

STAR TREK[®]

The Promethean Prophecy

LOADING THE PROGRAM

To start the program, follow the instructions for your computer.

IBM: (1) Boot DOS 2.0 (or higher). (2) Insert the *Promethean Prophecy* disk into drive A. (3) Type `st` after the `A>` prompt, then press Enter.

Apple: (1) Turn off your computer. (2) Insert the *Promethean Prophecy* disk into drive 1 (side 1 up). (3) Turn on the computer and monitor.

Commodore 64: (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type `LOAD"ST".a` and press Return. (4) Then type `RUN` and press Return.

Commodore 128: (1) Turn on the computer and disk drive. (2) Insert the *Promethean Prophecy* disk into the disk drive (side 1 up). (3) Type `0064` and press Return. (4) At the prompt "Are you sure?" type `y` and press Return. (5) Type `LOAD"ST".a` and press Return. (6) Then type `RUN` and press Return.

GETTING STARTED

When you begin *The Promethean Prophecy*, you are on the *Enterprise*. You may want to try the following commands:

SULLY, WHERE ARE WE?

WHO IS BERRYMAN?

LOOK AT UHURA

LOOK AT HOLD, TOUCH IT, SHAKE IT, TAKE IT

BERRYMAN, ANALYZE THE PLANET

EXAMINE CHAIR, SIT ON IT

LOOK AT VIEWSCREEN

LOOK AT INTERCOM

After you've done some initial "looking around" on the bridge, be sure to pay close attention to the events that begin to unfold.