

STAR TREK

25th Anniversary

Comprehensive NES game guide & walkthrough

An original, spoiler-filled field guide for the Nintendo Entertainment System version. Includes the complete required route, controls, puzzle solutions, combat advice, continuation codes, and a compact reference.

Inside this guide	Page
Controls and interface	2
Combat and problem solving	3
Masaba: temple and first dilithium	4
Lekythos: restore the underground computer	5
Shroud IV: Harry Mudd and the hidden prison	6
Romulan battle and Lotia: recover the communicator	7
Passwords, quick reference, and sources	8

How to use it

Read pages 2-3 before starting. Follow the numbered route on pages 4-7, using the tables when you reach a puzzle. Directions mean screen directions: north is up, east is right. Routes use landmarks rather than frame-by-frame movement; take short steps near doors and interactive objects.

The NES, Game Boy, and computer games share a title but have different adventures. This guide covers only the NES game. The required route is Masaba, Lekythos, Shroud IV, the Romulan battle, and Lotia in the present and past. Other map destinations are not required to finish. [2, 3]

Research edition: October 3, 2026. Original prose and diagrams; no copied guide passages or game artwork. Research-based, not an emulator playtest. Community passwords are labeled accordingly. Sources and verification notes appear on page 8.

Controls & interface

Learn the two play modes before leaving the bridge.

Control	Function
D-pad	Ground: move and aim. Menus: move selection. Navigation: browse planets. Space battle: move sights/ship.
A	Ground: tricorder/interact. Menus: confirm. Bridge: accelerate response text. Space battle: phasers.
B	Ground: fire phaser; cancel menu selection. Space battle: photon torpedoes.
START	Open options; pause space combat.
SELECT	Ground: health display.

Bridge options

Crew: status reports. **Navigation:** select a planet with A, then confirm the course. **Communications:** hail nearby ships. **Transporter:** choose a landing party and beam down. **Red Alert:** battle readiness. **Save:** obtain an Access Code. [1]

Ground options

Crew: request reports/actions. **Transporter:** return aboard. **Use:** select an inventory item with A. **Phaser Controls:** STUN or FULL. Kirk and security officers fire phasers. Stand near the intended object before interacting. [1]

A reliable interaction routine

Treat every puzzle as three separate checks: the right target, the right position, and the right action. First face the object and inspect it. Then open the item menu. If nothing happens, change your position slightly before trying a different item. This avoids mistaking a targeting problem for a missing puzzle solution.

Keep a short list of unresolved obstacles. Write each as a concrete question: "What opens this door?" or "Who knows about this object?" Cross it off only when the game visibly changes or gives a completion message. Record newly acquired items by their inventory names so similarly colored objects do not become confusing.

Control authority: the original NES manual. Some community documentation reverses the two ship weapons; use the assignments above. [1, 2]

Combat & survival

Suggested tactics for steady progress.

Ground encounters

Approach dangerous screens with a plan for both entry and retreat. Stop at the edge, identify the enemy, and line up your facing direction before firing. Moving directly into a target while shooting makes it harder to judge whether your shots are landing. After an encounter, pause to check your condition before exploring another branch.

Use STUN for living creatures whenever possible. FULL is needed for the reinforced Lekythos door and security robots. For Iotia's shop robbery, the older guides recommend FULL; the route on page 7 follows that documented solution. [2, 3]

A security officer is a useful choice for the mechanical threats on Lekythos. Keep puzzle specialists available for the task that needs them, then reconsider the party before a fighting section. Do not assume a specialist who explains an object can also destroy it.

Ship combat

The red arrow near the helm points toward the enemy. Follow it, keep the target in the crosshairs for a photon lock, and monitor the shield display. A fires phasers; B fires photons. [1]

Make small corrections once the enemy is near the center. Large, repeated swings tend to carry the target past your sights. Use a controlled rhythm: locate, center, fire, reassess. If the target disappears, return your attention to the direction indicator before firing again.

Watch your own defenses as often as the enemy. A successful attack is useful only if you survive to finish the encounter. On a failed attempt, pick one thing to improve next time, such as finding the target faster or holding it in the sights longer. Avoid changing every part of your approach at once.

When a puzzle seems stuck

01 Recheck the last completed story event. An item may be correct while the conversation that enables it is still missing.

02 Try the same action from a closer, more direct position. Do not rapidly alternate actions; wait for the response.

03 Check whether a crew action is required before an item can work.

04 For sequence puzzles, number positions on paper and mark each activation. Restart deliberately after a mistake.

Mission 1 / Masaba

Open the temple, update navigation, and obtain fuel.

01 Shoot and collect a plant. Village southwest: medicine hut, plant into fire, collect repellent.

02 Swamp east: stun beasts; retrieve Eye Key. Temple north: use key.

03 Cross four tile rooms using the table below. In the final chamber, activate wall positions **6, 4, 1, 3, 2, 5**.

04 Inspect computer for map; enter right-hand room and inspect crystal terminal. [2, 3]

Tile-room solution

Count columns 1-6 from left to right, including both groups of three. Cross each room from its bottom row to its top row. The table gives the safe column at each row; change lanes between rows.

Room	Bottom row	Middle row	Top row
1	5	2	1
2	5	2	3
3	3	3	5
4	4	1	1

Wall-panel solution

Number the wall panels 1-6 from left to right. Approach each from below, then back away before moving sideways: **6 - 4 - 1 - 3 - 2 - 5**. One guide instead prints the order in which the panels light beneath its positions; that is the inverse representation of the same solution. [2, 3]

Execution advice

Separate horizontal movement from forward movement. On the tile puzzle, get into the next safe lane before crossing its row. At the wall, retreat far enough that sideways movement does not touch another panel. The puzzle is much easier when each deliberate activation is followed by a clear disengagement.

Keep the table visible and read one row at a time. After a mistake, stop and establish exactly where you are before moving again. Guessing the next step while already off route can turn one error into several.

Departure check

Before choosing another destination, confirm both achievements: the regional map update and the dilithium pickup. A newly opened door is an intermediate success; entering the room and interacting with its contents completes the objective.

Mission 2 / Lekythos

Repair the system that keeps its inhabitants asleep.

01 Bring Spock/geologist. After a dragon hit, speak with Spock for the mind meld. Southwest: FULL fire north of three rocks; collect crystal.

02 Reboard; choose Spock/security. South/east route: Spock repairs blocking robot; use crystal. Follow trail to cave; repeatedly fire FULL at blue door.

03 Inside: red module east; trash farther south; blue module in two-robot room left/up of terminals.

04 Yellow room above terminals: throw trash onto module through field; maintenance robot retrieves it. Disable robot after it crosses; collect module.

05 Match modules to colored terminals. Visit awakened inhabitant in cryogenic room for dilithium. [3]

Underground landmarks

Target	Recognition / purpose
Red module	Loose component in eastern section.
Blue module	Room with two security robots.
Trash	Garbage area; bait for maintenance robot.
Yellow module	Beyond force field; use robot to carry it across.
Three terminals	Insert R/red, B/blue, Y/yellow.

The maintenance-robot puzzle

Preserve the robot until it has done the job. Your goal is to move the module through a barrier you cannot cross yourself. Position the thrown trash over the module, then get clear of the robot's route. Only retrieve the module once it has reached the accessible side.

Execution advice

Sketch the corridors as a network of rooms, not as a long string of turns. Put the three terminals at the center of your sketch and label each branch by its contents. This makes return trips easier and helps distinguish a room you have cleared from one you have merely entered.

At the reinforced door, check FULL and your facing before deciding that sustained fire has failed. Once inside, distinguish security machinery from the maintenance robot required by the puzzle. Clearing every machine immediately can work against the objective.

Departure check: three installed modules, reactivated sleep system, conversation with an awakened inhabitant, and the fuel reward.

Mission 3 / Shroud IV

Trade carefully, follow Mudd, and find the prison.

- 01** Hail first Romulan interception for escort. Bring Spock; biologist optional.
- 02** Collect root, stunned butterfly, flower. Inn: desk pass card opens room 22; flower to woman yields remote.
- 03** Remote moves boulder: collect credits, letter, Saurian. Spock repairs inn synthesizer; root + Saurian makes sedative.
- 04** Sedative to outer guard; butterfly distracts inner guard. Credits to arms dealer for scanner.
- 05** Observe Mudd/Romulan meeting; letter to Mudd. Inspect his inn room; accept distress transport.
- 06** Collect communicator. Scanner at southeast rock reveals footprints; enter rightward.
- 07** Bathroom sheet covers camera. Cell panel frees Mudd. If captured, ask Spock to mind-meld guard. Exit, read note, collect Mudd's inn dilithium. [2]

Critical item chain

Item / combination	Target
Flower	Woman in room 22 -> remote
Remote	Boulder -> hidden stash
Root + Saurian	Repaired synthesizer -> sedative
Sedative	Outer guard
Butterfly	Inner guard
Credits	Arms dealer -> scanner
Letter	Harry Mudd
Scanner	Southeast rock / hidden entrance
Sheet	Security camera

Preserve credits for the scanner. If the butterfly is loose on a later visit, stun and collect it again before repeating the distraction. [2]

Execution advice

Work through the hotel and club as a chain of exchanges. After receiving an item, ask which remaining obstacle it plausibly addresses. Before handing over a limited resource, compare the recipient with this page's target list.

At the hidden entrance, align yourself with the rock opening before walking right. Inside, deal with the camera before advancing. If captured, use the crew menu rather than trying to force the cell barrier. Capture can occur before or after Mudd's release; complete both the rescue and your escape. [2, 3]

Finale / Romulans & Lotia

Win the battle, investigate the ruins, then change the past.

Romulan encounter

After Shroud, defeat the hostile vessel, then continue to Lotia. Use page 3's aiming routine and the manual's A/phasers, B/photons controls. Make a password record before this transition if possible. [1, 3]

Lotia in the present

Take Spock/historian. Books west of landing yield library card; use it at library computer, upper-left. Investigation triggers return and time travel. [2]

Lotia in the past: complete route

01 Spock/McCoy accompany Kirk. Shop west: defeat both robbers (FULL per older guides); search for diamond, speak to shopkeeper for marked cards.

02 South: McCoy helps dog; collect gumball and nearby bone. Collect street hairpin and stick.

03 Drain: stick + gumball retrieves coins. Weezel bartender gives phone number. Revive patron; diamond trades for counterfeit plates.

04 Police: surrender plates. Payphone: coins, then number. Visit Oxmyx west of bar; agree to Krako meeting. Krako northeast identifies Malone.

05 Sparky's cleared hideout north of landing: bone + hairpin opens back door; collect \$5,000.

06 Casino: offer money to Malone, answer **NO** to playing immediately, then use marked deck. Win communicator and ending. [2, 3, 5]

Keep the dependency order

The final city has several threads that converge at the card game. Finish the shop reward, the police evidence, and the mob-boss introductions before attempting the finale. A locked door or missing opponent can mean an earlier story step is still outstanding.

Prepare for the robbery before entering the shop so the opening encounter does not catch you in an inventory menu. After it is resolved, complete both the search and the shopkeeper conversation before leaving.

At the final table, slow down. The readiness question is the decisive prompt: decline the immediate game, then provide your deck. Having the right item in inventory is insufficient if you accept the wrong setup. If money is lost, return to the hideout stash and retry. [2]

Continue & quick reference

Record your own progress; use published codes as backups.

On the ship, select Save for an Access Code. At startup choose Continue, enter characters with the D-pad and A, then select END. Photograph your code and label the location. The game uses passwords rather than a conventional save slot. [1]

Published checkpoint	Access Code
After Masaba	P6NV MLF9 X6ND
After Lekythos	M?HT !!X! NGGD
After Shroud	CXHZ 6FV! 8Z6D
After space battle	CDFZ GDVW BZ0D
lotia in the past	J300 SS6D KRZX

Community-listed codes [4], not tested here. Spaces only improve readability. Distinguish zero (0) from O; preserve ! and ?. Codes may restore a different item state from your own run. Prefer the code the game generates for you.

One-minute reference

Ground: A inspect, B shoot, START options, SELECT health.

Space: A phasers, B photons; follow arrow and hold target centered.

Masaba tiles: bottom-to-top columns 5/2/1, 5/2/3, 3/3/5, 4/1/1.

Masaba wall: 6/4/1/3/2/5 (positions left-to-right).

Lekythos: preserve maintenance robot until yellow module crosses.

Shroud: keep credits for scanner; Spock handles repair and cell escape.

lotia: turn in plates before hideout; refuse immediate card game.

Sources & verification

[1] [Ultra Games, original NES instruction manual \(transcription\)](#)

[2] [Semioldguy, NES FAQ v1.2 \(2001\)](#)

[3] [Bedman, NES FAQ v1.2 \(2003\)](#)

[4] [GameFAQs, NES community password listings](#)

[5] [Jawsh's Gaming Diary, March 29, 2014 playthrough](#)

Sources checked October 3, 2026. Controls follow the manual. Puzzle positions were cross-checked between the two NES FAQs. Their capture timing and robbery settings vary; this guide notes the differences. The diary corroborates the item exchanges and finale. No ROM, gameplay test, or password execution was used.