

STAR TREK™: KLINGON™ THE ULTIMATE INTERACTIVE ADVENTURE

Minimum Requirements:

Windows® 3.1 or higher
18 MB hard disk space for Immersion Studies program.
12 MB hard disk space for Language Lab
Color SVGA monitor
486/66 Processor, 8 MB RAM, Pentium recommended
Double speed CD-ROM drive
Soundblaster 16™ 100% compatible sound card

Installation:

Windows® 3.1 – Place the Immersion Studies (Disk 1) in the CD-ROM drive. From Program Manager click on "File / Run". In the dialog box type "D:\setup" (where "D" is the CD-ROM drive). Alternatively open a window in file manager for the drive and double click on "Setup.exe".

Windows® 95 – Place the Immersion Studies (Disk 1) in the drive. Click on "My Computer" and then on the icon for your CD-ROM drive. Double click on the "Setup" icon.

Program Optimization:

The Immersion Studies module 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 Pentium class processor and a 4X CD ROM Drive. If you are using a 2X CD drive and/or a slower processor you can improve the performance of the Immersion Studies module by turning off Smart Drive™. See the Readme file for additional information.

Immersion Studies Design:

The program is a hyper-narrative role-playing session which takes place on the Holodeck. The user assumes the role of Pok, a young Klingon. Not only must he complete the Rite of Accession, he must prove his claim to the title "Suvwl."

The simulation incorporates all known knowledge of the Klingon culture. Be warned: Full corporal effects are enabled. Conversational Klingon language skills are essential. The Language Lab module must be run prior to beginning the simulation.

In accordance with Klingon culture, action must be taken when required. Correct actions are based on obedience to duty, respect for

tradition, and the upholding of honor. The user is advised to remember the Klingon adage: "Act and you shall have dinner; think, and you shall *be* dinner."

Incorrect actions cause the simulation to be restarted from a point prior to the error. Correct actions move the simulation forward. Note that in some situations standing your ground and doing nothing may be the most appropriate choice when none other seems valid.

Great Klingon warriors learn all they can about an adversary. They study their weaknesses and understand their motivations. No object in a room escapes their scrutiny; even the most innocuous of objects may provide information or serve as a weapon, or as a guide to success. Careful observation, quick decisions, and great courage are necessary attributes of a Klingon warrior.

Completion of the Holodeck experience brings great honor to the user, and for a Klingon, there is no higher praise. Qaplá!

Dramatis Personae:



Gowron, Head of the Klingon High Council. Captain of the Bird of Prey class *BortaS*. Gowron is your mentor in this simulation.

The House of Sепlch



Torghn, Patriarch of the House of Sепlch. Father of Pok. Friend and ally of Gowron. Direct descendant of the conquerors of Taganika.



K'Tar, Mother of Pok and mate of Torghn. Her duty is to welcome the guests to the *lop 'no*.



Qua'lon, Younger brother of Torghn. A defender of the family's honor. Reputed to be a great singer of Klingon opera.



Pok, Son of Torghn and K'Tar. The simulation is seen through his eyes.

The House of Ingka



Vok, Torghn's neighbor and historic enemy of the House of Sепlch.



T'Var, Mate of Vok.

Controlling the Simulation:

The mouse is the primary input device on the holodeck console. It appears and is used for two functions: Accessing Information Points (IP) and choosing Decision Points (DP).

Information Points:

To gather information on a room or object, single click the mouse, which will freeze the video and display the IP cursor: a rotating Emblem of the Klingon Empire. Roll the cursor around the screen. If the rotation stops, an IP has been detected. Click once to hear a computer readout on the object. Move the cursor slowly so you do not overlook important IPs.

Decision Points

The heart of the Immersion Studies is the Decision Point, the moment when you must act or stand your ground as honor and the situation demand. When a decision is required, a glowing Daqtagh knife will appear. Target and single click what appears to be the appropriate action, or do nothing. But be prepared to deal with the consequences if you choose incorrectly. Remember, to touch a Klingon unbidden is often taken as a challenge.

Cursor Controls:

- Single click the mouse to pause the simulation and display the Information Point cursor.
- Single click on an IP to hear a description of the object.
- Double click on an active IP to stop the audio playback.
- Double click anywhere in the visual display when the cursor is rotating to continue the simulation.
- Single click on the appropriate person or object to indicate your decision or do nothing to indicate you are holding still.



When the rotating Empire emblem pauses, an IP has been detected.



When a user decision is required, the cursor appears as a glowing Daqtagh.

Key Controls:

The "S" key on the control console saves the simulation at the current position. Users may create multiple "save" points on the time line. Replay positions for multiple users are enabled in the same manner.

The "Q" key initiates the Holodeck exit sequence.

Additional control features may be obtained at Internet address <http://www.ssitrek.com/trek>

Klingon Language Lab (Disk 3):

The Language Lab will assist you in learning the Klingon language, a skill essential for the successful completion of the Immersion Studies module. The Universal Translator often fails to capture the nuances of Klingon speech and, while many Terrans may learn the words, they never master the cultural context of Klingon. This training program, when used in conjunction with the Interactive Holodeck simulation, will enable the user to interact with Klingons in an appropriate manner. When you initiate the program the main control console is displayed. Begin by selecting one of the eight language areas. The console will display the first in a series of words or phrases. The console incorporates the following interface mechanisms:

Hol: The main control screen, where you see and hear the Klingon words and phrases.

Pronunciation: A phoneme-driven guide to the fundamental sounds of the language. Select a phoneme to hear its sound. Select *example* to hear it used in a word.

Help: Context-sensitive assistance to any of the elements. To activate Help click once in this area, it will start flashing. Then click on the screen area about which you want information. Click on Help again to

cancel Help sequence. In Drill mode, clicking on Help brings up an explanation of the current drill.

Category: Choose among the eight conversational areas.

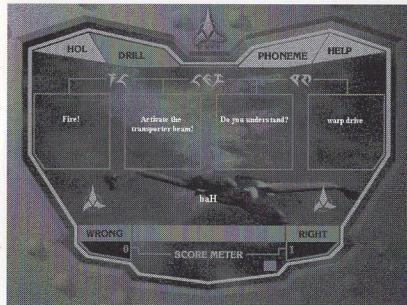
Illustration: See the word visualized.

Tutor: Gowron demonstrates how to pronounce the word or phrase.

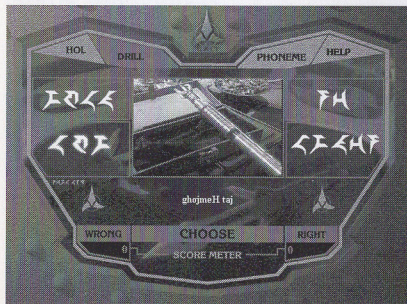
More: Marc Okrand, the developer of the Klingon language for *STAR TREK™* and *STAR TREK, THE NEXT GENERATION™* provides background and contextual information. Not all words have entries in this module.

Interface: Controls for moving forward, backward, and for the voice recognition module.

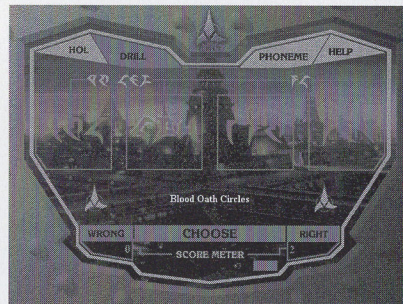
Drill: Test your knowledge. There are four primary drill types. The drill instructions will disappear when you move the cursor. To redisplay them click on Help and then on the instructions area.



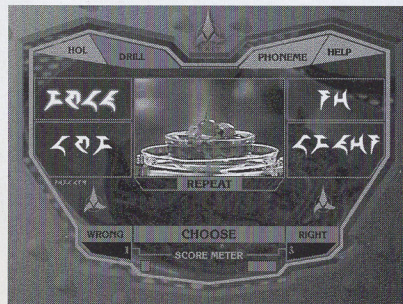
English/Klingon text translation. Four words are presented. Select the one which matches its counterpart below.



Word to Image. Select any of the Klingon Runes and an image of it will appear on the visual display. Choose the word which matches the word below.

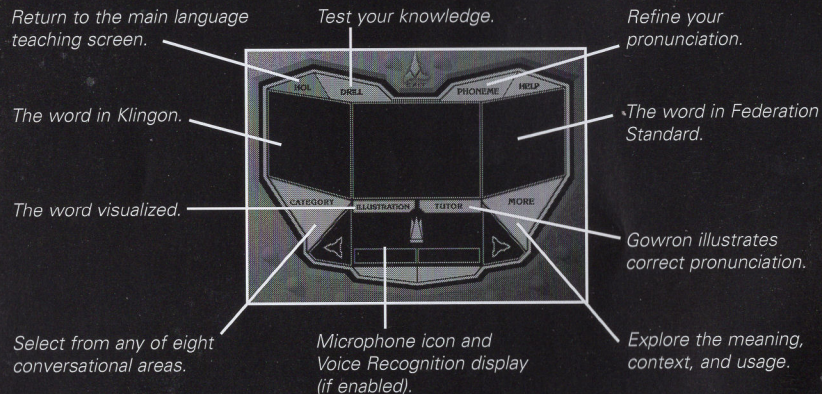


English/Klingon audio translation. A word is presented. Select any of the Klingon runes to hear an audio readout of a word. Listen to the choices presented and then choose the correct audio.



Audio to Image. Listen to the spoken word and then select the corresponding text or image by clicking on the appropriate Klingon rune.

The Control Console:



Voice Recognition System:

Klingon utilizes phonemes (parts of speech) that are significantly different from Federation Standard English. Subtle differences in pronunciation can significantly change the meaning of a word. Klingons insist on precision. Do not inadvertently use qoH (fool) when you mean to say HoD (captain).

The voice recognition system will assist you in mastering Klingon pronunciation. To utilize the voice recognition you will need a microphone attached to your sound card with the input level set to the maximum (the Soundblaster™ default is too close to the microphone input level). Depending upon your sound card, input level will most likely be set from a control panel.

To activate, click on the microphone icon and pronounce the word within three seconds. If the word or phrase is spoken correctly, the system will display an accuracy rating. If incorrect, the word will not be recognized. You may repeat the word as necessary. Marc Okrand provides guidance for correct pronunciation of many of the words and phrases. You can interrupt his audio playback by clicking on the microphone icon.

Additional Elements:

Power Klingon—Highlights: The Language Lab CD includes the audio program *Power Klingon—Highlights*. To hear extended instruction in pronunciation, usage, and cultural context, place the CD in a standard audio CD player. If your CD player indicates it is playing but you don't hear sound – skip forward to track II using the appropriate button on your CD player.

Samples of two additional STAR TREK programs are installed along with Immersion Studies and Language Lab: *Omnipedia* and *STAR TREK Technical Manual*. See the Readme file for details.

Trouble Shooting Guide:

Cannot read from Drive D: STAR TREK Klingon is a three CD program. At times you will be instructed to change the CD-ROM in your drive. Once the new CD-ROM is placed in the drive and the drive is closed, the CD-ROM drive will require a moment to get ready—this can usually be seen by the light flashing on the CD-ROM drive unit. Once the CD-ROM drive is ready, click the appropriate message box response on screen. If the CD-ROM drive is not ready and you click the on-screen message box, you will receive a message back: cannot read from drive X, where X is the drive letter of your CD-ROM. Wait a moment, and click “retry.”

STAR TREK Klingon requires that your sound card and drivers be 100% Sound Blaster 16 compatible. The following cards are known not to function correctly with STAR TREK Klingon.

Aztec Labs—Aztech Sound Galaxy Washington 16 sound card: Voice recognition does not work correctly in Windows 3.1. The drivers have been updated for Windows 95.

MWAVE sound card: STAR TREK Klingon does not work with this sound card. Call technical support for help or go to www.ssitrek.com/trek

Cannot write to device AUX: When initializing voice recognition for the first time, you may receive an error—Cannot write to device AUX. Simply click OK and voice recognition will function properly.

Call technical support for help or go to www.ssitrek.com/trek

We cannot guarantee the sound cards that are not 100% SB 16 compatible will ever play STAR TREK Klingon correctly, however, you may contact your hardware manufacturer for update drivers, and check our Web site at www.ssitrek.com/trek

Star Trek™: Klingon™

Published by Simon & Schuster Interactive, a division of Simon & Schuster, the publishing operation of Viacom, Inc., 1230 Avenue of the Americas, New York, NY 10020.

STAR TREK™ and © 1996 Paramount Pictures. All Rights Reserved. STAR TREK and Related Properties are Trademarks of Paramount Pictures. © 1996 Simon & Schuster Interactive, a division of Simon & Schuster, Inc.

TrueMotion® is a registered trademark of The Duck Corporation.

Windows® is a trademark and Microsoft is a registered trademark of Microsoft Corporation.

Macintosh® is a registered trademark of Apple Computer, Inc.

Speech recognition technology for Windows-based systems © 1986-96 by Dragon Systems, Inc.

All rights reserved including the right of reproduction in whole or in part in any form.

**Star Trek: Klingon
Immersion Studies**

Starring
Robert O'Reilly
as "Gowron"

Associate Producer
Terri Potts

Music by
Gregory Smith

Software developed by
Touchscreen Media Group, Inc.

TrueMotion® Video Technology by
The Duck Corporation.

Creative Consultant
Ronald D. Moore

Produced by
Dan Dugan

Executive Producer
Keith Halper

Written by
Hilary Bader

Directed by
Jonathan Frakes

Associate Producer
Elizabeth J. Braswell

Starring:

John Cothran, Jr.
Joan Elizabeth
Martha Hackett
Michael Hagerty
Annette Helde
J.G. Hertzler
Joe Hulser
Barry Lynch
Scott MacDonald
Catherine MacNeal
Joel McKinnon Miller
Paul Sandman
John Kenton Shull
Rick Worthy

Additional writing by
Kristine Kathryn Rusch
Dean Wesley Smith

Add'l writing by Keith Blanchard

Creative Consultant
Marc Okrand

Production Coordinator: Mike Mistovich
1st Assistant Director: Jerry Fleck
2nd Assistant Director: Arlene Fukai,
Tom Phillips
2nd Asst. Director: Dana Jackson
Script Supervisor: Cosmo Genovese
Teleprompter: Damon D'Amato
Auditor: Suzi Shimizu
Production Assistant: Andrzej Kozlowski
Production Assistant: Jennifer Shull
Set Production Assistant: Tony Conteras
Director of Photography: Joe Chess
1st Assistant Camera: Maricella Ramirez
Art Director: Michael Mayer
Set Designer: Louise Dorton
Construction Coordinator: Al Smutko
Construction Foreman: Tom Purser
Set Decorator: Laura Richarz
Property Master: John Nesterowicz
Assistant Props: Robert de le Garza
Chief Lighting Tech: Ian Christenberry
Best Boy: Don Lehman
Electrician: Ken Roerden
Dolly Grip: George Santo Pietro
Key Grip: Bill Slemmons
Best Boy: Roy Heath
Grip: Bill Blackman
Grip: Chet Sawiki
Special Effects: Dick Brownfield
Special Effects: Wil Thorns
Special Effects: Amanda Karnes
Visual Effects: Ronald B. Moore
Sound Mixer: Jack Tossman
Boom Operator: Cole Coonce
Costumer: Kim Shull
Costumer: Pamela Berggren
Special Effects Make-Up: Michael Westmore
Hair: Norma Lee
Assistant Hair: Caryl Codon

Stunt Coordinator: Joe Stone
Casting: Ron Surma
Craft Service: Varton Chakrikian

Post Production Sound Services:
Modern Sound, Hollywood, CA

Sound Supervisors: Bill Winstrom, Wilson
Dyer

Dialogue Editors: T. Ashley Harvey, Jivan
Tahmizian

Effects Editors: Sean Callery,
Masanobu 'Tomi' Tomita, Jeff Gersh

Re-recording Mixers: Chris Haire, C.A.S.,
Doug Davey, C.A.S., Richard L. Morrison,
C.A.S.

Recordist: Chris Elam

ADR Mixer: Alfred F. Ferrante, C.A.S.
ADR Recordist: Daryl Lathrop
Foley Mixer: Christopher Trent
Foley Artists: Jerry Trent, Audrey Trent

Engineering: Marvin Hall, Jeff Malham

Music Editor: Stephen M. Rowe

Video Editing: Unitel Video

Editors: Jim McQueen, Brad Ley Earle

Chyron/Infinit Operator: Shirley McCracken
Touchscreen Media Group, Inc.

Producer: Cheryl Moellenbeck
Video-Technical Director: Dennis McCole
Programming:
John Tabbone
Francine Perlman
Susan Lamba

Video Compression:

Erik Borzi
Mario Geddes

Animation and Graphics:

Erik Borzi

The Duck Corporation:

Stan Marder
Dan Miller
John Gabriel
Jerry Rossi

**Star Trek: Klingon
The Language Lab**

Executive Producer: Keith Halper

Associate Producer: Liz Braswell

Klingon Research and Battle Squadron:

Kimberly Ann Kindya with John Bigbooté,
Keith R. A. De Candido, Doug Drexler, Carol
Greenburg, Glenn Hauman, Jean Krevor, David
A. Mack, Denise Okuda, Michael Okuda, Joel
Scotkin, Tyler Smith, Dan Truman, Keith
Walters

Voiceovers for Klingon Language "More"

Hints, Consulting Linguist, Creative Talent and
Doctor of Klingonology: Marc Okrand

Highlights of Power Klingon used with per-
mission of Simon & Schuster Audio Division.
Featuring the voices of Michael Dorn and
Marc Okrand.

Special thanks to Sandy Moore, V.P.
Gowron: Robert O'Reilly

Line Producer: Dan Dugan

Costume Designer: Pamela Berggren
Makeup: Michael Westmore
Makeup: Susan Maust
Hair: Dave Quaschnick

Minassian Productions, Inc.

Director of Photography: Shahan Minassian
Video Engineer: Dale Dimmick
Key Grip: Dennis Mikulich
First Assistant Camera: Tim Kane

Klingon Narrator: Helen Wilson

Post Production Sound Services: Modern

Sound, Hollywood, California
Associate Producer: Terri Potts
Sound Supervisor: Bill Wistrom
Re-recording Mixer: Chris Haire, C.A.S.
Recordist: Chris Elam
ADR Mixer: Alfred T. Ferrante, C.A.S.
ADR Recordist: Daryl Lathrop
Engineering: Marvin Hall, Jeff Malham
Special thanks to Susan Pierson, V.P., General
Manager, Modern Sound

Music by Gregory Smith

Music Editor: Stephen M. Rowe

Voice Recognition Recording and Technology

supplied by:

Dragon Systems, Inc.

<http://www.dragonsys.com>
320 Nevada St., Newton, MA 02160

Russell Harvey, Mark Mandel, Duffy O'Craven
Sean True, Stijn Van Even

Speakers for the Voice Recognition from the
Klingon Language Institute. We would like to
thank the Klingon Language Institute for their
invaluable help in contacting native speakers of
Klingon for the Pronunciation Self-Test Module.

Bart Barker, marqem la'Hom, Christian Matzke
Lawrence Schoen, Ph.D, d'Armond Speers
Rachel Wyman, Richard Yampell, Rick Young

KLI Web home page: <http://www.kli.org>

email: info@kli.org

PO Box 634

Flourtown, Pa. 19031-0634 USA

Speakers for the Voice Recognition:

From the Klingon LINGUIST Internet list:

We would like to thank the Klingon Linguistic
Institute for their invaluable help in contacting
native speakers of Klingon for the
Pronunciation Self-Test module

Marianne Phinney

Jennifer Smith

Margaret Urban

Speakers for the Voice Recognition:

From the Farmingdale High School Science

Fiction Club:

Ebie Bracewell

Jeremy Mandel

Andrew Wray

From the Harvard-Radcliffe Science Fiction

Association:

Susannah Mandel

From Dragon Systems, Inc.:

Linda Manganaro

Thanks to the many who offered their voices
but whom we were unable to record.

Touchscreen Media Group

1674 Broadway Suite 3-D

New York, NY 10019

(212) 262-7014

(800) 324-7556

<http://www.touchscreen.com>

Producers: Dennis McCole,

Cheryl Moellenbeck

Documentation: Skip Winitsky

Technical Director: John V. Tabbone

Audio: Mario Geddes

Programming: Ana M. Loo, John V. Tabbone

Testing: Mary Anne Long, Peter McCole

Interface Design: Erik J. Borzi, Ari S. Forman

Graphic Production: Erik J. Borzi, Peter Fink,

Ari S. Forman

Video Compression: Erik J. Borzi, Peter Fink

Star Trek: Klingon

General Sine Qua Non Credits

The team at Simon & Schuster Interactive:

Kimberlee Auletta, Nicki Badalamenti, Doug

Bennett, Susanne Colten, Rick Cooper, John

Crowe, Gilles Dana, Ken Gordon, Melissa

Helmke-Alcruz, Ted Hill, Ruby Lindeman,

Sharon Lineker, Elizabeth Mackey, Tara

McLaughlin, Deanne Meek, Halley Moore,

Amy Nobles, Gene Panhorst, Holly

Pemberton, Seth Rosenfield, Mark Safire, Alle

San Pedro, Jeff Siegel, Diane Strack, Tracey

Turner, Peter Von Schlossberg, Walter Walker,

David Weems, Jennifer Weidman, Elise Wong,

Elisa Zachary

Peter Yunich, Devwl'

Special thanks to:

John Ordovery, Kevin Ryan

Viacom Consumer Products Group:

Suzie Domnick

Randi Casey

And thanks also to our wives, husbands,
significant others, covivants, cheap dates,
various pets, Juan Valdez, and especially to
Liz's mother for taking her to her first Star
Trek convention.