

STAR TREK[®] CONQUEST



Bethesda[®]
SOFTWARES
a ZeniMax Media company

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system 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.

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.

WELCOME

It is a time of unrest; all of the major races are at war, age-old alliances are forgotten, and diplomacy is dead. Powerful fleets prowl the Galaxy, vanquishing indigenous and enemy fleets alike, in the pursuit of galactic supremacy.

With **STAR TREK: Conquest**, you will become more than just a ship captain. Take control of the Federation, Klingon, Romulan, Cardassian, Dominion, or Breen forces and lead them in a campaign to control the Galaxy, one planet at a time.

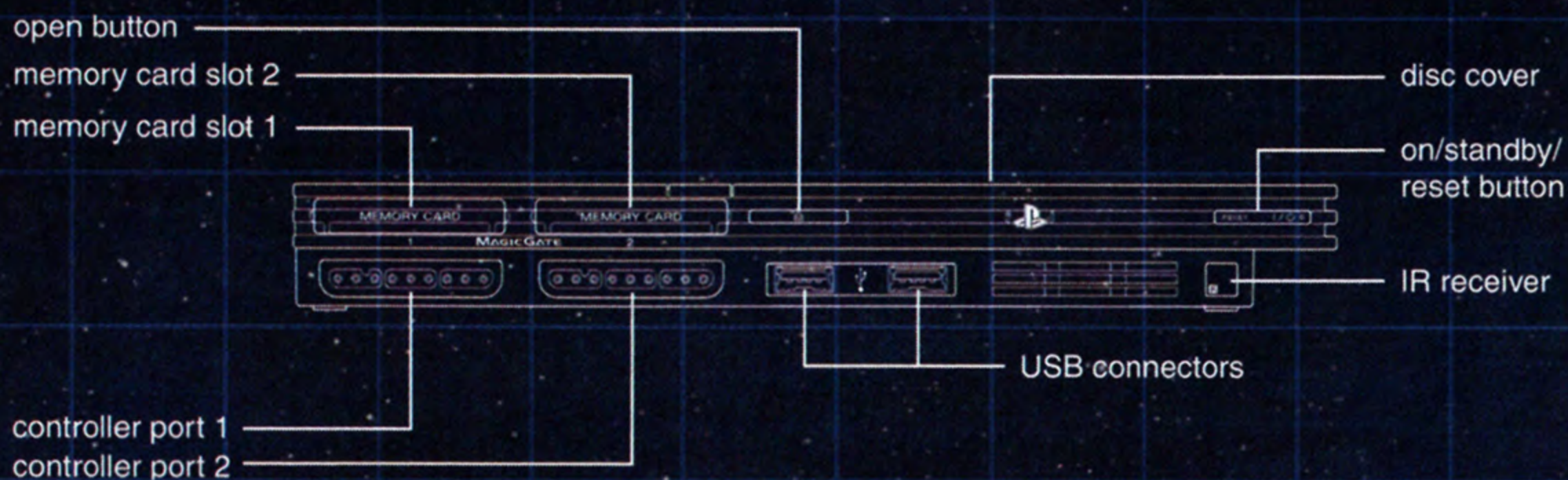
Build and manage your growing empire on a turn-based galactic map. But watch out, your enemies want the Galaxy for themselves, and they will send their own fleets against you, triggering all out starship combat in real-time action!

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GETTING STARTED



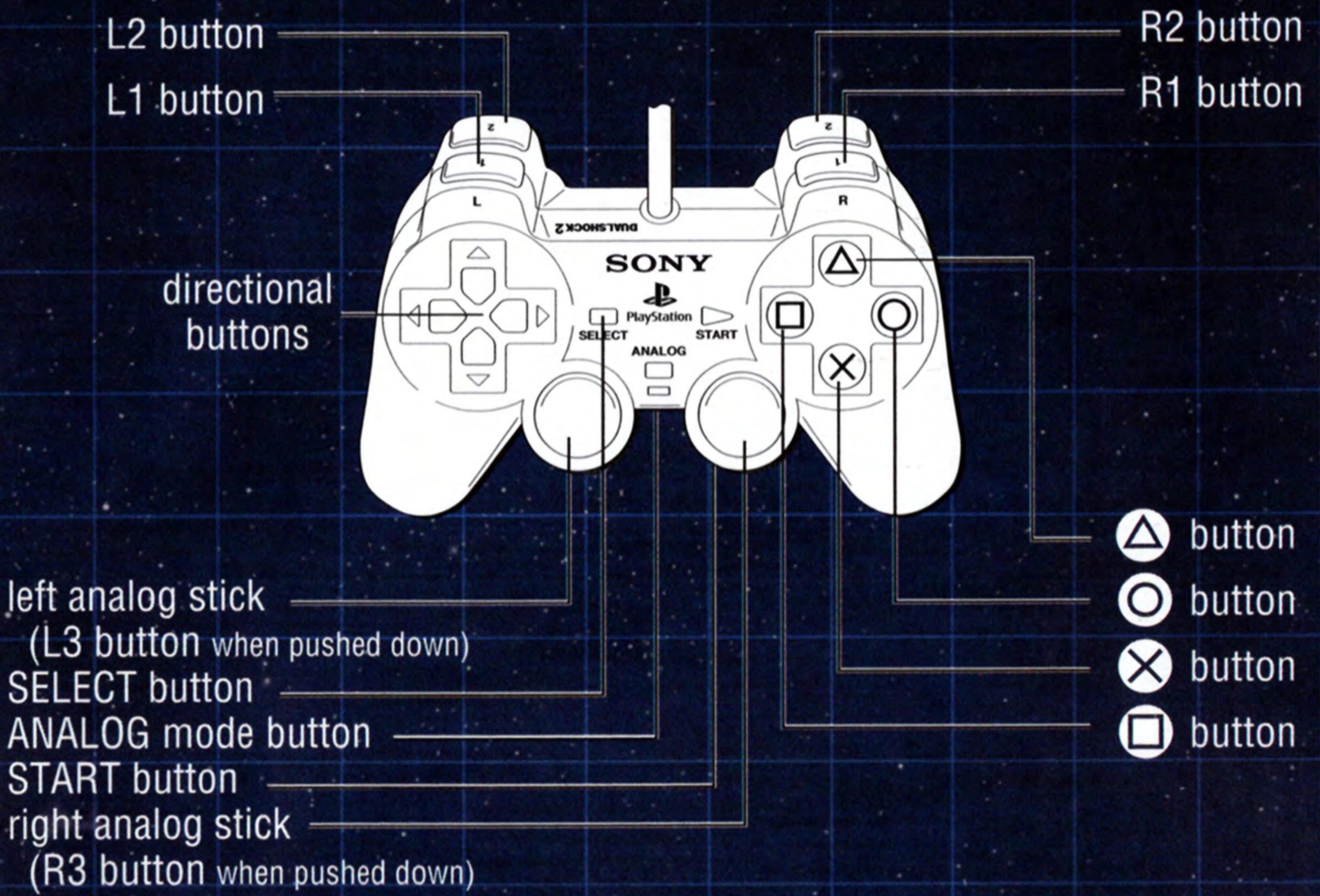
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **STAR TREK: Conquest** disc with the label side facing up in the disc holder and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

MENU CONTROLS

- ←, ↓, ↑, → BUTTONS Navigate the menu selections
- ⊗ BUTTON Advance to next screen
- △ BUTTON Return to Previous screen

REPORTS

- ←, → BUTTONS Change report
- ↓, ↑ BUTTONS Select a research track
- ⊗ BUTTON Start Game and/or Turn

GALACTIC MAP VIEW

- LEFT ANALOG STICK Move selection cursor
- ⊗ BUTTON Select Fleet, Move Selected Fleet
- BUTTON Enter System View
- △ BUTTON Cancel
- BUTTON End Turn
- ▶
START BUTTON Open Pause Menu

SYSTEM VIEW

- LEFT ANALOG STICK Move selection cursor
- ⊗ BUTTON Enter purchase window for selected slot
- △ BUTTON Return to Galactic Map View
- BUTTON End Turn
- ▶
START BUTTON Open Pause Menu

PURCHASE WINDOW






- LEFT ANALOG STICK Move selection cursor
- ⊗ BUTTON Purchase highlighted item
- △ BUTTON Return to System View
- ▶
START BUTTON Open Pause Menu

CONTROLS (CONTINUED...)


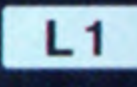
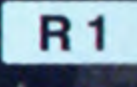
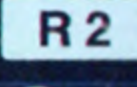





COMBAT

-  BUTTON Enter Sim Combat Mode
-  BUTTON Enter Arcade Combat Mode
-  BUTTON Auto-generate combat results
-  BUTTON Retreat from combat

SIM COMBAT MODE

-  BUTTON Defensive Combat Stance
-  BUTTON Offensive Combat Stance
-  BUTTON Neutral Combat Stance
-  BUTTON Retreat from combat
-  START BUTTON Open Pause Menu

ARCADE COMBAT MODE

- LEFT ANALOG STICK Steering
- RIGHT ANALOG STICK Targeting
-  BUTTONS Next/Previous Ship
-  **L1** BUTTON Speed Boost
-  **R1** BUTTON Fire Phasers
-  **R2** BUTTON Fire Photons
-  BUTTON Defensive Formation
-  BUTTON Offensive Formation
-  BUTTON No Formation
-  BUTTON Retreat
-  START BUTTON Open Pause Menu

MAIN MENU

Campaign

Start a new campaign or load an existing one. Also allows you to view your records.

Skirmish

Play an instant battle with the races and ships of your choice.

Options

Allows you to alter various game settings.



CAMPAIGN

New Game

Selecting this option will start a new Conquest campaign.

Load Game

Selecting this option brings up a list of your saved games. Select one to load it.

Conquests

View your stats for previously won games.



NEW GAME

SELECT RACE

Select the race that you wish to play as. Each race has its own unique strengths and weaknesses. See the Races section for a full description of each race.



SELECT ADMIRAL

Choose your Admiral. There are three types of Admirals: Attack, Defense, and Movement. Each race has its own mix of Admiral types.



GAME SETUP

Opponents

Choose to fight against 1-5 enemy races. The size of the map will adjust to properly accommodate the total number of opponents. More opponents will mean a longer game and tougher challenge.

Difficulty

Choose from Easy, Medium, and Hard. The difficulty levels will determine how aggressive the AI opponents are and will modify starting Credits and Fog of War settings.

Credits

This is the starting treasury for the player. The easier the difficulty setting, the more Credits the player will start with.

Fog of War

Fog of War determines whether or not the player can view the entire map and all enemy actions at all times. Fog of War is turned Off for Easy mode and On for Medium and Hard.

OPPONENTS

Select which races to play against with the ←, → BUTTONS.



GAME PLAY

STAR TREK: Conquest is played in turns. Each turn you will be able to purchase buildings and ships, commission an Admiral, or use a Special Weapon. You can also order your Admirals to move between friendly systems or attack an enemy system. When you order an Admiral into combat, you must immediately resolve the conflict.

VICTORY

The goal is to conquer the Galaxy by eliminating all enemy races. To eliminate an enemy race you must take their Home World and destroy all of their fleets.

If you lose your Home World you will no longer be able to purchase Admirals or Special Weapons. Protect your Home World at all costs!

STATUS REPORTS

At the start of every turn you will be presented with various reports on the state of your empire.

From here, you can either scroll left or right to view additional reports or press the **X** BUTTON to start the next turn.



The screenshot shows a 'Status Report' window with a dark background and a grid of buttons. At the top, it displays 'TURN 3', 'STARDATE 411919', and 'SYSTEMS'. Below this is a list of races with their corresponding system counts:

Race	Systems Owned
1 DOMINION	4
2 FEDERATION	4
3 KLINGON	4
4 ROMULAN	3
5 CARDASSIAN	3
6 BREEN	3
NEUTRAL	14

Status Report

Shows the current turn number and lists all races in order of number of systems owned.

Infrastructure Report

The top section shows the number of systems that you own, categorized by system value, as well as the number of your owned Starbases and Advanced Starbases.



The middle section details your economic status and shows your Mining Income Rate, Mining Efficiency, and the number of Mining Facilities that you own.

The bottom section details your research status by showing your Research Efficiency, Research Upgrade Meter, number of Research Facilities owned by you, and the Special Weapon charge status.



Fleet Report

This screen gives an overview of all active Admirals and their fleets.

Research Report

Details the research upgrades available and which ones have been purchased. Each upgrade path has three levels available for purchase.



If you have accumulated enough research points, you can buy an upgrade. You will be prompted to do so at the start of your turn whenever the option is available.

GALACTIC MAP



This is a map of the entire Galaxy. If Fog of War is On, then you can only see systems that are in range of your sensors. You can increase sensor range by upgrading your Outposts to Starbases or Advanced Starbases.

You can view the name and value of any system by highlighting it. If you own the system, you may enter the System Screen by pressing the **○** **BUTTON** when the system is highlighted. This will allow you to purchase facilities and ships at that system.

You can move your fleet to a system by first selecting the fleet with the **⊗** **BUTTON** and then highlighting the desired destination and pressing the **⊗** **BUTTON** again. If you do not own the system, this will initiate a combat sequence.

SPECIAL SYSTEMS

In addition to each race's Home World, there are two unique systems that you can capture.

Argus Array

Control of this system allows you to view the entire map at all times; a very powerful tool for those who can hold onto it.

Deep Space 9

The most formidable Starbase on the map. This fortress will likely change hands many times during a campaign.

SYSTEM SCREEN



The System Screen allows you to view the status of each system and purchase facilities and ships for your fleets.

Each race starts with a special Home World system which generates more income than normal systems and is the only place that Admirals and Special Weapons can be purchased.

INSTALLATIONS

DEFENSIVE:

Outpost

When a system is taken over, an Outpost is put in place to mark your territory. The Outpost has limited sensors, no weapons or shields, and the weakest repair rate for fleets stationed there. The Outpost can be upgraded to a Starbase or Advanced Starbase.

Starbase

A Starbase is a medium level installation with better sensors than an Outpost and moderate weapons and shields.

Ships can be purchased at a Starbase and the repair rate for fleets stationed there is moderate.

Advanced Starbase

These orbiting fortresses have the best sensors, weapons, shields, and repair rates available. Ships can also be purchased at a Advanced Starbase.

An Advanced Starbase is a formidable installation and the most expensive in the game.

ECONOMIC:

Mining Colony

This orbiting structure increases the amount of income that the system generates each turn.



Research Station

Each Research Station generates 1 research point per turn. The more Research Stations you own, the faster you will be able to buy Research Upgrades.

Research Stations also increase the purchase rate for Special Weapons. The more Research Stations you have, the more often Special weapons will be ready to use.

FORTIFICATIONS:

Turrets

You can build turrets to protect your Defensive and/or Economic installations by selecting that option on the build window.

ADMIRALS AND FLEETS

Admirals

Admirals are the commanders of your fleets and can only be purchased at your Homeworld. If you lose your Homeworld, you will no longer be able to purchase Admirals.



Each Admiral comes with a cruiser and can have up to seven ships in their fleet. You can have up to three Admirals on the map at any time; however, only one fleet can occupy a system at any given time.

If all of the ships in a fleet are destroyed, that Admiral is defeated and must be repurchased at your homeworld.

You begin the game with one free Admiral of your choice.

Admiral Types

There are three types of Admirals. Not all races will have the same mix of Admiral types.

- Attack Admirals give all ships in their fleet a bonus to their attack power.
- Defense Admirals give all ships in their fleet a bonus to their defensive power.
- Movement Admirals can move their fleet farther and more often on the Galactic Map.

Admiral Experience

As an Admiral engages in battles he will gain experience. Once an Admiral gains enough experience they will rise in rank and earn improved abilities.

Each Admiral starts at rank one and can improve to rank five. When an Admiral is defeated he loses all of his experience.

FLEETS



Ships can be purchased and added to fleets in any of your systems that contain both a Starbase and an Admiral. There are three types of ships that you can have in your fleet:

Scouts

Quick, hit-and-run fighters. Scouts have the weakest weapons, shields, and hull strength. However, they make up for that weakness by being the fastest and most maneuverable, making them difficult to target, especially by slower Dreadnoughts.

Cruisers

All purpose attack vessels. With average speed, attack and defense capabilities, cruisers easily defeat Scouts in combat but fall victim to the heavy firepower of Dreadnoughts.

Dreadnoughts

Heavy destroyers, Dreadnoughts are slow moving fortresses. Speed has been sacrificed for increased weapons and defense. Dreadnoughts are good against fortifications and Cruisers, but have a tough time targeting the nimble Scouts.

SHIP REPAIRS

Ships stationed at a system will automatically repair themselves each turn. The rate of repair depends on the strength of the defensive facility. Outposts repair the least, Advanced Starbases repair the most.

SPECIAL WEAPONS



These powerful weapons can only be purchased at your Home World. Each race has access to three different Special Weapons which can be purchased one at a time.

Special Weapons are moved just like fleets. Note that you cannot purchase a Special Weapon if you have a fleet stationed at your Home World. You must first move the fleet to another system, and then purchase the Special Weapon.

To use the Special Weapon, first purchase it then select the system that you wish to deploy it to.

- **Sub-space Disruptor** – breaks all links to non-friendly systems for 1 turn
- **Genesis Device** – inflicts major damage to all enemy ships and structures in the targeted system
- **Pulse Device** – freezes a node; ships cannot move into or out of the targeted system for one turn
- **Wormhole Generator** – can link any two systems for 1 turn
- **Virus Emitter** – fired into a system. Reduces opponent Admiral's Experience Points until he leaves that system
- **Healing Device** – repairs all ships and structures to full health in the system of the player's choosing

COMBAT



There are three modes of combat: Instant, Sim, and Arcade.

INSTANT

This option causes the combat results to be calculated immediately. Use this only for battles where the outcome is all but decided.

SIM

Sim mode will allow you to quickly simulate a battle. In this mode, you can issue basic orders to your fleet during the battle or retreat when necessary. This mode is for battles where you have superior numbers or for players who simply don't want to physically fight their battles.

Sim Mode Orders

- Attack Stance gives your ships a bonus to attack but lowers their defensive power.
- Defense Stance gives your ships a bonus to defense but lowers their attack power.
- Neutral Stance gives no bonus or penalties.
- Retreat orders your ships to disengage. Note that when you retreat the enemy forces will get a parting shot at your ships.

ARCADE

This mode allows you to jump into the action by taking control of one of your ships. Issue formation commands or switch ships as you return fire. Win by destroying all of your enemy's ships and facilities or by making them retreat in disgrace.



This mode offers you the most direct control over the battle.

Controlling the ship

When you take command of a ship, you will be in charge of steering and targeting.

Steering your ship is easy, as the ship's impulse engines are always on, all you have to worry about is which direction to go. Simply push the **LEFT ANALOG STICK** in the direction you wish to go. Holding the **L1** BUTTON will allow your ship to temporarily "Boost" its speed.

You aim your weapons by moving the targeting slice with the **RIGHT ANALOG STICK**. Pressing the **R1** BUTTON fires your primary weapon and the **R2** BUTTON fires your secondary weapon.

Each weapon system has multiple banks that load one at a time. For phaser-type weapons, pressing fire will unload all available phaser banks. For photon-type weapons, you must manually fire each torpedo.

Ship Shields and Hull Strength

A ship's shields are always up, unless depleted. The shield's status is shown by a six sided colored ring that can be seen around the ship.

Whenever shields are struck, energy is lost from the section that was hit. As the shields become weaker, they will gradually turn from green to yellow to red. If the energy of a particular section

is completely depleted, the shields will fail in that section leaving the hull vulnerable to a direct attack. Note that some ships have multiple shields in one facing.

A ship is destroyed once its hull is depleted.

Note that if your system is being attacked, you cannot retreat; you must fight to the end.

SKIRMISH

Skirmish mode allows the player to set up arcade battles without having to play the campaign. You choose the races, map, and settings for the battles. You must destroy all of your opponent's ships to win. Note that some options in Skirmish mode are unavailable from the start and must be unlocked by victories in Campaign mode.



Player Race

Select the race that you want to play as.

Player Admiral

Select the Admiral that you want to use.

Opponent Race

Select the race of your opponent.

Opponent Admiral

Select the Admiral that you want your enemy to use.

Fleet Strengths

Configure the fleet make-up for the enemy and for yourself.

Select Map

Select which map you want to battle in.

Battle Options

Configure the battle options for who owns the system and what fortifications, if any, are present.

OPTIONS

The Options Menu is the area where you can set various game settings. Once you are finished with any changes, select Confirm to save them



Vibration

This setting toggles the vibration functionality OFF or ON. Default is ON.

Audio

This setting toggles the audio output between MONO, STEREO, or Pro Logic. Default is STEREO.

Music Volume

This slider allows you to adjust the volume for all of the music in the game.

SFX Volume

This slider allows you to adjust the volume for all of the sound effects in the game.

Credits

The Credits screen displays a list of all of the people involved in the making of **STAR TREK: Conquest**.

RACES

There are six playable races in **STAR TREK: Conquest** each with their own unique strengths and weaknesses.

FEDERATION

Founded in 2161, the United Federation of Planets is an interstellar alliance of more than 150 planetary governments, spread out over 8,000 light-years.

The Federation is strong in Industry, Shields, and Cost. They are weak in Facilities, Weapons, and Ship Maneuvering.

They have an **Attack, Defense, and Movement Admiral**.

They can purchase any of the following Special Weapons:

Sub-Space Disruptor

Genesis Device

Healing Device



KLINGON

The well-statured warrior race has a genetic predisposition to hostility and a well-known streak of fatalism.

The Klingons are strong in Ship Maneuvering and Weapons. They are weak in Industry, Facilities, and Cost.

They have **2 Attack** and **1 Defense Admirals**.

They can purchase any of the following Special Weapons:

Genesis Device

Virus Emitter

Wormhole Generator



ROMULAN

Throughout their long history of war, Romulans have rarely attacked first, opting instead to test their enemies' resolve.

The Romulans are strong in Ship Maneuvering and Weapons. They are weak in Industry, Facilities, and Shields.

They have **2 Defense** and **1 Attack Admiral**.

They can purchase any of the following Special Weapons:

Virus Emitter

Healing Device

Sub-Space Disruptor



BREEN

A humanoid species, from a cold planet, that operates in a politically non-aligned manner and is reputed to be aggressive.

The Breen are strong in Industry and Weapons. They are weak in Ship Maneuvering, Facilities, and Shields.

They have **2 Defense** and **1 Movement Admiral**.

They can purchase any of the following Special Weapons:

Pulse Device

Virus Emitter

Sub-Space Disruptor



CARDASSIAN

Predatory in large numbers, more cautious alone, and instinctively searching out a dominant position in any social setting, the Cardassians are one of the most ruthless races in the Alpha Quadrant.



The Cardassians are strong in Facilities, Shields, and Cost. They are weak in Industry, Ship Maneuvering, and Weapons.

They have **1 Attack**, and **2 Movement Admirals**.

They can purchase any of the following Special Weapons:

Genesis Device

Virus Emitter

Pulse Device

DOMINION

Composed of "hundreds" of dominated races, the major political, economic, and military power in the Gamma Quadrant is administered by the cloned Vorta, and defended by the Jem'Hadar storm troops.



The Dominion are strong in Cost, Industry, and Shields. They are weak in Facilities and Weapons.

They have **2 Attack** and **1 Movement Admiral**.

They can purchase any of the following Special Weapons:

Wormhole Generator

Genesis Device

Healing Device

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