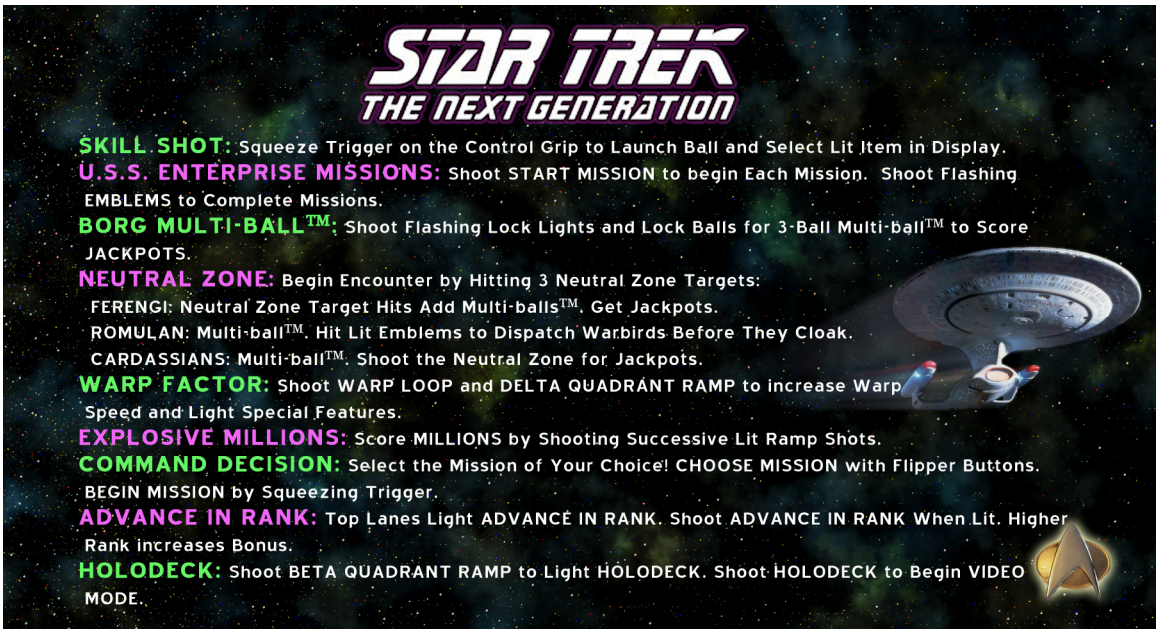
Design: Steve Ritchie, Dwight Sullivan, Greg Freres
Art: Greg Freres
STAR TREK
THE NEXT GENERATION
Sound: Dan Forden
Software: Dwight Sullivan, Matt Coriale
Williams
Nov. 1993
11,728 Units


STAR TREK
THE NEXT GENERATION
SKILL SHOT: Squeeze Trigger on the Control Grip to Launch Ball and Select Lit Item in Display.
U.S.S. ENTERPRISE MISSIONS: Shoot START MISSION to begin Each Mission. Shoot Flashing EMBLEMS to Complete Missions.
BORG MULTI-BALL™: Shoot Flashing Lock Lights and Lock Balls for 3-Ball Multi-ball™ to Score JACKPOTS.
NEUTRAL ZONE: Begin Encounter by Hitting 3 Neutral Zone Targets:
FERENGI: Neutral Zone Target Hits Add Multi-balls™. Get Jackpots.
ROMULAN: Multi-ball™. Hit Lit Emblems to Dispatch Warbirds Before They Cloak.
CARDASSIANS: Multi-ball™. Shoot the Neutral Zone for Jackpots.
WARP FACTOR: Shoot WARP LOOP and DELTA QUADRANT RAMP to increase Warp Speed and Light Special Features.
EXPLOSIVE MILLIONS: Score MILLIONS by Shooting Successive Lit Ramp Shots.
COMMAND DECISION: Select the Mission of Your Choice! CHOOSE MISSION with Flipper Buttons. BEGIN MISSION by Squeezing Trigger.
ADVANCE IN RANK: Top Lanes Light ADVANCE IN RANK. Shoot ADVANCE IN RANK When Lit. Higher Rank increases Bonus.
HOLODECK: Shoot BETA QUADRANT RAMP to Light HOLODECK. Shoot HOLODECK to Begin VIDEO MODE.

STAR TREK
THE NEXT GENERATION
FREE PLAY