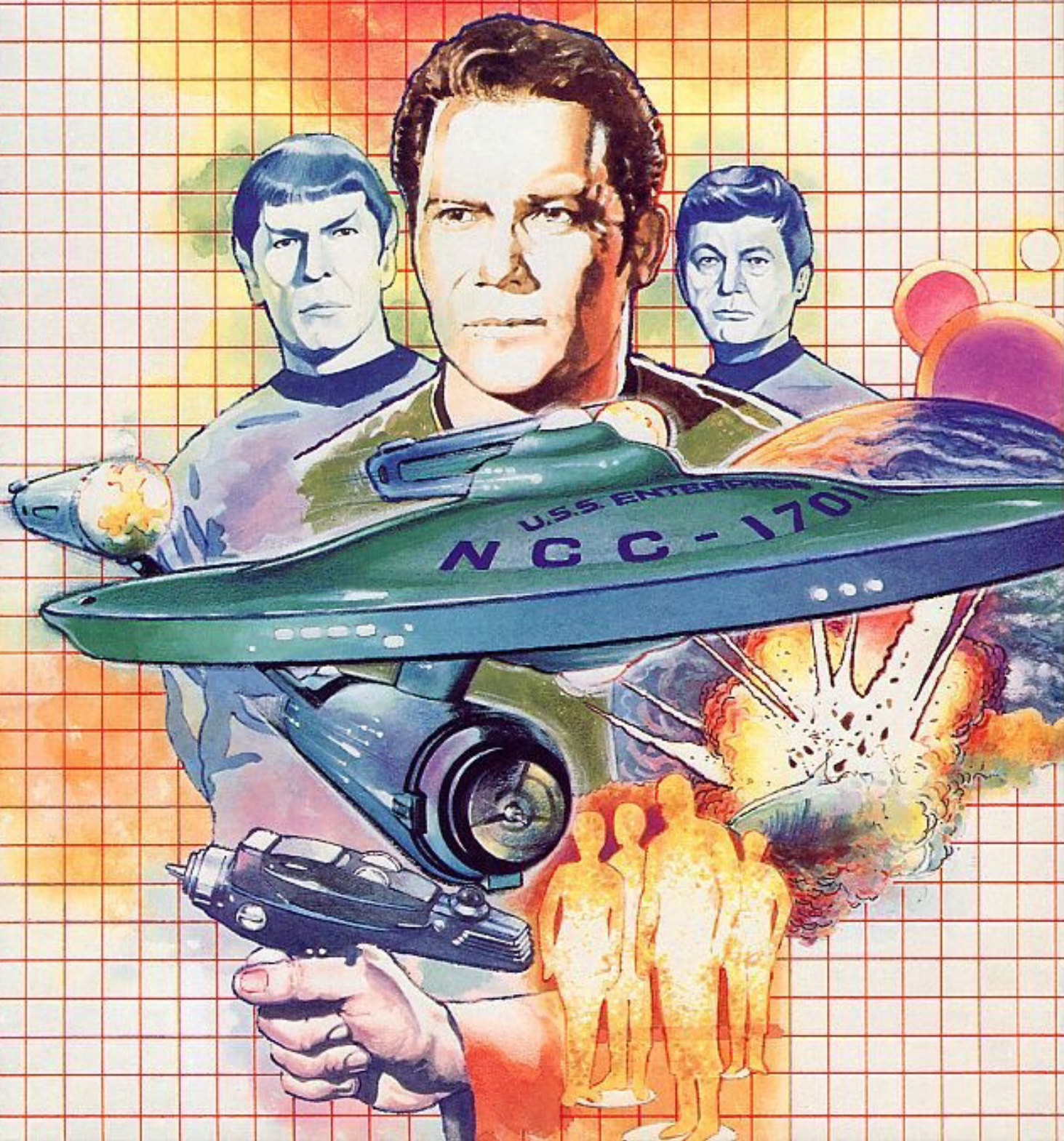


A Graphic Adventure for the Commodore 64 and 128

STAR TREK[®]

THE REBEL UNIVERSE



Federation ships turn renegade. . . .

Starfleet Command has temporarily contained an explosive Federation mutiny by erecting a Klein Sphere.

Your five-year mission: Halt the Klingon-instigated rebellion and render the solar systems within the Sphere safe for Federation vessels.

Captain James T. Kirk and his six trusted officers stand ready to assist you. You control the starship and its personnel using unique graphic screens.

On-board equipment includes:

- Engines with warp speed and impulse power
- Weapons supply with photon torpedoes and phaser banks
- Transporter to beam landing parties, gear, and discoveries to and from the ship

Also featured:

- Sound effects, including red-alert siren and communications hailing whistle
- Full-color graphics, including navigation screens, simulated battles, *Star Trek* crew members, and more

Strategy and skill are vital as you investigate which of the more than 4,000 planets hold clues for the successful completion of this mission.

The honor of the Federation and the future of the universe depend on you. . . .

System Requirements

Requires a Commodore 64 or 128 with one disk drive, and a joystick.

Note: Commodore 128 runs in C-64 mode.

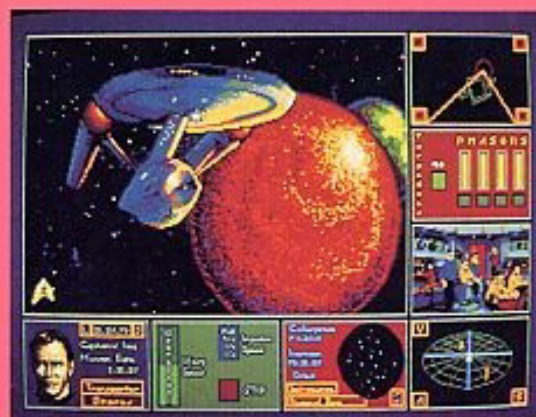
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Cover illustration by Paul Andrews



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Screens shown are from the Atari ST version.



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ISBN 0-13-842741-0