

Ages 10 and up
2 to 4 Players or Teams



STAR TREK®

TRIVIA GAME

The game of strategy and knowledge for STAR TREK fans of every rank!

Contents

Star Trek Game Board 1 die

3 decks of 100 cards and 1 deck of 50 cards containing:

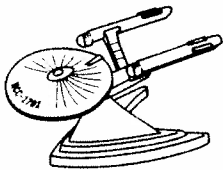
100 Original Star Trek Cards (Red), 100 Next Generation Cards (Green), 75 Deep Space 9 Cards (Purple), 75 Voyager Cards (Light Blue)

20 Star Fleet Insignia:

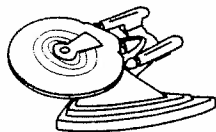
5 red, 5 purple, 5 green, and 5 light blue



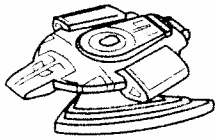
4 Starship Movers:



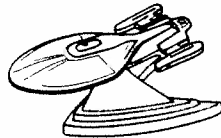
1 U.S.S. Enterprise



1 Starship Enterprise-D



1 U.S.S. Defiant



1 U.S.S. Voyager

Please remove all components from package and compare them to the component list. If any items are missing, please call 1-800-524-TOYS.

Game Set Up

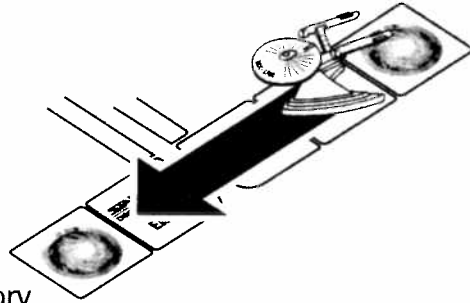
1. Separate the three decks into four – red, green, purple and light blue.
2. Place the 4 decks into the slots provided in the tray. From the left – Star Trek, The Next Generation, Deep Space Nine, and Voyager. The side with the picture should face the game board.
3. Separate the Star Fleet Insignia by color.

Object

You command a starship – the U.S.S. Enterprise, the Starship Enterprise-D, U.S.S. Voyager, or the U.S.S. Defiant. Make your way through the galaxy collecting Star Fleet insignia, one in each quadrant. Collect all four, and then travel on to Star Fleet Command to meet the ultimate challenge by answering a final question to win the game.

Engage!

1. Each player selects a starship mover and places it on the Engage! space in the appropriate quadrant – red for the U.S.S. Enterprise, green for the Starship Enterprise-D, purple for U.S.S. Defiant, and light blue for the U.S.S. Voyager.
2. Roll to see who plays first, highest roll wins. Move the number of spaces indicated by the die in a clockwise direction.
3. The player to your left draws the front card from the appropriate deck and asks the question indicated. (Return cards to the back of the deck after the player answers.)



Tricorder Readings – Events, objects, and story lines.



Life Forms – Characters and species.



Astrometrics – Locations, planets, major plot points.



Temporal Anomalies – Time, chronology, ages, dates, etc.



Q Continuum – General knowledge questions.

Red spaces indicate Star Trek questions; green, The Next Generation; purple, Deep Space Nine; and light blue, Voyager.

4. Each card has five different question categories. Most of the questions on a card will relate to the image on the back of the card. The questions are generally associated with the category as follows: Some questions are more closely related to the category heading than others.



5. Each category is indicated on the board by a symbol in the middle of a colored space.

Example: A purple space with an Astrometrics symbol would indicate a Deep Space Nine, Astrometric question.

The colored squares (red for The Original Series, green for The Next Generation, purple for Deep Space Nine, and light blue for Voyager) always denote the corresponding card color regardless of where they are located on the board.



6. The object is to earn an insignia in each quadrant. You may only earn an insignia on the spaces that are the same color as the Engage! space in that quadrant.

Example: If you land on a red space in the green, Next Generation quadrant, you must answer the red Star Trek question indicated, but you may not earn an insignia. Only a green space in this quadrant is eligible for an insignia. If you correctly answer an insignia question that is the same color as the quadrant you are in, you earn an insignia of the same color for the base of your starship. For example: you would earn a green insignia in the green quadrant. **Important:** Always keep the most recently earned insignia on the bottom of the insignia stack.

Note: When removing insignia from the base of your starship, **[hold your mover by the base, not by the starship.]** Then pull firmly to remove the insignia.

7. Your turn continues as long as you continue to answer the questions correctly or to successfully challenge your opponents. Your turn ends when you give a wrong answer or are defeated in a challenge. Play passes to the left.
8. Two objects cannot occupy the same space. If you land on a space occupied by another starship, continue on to the next open space.

Warp Speed!

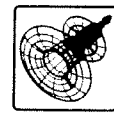
There is more than one way to cross a galaxy...

Wormholes allow you to transport to any other Wormhole on the board.

When you arrive in your new quadrant, roll again.

Engage! Allows you to move to any space **of the same color** anywhere on the board. This allows you to travel to a quadrant, or space where you still need to earn an insignia.

Example: If you land on the light blue “Engage!” space you can move to any other light blue space on the board.



Wormhole

Q Continuum spaces require that you answer a general knowledge question from a card of the corresponding color. If you answer correctly, you may move any ship (including your own) to any other space on the board.

If you answer incorrectly, you must move your own ship into Borg space, and defend the last insignia you earned. (See “The Borg” below.)



Red Alert!

Until you meet the final challenge at Star Fleet Command, none of your insignias are safe from attack!

Lock Phasers! These spaces allow you to challenge any other player for any Star Fleet insignia they have, whether you need it or not. In the event that none of the players have insignia or there are none you want to challenge, roll the die again and continue play.

1. Identify the player you wish to challenge.
2. State which Star Fleet Insignia you wish to attack.
3. Choose the category of question to be answered.
4. The defending player draws the card from the corresponding deck, (E.g. if a red Insignia is being attacked, pick a card from the red deck.) and reads the question to the challenger.
5. If the challenger answers the question correctly, the defending player must forfeit the insignia to the challenger. If the challenger answers incorrectly the defending player keeps the insignia.
6. If you challenge a player for an insignia that you already have, and answer the question correctly, the insignia is returned to the bin.



Lock Phasers

Borg Space activates an immediate attack on the last Star Fleet Insignia you acquired. If you don't have any insignia, your turn ends. If you do have insignia:

1. The player to your left selects a card that corresponds to the color of the last insignia you earned (the one on the bottom of your starship).
2. You may choose a category from that card and have the player read the question.
3. If you answer correctly, you keep your insignia; if not, you forfeit the insignia back to the bin.



Borg Space

Starfleet Command

Once you earn all four insignia you can enter Star Fleet Command at the center of the game board by moving around the board until you land on one of the four wormholes. You do not need to land on it by exact count.

Once you are on Star Fleet Command, the other players select the color and category of question for you. If you answer correctly, you win the game. If you answer incorrectly, your turn ends. You must remain at Star Fleet Command until your next turn.

Play continues until a player collects all four Star Fleet insignia and correctly answers a question from Star Fleet Command. The first player to do so wins the game.

Suggestions for Advanced Players

Play the game without using the multiple-choice answers, asking the questions as though they were fill in the blank.

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