

Dear Player,

Welcome to *STAR SAGA: ONE™ Beyond the Boundary*. You are about to embark on a fun and exciting space adventure. In the game, you become one of six characters living more than eight hundred years in the future. In pursuit of goals unique to your role, you leave home and fly to the unknown reaches *Beyond the Boundary*.

As you travel throughout the galaxy, you explore exotic and bizarre planets. You trade with other players and in-game entities for vital information and valuable commodities. You battle familiar enemies and strange alien monsters. You fly farther and farther from the worlds you know. . . Are you ready for what you may find?

A computer will serve as your moderator and coordinator during the game. The Computer Gamemaster keeps track of your moves, accomplishments and acquisitions. It will tell you the results of your moves, handle your transactions, and even remind you where you parked your spaceship.

STAR SAGA: ONE™ is a long lasting game, but you may stop whenever you like and start up again where you left off. You may choose not to play the game in a single sitting: To do so would take approximately sixty hours.

Now, it's time to get started! Read the following description of the game's setting and characters. You will use this information to choose a character. Then, follow the instructions at the end of this letter.

The World in 2815 A. D.

The year is 2815 A. D. Most of the human race lives in the Nine Worlds, a community including Earth and eight colonized planets. They are located on the outskirts of the galaxy, in a region called the Galactic Fringe.

The invention of the dual-axis hyperdrive in 2257 made it possible to travel between stars. Great pioneers forged deep into this frontier. A new era, called the "Great Expansion", had begun. Colonists settled the virgin worlds that were discovered. And the exploration continued. Vanessa Chang, perhaps the greatest explorer of them all, singlehandedly discovered more than forty planets.

The Great Expansion came to an abrupt halt in 2490. The Space Plague, the worst epidemic ever to seize humanity, killed more than half the population and brought civilization to its knees. It was caused by an organism of alien origin, brought to earth by some unknown explorer.

The Plague forever changed mankind's attitude towards space. Shocked and afraid, the governments of Earth and several nearby colonies joined in order to protect themselves. They resolved to prevent anything like the Space Plague from ever happening again. They established the Boundary, a border around their worlds, and commissioned the Space Patrol to enforce the law: Anyone may leave the area enclosed by the Boundary if they so desire, but they may not return.

The Nine Worlds are the human planets inside the Boundary: Atlantis, a lush green world protected by strict environmental laws; Earth, the birthplace of Humanity; Endaur, seat of the Nine Worlds government and military operations; Frontier, a rugged planet, sparsely populated, but popular among tourists; Harvard, a University-planet, the Nine Worlds' major center of learning; Heaven, the most densely populated planet in the Nine Worlds; Leucothea, headquarters of humanity's major religion, The Final Church of Man; Monument, a memorial to those who died during the Space Plague; and Norstar, a grimy, industrial world, headquarters of numerous large companies.

For three hundred years, the Boundary has proven effective in keeping ships from entering the Nine Worlds. The Space Patrol claims a perfect anti-intrusion rating. Thus, humanity has been kept safe from the unknown, but has also become a bit stagnant—no new discoveries, no new challenges, and countless opportunities lost.

There are those who sense that something is amiss. . .

Choosing Your Character

Read the character summaries below and choose one you would enjoy playing. Flip a coin to decide who will play a character if there are conflicts with other players.

Next, find the *Character Booklet* with your character's name on the cover. At this time, open the booklet and follow the directions inside.

Your *Character Booklet* contains a complete biography, including your character's background and goals. It also contains a summary of the *Star Saga*™ rules and directions for playing the first turn of the game. Your character booklet is secret, though you may share any information you like with the other players. It is not a good idea to let anyone else read it.

At least one player should also refer to the beginning of the *Host Guide and Player Reference Manual*. There you will find directions on how to set up the game components, some helpful hints, a comprehensive version of the rules, a Computer Game Master user's guide, and a glossary of terms used in the *Star Saga*™ Universe.

Laran Darkwatch — A mystic Disciple of the ancient Final Church of Man, and one of their leading theologians, Laran has violated Church dogma. Darkwatch has now crossed the Boundary in the ship *Jihad*, seeking a holy relic which will reveal the Final Truth.

Jean G. Clerc — Normally a down-to-Earth, conservative type, Jean is in relentless pursuit of a dream: building the ultimate spaceship. In an effort to find the technology needed to build this dream ship, Clerc has recently crossed the Boundary in the *Run Amok*.

Valentine Stewart — Born and raised on Wellmet, a Human world outside the Boundary, Valentine is the favored child of one of Wellmet's wealthiest smuggling Families. Grown up now, Valentine has "borrowed" the *Holly Roger* with the intention of seeing a few galactic sites before getting chained to a desk running the family "business."

Corin Stoneseeker — Sent to the stars on a quest which has spanned twenty generations, Corin, in the spaceship *Quest's End*, is in search of a fabulous lost Stone, said to be critically valuable and endowed with special powers.

M. J. Turner — A hotshot pilot who has been working for the Space Patrol as a Boundary enforcer, Turner recently had a difference of opinion with the Admiral of the Patrol. Now Turner has been reassigned outside the Boundary in the ship *Barratry*, and faces a new adversary.

Professor Lee Dambroke — A well-known xenobiologist from Harvard, Prof. Dambroke feels that too much is being lost by not continuing to explore and learn about alien civilizations. The Professor will investigate alien intelligence outside the Boundary, in a ship called *The Black Abyss*.

Let the Saga Begin!