

Williams

Playfield

- a. **Left Outlane:** has a relightable kickback
 - b. **Left Inlane:** starts Warp Factor 6 *Hurry Up*
 - c. **Right Inlane:** lights *Advance Warp*
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- 1. **Left Targets:** relight kickback
 - 2. **Left Orbit:** lights *Advance Warp* or awards next *Warp Factor*
 - 3. **Time Rift Targets:** used in *Time Rift Mission*
 - 4. **Delta Quadrant Ramp:** awards next *Warp Factor*
 - 5. **Command Decision Sinkhole:** advance *Rank* when lit
 - 6. **Neutral Zone Targets & Sinkhole:** start *Neutral Zone Modes*
 - 7. **Alpha Quadrant Ramp:** feeds **Left Inlane**
 - 8. **Start Mission:** start *Missions*, collect Jackpots
 - 9. **Q Target:** advances lit *Mission*
 - 10. **Beta Quadrant Ramp:** hit multiple times for *Holodeck*
 - 11. **Shuttle Targets:** when lit, multiply the **Beta Quadrant Ramp** count
 - 12. **Right Orbit:** light *Lock*, collect *Hurry Up*
 - 13. **Right Targets:** relight kickback



STAR TREK
THE NEXT GENERATION

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Gameplay

Missions are cycled by Bumpers or **Q Target** and started at **Start Mission** sinkhole

- *Time Rift*: Shoot lit shots; shoot **Time Rift Targets** to add 5 seconds to timer and to shot payout
- *Worm Hole*: Shoot **Beta Quadrant Ramp** to increase payout; shoot **Delta Quadrant Ramp** to collect
- *Search the Galaxy*: Shoot **Alpha, Beta and Delta Quadrant Ramps** in turn. If hit in turn, get opportunity to shoot **Neutral Zone** for final payout
- *Battle Simulation*: Shoot any sinkhole to load a launcher, then shoot **Start Mission** or **Neutral Zone**
- *Q's Challenge*: shoot lit shots; **Q Target** adds a new shot to roster
- *Rescue*: all switches add people, then shoot **Beta** or **Delta Quadrant Ramps** to rescue people; **Start Mission** instantly rescues 5 people
- *Asteroid Threat*: hurry up: shoot **Start Mission** to collect initial payout then all seven shots for secondary payouts
- *Final Frontier (six-ball Multiball)*: available when previous 7 missions complete

Multiball

- Light Lock at **Right Orbit**, lock balls in **Right Orbit, Delta Quadrant** or **Neutral Zone**
- Hit **Start Mission** to both collect and increase Jackpot; shoot again for Double Jackpot, then again for Triple Jackpot
- After this, or if you miss, *Multiball* begins: collect Jackpot at **Start Mission**

Neutral Zone: hit three times to light then shoot hole to start a mode

- *Ferengi*: shoot the **Neutral Zone Targets** from the launcher; successful shots add a ball to launcher (up to 4); Jackpot at **Start Mission**
- *Romulan*: shoot **Left Orbit, Alpha Quadrant** and **Beta Quadrant** to cloak ships
- *Cardassian (2-ball multiball)*: shoot **Left Orbit** to increase Jackpot, collect at **Neutral Zone**

Artifacts

- # of Artifacts that have been collected modifies *Final Frontier* payout values
- Can be collected by doing well in any of the Missions, and via *Shuttle Simulation* video mode

Warp Factors

- Light Advance Warp with **Right Inlane**, then shoot **Left Orbit**, or shoot **Left Orbit** twice, or shoot **Delta Quadrant Ramp**
- Each Warp Factor makes an award
- Once you reach Warp Factor 9, *Factor 9 Mode* starts in which each shot to **Left Orbit** or **Delta Quadrant** increases warp factor by 0.1; 10 seconds to make each shot

Hurry Up

- Lit at Warp Factor 6 and started in **Left Inlane**; shoot **Right Orbit** to collect

Holodeck

- Hit multiple **Beta Quadrant** shots (multiples of 3) then **Right Orbit** to choose either 25M or *Shuttle Simulation* video mode