



The diagram shows three Super Ramps and one Super Spinner. Each Super Ramp is a triangular arrangement of seven hexagons. The Super Spinner is a central arrangement of seven hexagons.

- COMPLETE LEVEL I: Kobayashi Maru**
- COMPLETE LEVEL II: Enterprise Amok**
- COMPLETE LEVEL III: 5 Year Mission**



▲ 3-DEEP SHOT MULTIPLIER

- Prime Directive - Saucer
- Klingon Battle - Left Ramp
- Space Jump - Right Orbit
- Destroy the Drill - Warp Ramp
- Nero - Left Orbit
- Save the Enterprise - Right Ramp



▲ GALACTIC AWAY TEAM MODES

- Prime Directive - Top Rollover Lanes
- Klingon Battle - Left & Right Ramps
- Space Jump - Vengeance Target
- Destroy the Drill - Spinner
- Nero - Red Matter Targets
- Save the Enterprise - Warp Ramp

- ▲ **T-R-E-K** : Complete letters to increase the spinner value
- ▲ **BEAM ME UP** : Complete the top lanes for bonus multipliers
- ▲ **SHIELDS** : Complete the left targets to activate left outlane rescue
- ▲ **KLINGON TARGETS** : Shoot the Klingon targets to light locks for Klingon Multiball
- ▲ **WEAPONS** : Complete the right targets to load photon torpedoes; Fire button launches

● PROTECT & DEFEND THE CREW & ENTERPRISE ● FREE PLAY ● BOLDLY GO WHERE NO ONE HAS GONE BEFORE! ●

- ▲ **AWAY TEAM** : Complete 3 shots on level 1 missions & shoot Away Team to start Galactic Modes
- ▲ **WARP RAMP** : Shoot the Warp Ramp to build Warp Speed, light extra ball, and other awards
- ▲ **BLACK HOLE** : Complete Red Matter targets to light Black Hole for mystery awards
- ▲ **VENGEANCE** : Shoot the center drop target to start 1 of 3 Vengeance Battles
- ▲ **ENTERPRISE ARROWS** : Enterprise inserts light red to indicate combo shots