transporters to beam into any area.

Little is known about Etherian society. First contact with the Etherians resulted in a hostile conflict. It is possible that the Etherians in the Forge diverged from a peaceful race, becoming hostile after being imprisoned. However, all Etherians in this region should be considered dangerous and approached with caution.

SUBJECT: SCAVENGERS

The Scavengers are a motley collection of races that have banded together for mutual protection within the Forge. Scavenger groups are composed of several races, including Human, Klingon, Malon, and Hirogen warriors.



SUBJECT: SCAVENGERS (cont.)

Little more than space pirates, Scavengers raid ships that enter the Forge before the Harvesters attack. With swift assaults, the Scavengers steal food, supplies, and energy sources to maintain their meager existence. It is probable that the masters of the Forge tolerate the Scavengers because they serve to weaken new ships that enter the region before the Harvesters attack.

SUBJECT: HARVESTERS

The origin of the Harvesters is not yet known. When a new ship enters the Forge, Harvesters are dispatched to attack the ship and disassemble pieces from it. After contact, a Harvester raiding party takes pieces of the ship and members of the crew to bring back to the Forge.

GAMEPLAY TIPS

- Play through the tutorial level (available on the New Game menu). It's a great chance to get hands-on experience and training in the safety of the Holodeck before you go out into the field.
- Items that can be used or destroyed will often be highlighted with an outline and a text message. Pay attention to these visual cues and your mission objectives to avoid confusion during the mission.
- The Borg will attack if they perceive you to be a threat. If you fire at them, all Borg in the surrounding vicinity will activate to assimilate you. Also, the Borg possess a defensive capability that allows them to adapt to a weapon's energy frequency. You will only have a few shots before the Borg adapt, so use them wisely. A Borg will glow green when adapted to a certain weapon blast.
- Avoid targeting Hazard Team members and *Voyager* crewmen. There are consequences for attacking fellow crewmembers. Check your fire.



- Following orders is crucial to your duties as an officer. Obey orders given to you by superior officers or face disciplinary action. There is no honor in the Brig.
- During a mission, seek out energy sources to replenish your armor and weapon energies. Scan around new areas thoroughly so that your TED can detect consoles that could give you energy.
- When you return to *Voyager* after your mission, use the Holodeck to practice new weapons. You should become intimately familiar with any new weapons you acquire. While you're in the Holodeck there's no risk to your safety and plenty of opportunity to practice.
- You should check your mission objectives frequently to see if your goals have been changed or if you're unsure of what to do next. You can check your mission objectives at any time by pressing the Mission Info button.

HOLOMATCH

One of the most exciting features of *Star Trek: Voyager® Elite Force™* is the ability to battle other players in a multiplayer holodeck match. When you choose to play a Holomatch from the Main Menu, you will be presented with several options. These options are explained in the following section.

Players

Choose the number of players.

Level

Choose the holodeck scenario for your match.

Advanced

Setup additional options.

Engage

Advance to player settings.



HOLOMATCH (cont.)

Options

In this sub-menu, you can setup further options.

Point Limit - Points (or kills) are the standard measure of success in the holomatch arena. By adjusting the point limit, you can establish the number of required kills to win the match. High values result in longer games.

Time Limit - You can establish a different game dynamic by imposing a time limit on the holomatch. If time runs out before someone reaches the Point Limit (see above), the player with the most points wins.

Force Player Respawn - Turning this option on will force players to respawn automatically.

Weapon Stay - Weapons will remain on-screen after being picked up.

Falling Damage - Turn On/Off falling damage.

Team Play - In this mode, players are divided into opposing teams, and all points earned and point limits apply to a total team score. During Team Play, Weapon Stay is always disabled.

Friendly Fire - Available for Team Play, this gives players the choice to damage teammates (ON), or not (OFF). When on, a warning alarm sounds whenever you fire on teammates (Friendly deaths decrease player and team scores.)



Player Settings Screen

Once you have setup the match with all of your settings, select Engage to go to the Player Settings Screen where you can decide the following: Player Character; Outfit; Control Style; Weapon Switch; Auto-Aim; Crosshair Type; Vibration; Invert Pitch.

HOLOMATCH ITEMS

The following is a list of items you can collect during a Multiplayer Match.

Health Pickups



Booster Hypospray - gives a small health boost, activated upon pickup.

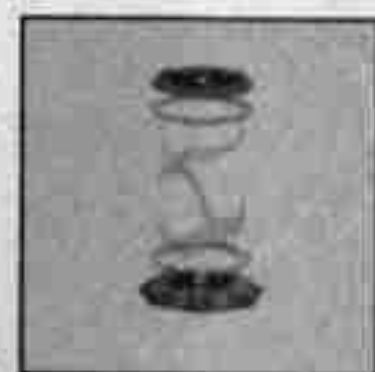


Emergency Hypospray - Gives a larger health boost, activated upon pickup.

Holdable Pickups



Portable Medkit/Usable Medkit: Restores health level to 100. Activated with the 'Use Item' function. At 100 or above, adds 25 additional health points. To max equals 200.



Personal Transporter Device - Transports the user to a random location on the map, activated with the 'Use Item' function.



Ultritium Explosive Charge - Detpack that you 'Use Item' to place and 'Use Item' again to detonate. Note: when placed they can be shot and deactivated.



Holdable Pickups (cont.)



Portable Force Field - Places a temporary shield that blocks enemies and weapon fire, activated with the 'Use Item' function.

Armor Pickups



Incremental Shield Boost - Small armor boost, activated upon pickup.



Personal Deflector Screen - Medium armor boost, activated upon pickup.



Isokinetic Deflector Screen - Large armor boost, activated upon pickup.



Power Pickups



Nano-Regenerative Protoplasmer - Regenerates the users health to 200, activated upon pickup, time duration (looks like Medkit but with gold shell).



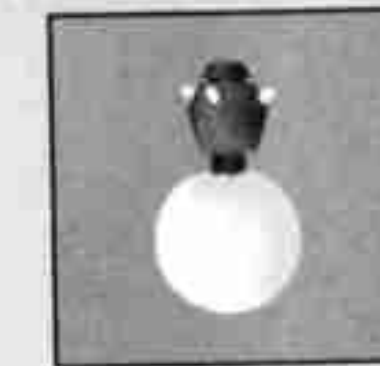
Metaphasic Shielding - Makes the user invulnerable, activated upon pickup, time duration (looks like armor but with gold shell).



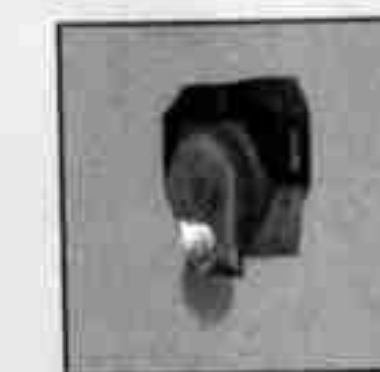
Quantum Weapon Enhancer - Increases users weapon damage, activated upon pickup, time duration.



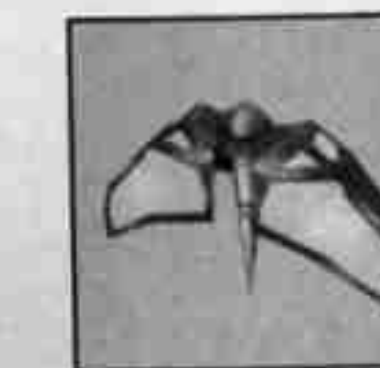
Temporal Accelerator - Increases the users speed, activated upon pickup, time duration.



Personal Cloaking Device - Makes the user invisible, activated upon pickup, time duration.



Anti-Gravity Pack - Allows user to fly, activated upon pickup, time duration.



Seeker Drone - Defense drone that hovers near the user and shoots at enemies in range, activated upon pickup.



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