

You Are Now

VALENTINE STEWART

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: TWO™
The Clathran Menace

Do Not Open
Until Instructed
To Do So!

Valentine Stewart

You Are Now

VALENTINE STEWART

This is your secret character booklet. Do not let anyone else read it. You should have already read the "Dear Player" introduction sheet, and chosen Valentine Stewart as the character you want to play.

The first part of this booklet is your secret character biography. The biography describes your character's background, motivations, and goals — in short, your persona for the duration of the game. Read it carefully. You will find it helpful to re-read your character biography from time to time as you play the game.

Feel free to embellish your character, adding personality and detail. For example, it is up to you to decide whether your character is male or female. If you are playing with other people, you can have a lot of fun play-acting how you think your character might behave in real life.

After the character biography is a rules summary. This summary gives you a general sense of how the game is played. Following the rules summary you will find a section entitled "How to Play Turn 1." This section contains directions for playing the first turn of the game, customized especially for your character.

You may also wish to refer to the *Host Guide and Player Reference Manual* for more information. The manual contains directions for setting up the game components, helpful hints, a comprehensive version of the Rules, a guide to the Computer Game Master, and other reference materials.

You are now Valentine Stewart. Turn the page and begin.

THE NEW YORK
VALENTINE
STEWART

This is your Valentine's card. Do not be disappointed if you do not
have a card from the "New York Valentine" and please do not be
disappointed if you do not have a card from the "New York Valentine".

The first year of the "New York Valentine" was a great success. The
second year was a great success. The third year was a great success.
The fourth year was a great success. The fifth year was a great success.
The sixth year was a great success. The seventh year was a great success.
The eighth year was a great success. The ninth year was a great success.
The tenth year was a great success. The eleventh year was a great success.
The twelfth year was a great success. The thirteenth year was a great success.
The fourteenth year was a great success. The fifteenth year was a great success.

Let me be a part of your Valentine's card. Do not be disappointed if you do not
have a card from the "New York Valentine" and please do not be
disappointed if you do not have a card from the "New York Valentine".

After the "New York Valentine" is a great success. The "New York Valentine" is a great success.
The "New York Valentine" is a great success. The "New York Valentine" is a great success.
The "New York Valentine" is a great success. The "New York Valentine" is a great success.
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Let me be a part of your Valentine's card. Do not be disappointed if you do not
have a card from the "New York Valentine" and please do not be
disappointed if you do not have a card from the "New York Valentine".

THE NEW YORK VALENTINE STUART

Valentine Stewart

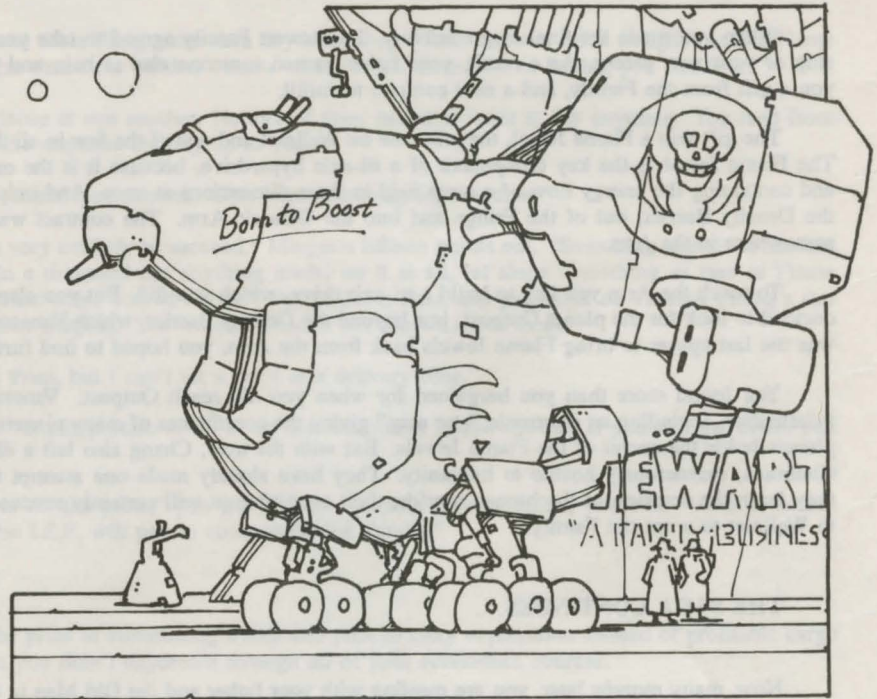
You are Valentine Stewart. Not many years ago you were the first in line to inherit control of an interplanetary trading and smuggling empire. You gave it up for a ship and a chance to explore the stars.

Being heir to one of the larger Families is a position many would envy. Ten Families now control most of the space trade among all remaining human colonies, as well as most of the smuggling to and from the Nine Worlds across the Boundary. But running a Family today isn't what it was in the old days, when transported criminals made up much of the population of Wellmet. It's become a matter of efficient business management. The Families are on friendly terms with one another, and the guns the cargo ships carry are used only against asteroids.

To prepare you to take over the Family, your parents taught you things like personnel management, economics, business accounting, and political science — all of which your Family's smuggler and pirate ancestors would have sneered at. Anything interesting you wanted to know, like how to dodge pursuit in the rings of a gas giant or how to repair a misphased drive tube under warp, you had to pick up by hanging around the spaceyards listening to experienced spacers.

You realized that you didn't want to control a space empire from the ground. Business management is all well and good, but the real business of a Family is in space, and space was where you wanted to be. All you needed, and all you wanted, was a ship. The problem was getting one. Your father would hardly have been willing to give you one, and even the Stewart heir can't just buy one for loose change. You decided, in the tradition of your ancestors, to steal a ship. To avoid touching off a major feud, you stole it from your own Family. After renaming it the *Holly Roger*, upgrading its computers, and purchasing some commodity cargo, you took off for planets unknown.

You made one mistake: you stole the wrong ship at the wrong time. The Family would probably have forgiven the loss of the ship itself. But your theft caused the Family to abrogate a contract. This they couldn't forgive so easily. In fact, they



disinherited you. It became your task to fulfill the broken contract, thus restoring the Stewarts' reputation and regaining your own position in the Family.

This took quite a bit of time and effort. You were forced to explore many worlds to find enough of the rare commodity you needed to complete the contract. In the process you learned much about the alien worlds of the Fringe, and acquired some unusual equipment and abilities.

When you made the final cargo delivery, the Stewart Family agreed to take you back in, but you refused to give up your ship or your new career. As a result, your father named someone else as heir, and you returned to space. But you took with you a gift from the Family, and a new contract to fulfill.

The gift was a Flame Jewel, the only one on Wellmet and one of the few in all the human worlds. Its value is incalculable. The Flame Jewel is the key component of a tri-axis hyperdrive, because it is the only known material capable of channeling and containing the energy flow of a warp field in three dimensions at once. And only with a tri-axis drive can ships travel over the Density Barrier, out of the Fringe and into the Galactic Arm. The contract was to find the source of the Flame Jewels, somewhere in the Arm.

To reach the Arm you had to build a tri-axis drive, which you did. But you also needed a place to begin your search. You decided to look for the planet Outpost, just beyond the Density Barrier, which Vanessa Chang once used as a base. Since Chang was the last spacer to bring Flame Jewels back from the Arm, you hoped to find further clues there.

You found more than you bargained for when you did reach Outpost. Vanessa Chang had indeed left behind valuable information, including an electronic "star map" giving the coordinates of many planets in the Arm. Almost certainly one of these planets holds the secret of the Flame Jewels. But with the map, Chang also left a dire warning: in the Arm lurk the powerful Clathrans, murderously hostile to humanity. They have already made one attempt to annihilate the entire human species. If they learn the location of the human worlds, their next attempt will certainly succeed. Unsure about what to do, you returned to Wellmet to warn the Family.

THE SAGA CONTINUES . . .

Now, many months later, you are meeting with your father and the Old Man in the Stewart complex on Wellmet. "Let me introduce you to one of our customers," your father says. "This is Margaret Ellison of the Institute for Space Exploration." A woman in her fifties enters the room and bows politely to your father and again to you.

"Mrs. Ellison is here on behalf of the Institute to discuss some business," your father continues. "The Stewarts have traded with the I.S.E. for many years now, but it seems some new issues for discussion have come up."

"You don't have to be circumspect," she says. "We've learned about the Clathran threat. Indeed it was less of a surprise to us than you might think, and it sheds much light on our own charter. Vanessa Chang founded the I.S.E. at the same time as the Boundary. Our purpose was to make sure that technological progress in the areas of computers, ships, and drive systems would continue — but quietly, without attracting attention. We've stressed progress on a small scale, and major advances that seem like minor ones — such as the sophisticated systems that make the modern single-pilot ships possible.

"For many years we've thought that this was enough. But the existence of the Clathrans changes everything. Some people in the Space Patrol and the I.S.E. believe that our strategies must be changed. If the Clathrans are indeed moving toward us,

then we need to create a real defense. The Space Patrol may have to become a true Space Navy. Naturally they'll turn to us for the drive technology. By combining our technology with theirs, we can create ships generations ahead of what we have. The Boundary, you see, didn't stop technological development, but it segmented it. Soon it will be time to put it back together."

Your father smiles. "And of course," he says, "you'll need the best possible materials for this new navy: Warp Cores, Phase Steel, anti-inertials. . ."

"We certainly will," she says. "But one other thing more than anything else. All of the best drive designs require Flame Jewels. We've never been able to synthesize them and we don't know where to get them. We're hoping you can help."

You, your father, and the Old Man glance at one another. Neither of them seems to want to say anything. You read from their expressions that they intend to leave the response entirely up to you.

"We don't know where to find them either," you answer. "I've been searching for a source."

"Ordinarily that sort of exploration is very unlikely to succeed," Margaret Ellison points out. "Searching planets at random is a slow process. Less than one planet in a thousand has anything useful on it at all, let alone something as rare as Flame Jewels. Perhaps, though, you've already found some sort of a lead." She smiles a little, and you think of Vanessa Chang's star maps of the Arm that you brought back from Outpost. You wonder whether she knows about them.

"Let's just say that I think I can find them, but I can't set a price or a delivery time."

"That's understandable," she replies. "It's important to all of us that we obtain Flame Jewels. If you can get them, you can name your own price."

"If I get them, it's up to my father to set the price," you tell Ellison. Turning to your father, you add: "And of course you'll also have to negotiate the amount the I.S.E. will pay to compensate the Family."

"What for?" Ellison asks.

"Opportunity cost," you explain. "The price of committing a ship and pilot to risky exploration instead of profitable cargo trade." Occasionally you like to prove that you didn't daydream through *all* of your economics courses.

"Assuming that your Family and the I.S.E. can come to an agreement on that, will you agree to find us a source of Flame Jewels?" asks Ellison.

"Yes," you answer.

"Good," she says. "Then we have a contract." She bows to each of you, and your father escorts her out of the room.

Your grandfather looks slightly amused. "Inheriting your father's greed, Valentine? What made you think the I.S.E. would be willing to fund the search for Flame Jewels, which, I assume, you were planning to do anyway?"

"I've never really squared things with my father for taking the *Holly Roger*," you explain. "But this way he'll be compensated for the loss. And the I.S.E. doesn't have a choice. They'll haggle and complain, but they need Flame Jewels."

"And you're going to find them, you think. It'll mean going back out to the Arm. Where the Clathrans are."

"It's a risk. But I'll only be risking myself. I'll wipe all the Fringe navigational data from my systems when I pass Outpost."

"Then you won't be able to find Wellmet or the Nine Worlds again."

"And neither would the Clathrans, if they captured me. I'll find a way home, though. I did last time."

"Your father won't like it."

"Are you sure? It seem like this whole meeting was his set-up. He can scuttle the contract if he wants to. Would you like to put up ten Reals to a hundred that he won't?"

"Bet against your father's greed? I may be old, Valentine, but I'm not senile."

"Wish me luck, Grandpa."

He whispers, "Good luck, child. I'll miss you."

The next day you make final preparations for your voyage. The day after, you take off for Outpost. Your ship, the *Holly Roger*, is in top condition. Her cargo bays are empty, because you know you can pick up material on Outpost from the stockpiles there. Her tri-axis drive system is ready, though you won't need it until you near the Density Barrier. All the weapons and special modifications you made are fully tuned and working perfectly, as are all of your personal arms and equipment. You have brought along one new device: an improved Universal Translator, faster and more compact than any previous model, that will allow you to understand and talk to most aliens regardless of their language or form of communication. And of course there is your ship's computer, ready to answer with the familiar "Hi, Boss!" as soon as you turn on the voice unit.

"Hi, Boss! It's been a while. Want to hear a knock-knock joke?" You sigh, and watch the stars move. It's going to be a long trip.

It takes several weeks just to cross the Fringe to the Density Barrier. This part of your trip is uneventful. When your computer reports that you are crossing the Density Barrier, and you activate your tri-axis drive system, you know you are getting close to your first destination: the planet Outpost.

YOUR GOAL: Find a source of Flame Jewels.

Rules Summary

This is a brief summary of the *STAR SAGA: ONE*[™] rules. For a more comprehensive version of the rules, see the *Host Guide and Player Reference Manual*.

Your Spaceship

Your spaceship will be represented by one of the six colored tokens that come with the game. You can choose any color you wish.

The Map

The map is divided into colored triangular spaces called trisectors. Trisectors are referred to by both number and color, for example, 442-R (for red) and 520-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center. Most of the planets in the game have no name. When you land on an "undiscovered" planet, the computer will tell you its name and instruct you to write the name on the map.

The location of your spaceship is indicated by the position of your colored token on the map. If your ship is parked on a planet, then your token should be placed on the planet dot. You move through the galaxy by travelling from one trisector to another. You may move only through the sides of the triangles, never through the points. The thick black lines separating some trisectors are known as "Space Walls." You may not move through Space Walls.

The Computer

The computer is the game's braintrust, or game-master if you will. From now on, we'll refer to the computer as the "CGM," short for Computer Game Master (or Chubby Grey Monitor). The CGM keeps track of all options chosen by the players and determines the effect of these options on the *Star Saga*[™] universe. As a player, you must visit the CGM at least once per turn. After planning your options for the turn, you go to the CGM and enter them. For each option entered, the CGM will give you a "result." The result can simply confirm movement or it can be something more complicated. Often, the CGM will direct you to read a piece of text. When everyone has gotten all their results for a turn, the CGM advances to the next turn.

If the procedure for using the CGM is still a little unclear, don't worry. We'll be helping you through the first three turns of the game to show you exactly how it works. Also, you can refer to the *Host Guide and Player Reference Manual* for a more detailed explanation.

The Saga Text

The *Star Saga*[™] story is broken down into short pieces of text ranging in length from a paragraph up to a few pages. Each piece of text describes the result of some action you can take, and is identified by a number ranging from 1 to 888. The text is compiled in thirteen separate booklets for your convenience. When the CGM directs you to read a given text entry, find it in the appropriate booklet.

Time

Star Saga[™] is played in turns. Each turn represents one week of time in the *Star Saga*[™] universe. A turn is divided into seven phases, or days. During a turn, each player performs one or more “options” of their choice. Each option takes some number of phases to do. When you plot your options for a turn, you may choose options until you *reach or go over* the seven phases in the turn. If you do go over, the number of excess phases will be deducted from subsequent turns.

Options

When planning a turn, you choose from the various types of options available. These are:

Movement. You can move from one trisector to another any time you are not parked (landed) on a planet. A move is denoted by the first letter of the color of the triangle you wish to move to (blue, green, orange, red, violet, or yellow), and takes one phase.

Land and Takeoff. You can land on a planet any time you are in a trisector that has a planet dot in it. You can take off from a planet any time your ship is parked on one. The land and takeoff options are denoted by the letters L and T respectively. The first time you land on a planet it takes 7 phases. Later landings on the same planet take only 1 phase. A takeoff takes 1 phase.

Action Codes. Once you are parked on a planet you will have one or more “action codes” particular to that planet to keep you busy. The text you read when you land on the planet will describe these actions to you. Each action is denoted by a six-letter code (for example, “FGJOCQ” might mean “Visit the commodities market on the planet Blarr”). The text that gives you the action code also tells you how many phases the action takes. Almost all action codes cause the CGM to give you a piece of text describing what happens. Some actions can be performed more than once, but most are one-time-only. If the piece of text the CGM gives you for an action says “You may select this option again,” then you can repeat the action later.

Meetings. You can meet with other players any time you are in the same trisector on the same turn. Meetings allow players to trade cargo and items back and forth between themselves. To arrange a meeting, all players involved must go to the same trisector, then plot M (it doesn’t matter whether you’re on a planet or in space). The meeting takes one phase and ends your turn. Note that it is *not* necessary to have a meeting in order to talk to another player, only to trade cargo and items.

Acquisitions

As you play the game, you will acquire many “things.” These things fall into two categories: cargo and items/abilities. Cargo is the basis for most of the trading you will do during the game. The twelve most common types of cargo, called

“commodities,” are valued just about anywhere in the galaxy. They are: Crystals, Culture, Fiber, Food, Medicine, Munitions, Phase Steel, Radioactives, Super Slip, Synthetic Genius, Tools and Warp Core. There are also some other types of cargo that are harder to find.

Your spaceship has 10 (or possibly more if you carry a character over from *Star Saga: One*) cargo bays in which to carry the cargo you acquire. Note that this cargo is for trading purposes only. Your life support supplies are sufficient for several years of space travel, so you need not be concerned about them during the game.

Items and abilities are different from cargo in that they do not take up space in your cargo bays and you can collect as many of them as you want. Items are physical objects that you can carry around, either on your ship or on your person. If an item is useful in combat, it is either a ship-to-ship combat item or a hand-to-hand combat item. Otherwise it is a non-combat item. Abilities are skills that you learn. They can also be ship-to-ship, hand-to-hand, or non-combat. Most items can be traded, while abilities cannot be.

Drones

Drones provide a convenient means for trading. They are robot ships, which can visit any commodity market you have visited, or any player in the game. They do so instantly, and can arrive at nearly any valid destination within one turn, using a special *Jump Engine* technology. You can find an explanation of how drones work in the *Host Guide and Player Reference Manual*.

Combat

Some of the creatures you will run into while exploring the galaxy may be hostile towards you. You can get into a combat either in person (while you are on a planet), or in your ship (while you are in space). In either case, the text will describe the situation and send you back to the CGM. The CGM will then determine the result of the combat. If you are interested in how to improve your chances in combat, you can find an explanation of how the CGM decides a combat in the *Host Guide and Player Reference Manual*.

Combat can result in damage, either to your ship, or to your person. Your health and ship condition is represented by a number, varying from 0 (dead) to 100 (perfect). In some instances, you can partially heal your person or ship by leaving phases unplotted in a turn. To completely heal yourself or your ship, visit a medical or ship repair facility. Health and ship condition have an impact on your combat results as well; for instance, with a health of 50, you would fight at half your normal effectiveness.

You have now read a summary of all the rules needed to start the game. The summary is not intended to be a full explanation of the rules, so you may wish to consult the complete rules in the *Host Guide and Player Reference Manual*. The first three turns of the game have been pre-planned for you, to help you get the hang of playing. Turn the page for directions to play turn one.

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How To Play Turn 1

Before playing turn 1, you should set up the game as described in the *Host Guide and Player Reference Manual*. This includes booting up the Computer Game Master Disk and telling the CGM what characters are playing. When you are done with this the CGM screen should read "TURN 1" in the upper right hand corner. You are ready to play turn 1.

How To Plan Turn 1

You begin the game by placing your ship token in space on the green trisector numbered 387. You are travelling to the planet Outpost, where you discovered Vanessa Chang's log just six years ago. At this moment, you are just days away from your destination.

To plan the final leg of your trip to Outpost, first study the map to see where you want to go. Next, take a sheet of paper and, using the recommended format you see below, fill out the plots for turn 1 as follows:

Plotting Sheet							
	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
1	Y	R	L	—	—	—	—
2	—	—					

Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is R. This will put you in the trisector containing the planet Outpost, so you plot "L" for Land. Note that this will use the rest of your phases for this turn and borrow against 2 of your next turn's phases.

How To Enter Plots For Turn 1

Now you are ready to go to the computer and tell it what moves you wish to make. First, you must log on by typing in V for Valentine Stewart. You have now "logged on" to the computer and are looking at the computer screen where you can enter your moves. This screen is called the "plot editor."

Next you will type in the letters you have written on your plotting sheet, namely Y, R, and L.

Press either the Return or F (for Finished) key to tell the computer you accept the moves you've typed, or the X key if you see you have made a mistake (you just delete each entry until the error is gone, then retype your moves from there).

When you finally hit the Return or F key to signify you are happy with your plots, you end the input part of your first turn.

How To Get Results For Turn 1

Now the computer will evaluate your move and let you know at least part of the outcome. In this case, you have successfully managed to fly across part of the galaxy and land on a new planet. You should move your token to its new location in trisector #389. We wouldn't want you to become lost in space!

The computer will send you to two pieces of text — the first, **Text #411**, is for your landing on Outpost, and the second, **Text #416**, is to help you with your next turn. Write these numbers down. Then hit Return or F so the screen will be ready for the next player.

After you have seen how the computer looks and acts, we think you will be able to appreciate a few of the computer functions you have available to you. Below is a selection of the most common CGM commands, along with a brief explanation of each. If you have any questions after reading this, you should refer to the *Host Guide and Player Reference Manual* for a more detailed explanation.

Finished: is the command you use when you are done using the current computer screen. Use this command only when you are through with the portion of your turn to which the screen pertains.

Escape: allows you to leave the computer without actually finishing your turn. Use it when you need to leave the computer (to reread some text, get your notebook, or whatever) but aren't ready to commit to any moves, yet. Your friends will like this feature a lot.

Help: is just what it looks like. If you don't understand what you are supposed to do during any part of the computer portion of your turn, use this command. The computer will then tell you what you can do, or will at least give you some strong hints.

Status: takes you to the computer screen designed specifically for your character. Here you will be able to find any data regarding things like your ship, your cargo, your location in the galaxy, as well as the type of weapons and abilities you have picked up along the way. If you are feeling lost, look at your Status screen — it will help!

Undo: is a great command. It allows you to change your mind and cancel that entire screen's plots, moves and trades.

These are the major commands you will be using in the game. If you still have questions about them, or don't understand any other command, just read the "CGM Guide" section of the *Host Guide and Player Reference Manual*.

Now, on with your adventure. Find the text given to you by the computer and "live" what happens next!

Valentine Stewart
Holly Roger

STAR SAGA: TWO™ Reference Card

Player-Character Options

Option	Code	Phases
Move Blue	B	1
Move Green	G	1
Move Orange	O	1
Move Red	R	1
Move Violet	V	1
Move Yellow	Y	1
Land	L	1 or 7
Take Off	T	1
Meet Player	M	Ends Turn
Action	A + six-letter code	Varies

Computer Game Master (CGM) Commands

ARROW	Highlight the next choice up, down, left or right.
RETURN	Select the currently highlighted choice.
HELP	Display explanations of current choices.
FINISHED	Execute actions and return to previous screen.
ESCAPE	Postpone actions, UNDO, if appropriate, and return.
UNDO	Cancel all actions at the current screen.
STATUS	Display your current game status

Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

Planetary Commodities

Crystals	Medicine	Super Slip
Culture	Munitions	Synthetic Genius
Fiber	Phase Steel	Tools
Food	Radioactives	Warp Core