

# STAR TRAVEL

LIMITED COLLECTOR'S EDITION

## Playfield

- a. **Left Outlane:** has kickback; spot **T-R-E-K**
  - b. **Left Inlane:** spot T-R-E-K
  - c. **Right Inlane:** spot T-R-E-K
  - d. **Right Outlane:** spot T-R-E-K
1. **Shield Targets:** relight kickback
  2. **Left Scoop:** start *Missions*, lock balls
  3. **Left Orbit:** has spinner
  4. **Lock Standups:** complete to light Lock at **Vengeance** or **Left Scoop**
  5. **Warp Ramp:** award Warps
  6. **Left Ramp:** feed rollovers
  7. **Vengeance:** lock balls
  8. **Black Hole Target:** Black Hole award
  9. **Right Ramp:** feed lower right flipper
  10. **Right Orbit:** feed rollovers
  11. **Galactic Away Team:** select Mission or modify current Mission objectives
  12. **Weapon Targets:** charge *Photon Torpedoes*
- \*. **Black Hole/Red Matter Targets:** light **Black Hole Target**



## Gameplay

*Missions:* select at ball plunge, **Left Scoop** when lit or at **Galactic Away Team** when lit

- All modes have three levels. In general, make first lit shot to light **Galactic Away Team**, then make GAT, then continue to make lit shots or mode-ending shot Multi-colour shots award 2x points. Complete a mode to activate 2X scoring at a given shot for the rest of your game
- Prime Directive (Blue; 2x **Left Scoop**); Klingon Battle (Red, 2x **Left Ramp**); Destroy the Drill (Light Blue, 2x **Warp Ramp**); Nero (Purple; 2x **Left Orbit**); Save the Enterprise (Green; 2x **Right Ramp**); Space Jump (Yellow; 2x **Right Orbit**)

*Captain's Chair:* complete three *Missions* in a row (on playfield inserts)

- Awards Super Pops, Super Spinner or Super Ramps

*Medals:* awarded based on skill in Mode

- To earn bronze, you need three shots
- To earn silver, you need six shots
- To earn gold, you need nine shots

*Klingon Multiball:* light locks at **Lock Standups**, lock balls at **Left Scoop** or **Vengeance**

- All major shots award Jackpot

*Black Hole Awards:* light **Black Hole Target** with shots to **Black Hole / Red Matter Targets**

- Hit **Black Hole Target** for random award (incl. add-a-ball during a Multiball and add time during a *Mission*)

*Vengeance Modes:* hit **Vengeance** enough times to start a *Vengeance Mode*; *Photon Torpedoes* will award a hit on **Vengeance** during a *Vengeance Mode*

- Vengeance Multiball: hit **Vengeance** once to add-a-ball and extend ball save, then make lit shots to defeat Vengeance
- Vengeance Scoring (hurry-up): hit **Vengeance** 5x for Extra Ball
- Vengeance Battle: hit **Vengeance** 5x to raise drop target, then hit drop target

*Wizard Modes*

- *Kobyashi Maru:* qualify by completing all six level 1 modes: start at **Vengeance**; clear all lit shots
- *Enterprise Amok:* qualify by completing all six level 2 modes: start at **Vengeance**; clear all lit shots
- *Five Year Mission:* qualify by completing all six level 3 modes: start at **Vengeance**; clear all lit shots

*Misc*

- Complete T-R-E-K to increase spinner value
- 7x **Warp Ramps** awards Extra Ball

