

**HOST GUIDE
and PLAYER REFERENCE
MANUAL**

**TURN TO
PAGE ONE
TO SET UP AND
START THE
GAME**

STAR SAGA: TWO™



**THE
CLATHRAN MENACE**

MasterPlay
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GAMES THAT GO TO YOUR HEAD

STAR SAGA: TWO™

The Clathran Menace

An Interstellar, Interactive,
Role-Playing Space Opera

by

Rick Dutton

Walter Freitag

Andrew C. Greenberg

Sheila M. Greenberg

Michael Massimilla

Gerald Seixas

Host Guide and Player Reference Manual

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Dedication

*Star Saga: Two is sincerely dedicated to fans
of interactive storytelling everywhere.*

Credits

Game Concept, Design & Execution:

Rick Dutton
Walter Freitag
Andrew C. Greenberg
Sheila M. Greenberg
Michael Massimilla
Gerald Seixas

Packaging Coordinator:

Mary Fenton-Lee

Illustrations:

Will McLean

Box Design:

Jim Hutchinson

Map Art:

John Shirley

Caron Gordon Graphics

Playtesting

Roe Adams

Russell Almond

Janet Asnes

Steve Balzac

Jay Banks

Kevin Barrett

Sue Barrett

Betty Bloom

Steve Bloom

Craig Bonnema

Lynn Deas

Maria Donaghue

Mike Donaghue

Greykell Dutton

Norb Kremer

Barbara Lanza

Malice

David Maupin

Mark Molson

Lisa Montgomery

John O'Neil

Prashant Parikh

Harley Rosnow

Brian Schwarzenruber

Dave Shaw

Jamie Siglar

Juanita Skelton

Steve Strassmann

Robert Woodhead

Aimee Yermish

How to Play the Game

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How to Set Up and Start the Game

Congratulations. You are now the proud owner of *STAR SAGA: TWO™ The Clathran Menace*. You and your Computer Game Master have just become responsible for your destiny beyond this world, as well as the destiny of up to five other people of your choosing.

Choose well, because you and your friends are about to embark on an interstellar, interactive, role-playing space opera.

Your box should include the following contents:

- Host Guide and Player Reference Manual
- Six "Dear Player" cards
- Computer Game Master Diskette
- Game Mapboard
- Six Playing Tokens
- Six Character Booklets
- Fourteen Text Booklets, labelled A through N

To start the game, follow the steps below.

1. Lay out the game mapboard on a convenient surface.
2. Have each player read the dear player card, front and back, and choose a character to play. If two players want the same character, flip a coin.
3. Take the character booklet for your character. Read the first two sections of the booklet, the character biography and the rules summary.
4. Make a backup copy of the Computer Game Master (CGM) diskette, in case anything should happen to it. Then boot up the disk to begin play. The CGM will ask you whether you want to start a new game or continue an old one. Press "N" for New Game. When the CGM asks if you really want to start a new game, press "Y" for yes. The CGM will give you a menu to select which characters are playing the game. Type the initials of the characters who are playing.

If you have played *STAR SAGA: ONE™ Beyond the Boundary*, you should now follow the directions at the end of this section if you want to continue play with a character from that game. Otherwise, hit return to create a new character.

The name of your character will move from the "not playing" list to the "playing" list on the screen. Press "F" for Finished when you're done. The CGM will now show the "Main Display" for Turn One.

5. Put the fourteen text booklets where everyone can conveniently reach them. Do not read any of the text in these booklets unless you are instructed to do so by the Computer Game Master.

6. Read the final section of your character booklet, "How to Play Turn One." This section guides you through the first turn of the game. It tells you where to start your spaceship on the map, how to plan your moves, how to enter your moves into the computer, and how to get your "results" for the turn. Note that the "How to Play Turn One" section is different for each character.

7. You are now well on your way to playing on your own. The CGM will give you directions for each of the first three turns, similar to the instructions in "How to Play Turn One." After three turns, you will be free to go wherever you want!

8. If you need any more help, the rest of this manual contains reference information on various aspects of the game. You do not have to read the manual in order to play. The Helpful Hints section provides answers to a number of questions you may have about the game. The Rules are an expanded version of the Rules Summary in the Character Booklet, with an explanation of all the points of game play. The CGM Guide explains how to use the Computer Game Master. The Glossary defines a variety of terms from the *Star Saga*[™] universe, including all the items and abilities you can acquire. We hope you will find these reference materials useful and interesting.

Enjoy the game!

Copying a Character from STAR SAGA: ONE[™] Beyond the Boundary.

To continue play with a character from *STAR SAGA: ONE[™] Beyond the Boundary*, collect the following information from your original game: total score; number of cargo bays for both your ship and drone; and your items and abilities.

Then, after choosing your character, type "2" to continue your old character, and answer the questions that follow.

Helpful Hints

Q: I have not yet played *Star Saga: One*[™]. Do I need to do so before playing this game?

A: Not at all. Each game stands alone and can be played separately. But don't be surprised if you want to play the first game when you have finished this one!

Q: I have played the first game. Can I transfer my character over to *Star Saga: Two*[™]?

A: Yes, many of your possessions and abilities from *Star Saga: One* will be useful in this game. Read the "How To Set Up and Start the Game" section to learn how to transfer your character.

Q: I'm not sure how to get started. What should I do first?

A: The "How to Set Up and Start the Game" section of this manual explains what to do. The right order is: (1) lay out the map, (2) read the "Dear Player" card and pick a character to play, (3) read your character booklet, (4) boot up the disk, (5) play turn one, following the instructions in your character booklet, and (6) have the adventure of your life! The rest of the manual is for reference only; you don't have to read it to play the game.

Q: What happens if my disk doesn't work when I boot it up?

A: Try ejecting the disk, turning off the computer, then restarting. Put the disk back in the drive. If that doesn't work, follow the directions on your warranty card.

Q: Can I make a backup copy of the disk?

A: Yes! In fact, we recommend you do so in case anything happens to the original disk.

Q: Is the game as good played solitaire as with a group of friends?

A: We have designed the game to be fun no matter how many people are playing. Alone, the game is an exciting solitaire adventure. With a group of players, you add the aspect of social interaction to the game.

Q: Can I start a game alone and have my friends join in later?

A: Yes, but the best way to play with a group is to start together and to try to have every player participate in every game session. If you can't wait to try out the game, play a few turns by yourself, then start a whole new game when your friends are ready. Choose the same character as before and try not to give away any surprises.

Q: What happens if a player has to miss a game session?

A: Use the "Disable" option (see section 13 of the CGM Guide, in this manual) to put that player's character in "suspended animation" while the rest of you play. It's best not to let any player fall more than twenty or thirty turns behind, and to let anyone who is behind play alone for a while in order to catch up.

Q: I joined a game already in progress, so I am many turns behind. How do I catch up?

A: One way to catch up is to persuade other players to tell you where the best discoveries are. However, that isn't the best way, because you miss much of the fun of exploring and discovering on your own. Instead, you should arrange to catch up by playing alone between game sessions. Use the "Disable" option to suspend all the other characters and play until you have played the same number of turns as the other players.

Q: How do I stop the game?

A: At the beginning of a turn, select "Quit" from the Main Display. The game position will be saved on the disk, so the next time you can resume play where you left off. After quitting, you may wish to make a backup copy of your disk, to be safe.

Q: Does it matter what color playing token I use?

A: No. Go wild.

Q: When I play the game, do I have to act like my character?

A: You can play the role of your particular character to whatever extent you wish. You alone know who your character is, your background, and what goals you have in the game. It's a lot of fun to become someone else for a while; try it!

Q: What happens if my character gets killed?

A: You will be presented with the exact rules to follow should this happen. In general, you will have to start over with a new character. However, since you can use the notes and information you learned with your original character, it isn't too hard to catch up. If all the other characters are in play, you may have to start the same character over again. Don't think of this as being resurrected; think of it as starting your story over at Chapter One.

Q: My personal health score is very low. Is this dangerous?

A: Yes! Read the rules section on Health for some hints on how to keep from dying.

Q: How should I mark the names of discovered planets on the map without ruining it?

A: Writing the names lightly with a pencil will help keep the map looking good, especially if you need to erase the names in order to play again. Another solution is to use small adhesive labels of the removable kind or strips cut from adhesive note pads. Yet another solution is to lay a piece of transparent acetate over the map and write the names on that with a grease pencil or transparency marker. If all else fails, you can keep a list of discovered planets and their trisectors on a piece of paper off to the side — but this can make interstellar navigation difficult.

Q: What are space walls?

A: Good question. The only thing known for certain is that they present an impassable barrier to a ship using any sort of hyperdrive (such as your ship, for example). Oddly enough, they don't seem to exist in "normal" space, only in hyperspace. A ship using just rockets and thrusters can go right through them — but rockets and thrusters are so slow that it's faster to use a hyperdrive and go around the Space Walls.

Q: I'm not sure how to accomplish my character's goals. What should I do?

A: First, go through your character booklet again to see if there's a clue you missed the first time through. Second, take things one step at a time — the longest journey starts with the first step! By beginning to explore planets you will learn a lot about what's really happening in the *Star Saga*™ universe. Some of what you will find directly relates to your character, including information about your character's goals and how to accomplish them. But most important of all, have fun!

Q: I have the chance to trade one unit of my Phase Steel for three units of Fiber at the marketplace. Should I make the trade?

A: If you're short of cargo, you should probably take the deal. As in real life, three for one is a pretty good trade. When you learn more you can become more discriminating — for example, you might not want to trade one unit of a commodity for which you don't have a reliable source, just to obtain three of a commodity that you know you can get easily.

Q: Why do I want to trade?

A: You trade to get the things you need to achieve your character's goals. Some of your acquisitions you can use directly, some you can build other items with, and some you can exchange for goods or services you need.

Q: What's the best strategy for trading?

A: The best strategy is to keep as balanced a load of cargo as possible until you know what you really need. The most important thing is to learn *where* commodities can be found. You can always plan to return to a planet later if you need to get more of the items they have for trade.

Q: What is the most important commodity to acquire?

A: The most valuable commodity in the game is information. Once you have learned, for example, where an unlimited supply of radioactives is located, you always know where to get as many radioactives as you need.

Q: Do I have to tell the other players what I learn, discover, buy, or find?

A: When you discover a new planet, you must tell the other players its name and location. Everything else is completely up to you. It's fun and smart to share information and experiences — but remember that information is valuable, and keeping secrets is fun too. If you had to struggle your way out of a tough situation, or search half the galaxy for a rare material, why should the next person have it easy?

Q: I can't seem to win a combat. How can I do better?

A: As in real life, training and equipment make all the difference. You should take advantage of opportunities to improve on your skills, weapons, and items. Be sure to keep a sharp eye out for these things; sometimes they can be found in the strangest places!

Q: How does the CGM figure out who wins a combat?

A: The CGM looks at how your skills, weapons, and items stack up against your enemy's fighting ability. For a discussion of how the CGM does this, read the combat section of the complete rules in this manual.

Q: Help! I don't know where my ship should be. What can I do?

A: Whenever you need to know *anything* about your character's status, you can always look at the status display on the computer. One way to do this is to select your character from the Main Display, then press "S" on the computer keyboard.

Q: How can I keep track of all of the information I discover in the game?

A: In your "walk-through," you will find several suggestions and examples of how to best organize all of your discoveries. We recommend you write the text numbers, the options on a planet, trades available at a market, as well as any interesting information you uncover in your travels, all down on paper. We guarantee you will need most of this data at different times during the game!

Q: What should I do when I finish a turn quickly and I have to wait for the other players to catch up?

A: Here are a few suggestions: (1) Use the time to organize your written notes in convenient ways. (2) Discuss discoveries, trades, or plans with other players. (3) Re-read text you've looked at before. You might notice something new, especially if you were in a hurry the first time you read it. To be able to do this, of course, you must keep a record of all the text entries the CGM has sent you to, since these are the only ones you may read. (4) Read the complete rules and the glossary in this reference manual.

Q: Do I have to be parked on a planet in order to have a meeting?

A: No. To meet with another player, you only have to be in the same trisector at the end of the same turn. It's even OK if one of you is on a planet and the other is in space. You both have to remember to plot a meeting, though.

Q: Do I have to use up all of my phases for a turn?

A: No. If, for whatever reason, you want to end a turn and you still have phases left over, simply use the "Finished" option on the computer screen. The computer will ask if you really intend to leave some phases unplotted. Just be firm with it and say yes.

Q: If I leave phases unplotted can I go back and fill them in later in the turn, after I find out the results of my first few options?

A: No. Unplotted phases will either be used to "rest" (see rules section on Health for an explanation), or they will simply go unused. All your options for the turn must be included in your plots before you get any results.

Q: Can I play *Star Saga: Two™ The Clathran Menace* more than once?

A: Yes. If you play again as another character, for instance, you will have a totally different set of goals to accomplish. You will learn about new facets of the *Star Saga™* universe you haven't seen before. Also, since you probably didn't visit *every* planet in the galaxy during earlier games, you will have totally new adventures awaiting you.

Q: Will there be more *Star Saga™* games?

A: Yes. *Star Saga: Two, The Clathran Menace* is the second game of a trilogy. The first game, *Star Saga: One, Beyond the Boundary* is available now and the third game will be released at a later date.

Q: Do I have to play the first game in order to play the second or third?

A: No. Each game is designed to be independent of the others. As in any trilogy, though, you only get the full impact of the story if you play them all.

Rules

This portion of the reference manual is a detailed, comprehensive version of the *Star Saga*™ Rules. You should refer here for clarification on points of game procedure. You may wish to have at least one player in your group read these rules, so you will have an "expert" to help everyone else along.

Note that the Rules do not give a detailed explanation of how to use the Computer Game Master computer program. For help with that, refer to the "CGM Guide" section of this manual.

Your Spaceship

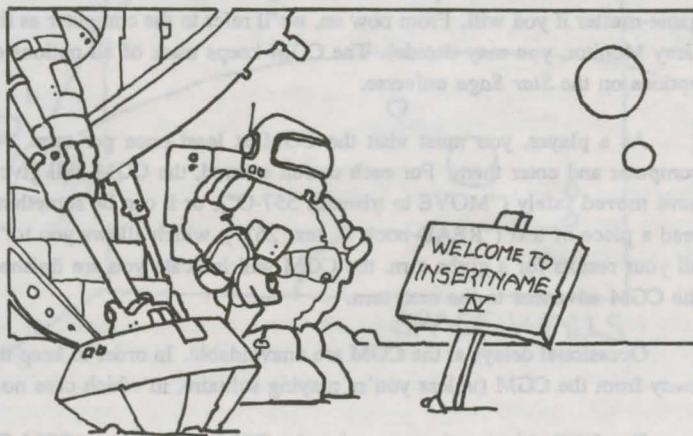
Your spaceship is represented by one of the six colored tokens (playing pieces) that come with the game. You may choose any color you wish.

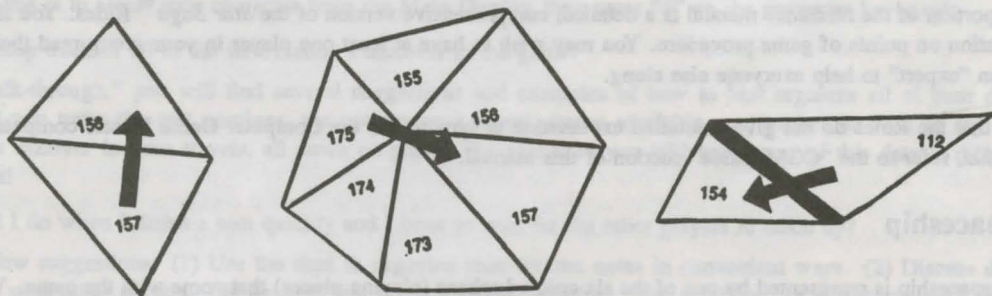
The Map

Star Saga™ is a multi-media game that uses three main components: the map, the computer, and the text. The map represents the area of the galaxy in which the game takes place. It is divided into colored triangular spaces called "trisectors." Trisectors are referred to by both number and color, for example, 470-R (for red) and 643-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center.

During the course of the game, you will "discover" planets with no name. When you land on such a planet, the computer will give you the planet's name and will instruct you to write the name on the map. We suggest you use a pencil to do this, so you may play the game more than once. (Alternatively, you may keep a separate sheet of paper nearby and list the planets there by number as they are discovered. You may choose the way you like best, but you do need the names and locations of the discovered planets available to all players at all times.)

You should indicate the location of your spaceship by the position of your token on the map. If your ship is parked (landed) on a planet, then your token should be placed inside the planet dot. If your ship is aloft in space in a trisector that contains a planet, then your token should be placed outside the planet dot.





RIGHT

WRONG

WRONG

You move through the galaxy by traveling from one trisector to another. You may move only through the sides of the triangles, never through the points. For example, you can move from trisector 157-O to 156-V, but not from 175-R to 157-O. The thick black lines separating some trisectors are known as "Space Walls." Scientists haven't quite figured out what causes Space Walls, but it is impossible to move through them. In addition, you cannot move into the gray trisectors or dark background area of the map.

The Computer

The role of the computer in *Star Saga* is not that of a star or even centerpiece. Rather, it 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, you may decide). 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 computer and enter them. For each option entered, the CGM will give you a "result." This result can simply confirm that you have moved safely ("MOVE to trisector 557-O"), or it can be something more complicated. Often, the CGM will direct you to read a piece of text ("READ book D, text 263"), which allows you to "live" out the action you plotted. When you have gotten all your results for a given turn, the CGM will indicate you are finished with that turn. When all players are done with a turn, the CGM advances to the next turn.

Occasional delays at the CGM are unavoidable. In order to keep them down to a minimum, it's best to do all your thinking away from the CGM (unless you're playing solitaire, in which case no one has to wait for you).

For detailed instructions on using the CGM, refer to the "CGM Guide" section of this manual.

The Saga Text

The *Star Saga*™ story is broken down into short pieces of text ranging in length from a paragraph 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 979. The text is compiled into fourteen separate booklets for your convenience.

When the CGM directs you to read a given piece of text (e.g. “READ book D, text 263”), find the booklet named and read the text passage headed by the number given. Stop reading when you get to the end of the passage. Reading text entries that the CGM has not assigned is cheating.

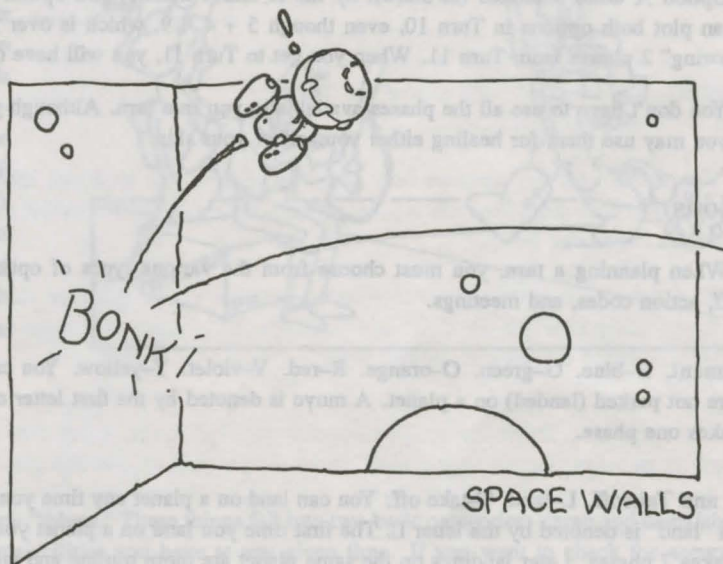
If the amount of text seems large, don't worry. You will really enjoy “living” your adventure through the text; it is meant to be fast-paced and action-packed. Most players look forward to reading what is happening to them next. Also, you don't have to read all or even most of the text to finish the game.

Each text passage describes events that are happening to your character. Taken together in the order that you read them, the text passages form a story. Since the game actions you take determine what you read, you create the story as you play. In addition, each text passage may contain one or more special game instructions. These include:

Action Codes. For example: “QXFBBN (5 phases) Explore the alien shipwreck.” These 6-letter codes represent actions you can take, usually on a planet. When a piece of text gives you an action code, it is giving you the opportunity to do the action described. See “Options,” below.

“Go Now To The CGM.” This means that when you finish reading the text, you should go back to the CGM to do something there. For example, if the text describes a market, you need to go to the CGM to make trades; if the text describes a combat, you need to go to the CGM to determine the result; and so on.

“You May Select This Option Again.” This means that the action that gave you the piece of text can be repeated. If you want to try the same action again later, you can plot the action code again. Conversely, if a piece of text does *not* say “You May Select This Option Again,” then you cannot plot the action code a second time.



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 executes one or more “options” of their choice. The options include things like flying around the galaxy, landing on planets, and performing actions on planets. Each option takes some number of phases to do. For example, moving from one galactic trisector to the next takes 1 phase, while landing on a planet for the first time takes 7 phases.

When you plot your options for a turn, you can choose options until you *reach or go over* the seven phases in the turn. If you go over, the number of excess phases will be deducted from your next turn.

Why don't we show you what we mean? Suppose you plot options X and Y for Turn 10 as follows:

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
10	X	—	—	—	—	Y	—
11	—	—					

Option X takes 5 phases (as shown by the X and 4 dashes) and option Y takes 4 phases (shown as Y and 3 dashes). You can plot both options in Turn 10, even though $5 + 4 = 9$, which is over the 7-phase limit. This means that you will be “borrowing” 2 phases from Turn 11. When you get to Turn 11, you will have only 5 phases available.

You don't have to use all the phases available to you in a turn. Although you can't carry over unused phases to your next turn, you may use them for healing either yourself or your ship.

Options

When planning a turn, you must choose from the various types of options available. These are: movement, land and takeoff, action codes, and meetings.

Movement. B—blue. G—green. O—orange. R—red. V—violet. Y—yellow. 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, and takes one phase.

Land and Takeoff. L—land. T—take off. You can land on a planet any time you are in a trisector that has a planet dot in it. The option “land” is denoted by the letter L. The first time you land on a planet you need to assimilate its culture and environment, so it takes 7 phases. Later landings on the same planet are more routine and take only 1 phase. You can take off from a planet any time your ship is already parked on one. The option “take off” is denoted by the letter T and takes 1 phase. Remember to place your token inside the planet dot when you land, and outside the planet dot after you have taken off.

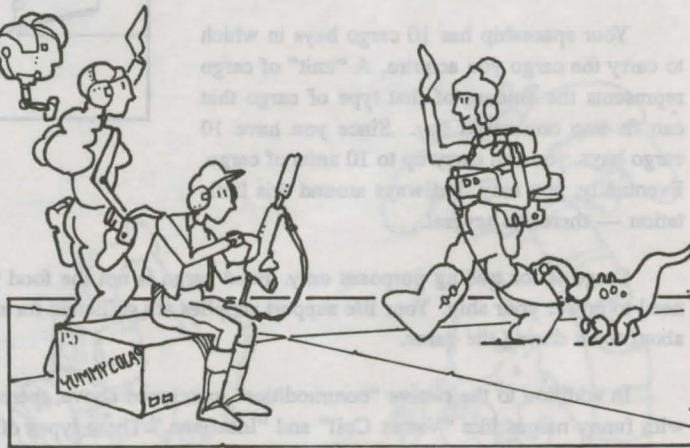
Action Codes. A + six letter code = action code. Once you are parked on a planet you will have one or more “action codes” particular to that planet to keep you busy. The text you read when you land on the planet will describe these actions to you. Each action is denoted by a six-letter code (actually a combination of letters and numbers). For example, “FGJ26Q” 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 send you to a piece of text describing what happens. This is the “result” of the action, and it is not always predictable. If the action is “explore the forest with the strange talking trees,” you might find a useful item, you might learn something important about the planet, or you might end up fighting a fierce alien monster!

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. Otherwise, you cannot.

In some cases, the text that gives you the action code will tell you that it is an “unlisted” action. This means that the CGM won’t list the action on its menu when you go to enter the action into the computer, and you have to enter the action code manually. See the CGM Guide for more about this.

Meetings. M-meet. 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 not). 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. You can talk to one another at any time, using your ship’s subspace radio.



Acquisitions

As you play the game, you will acquire many “things.” These things fall into two basic categories: cargo and items/abilities. You should keep track of all the cargo and items/abilities you have at any given time. If you want to check the accuracy of your handwritten list, you can ask the CGM for your current status. The CGM will then display what you have collected during your journey.

Cargo. Cargo is the basis for most of the trading you will do in the game. The twelve most common types of cargo are called “commodities,” and 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.

Many of the planets you land on will be willing to trade you commodities that they have in plentiful supply for commodities that they need. By learning what commodities are available where and making smart trades, you should be able to build up a supply of the commodities you need in order to achieve your goals.

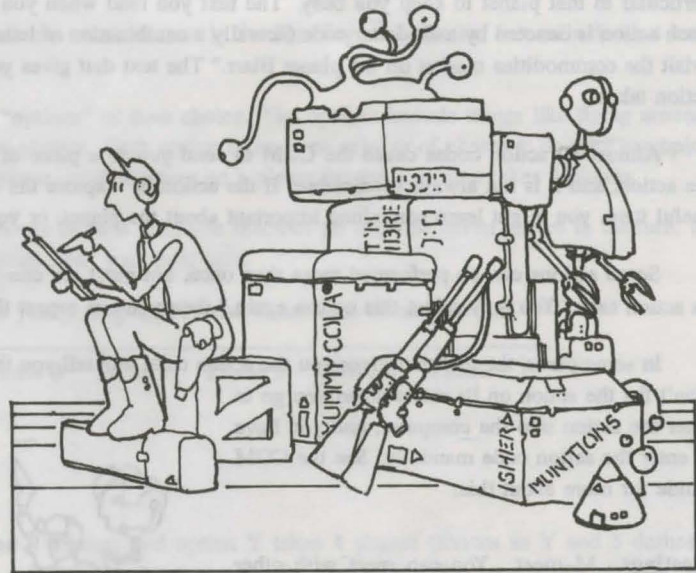
Your spaceship has 10 cargo bays in which to carry the cargo you acquire. A “unit” of cargo represents the amount of that type of cargo that can fit into one cargo bay. Since you have 10 cargo bays, you can carry up to 10 units of cargo. Eventually, you may find ways around this limitation — there are several.

Cargo is for trading purposes only. Food cargo is not the food you need to eat tomorrow. Fuel cargo is not the fuel you need to power your ship. Your life support supplies are sufficient for several years of space travel, so you need not be concerned about them during the game.

In addition to the twelve “commodities” mentioned above, there are also some other types of cargo you will come across, with funny names like “Vortex Coil” and “Insulicon.” These types of cargo have more limited uses and are harder to find. It’s up to you to figure out what to do with them.

Items and Abilities. 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 trusty 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. Most items can be traded to other players (in a meeting) if you so desire.

Abilities are skills that you learn. Like items, abilities can be ship-to-ship, hand-to-hand, or non-combat. However, they cannot be traded away or taught to another player.



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 combat situation and send you back to the CGM. The CGM will evaluate your offensive and defensive capabilities for the given combat, and determine the outcome. Then the CGM will send you to a piece of text describing what happened.

The factors that determine the outcome of a combat are your combat items/abilities, your health or ship's condition, and who/what you are up against. When the CGM determines the outcome, it gives you a screen display telling you who/what you fought and how well you did. In particular, it indicates whether you *attacked* successfully or not, and whether you *defended* successfully or not. It also shows you which items and abilities you used (it automatically picks the best ones for that particular battle), and how effective each item or ability was.

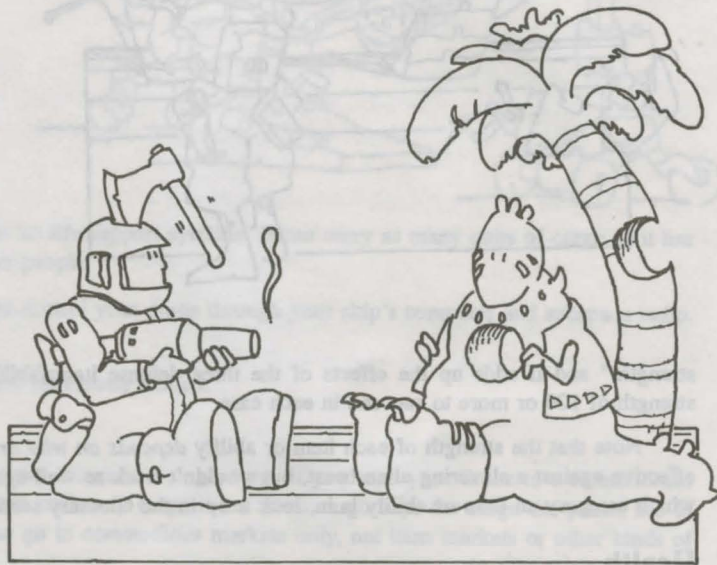
You can try some combats more than once, so if you lose, you can get more weapons and abilities and attempt the combat again later. Other combats are one-time-only, so if you lose, you don't get another chance. If the text that describes the result of the combat says "You may select this option again," then you can try that combat again later.

More About Combat

When the CGM evaluates your offensive and defensive capabilities for a combat, it determines whether your attack is successful or not, and whether your defense is successful or not. The combination of attack and defense yields one of four possibilities:

- 1) Your attack and defense both succeed.
- 2) Your attack succeeds but your defense fails.
- 3) Your attack fails but your defense succeeds.
- 4) Your attack and defense both fail.

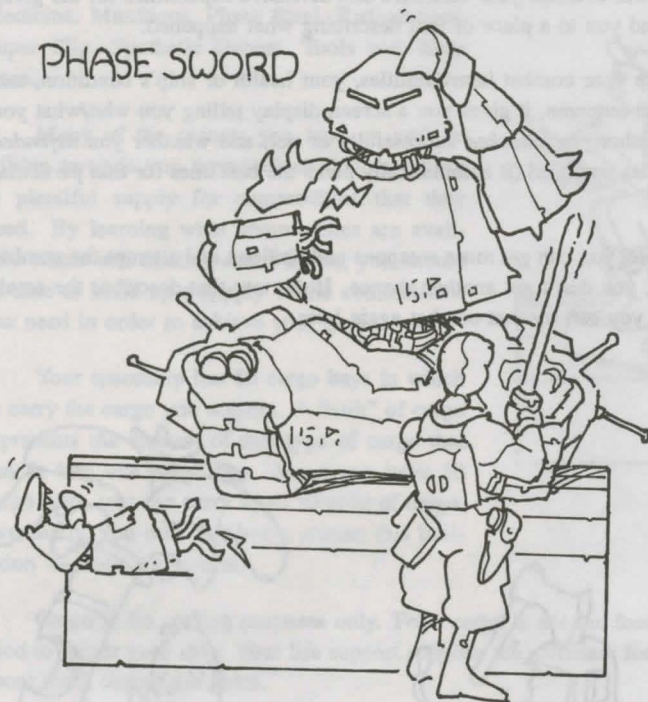
The text you read describing the consequences of the combat interprets the above result in the context of the actual combat situation. For example, suppose you are fighting a robot that guards the entrance to an underground city. Result (1) might mean you destroy the robot and are able to enter the city; whereas result (2) might mean you destroy the robot, but the robot also hurts you, so you have to return to your ship for medical treatment.



COMBAT: RESULT (2)

Just how does the CGM evaluate your offensive and defensive capabilities? For both hand-to-hand and ship-to-ship combat, there are six combat “categories.” Each item or ability used in combat is classified into one of these categories:

PHASE SWORD



Attack Contact. Close-range weapons that you must actually touch your enemy with, like a Phase Sword (hand-to-hand item) or a Fusion Arm (ship-to-ship item).

Attack Projectile. Long-range weapons that “shoot” things at your enemy, like a Biogun (hand-to-hand item) or a Zyroblaster (ship-to-ship item).

Attack Special. Other attacking weapons, like Fiorenza (hand-to-hand item) or Entropy Loop (ship-to-ship item).

Defense Armor. Barriers between you and your enemy, like a Stunner Shield (hand-to-hand item) or Charm Armor (ship-to-ship item).

Defense Mobility. Things that enable you to dodge out of the way of your enemy’s attack, like a Propulsion Caps (hand-to-hand item) or a Warp Winder (ship-to-ship item).

Defense Special. Other defenses, like Ghost (hand-to-hand ability) or Muon Glue (ship-to-ship item).

When the CGM evaluates your offensive and defensive capabilities, it picks the *best* item or ability you have in each of the above six categories. It then adds up the effects of the three attack items/abilities to determine your “attack strength,”

and it adds up the effects of the three defense items/abilities to determine your “defense strength.” You need a strength of 100 or more to succeed in each case.

Note that the strength of each item or ability *depends on who or what you are fighting*. For instance, a blaster would be effective against a slaving alien beast, but wouldn’t work so well against a soldier wearing laser-reflective armor. To find out which category an item or ability is in, look it up in the Glossary section of this manual.

Health

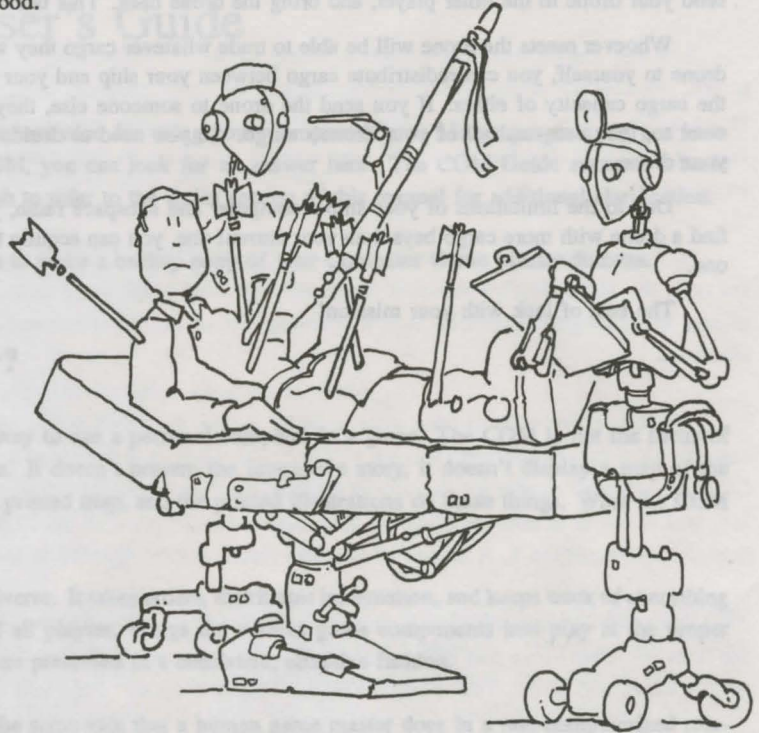
During the course of the game you will see two numbers on your status screen indicating your “health.” The first number will represent your personal health and the second will be your ship’s condition. The maximum score for either is 100, the minimum

is 0. We strongly recommend that you not allow either score to reach zero since that indicates the state of nonfunctioning for you (death) or your ship (the junk yard). Neither is good.

If you have lost health during a previous turn, you may regain up to 60% of the maximum score simply by “resting.” To rest, you need only leave one or more phases unplotted in a turn. You will gain one unit of health or ship condition for each phase you rest up to the 60% mark.

In order to heal to the maximum of 100, you will need to visit either a hospital on a planet for your health, or take your ship to a garage/repair facility for an overhaul. Should your health or ship condition fall below 20, you will not be allowed to plot anything other than resting in order to bring the numbers back up to a tolerable level.

Your health and ship’s condition have an important effect on combat results. As they decrease, your attack and defense capabilities decrease proportionally. In other words, if your health is 50, you can expect that your hand-to-hand combat effectiveness will be 50% of its maximum.



Drone Rules

Your drone is a small spaceship with cargo bays but no life support systems. It can carry as many units of cargo as it has cargo bays. Your drone can carry cargo only, not items or people.

Each turn you may give an order to your drone. You control your drone through your ship’s computer and subspace radio. You can ask your drone to do one of two things:

1. Go to any planetary commodities market you have previously visited.
2. Go to any player, including yourself.

Your drone’s jump engine allows it to do either of these things in a single turn. If you send your drone to a commodities market on a planet, the drone can make trades there. It can trade any cargo it has in its cargo bays for cargo the planet has to offer, at the planet’s exchange rates. Note that drones can go to *commodities* markets only, not item markets or other kinds of markets.

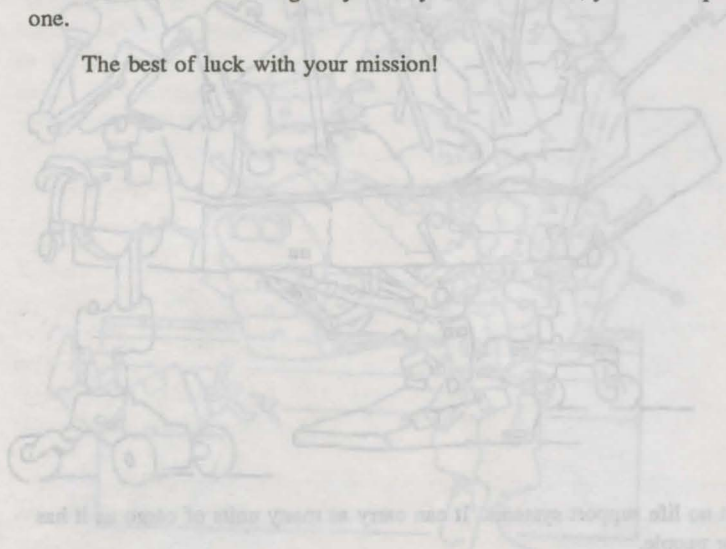
If you send your drone to a player (including yourself), the player’s ship and the drone can trade cargo. This is a “drone meeting,” and it is similar to a meeting between players. The nice thing is that by using your drone, you can arrange a trade

with another player without you and the other player having to travel to the same trisector. You load cargo onto your drone, send your drone to the other player, and bring the drone back. This takes three turns, but your drone does all the work.

Whoever meets the drone will be able to trade whatever cargo they want between their ship and the drone. If you send the drone to yourself, you can redistribute cargo between your ship and your drone however you like, as long as you don't exceed the cargo capacity of either. If you send the drone to someone else, they will be able to decide what trades to make. If they want to, they can steal all of your drone's cargo. So you need to decide whether you can trust another player before sending your drone.

Due to the limitations of your ship's computer and subspace radio, you can only control one drone at a time. So, if you find a drone with more cargo bays than your current one, you can acquire the new drone, but you'll have to give up your current one.

The best of luck with your mission!



Computer Game Master (CGM)

User's Guide

This section of the manual contains reference information for using your Computer Game Master program. If you have any questions about how to do something at the CGM, you can look for an answer here. The CGM Guide assumes a basic knowledge of the *Star Saga*[™] Rules, so you may wish to refer to the Rules section of this manual for additional clarification.

STOP! If you have not done so already, be sure to make a backup copy of your Computer Game Master diskette.

1. What is a Computer Game Master?

The Computer Game Master (CGM) is a new way to use a personal computer in a game. The CGM is not the focus of the game, but a moderator that coordinates the game. It doesn't present the interactive story, it doesn't display a map of the galaxy, and it uses no graphics. The printed text, the printed map, and the printed illustrations do those things. What the CGM does do is think.

The CGM is the brain behind the *Star Saga*[™] universe. It takes orders, distributes information, and keeps track of everything that happens in the galaxy. It monitors the status of all players, brings the various game components into play at the proper times, and ensures that the elements of the scenario are presented in a consistent, effective fashion.

In fact, the CGM in *Star Saga*[™] serves much the same role that a human game master does in a non-computerized role-playing game. When a player takes an action in the game, the CGM determines what happens as a result. In essence, the authors of *Star Saga* have "bottled" their expert game-mastering skills in the computer program.

The CGM is fast, efficient, and easy to use. Up to six players visit the CGM separately each turn, so the game has been designed to keep time spent at the CGM to a minimum. The players spend most of their time with the other game materials and with each other. The computer moderates, thus letting the players play.

The CGM in the Game Turn. As a player, you must visit the CGM at least once per turn. You sign in, and plot your options for the turn. The CGM then gives you the results of the options you plotted. Usually, it relays these results by giving you passages to read from the printed *Star Saga* text (for example, "Read book D, text #263"). Sometimes, your results require further visits to the CGM. For example, if the text you read describes a market where you can trade cargo, after reading the text you go back to the CGM to make any trades you want at the market. When you have received all your results from the CGM, your turn is over. As soon as all players have finished, the game proceeds to the next turn.

2. Overview of CGM Displays

The Star Saga CGM program has a “menu-driven” user interface. This interface is designed to be easy to understand and to use. Because the menu style is used throughout the CGM program, certain principles apply to all the different CGM displays in the game. These principles (selection, help, finished, escape, and scrolling displays) are discussed in section 3. When you boot up the CGM diskette, the CGM asks whether you want to start a new game or continue an old one. This is discussed in section 4.

At the beginning of each turn in the game, the CGM lists all the characters playing. This is the “Main Display.” Throughout the turn, the Main Display indicates what each character needs to do next. At the beginning of a turn, the Main Display also allows administrative activities, such as quitting and saving the game and adding players. The Main Display is discussed in section 5.

When you are ready to enter your plots for a turn, the CGM brings up the “Plot Editor.” This menu allows you to select and edit plots for the turn until you are satisfied with them. It is discussed in section 6. When you finish entering your plots, the CGM reports your results for the turn in a “Character Log.” The log tells you what text to read, what things you’ve gained and lost, and so on. It is also the bridge to specialized interactions with the CGM, such as trading and combat. The Character Log is discussed in section 7. A variety of possible results can be reported in the Character Log. These are discussed in section 8.

The CGM keeps track of each player’s status at all times. A player can ask for their status, and the CGM will present all the relevant information that the player might want to know: their score, health, spaceship location and condition, cargo and items owned, and so on. This is done with the “Status Display,” discussed in section 9.

A special activity that can occur during a turn is a meeting between two or more players. In a meeting, players can trade items and cargo among themselves. This is discussed in section 10. The use of Drones is explained in Section 11. Section 12 describes how to quit a game session, saving the game so you can pick it up later where you left off. Section 13 discusses how to add and drop players from the game, temporarily or permanently. Finally, Section 14 gives advice on how to recover from an abnormal shutdown, caused by either machine or disk failure.

3. General Principles

Menus. In order to play the game, you will need to select from various choices that the CGM offers you. These choices will almost always be presented in a “menu” format. For example, see Figure 1. It’s called a menu because, like at a restaurant, you look over what’s available and choose what you want. In this case, there are five possibilities: A, B, and C, for the three landing pads; ?, for help; and ESC, for escape.

```
Ouabain Landing

Which landing pad do you use?

A) Pad 1, to the north.
B) Pad 2, directly below you.
C) Pad 3, to the south.

Select one of the above choices, or:
ESC) Escape    (?) Help

Type any prompt, or use cursor keys.
```

Figure 1

Selection Using a Prompt. The most straightforward way to select a choice from a menu is to press the key associated with that choice. In Figure 1 above, pressing A would cause you to use landing pad 1 to the north; pressing ? would get you helpful information, and pressing the Escape key would enable you to leave the menu (more about that later). Note that all choices in a menu have keys associated with them. These keys are called prompts, since they “prompt” the corresponding action from the menu.

Selection Using Cursor Keys and RETURN. Another way to select a choice from a menu is to use the cursor keys on your computer keyboard. These are the keys with right and left arrows on them. Some computers also have keys with up and down arrows. For convenience, the space bar works like a right arrow. When you use the cursor keys, one of the menu choices is highlighted on the screen, in reverse type, as in Figure 2.

The cursor keys will move the highlighted area around the screen. To select the highlighted choice, press the Return key. Note that even if you use the cursor keys to highlight a choice, you can still type a prompt to select one of the other choices directly.

Sometimes the CGM will automatically highlight one of the choices for you. This means it is suggesting that choice as the one you probably want to select. To go along with the CGM’s suggestion, just press Return, since the choice is already highlighted. If you prefer another choice, select it in the usual way (using either a prompt or the cursor keys). You don’t have to select a choice that the CGM highlights for you.

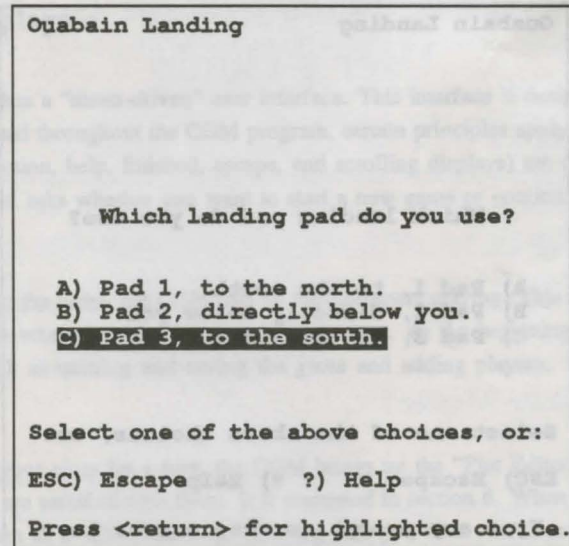


Figure 2

Selection Using a Mouse. If your computer has a mouse, there is another way to select a choice from a menu. Point the mouse anywhere in the field describing that choice (you can point at the prompt if you like, but anywhere in the description will do). Click once (press the mouse button) to highlight the choice. Click again to select it. Clicking twice fast selects the choice immediately.

Help. Most CGM menus have "Help" as one of the choices, with the question mark key (?) as the prompt. If you select Help, the CGM will give you information about the current menu. When you are finished reading the help information, press F or Return and the CGM will bring back your original menu.

If the help screen doesn't answer all of your questions, consult this reference manual for more detail. The CGM Guide is the first place to look for information about using the CGM; however, you may also find it useful to look in the Helpful Hints, Rules, Glossary, and so on.

Finished. Many CGM menus have a "Finished" choice, prompted by the F key. Select "Finished" when you are done with the menu. The menu will go away. In some menus, Finished has the additional meaning, "Make all the commands I've given while in this menu permanent." In other words, Finished is an irrevocable command. Once you tell the CGM you're Finished with something, you can't take it back.

Escape. Many CGM menus have an "Escape" choice, prompted by the Escape key (for example, see Figure 1). Different computer keyboards have the Escape key in different places, so if you can't find the Escape key on your keyboard, refer to your computer owner's manual.

Escape means “I’m not done with this menu yet, but I want to leave it temporarily.” You might want to let someone else use the computer while you think over your choices. You might want to look at your Character Log before making a decision. For whatever reason, Escape lets you *temporarily* leave a menu. Because Escape is only a temporary exit from a menu, you will eventually have to come back and finish the menu. In Figure 1, you have to pick one of the landing pads. If you Escape, then you don’t have to make the decision right away. But eventually you’ll have to choose a pad.

Note the difference between Escape and Finished. Escape means you want to “take a coffee break” and you’ll come back to the menu later. Finished means you’re done with the menu for good.

Scrolling Displays. Some of the CGM menus have too much information to fit on a single screen. The most common way that the CGM handles this is to present the information in a “Scrolling Display.” For example, see Figure 3 (this example is actually an excerpt from the Status Display, discussed in section 9). The portion of the screen between the dotted lines is the scrolling display. In this example the scrolling display shows the player’s various possessions: ship cargo, items, and so on. There are too many items to fit on the screen at the same time, so the display only shows some of them.

```
-----  
*** SHIP CARGO ( 6 of 10 bays full) ***  
  Culture  
  Fluids  
  2 Warp Core  
  Medicines  
  Tools  
*** HAND-TO-HAND ITEMS/ABILITIES ***  
  Biogun           Item  
  Kothan           Ability  
----- more -----  
N) Next Page      P) Previous Page  
B) Beginning      E) End of List
```

Figure 3

To look at the rest of the items you can “scroll” the display back and forth. Choose N for “Next Page” to look at the next bunch of items. Choose P for “Previous Page” to look at the previous bunch of items. Note the word “more” in the middle of the dotted line at the bottom of the scrolling display. This indicates there are more items below that won’t fit in the display.

If you are at the very beginning of the list of items, then the “Previous Page” choice won’t appear in the menu. Similarly, if you are at the very end of the list, the “Next Page” choice won’t appear. The “Beginning” and “End of List” choices are short-cuts to go immediately to the very beginning and the very end of the list of items. They are available in some of the CGM’s scrolling displays, but not all of them.

4. Starting and Resuming Games

STOP! For instructions on how to start your very first Star Saga game session, turn to the beginning of this reference manual, "How to Set Up and Start the Game."

New or Old Game. When you boot up your Star Saga game diskette, the CGM will ask you whether you want to play a new game or continue an old one. To continue an old game, press O. The CGM will automatically pick up the old game where you left off. It will bring up the Main Display for the current turn, and you can continue playing from there. To start a new game, press N.

STOP! If you attempt to begin a new game and the CGM has an old game saved on the disk, the CGM will give you a warning. Starting a new game will destroy the old game saved on the disk! The CGM keeps only one game on the disk at a time. To start a new game without wiping out your old game, make a copy of the disk. Then you'll have two disks, one to keep your old game and one to start your new game.

Signing in Characters for a New Game. When you start a new game, the CGM will give you a menu of characters to choose from. Each player should select the character they want to play. When you select a character, the CGM will move that character from the "not playing" list to the "playing" list. You will then have the opportunity to transfer a character created in *STAR SAGA: ONE™ Beyond the Boundary* to the new game. To do this, see the section at the front of this manual entitled "How to Set Up and Start the Game." When all the characters that are going to play have been moved to the "playing" list, select F for "Finished." The CGM will bring up the Main Display for Game Turn 1. You are ready to play.

STOP! Make sure all players have read their character booklets before proceeding any further with the CGM. The character booklet describes a character's background and goals, and contains instructions for playing the first turn of the game. Any player who has not read their character booklet will be at a severe disadvantage.

5. The Main Display

The Main Display is the top-level display throughout the game. It lists all the characters playing, and indicates what each character needs to do next. At the beginning of a turn, it looks like Figure 4.

The upper right hand corner shows the current turn number. This is the total number of game turns that have been played (even though some characters may not have played all the turns). The middle of the screen contains a list of all the characters playing the game. To the right of each character, the CGM indicates what that character needs to do next. The bottom of the screen shows "administrative" activities that you can perform at the beginning of a turn only. These include quitting and saving the game (see section 12), and enabling, disabling, adding, and dropping players (see section 13).

```
Star Saga: Two          Turn 16
The Clathran Menace    Main Display

J) Jean G. Clerc      ENTER PLOTS
P) Prof. Lee Dambroke ENTER PLOTS
V) Valentine Stewart  ENTER PLOTS

-----

Select one of the above characters or:

?) Help              Q) Quit Session
E) Enable/Disable   D) Drop/Add

Type any prompt, or use cursor keys.
```

Figure 4

Playing Your Turn. To play your turn, select your character from the menu. You don't have to play in any particular order; whoever is ready can go first. Next to each character listed in the Main Display, the CGM shows what that character needs to do next. In Figure 4, everyone needs to Enter Plots next. However, as the turn is played, the display will change.

“Enter Plots” means that you need to plot your options for this turn. When you select your character, you will get the Plot Editor (see section 6).

“Get Results” means that you need to find out what has happened as a result of the options you plotted. When you select your character, the Character Log will give you these results (see sections 7 and 8).

“Waiting” means that you must wait for another player to do some or all of their turn before you can continue. If you select your character, the Character Log will tell you who you are waiting for.

“Meet Player(Drones)” means you are ready to have a meeting with another player (or drone(s)). The meeting allows you to trade cargo and items between players, or cargo only between a player and one or more drones. When you select your character, the meeting will begin (see section 10).

“Finished” means you are all done with the turn. When all players are Finished with a turn, the CGM automatically proceeds to the next turn.

“Disabled” means that you have been temporarily suspended from the game. To restore your character to the game, choose “Enable/Disable” from the Main Display at the beginning of a turn (see section 13).

6. The Plot Editor

When you select your character to enter plots, the CGM will bring up the Plot Editor. This allows you to enter and edit your plots for the turn until you are satisfied. Before you enter any plots, the display looks like Figure 5. The upper right hand corner shows the number of phases you have left to plot this turn. The "START" line shows the location of your spaceship at the beginning of the turn. The "Options Available" are the options you can plot from your current position. Other choices are Finished, Escape, Status, and Help.

```
Plot Editor      Phases Left: 7 .....  
  
START: Aloft in <420-B>.  
  
Options available:  
V) Violet      R) Red        O) Orange  
A) Action      M) Meet  
  
Select one of the above options, or:  
F) Finished   ESC) Escape  
S) Status     ?) Help  
  
Type any prompt, or use cursor keys.
```

Figure 5

STOP! As a courtesy to the other players, you should always plan out all your plots *before* sitting down in front of the Plot Editor. This keeps the amount of time each player spends at the CGM to a minimum, and no one has to wait a long time for the computer.

Plotting. To plot an option, select it from the "Options Available" section of the menu. The option will then appear under the START line of the display. Also, the number of phases taken by the option will be subtracted from the number left this turn, and the options available will change according to your new position. You can plot options until you have used up all your phases, possibly borrowing some phases from your next turn. When you are satisfied with all the options you have plotted, select Finished. If you want to see your status display (your score, cargo, items, etc.), select Status. If you want to leave the Plot Editor temporarily, select Escape. For a discussion of the various options you can plot, see below.

NOTE: When you enter an option in the Plot Editor, you are only saying that you *want* to do that option this turn. You don't actually *do* the option until you finish plotting and the CGM gives you your results. For instance, if you enter "Red" (move red) into the Plot Editor, you shouldn't move your spaceship on the map yet. You don't know whether the move will really happen or not. Maybe when the CGM gives you your results, it will tell you that you ran into a space storm and your move failed. Your plots represent the options you're *attempting* this turn, not what actually happens. You won't know what actually happens until you get your results.

After you've plotted a few options, the display will look like Figure 6. In the example, your spaceship starts in trisector 420-B. You move orange, violet, red, and land on the planet Outpost. The options you've chosen appear under the START line. For each option, the Plot Editor lists the single-letter abbreviation for the option, the number of phases the option takes (in parentheses), and some useful information, such as where you're moving to or what planet you're landing on.

```
Plot Editor      Phases Left: 3 ...

START: Aloft in <420-B>.
O   ( 1) MOVE <419-O>.
V   ( 1) MOVE <390-V>.
R   ( 1) MOVE <389-R-Outpost>.
L   ( 1) LAND on Outpost.

Options available:
A) Action      M) Meet      T) Takeoff

Select one of the above options, or:
F) Finished   ESC) Escape
S) Status     ?) Help      X) Delete

Type any prompt, or use cursor keys.
```

Figure 6

The number of phases you have left to plot is reduced by the cost of the options you've plotted. In this example, you started with 7 phases and plotted 4 phases worth of options, so you now have 3 phases left. The options available reflect your position after the options you've plotted. Since you have landed on the planet Outpost, you can now do an action on the planet, meet another player on the planet, or take off. You can't move to another trisector before taking off, so the movement options (Red, Blue, etc.) are no longer available.

In the bottom portion of the screen there is a new choice: X for Delete. Pressing the X key deletes the last option you plotted. In this example, the Land option would be deleted. If you wish, you can keep deleting options until they're all gone.

When You're Done Plotting. When you've used up all your phases for the turn, the display will look like Figure 7. Since you cannot plot any more options, the CGM automatically highlights "Finished" in the menu. Press F or Return to indicate you are satisfied with your plots. The Plot Editor will go away, and the CGM will give you your results. If you decide you aren't happy with your plots, you can still use the X key to delete them, as long as you haven't selected Finished yet.

```
Plot Editor      Phases Borrowed: 1

START: Aloft in <420-B>.
O   ( 1) MOVE <419-O>.
V   ( 1) MOVE <390-V>.
R   ( 1) MOVE <389-R-Outpost>.
L   ( 1) Land on Outpost.
A   ( 4) Action Code XZN2YH.

You have used up this turn's phases
and borrowed 1 phase from next turn.

Select one of the above options, or:
F) Finished  ESC) Escape
S) Status    ?) Help

Press <return> for highlighted choice.
```

Figure 7

Once you have used up all your phases, the CGM no longer shows the number of phases you have left to plot. Instead, it shows the number of phases you have *borrowed* from your next turn. In this example, your last option (action code XZN2YH) took 1 phase more than you had available, so you borrowed 1 phase from your next turn (see "Phases," below). Also, when you have no more phases, the display no longer shows the options you have available from your current position. You cannot plot any more options.

NOTE: You may elect to Finish your plots without using all of your phases. This is perfectly OK! The CGM will warn you that you still have some phases left, and give you the chance to plot more options. You can return to the Plot Editor or go ahead with your plots as they are.

Options. Under "Options Available," the Plot Editor shows which options you can plot from your current position. There are five kinds of options: movement, landing and takeoff, action codes, drones (if you have one), and meetings. See the Rules for the meaning of these options in the game.

Movement. To enter a movement option, select it from the Plot Editor menu. The possibilities are the six colors of trisectors on the map: Blue, Green, Orange, Red, Violet, and Yellow. The menu lists only those moves that are allowed from your current ship location. When you select a move, the Plot Editor displays it in the center section of the screen. It also shows the cost of the movement option in phases (movement always costs 1 phase), and the number of the trisector you're moving to (e.g. "420-B" for trisector 420 Blue). If the trisector you're moving to has a planet in it, the Plot Editor shows that too (e.g. "420-B-Outpost" for a known planet, or "583-R-planet" for an undiscovered planet).

Landing and Takeoff. To enter the Land or Take Off option, select it from the Plot Editor menu. The menu lists Land when you are aloft in space in a trisector containing a planet. It lists Take Off when you are parked on a planet. As with movement, when you select the Land or Take Off option, the Plot Editor displays it in the center section of the screen along with its cost in phases. For the Land option, the Plot Editor also shows the name of the planet you're landing on (or "new planet" for an unnamed planet).

Action Codes. To enter an action code, select A, for "Action," from the Plot Editor. The CGM will give you a menu to select the action code you want. For example, see Figure 8. The menu shows which planet you're on, and lists most of the actions you can do (the English descriptions of the actions may not appear on all machines due to memory limitations). To do one of the listed actions, select it from the menu. The Plot Editor will show the action you selected in the center section of the screen. For instance, selecting choice B from Figure 8 resulted in the display of Figure 7. Most actions can be performed once only. These actions will be removed from the action code menu after you do them. Some actions, though, you can do more than once. These actions will stay in the menu.

```
Enter Action Code
You are on Outpost
A) 7Z82KH  Spaceport
B) XZN2YH  Commodities Cache
C) 7U87K8  Ship Repairs
D) XUN7Y8  Chang Hangar
E) 9ZV29H  Landmarks
F) LZM2JH  Meet Pilots
*) To enter an unlisted action.

Choose one of the above actions, or:
ESC) Escape      ?) Help
Type any prompt, or use cursor keys.
```

Figure 8

Unlisted Actions. There are some “unlisted” actions in the game that the CGM won’t include in the action code menu. When you read about one of these actions, the text will say that the action code is *unlisted*. If you want to do an unlisted action, select * (asterisk) from the action code menu. The CGM will ask you to type the action code you want. Type the six letters or numbers in the unlisted action code. When you finish entering the code, press Return.

After you enter an unlisted action, the Plot Editor will display the action just like any other action code. Or, the CGM may tell you that you can’t do that action. There are three possible reasons for this: (a) you aren’t on the right planet; (b) you can’t do the action at the current time (for example, if it’s a once-only action and you’ve done it already); or (c) there is no such action code.

Meetings. To plot a meeting with another player, select M for “Meet” from the Plot Editor menu. The CGM will list the option in the center of the screen, along with an “E” for its cost in phases. The meeting ends your turn. If another player moves to the same trisector and also plots “Meet,” then the meeting will occur when you get your results (see section 10).

Phases. The Plot Editor keeps careful track of the number of phases you have left to plot in a turn. It displays this number in the upper right-hand corner of the screen. If your plots take you over the number of phases left in the turn, then the Plot Editor shows how many phases you have borrowed from your next turn (see the Rules for a discussion of how phases work).

Note that it is possible to *begin* a turn with no phases available. This can happen if you plot a very expensive action code on a previous turn. For example, if on turn 58 you plot a 14-phase action, the action will take up the rest of turn 58, all of turn 59, and perhaps even part of turn 60. When you begin turn 59, the Plot Editor will say you have already used up all your phases. You’ll have to wait until turn 60 before you can plot any new options.

Escaping from the Plot Editor. You can temporarily leave the Plot Editor with Escape, just like you can leave many of the other CGM menus. You should rarely need to do this, since you should always prepare your plots before coming to the CGM to enter them. However, if you do escape from the Plot Editor, the CGM will “forget” about all your plots, and allow you to come back and enter them later.

One other thing that happens when you escape from the Plot Editor is that instead of going back to the Main Display, the CGM gives you your Character Log. It does this in case you want to look at your old results from last turn (see below). Select Escape again to get back to the Main Display, or “Continue Turn” (with the Return or * key) to continue entering your plots.

Color-Blind Display. An alternate Plot Editor display is available to assist players who have difficulty distinguishing the map colors. Press the # key in the Plot Editor to show trisector numbers (instead of color names) for movement choices.

7. The Character Log

The CGM displays your Character Log as soon as you finish entering your plots for a turn. The Character Log tells you the results of the options you plotted. For example, if you plotted the options shown in Figure 6, you might get the Character Log shown in Figure 9.

```
Character Log                               Turn : 22
Laran Darkwatch
-----
PLOTTED Turn 22.
+ MOVE to trisector <419-O>.
+ MOVE to trisector <390-V>.
+ MOVE to trisector <389-R-Outpost>.
+ READ book D, text #263.

-----
+ indicates a current activity.
You have no more activities this turn.
-----
P) Previous Page

F) Finish Trip      S) Status
?) Help
Press <return> for highlighted choice.
```

Figure 9

The top of the screen shows your character name and the number of turns you have played. If you have not played all the turns, then the turn number will look like "56/85", meaning you have played 56 out of 85 turns (see section 12).

The center section of the screen is a scrolling display that shows your results for the turn. In this example (Figure 9), you move to trisector 419-orange, then 390-violet, then 389-red. Then you read text number 263 in book D. The + signs to the left of your results mean that those results are new activities for you. For a discussion of all the results, see section 8.

The bottom portion of the screen is a menu of the things you can do from the Character Log. In this example, you can finish your trip to the CGM, look at your status display, or get help. Before leaving the CGM to read your text, select "Finish Trip." This brings back the Main Display so that other players can do their turns.

Pending CGM Interaction. Some results that appear in the Character Log are activities that require further interaction with the CGM. For example, if you visit a commodities market, the CGM gives you the opportunity to make trades at the market. This is a "pending CGM interaction," and it is marked with a * symbol as in Figure 10. Select "Continue Turn" (by pressing * or Return) to do the interaction. If you don't want to do the interaction yet, select Escape to temporarily leave your Character Log.

```
Character Log                               Turn : 23
Laran Darkwatch
-----
PLOTTED Turn 23.
READ book F, text #433.
* MARKET interaction.

-----

* indicates a pending CGM interaction.
-----
* Continue Turn
P) Previous Page
ESC) Escape      S) Status
?) Help
Press <return> for highlighted choice.
```

Figure 10

Old Results. For your convenience, the Character Log keeps a record of your old results going back a couple of turns. To look at your old results, select "Previous Page" to go backward in the scrolling display. You can distinguish old results from new ones since the new results are marked with a + sign. Note that the CGM only keeps track of old results for a couple of turns. Eventually your old results will disappear, so you should write down any information you think is important. In particular, you should always write down the number of any text the CGM gives you to read. Then you will always be able to re-read the text later in the game if you wish. The CGM "forgets" all your old results if you quit the game session or add or drop a player.

Multiple Trips to the CGM. The CGM may give you some results for a turn, then list your character as still needing to get results on the Main Display. When this happens, you should read the text for the results you already got, then come back to the CGM and get more results. Typically, the CGM splits up your results this way when it is important for you to read the text from the first set of results before you get the rest of your results. For example, if you visit a market for the first time, you need to read about the market first, then come back and make trades at the CGM.

Waiting for Another Player. There may be times when the CGM cannot give you your results until another player has done some or all of their turn. In this case, the Character Log will tell you who you are waiting for. You should finish your trip to the CGM, since there is nothing more you can do until the other player goes. The Main Display will list your character as "waiting." When the CGM decides you no longer need to wait, the Main Display will list your character as needing to get results. Then you can select your character and get the rest of your results for the turn.

The End of Your Turn. When you have gotten all of your results for a turn, the Character Log will say “You have no more activities this turn” (as in Figure 9). You should note down any information you may need from the log, then select “Finish Trip.” The Main Display will list you as “finished.” When everyone else is also finished, the CGM proceeds to the next turn.

8. Getting Results

Your results for a turn tell you what happened as a consequence of the options you plotted. Your Character Log (see section 7) reports your results. There are many different types of results. Some, such as movement and read text, are simply listed in your Character Log. Others, such as market and combat, are “pending CGM interactions” requiring further interaction between you and the CGM. The different types of results are discussed below.

Movement. Movement confirms that you have moved successfully to a given trisector. It is reported in your Character Log as, for example, “MOVE to trisector (492-O),” giving the number and color of the trisector you have moved to, as well as the name of the planet in the trisector, if any.

Takeoff. Takeoff confirms that you have successfully taken off from a planet. It is reported in your Character Log as “Your TAKEOFF succeeded.”

Ship Stops. “Ship stops” means that your ship was forced to stop in mid-course, interrupting the movement you plotted. It is reported in your Character Log as, for example, “Ship STOPS in trisector (492-O)!” giving the number and color of the trisector where you halted.

Discover Planet. When you land on a planet with no name, you “discover” that planet. The CGM reports the discovery in your Character Log as, for example, “You DISCOVERED Margen!” giving the name of the planet. The discovery is a pending CGM interaction. When you select “Continue Turn,” the CGM instructs you to write the planet’s name on the map. We suggest using a pencil to write in the white part of the trisector, so you can erase the name later. The planet name and location must be made known to all players. When you’re done writing, select Finished and your turn will continue.

Read Text. “Read text” means you should read the text passage the CGM has given you. The text describes what is happening to your character. It is reported in the Character Log as, for example, “READ book D, text #263,” giving the book letter and entry number of the text to read.

Gained/Lost. “Gained” means you have gained something, either cargo, an item, or an ability. It is reported in the Character Log as, for example, “GAINED: 1 Fiber,” telling you what you gained. “Lost” is similar. NOTE: If you gain a unit of cargo that causes you to exceed your ship’s cargo capacity, the CGM will require you to unload one of your cargo units. See “Dump Cargo,” below.

Market. A market is a place where you can trade things. When it is time to visit the market at the CGM, you get a pending CGM interaction, reported in your Character Log as “MARKET Interaction.” Select “Continue Turn” to enter the Market. There are many different kinds of markets in the game. However, the CGM displays most markets in one of two formats, described below.

Commodities Market. A commodities market is a planetary market that deals in the twelve standard galactic commodities. When you visit a commodities market, the CGM gives you a menu like in Figure 11. In this example, the market will trade you 1 munitions for 1 culture, 3 munitions for 1 fiber, etc. To make one of the trades, select it from the menu. As you make trades, you can watch the number of the commodity you're buying go up in the center of the screen ("You have no munitions" will become "You have 1 munitions," and so on). You can't make the trades marked with a + sign, since you don't have the necessary cargo.

```
Interplanetary Commodities Market

They Will Trade   For
+A) 1 Munitions   1 Culture
E) 3 Munitions   1 Fiber
+C) 1 Munitions   1 Phase Steel
+D) 1 Munitions   1 Medicine
E) 3 Munitions   1 Radioactives

You have 1 Munitions.

A '+' means you do not have
the cargo to make that trade.

Select one of the above choices, or:

F) Finished           S) Status
?) Help              ESC) Escape
U) Undo

Type any prompt, or use cursor keys.
```

Figure 11

When you're done trading, select "Finished" to leave the market. If you make a mistake, select "Undo" to cancel all the trades you've made (but once you select Finished you can no longer Undo). To look at your status display, select "Status." To leave the market temporarily, select "Escape." Note that if you use Escape to leave the market, you will have to come back and finish the market later. Also, Escape causes any trades you've made to be cancelled, like Undo. NOTE: It is possible to make trades at the market for more cargo than will fit on your ship. In that case, when you finish with the market, the CGM will require you to dump some cargo (see "Dump Cargo," below).

Other Markets. The commodities markets are the most common type of market you will come across. However, there are many other types of markets in the game. These "other" markets sell personal items, ship improvements, rare types of cargo, etc. In general, these markets are displayed as in Figure 12. The title at the top of the screen tells you what type of market you are visiting. The center of the screen is a scrolling display that shows the different trades the market is willing to make. The display shows one trade at a time. The bottom line of the scrolling display shows how many you own of the current item showing.


```
Ship Improvements Market
We will make the following trades:
-----
Trade you 1 Inertial Stabilizer
for all of the following:
    1 Crystals
    1 Fiber
-----
You have no Inertial Stabilizers.
----- more -----
N) Next Trade
T) Trade          U) Undo All
F) Finished      ?) Help
S) Status        ESC) Escape
Type any prompt, or use cursor keys.
```

Figure 12

Select "Trade" to make the trade currently showing on the screen. The Trade option won't appear unless you have the appropriate cargo to make the trade. Select "Next Trade" or "Previous Trade" to look at the other trades the market has to offer. Select "Undo All" to cancel all the trades you have made at the market (not just the one currently showing on the screen). Status, Help, and Escape have the usual effects. As in the commodities market, if you use Escape to temporarily leave the market, all your trades are cancelled.

Dump Cargo. If you acquire more cargo than will fit into your ship's cargo bays, the CGM will require you to dump excess cargo until you are within your capacity. It will show all of your cargo in a scrolling display, and ask you to select which units of cargo to unload. Select Finished when you're done.

Combat. When you get into a combat, the text describes the situation, then sends you to the CGM to find out the result. You get a pending CGM interaction, reported in your Character Log as "COMBAT Results." Select "Continue Turn" to fight the Combat.

The combat display is shown in Figure 13. It says whether it's a hand-to-hand or ship-to-ship combat, and describes who or what you're fighting. Then it tells you how you did: whether your attack succeeded or failed, and whether your defense succeeded or failed. Finally, it shows the items or abilities you used (at most one in each combat category) and indicates how effective each one was.

```
Hand-Hand Combat vs. Plasma Creature

Your Attack Fails.
Your Defense Succeeds!

TO ATTACK YOU USED          STRENGTH
Stunner (contact)           33
Pin-Rifle (projectile)      11
Hypnotic Gas Sprayer (special) 25

TO DEFEND YOU USED
Skin Armor (armor)          66
Rocket Pack (mobility)      100

(100 total strength needed to succeed)

Select one of the choices below:
F) Finished          ?) Help
Press <return> for highlighted choice.
```

Figure 13

You need a total of 100 attack strength for your attack to succeed, and 100 defense strength for your defense to succeed. In this example, your total attack strength was only 69 (33 + 11 + 25), so your attack failed. However, your total defense strength was 166, so your defense succeeded. See the combat section of the Rules, in this manual, for an explanation of attack, defense, combat categories, and how the CGM picks the item or ability to use in each category.

When you're done with the combat, select Finished. You will then get text describing the consequences of the combat.

Option Failed. You may get an "option failed" result if you plot an option that the CGM can't execute for some reason. The result is a pending CGM interaction, displayed in the Character Log as "Option FAILED." When you select "Continue Turn," the CGM explains why the option failed. Two possibilities are: (a) you plotted a non-repeatable option twice in the same turn, in which case the second plot failed; and (b) you plotted an option that required an item you didn't have.

Other Interactions. There are a variety of other pending CGM interactions that can appear in your Character Log. These interactions are specific to situations in the game. For example, when you land on the planet Ouabain, the pending CGM interaction "Ouabain Landing" appears. When you select "Continue Turn," you get the menu shown in Figure 1 (see section 3). You need to pick a landing pad: pad 1, to the north; pad 2, directly below you; or pad 3, to the south. In general, these situation-specific interactions require you to make a decision of some sort. Once you make the decision, your turn continues.

9. Status Display

Your status display shows your character name, turn number, score, health, ship condition, ship location, cargo, items and abilities. Status is available from many CGM menus. The display is shown in Figure 14.

```
Corin Stoneseeker          Score: 225
Status Display             Turn: 90

Personal Health: 80
Ship Condition: 95
Ship Location: <389-R-Outpost>
-----
*** SHIP CARGO ( 6 of 10 bays full) ***
  Crystals
  2 Fiber
  Medicines
  Phase Steel
  Radioactives
*** HAND-TO-HAND ITEMS/ABILITIES ***
  Biogun                      Item
  Kothan                      Ability
----- more -----
C) Show Combat Category Information
N) Next Page                  P) Previous Page
B) Beginning                  E) End of List
F) Finished                   H) Help
Press <return> for highlighted choice.
```

Figure 14

Your score is a measure of how well you are doing in the game. As a point of interest, the maximum score is 5000. However, you can successfully finish the game without achieving the maximum score. Your turn number indicates how many turns you have played. If you have missed some turns because you were disabled (see section 12), your turn is shown as two numbers separated by a slash. For example, "Turn 65/89" means you have played 65 out of 89 turns. Your health and ship vary from 0 to 100. Your ship location is indicated by the number and first letter of the color of a trisector on the map, plus the name of the planet there, if there is one. An undiscovered planet is just called "planet." For example, "549-B-planet."

The scrolling display in the center of the screen shows your ship cargo, hand-to-hand combat items and abilities, ship-to-ship combat items and abilities, and non-combat items and abilities. For ship cargo, the display shows how many cargo bays you have, how many of them are full, and exactly what cargo they contain. For items and abilities, the display shows what things you have, and whether each thing is an item or an ability.

Select "Next Page" and "Previous Page" to scroll through the list of cargo, items and abilities. Select "Beginning" to go directly to the beginning of the list and "End of List" to go directly to the end of the list. Select "Show Combat Category Information" to show the combat category for each item or ability currently on the screen. When you're done with the status display, select "Finished."

10. Meetings

To have a meeting between two or more players, all players involved must go to the same trisector in the same turn and plot "Meet." The players present will then be able to trade cargo and items. The meeting takes place at the end of the turn, after everyone in the meeting has gotten all their other results. If you are ready for the meeting but other players involved still have to get results, the Main Display will list you as "waiting." When all players in the meeting are ready, the Main Display will list you as ready to "Meet Player."

Two-Player Meeting. In a two-player meeting, both characters will be listed on the Main Display as ready to "Meet Player." Select either character and the meeting begins. The meeting allows you to give cargo and items from one player to the other. See figure 15.

```
Transfer from: Corin Stoneseeker
to: Laran Darkwatch

Corin -> Laran
-----
*** CARGO ITEMS ***
2) Crystals          1          0
   Culture           0          1
   Fiber             0          1
4) Medicine         1          0
5) Radioactives     1          0
*** HAND-TO-HAND COMBAT ITEMS ***
   Biogun           0          1
-----
more
N) Next      P) Previous  D) Direction

Select a unit to give to Laran
or one of the lettered options:

F) Finished      U) Undo All
?) Help          ESC) Escape
Type any prompt, or use cursor keys.
```

Figure 15

The top of the screen indicates who is currently giving things (the "from" character) and who is receiving them (the "to" character). The arrow pointing from "Corin" to "Laran" also shows this. The center section of the screen is a scrolling display. It shows all the cargo and items owned by either of the two players in the meeting, and how many of each thing each player has. The numbers in the left-hand column of the display are menu choices. Select the number of one of the items to transfer that item from the "giving" player to the "receiving" player. Note that when the giving player has none of an item, there is no menu number for that item.

Select “Next” or “Previous” to page through the scrolling display. Select “Direction” to switch the giving and receiving players, so the giver becomes the receiver and vice-versa. The usual way to make a trade between players A and B is to give something from player A to player B, switch the giver and the receiver (by selecting “Direction”), then give something from player B to player A. Select “Finished” when you’re done trading. Select “Undo all” if you make a mistake and want to cancel all your trades. Help and Escape work in the usual way. If you Escape, all trades will be cancelled and you can come back to the meeting later. NOTE: If you leave the meeting with a player having more cargo than will fit in their ship, the CGM will warn you that the player will have to dump excess cargo. You can return to the meeting or proceed to the Dump Cargo menu (see section 8).

Three or More Player Meeting. A three or more player meeting works as a series of two-player meetings. When all players in the meeting are listed as ready to “Meet Player,” select one of the players (it doesn’t matter which) and the meeting starts.

The CGM gives you a menu to choose which two players will meet first. Have a normal two-player meeting between those two players. When you’re finished, the CGM asks you to select another two players from the group. You can choose the same two players again if you want. You can have as many two-player meetings from the group of three or more players as you like. This allows everyone to make all the trades they want. When everyone is finished trading, select “Finished” from the menu where you select two players. This ends the multi-player meeting.

The CGM doesn’t enforce cargo capacity requirements until the very end of the multi-player meeting. That is, you can have more cargo than cargo bays at the end of the two-player sub-meetings. However, if anyone has too much cargo when the multi-player meeting ends, that player will have to dump cargo.

11. Drones

Once you obtain a drone, you will be able to do several new things with the CGM. The Plot Editor will allow you to enter an option for your drone each turn. When you get results, the CGM will give you not only the results of your own options, but also the result of your drone option. Your status display, when you ask for it, will include the status of your drone. And finally, you can have a new kind of meeting: a drone meeting.

Entering Your Drone Option. The Plot Editor menu now contains an additional choice at the bottom of the screen: **D** for “Drone.” When you select this choice, the Plot Editor will give you a menu to decide whether you want to send the drone to a planetary commodities market or to a player. To send the drone to a player (including yourself), select that player from the menu. To send the drone to a planetary commodities market, select **A** for “Automated Market.” Escape and Help work in the usual way.

If you select “Automated Market” to send the drone to a planetary commodities market, the CGM will give you a menu to choose a market. The planet names for all the markets your drone can visit will be listed on the screen (these are the commodities markets you have previously visited). Select the market you want.

Once you’ve told the CGM what to do with your drone, the Plot Editor will show the drone option you chose in the center of the screen. Before you select an option for your drone, the Plot Editor will include a line for your drone option but nothing will be listed there yet.

If you plot all your regular options so you have no more phases left for the turn, the CGM will automatically highlight the "Drone" choice in the Plot Editor menu. It is reminding you to plot an option for your drone.

STOP! If you select "Finished" from the Plot Editor without plotting an option for your drone, the CGM will warn you that you still haven't plotted a drone option. It will give you the chance to go back to the Plot Editor and select a drone option. Or, if you like, you can go ahead and get your results without having your drone do anything.

STOP! To plan a drone meeting, do *not* plot M for "Meet." That is only for meetings between *players*. Drone meetings are plotted by plotting D and then selecting the player the drone is to meet.

STOP! It is important to plan out your drone option before you come to the CGM to enter your plots for a turn. Like planning out your other options, this is a matter of courtesy to the other players. It keeps the time you spend at the CGM to a minimum, and makes the game play faster.

Getting Your Drone Result. Near the end of each turn, after you get all your other results, the CGM will deliver your drone result. The drone result will be reported in your Character Log. If the drone is visiting a planetary market, then you will get the interactive menu for the market (see section 8). If the drone is meeting your ship, then you will get a drone meeting (see "Drone Meetings," below). If the drone is meeting another player, then you won't get the drone result at all — the other player will.

Remember, once you send a drone to another player, the other player has complete control over what trades to make with the drone. The other player gets the drone meeting during the results portion of their turn. You have no control over it.

STOP! If you send your drone to another player who doesn't have a drone yet and hasn't seen the drone rules, you may need to help the other player with the drone meeting. You can show them what to do, or you can give them this section of the CGM Guide so they can read all about it.

STOP! It is possible for the CGM to list you as having finished your turn, then change its mind and give you a drone meeting. This happens if you finish your turn before another player has plotted, and the other player sends you their drone. Select your character from the Main Display to do the drone meeting.

Drone Status. Your Status Display (see section 9) will now include information about your drone. At the end of your list of cargo and items, the CGM will show the number of cargo bays your drone has, and what cargo your drone is carrying. You may wish to use the "End of List" choice on the Status menu to get to this information quickly.

Drone Meetings. A drone meeting is similar to a player meeting (see section 10). However, instead of trading with another player, you trade with a drone. You can only trade cargo, since drones can't carry items. Also, the player to whom you send the drone has sole control over the drone meeting.

If a drone meeting is the next thing for you to do in a turn, the Main Display will say "MEET DRONES" next to your character name. When you select your character from the menu, your Character Log will appear. The next CGM interaction in the log will be the drone meeting. When you select "Continue Turn," the CGM will give you the meeting.

The menu to transfer cargo between your ship and the drone is identical to the player-to-player transfer menu. Page through the scrolling display of all the cargo on your ship and the drone. Select units of cargo to transfer from your ship to the drone or vice-versa. Select "Direction" to switch the transfer direction.

When you're done with the meeting, select "Finished." The CGM will bring back your Character Log.

STOP! As in player meetings, the CGM will allow either your ship or your drone to exceed its cargo capacity while you're in a drone meeting. However, if you try to leave the meeting with too much cargo, the CGM will warn you. Either you can go back to the meeting and redistribute the cargo, or you will have to dump cargo from the overloaded vessel.

If more than one player sends you a drone on the same turn, you can have a multiple drone meeting. The CGM handles this like a multiple player meeting. You can meet with one drone at a time. The CGM gives you an extra menu to choose which drone to meet. After you meet that drone, you can pick another drone to meet. Then, if you like, you can meet with the first drone again, or with a third drone, and so on, until you have made all the trades you want. Then select "Finished" from the "Choose Drone to Meet" menu. The CGM will bring back your Character Log.

If you want to arrange a drone meeting with more than one drone, but only one drone has arrived at the meeting when you get it, you should Escape from the meeting. You need to wait for other players who have not yet plotted to send you their drones. Once everyone has plotted, you can select your character off the Main Display and you should get a drone meeting with all the expected participants there.

12. Saving and Quitting the Game

You can save and quit the game at the beginning of a turn, before anyone has plotted. Select "Quit" from the Main Display. The CGM will store the current game position on the disk. When you resume play, the CGM will pick up the game where you left off. The game lasts a long time, so you will probably have to do this many times before reaching the end. It is a good idea to back up your *Star Saga*[™] disk each time after you save and quit the game. That way, if anything happens to your disk, you won't lose your game session.

13. Adding, Dropping, Enabling and Disabling Players

You can add, drop, enable, or disable players at the beginning of a turn, before anyone has plotted. Select Drop/Add to permanently add or drop players from the game. Select Enable/Disable to temporarily suspend and restore players to the game.

Drop/Add. Use drop/add to make permanent changes to your group of players. If you move a character from the "not playing" list to the "playing" list, that character will be added to the game. The person playing the character will start from the very beginning of the game, with the three-turn walkthrough. The player should follow the directions in the character booklet just like everyone else did when they started the game. It is also a good idea for the new player to "catch up" to the rest of the group by playing alone for as many turns as everyone else has had (you can do this by disabling the other players; see below).

If you move a character from the "playing" list to the "not playing" list, that character will be permanently removed from the game. **STOP!** The CGM will ask you if you really want to do this. If you say yes, the CGM will delete all information pertaining to that player from the disk. The player will no longer be able to continue from the current position. If the player wants to rejoin the game, he or she will have to start over from the beginning.

After 100 or so turns, it will no longer be possible to add new players to the game. The drop/add option will appear as "drop" after that point. Toward the end of the game, it will not be possible to permanently drop players either. At that time, the drop option will no longer appear on the screen.

Enable/Disable. Use enable/disable to suspend someone from the game for a while, then bring them back where they left off. If you move a character from the “playing” to the “not playing” list, that character will be listed in the Main Display as “Disabled.” This means that the player is still in the game, but not playing for the time being. If you move a character from the “not playing” to the “playing” list, that character will be restored to the game in the position where they stopped playing.

Disabling and later enabling a player is a convenience, but be aware that it has some effects on the game. First of all, the player that was disabled will be behind by some number of turns (you may want to disable the other players for a while to allow the person who's behind to catch up). Second, the competition isn't completely fair; an active player may beat a disabled player to valuable goodies in the game. Finally, you can't finish the game with a disabled player.

A player who is disabled and later returns to the game will have their turn number displayed in two parts. For example, “Turn 35/42” means you have played 35 out of a total of 42 turns.

14. Recovering from Abnormal Shutdown

Hopefully, you will play all the way to the end of *STAR SAGA: TWO™ The Clathran Menace* without any problems with your computer hardware. However, as we are all sadly aware, sometimes computers break. The power goes out. A chip blows. Your disk gets eaten by your cat. What happens to your game then?

If you have a power failure, or accidentally turn off or restart your computer, you're okay. The CGM saves the game position on the disk at the end of each turn. Just resume your game where you left off, following the instructions in section 4. You will have lost at most one turn's worth of play.

If your computer itself breaks down, then obviously you can't play until you get it repaired. But save your disk. The game position at the end of the last turn is saved on the disk. When your computer works again, you can resume the game.

The most serious risk to your *Star Saga™* game is if your disk is ruined. If your disk gets scratched or demagnetized, the game information on the disk may no longer be usable. You may need to start over, or even send away for a new *Star Saga: Two* disk. Follow the instructions on the warranty card if you need to replace your disk.

The best way to guard against anything happening to your game disk is to make a backup copy before you start playing, and to back up the game at the end of every session. Then if your disk is destroyed, you can restart the game from the position saved on your backup disk.

Glossary

This glossary defines many of the common terms used in the *Star Saga*™ adventure text. It also gives the combat category (in italics) for each item used in combat. Use the glossary whenever you come across an item in the game and want to find out more about it.

Advanced Healing Unit — When you are feeling really under the weather, this device will soon give you a clean bill of health (*Non-combat, Item*).

Anti-Clathran Evasive Maneuvers — A navigation program designed to elude Clathran pursuers in space (*Ship-to-Ship Defense Mobility, Ability*).

Archigenitors — A race of advanced beings who have left their mark throughout the galaxy.

Archangel — The spaceship used by the Founders of the Final Church of Man in their journey to discover the Perfect Truth about humanity.

Arm — See "Galactic Arm."

Atlantis — One of the Nine Worlds. Atlantis is lightly inhabited, mostly water-covered, and provides Food to most of the other Nine Worlds.

Automated Repair System — A device aboard your ship designed to repair even the most annoying of breakdowns (*Non-combat, Item*).

Barratry — A breach of duty on the part of the captain or crew of a ship resulting in damage to the owner of the ship or cargo.

Blogun — The latest in biological warfare, this weapon fires a highly potent range of germs against a particular enemy (*Hand-to-Hand Attack Projectile, Item*).

Boarding Robots — Computer-controlled attack robots that can occupy and overwhelm an opposing ship (*Ship-to-Ship Attack Contact, Item*).

Boson Beam — Subatomic particle separator, an unusually nasty ship weapon (*Ship-to-Ship Attack Projectile, Item*).

Boundary — A wall of space buoys encircling the Nine Worlds to protect the human planets within it. Once an impenetrable wall, the Boundary is fast becoming obsolete due to the grave danger now facing humanity.

Brotherhood — A quasi-religious sect that has spread from the Nine Worlds to the heart of the galaxy.

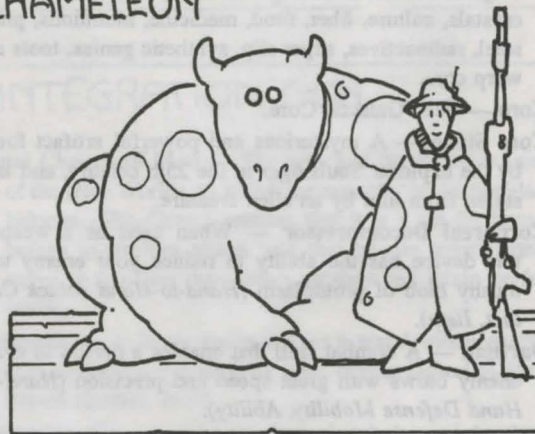
Call-a-wall — For those times when you wish you were rubber and the other guy was glue, this device causes an elastic force field to form around you, causing whatever physical threat is headed toward you to bounce off (*Hand-to-Hand Defense Armor, Item*).

Cargo Bay — The space in an interstellar ship used to transport a unit of cargo.

Cargo Drone — An unmanned remote-controlled ship equipped with cargo bays and a jump engine, capable of instantaneously transporting cargo (but not people) from one place to another.

Causality Shielding — A device which stops the first in a series of events that would otherwise lead to ship damage (*Ship-to-Ship Defense Armor, Item*).

CHAMELEON



Chameleon — The skill necessary to blend in with the natives and remain unnoticed (*Non-combat, Ability*).

Chang, Vanessa — (2435-2519 A.D.) Last of the great space explorers, and perhaps the most famous of all, Chang was the first human being to travel in the Galactic Arm. She returned from space during the years of the Space Plague and helped set up the Boundary to protect humanity from the dangers of unrestricted exploration. A tragic but strangely fitting afternote is that in the political and social chaos of the time, her maps were somehow lost. Despite the efforts of three centuries of historians, they have never surfaced.

Charm Armor — Ship shielding which absorbs both matter and energy, then converts them into harmless subatomic particle showers, thus creating a very beautiful light show in space (*Ship-to-Ship Defense Armor, Item*).

Clathrans — A menacing alien race intent upon the destruction of humanity.

Clathran Energy Weapon — A hand-held particle beam weapon favored by Clathran soldiers (*Hand-to-Hand Attack Projectile, Item*).

Cloaking Ray — A device which keeps your ship from being detected by all known forms of organic and/or mechanical sensors (*Ship-to-Ship Defense Special, Item*).

Commodity — Any one of the twelve common types of cargo that serve as the basis for interplanetary commerce: crystals, culture, fiber, food, medicine, munitions, phase steel, radioactives, super slip, synthetic genius, tools and warp core.

Core — See "Galactic Core."

Core Stone — A mysterious and powerful artifact found by the explorer Soulsinger in the 25th century, and later stolen from him by an alien creature.

Corporeal Decompressor — When used as a weapon, this device has the ability to reduce your enemy to a mushy blob of protoplasm (*Hand-to-Hand Attack Contact, Item*).

Darthan — A combat skill that enables a person to evade enemy blows with great speed and precision (*Hand-to-Hand Defense Mobility, Ability*).

Density Barrier — The dividing line between the Galactic Fringe and the Galactic Arm. On the outer (Fringe) side of the Density Barrier, the density of interstellar matter

is low enough to allow lightspeed travel with a dual-axis drive. On the inner (Arm) side of the Density Barrier, the density of interstellar matter is too high for a dual-axis drive, so a tri-axis drive is necessary in order to travel at or above lightspeed.

Deresha — The skill needed to properly commune with nature (*Hand-to-Hand Defense Special, Ability*).

Destroyer — An F3 class Clathran war vessel.

Diplomacy — The ability to speak effectively and persuasively, even among strangers (*Non-combat, Ability*).



Discontinuity Wave Generator — The integral device in the operation of a Stargate, also believed to adversely affect Clathrans (*Ship-to-Ship Attack Special, Item*).

Disintegration Gun — A hand-held weapon that uses an ultra high frequency energy beam to cause an object to fade out of existence (*Hand-to-Hand Attack Projectile, Item*).

Dodecahedron — A twelve-sided polyhedron.

Dreadnought — An L7 class Clathran war vessel.

Drone — See "Cargo Drone."

Dual-Axis Drive — A spaceship propulsion system that allows a spaceship to travel faster than the speed of light. Invented by Dr. Anton Wamirian in 2257 A. D., the dual-axis drive made travel between stars practical for many people, thus starting the period in history known as the Great Expansion. The dual-axis drive system works by

collapsing two spacial dimensions into one along the path of the propelled ship.

Dual Space — The mathematical concept that allows many possible universes to coexist simultaneously.

Dual Space Interphase — The degree of overlap among simultaneously existing universes.

Dual Space Orientation — The skill which allows you to properly orient yourself in turbulent Dual Space fields (*Non-combat, Ability*).

Dual Space Inversion Bomb — An explosive device with the potential destructive capability of 20,000 neutron bombs (*Non-combat, Item*).

Earth — The home world of humanity, now one of the Nine Worlds. Before the Space Plague in 2490 A. D., Earth was the unchallenged center of all human activity. However, civilization on Earth was virtually wiped out by the Plague. Earth was later rebuilt, but few traces of pre-twentysixth century civilization remain. It is no longer more important than any other human planet, and it shares an equal status with the rest of the Nine Worlds.

Earth Standard — The standard language of humanity, officially adopted by the Nine Worlds Government in 2581 A. D. Earth Standard includes not only a common spoken and written language, but also common measurement units, radio signals, computer communications, and so on.

Endaur — One of the Nine Human Worlds. Endaur is the seat of the Nine Worlds Government and supports a large administrative bureaucracy. It also serves as the headquarters of the Space Patrol, which owns an entire continent covered with military bases.

Entropy Loop — A ship weapon which raises the entropy level around a given target, thereby randomizing the effects of the target. (*Ship-to-Ship Attack Special, Item*).

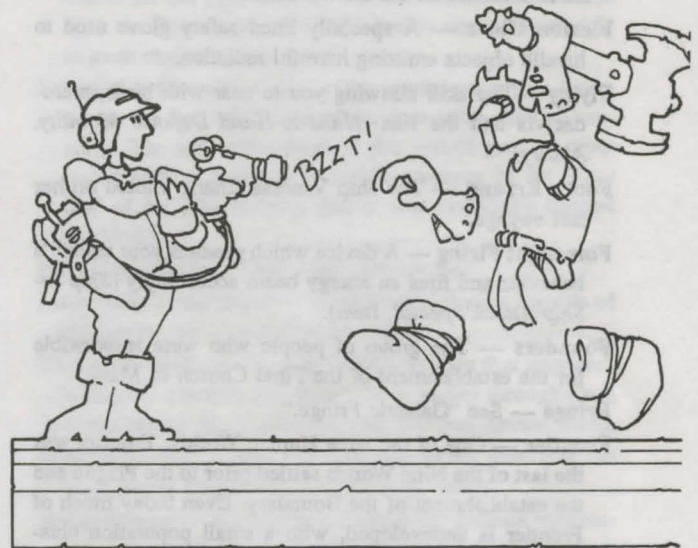
Environmental Suit — A standard space suit, capable of resisting vacuum, cold, and background radiation.

Environmental Terminator — A particularly nasty device which is capable of shutting down an enemy ship's life support system (*Ship-to-Ship Attack Contact, Item*).

Explosion Studs — Good close-range weapons, these studs will detonate at the minimum safe range outside your

ship and do extreme damage to an enemy ship's hull (*Ship-to-Ship Attack Contact, Item*).

Families — Powerful merchant clans, based on the planet Wellmet, who control almost all commerce in the Ghostworlds. The Families are also rumored to operate a massive illegal smuggling trade across the Boundary.



DISINTEGRATION GUN

Final Church of Man — The principal organized religion of the Nine Worlds, to which the majority of the populace belongs. The Church teaches that it is a sin for human beings to explore space, and that people must instead strive to improve themselves so they can attain perfect souls.

Florenza — A fancy sports car, or a wand which enables you to control the mind of your enemy (*Hand-to-Hand Attack Special, Item*).

Flame Jewel — A unique and exquisitely beautiful red and orange crystalline artifact, brought to the Nine Worlds by Vanessa Chang from her space explorations in the

late 25th century. In her will, Vanessa Chang gave her Flame Jewel to the Chang Museum on Earth. Although the Jewel has been postulated by scientists to have a number of unique physical attributes, its importance in social terms far transcends any scientific usefulness. It is seen as a symbol for humanity's resurgence after the Space Plague, and as a beacon for the future development of civilization on the Nine Worlds.

Flexion Glove — A specially lined safety glove used to handle objects emitting harmful radiation.

Flying — The skill allowing you to soar with birds, pterodactyls and the like (*Hand-to-Hand Defense Mobility, Ability*).

Fool's Errand — The ship Vanessa Chang piloted on her last voyage.

Fore-sight Firing — A device which predicts your enemy's behavior and fires an energy beam accordingly (*Ship-to-Ship Attack Special, Item*).

Founders — The group of people who were responsible for the establishment of the Final Church of Man.

Fringe — See "Galactic Fringe."

Frontier — One of the Nine Human Worlds. Frontier was the last of the Nine Worlds settled prior to the Plague and the establishment of the Boundary. Even today much of Frontier is undeveloped, with a small population clustered in a few large cities.

Fusion Arm — A jetway transversing the space from your ship to the enemy's hull which punches a hole in the opponent's ship, allowing you entry (*Ship-to-Ship Attack Contact, Item*).

Galactic Arm — The middle portion of the galaxy, between the Galactic Fringe and the Galactic Core.

Galactic Core — The region of space at the very center of the galaxy.

Galactic Fringe — The outer portion of the galaxy, in which the Nine Worlds lies.

Ghost — The ability to hide completely from all organic and mechanical sensors (*Hand-to-Hand Defense Special, Ability*).

Ghostworld — Any human colony that was left outside when the Boundary was established. Many of the Ghostworlds, cut off from the Nine Worlds, were quickly abandoned. However, some survived because of their natural resources or other features. The surviving colonies include Wellmet, Supa, Moiran, Crater, Medsun, Para-Para, Cathedral, Gen, and Bugeye.

Golgotha — A place of agony or sacrifice.

Gravity Tilt — A device that disrupts the pull of gravity (*Hand-to-Hand Attack Special, Item*).

Great Expansion — The period in history from approximately 2260 to 2500 A. D., when people in large numbers set out from Earth to explore and colonize space.

Hadrakians — A merchant race of aliens found in the Galactic Arm.

Harvard — One of the Nine Worlds. Harvard is a university-planet, devoted entirely to education and research. It is the Nine Worlds' major center of culture and learning. The planet is administered by the powerful Harvard Corporation, which runs the planet's economy and oversees the university's affairs.

Healing Liquid — An elixir for healing personal wounds (*Non-combat, Item*).

Heaven — One of the Nine Worlds. Heaven is a densely-populated planet whose once-beautiful surface has been almost completely paved over by cities. Remarkably, the planet is virtually self-sufficient, due to its immense automated food synthesizers and advanced industry.

Holy Text Files — The revered writings that describe the philosophy and beliefs of the Final Church of Man. The Founders of the Church wrote the Holy Text Files after discovering the Final Truth during their journey aboard the spaceship *Archangel*.

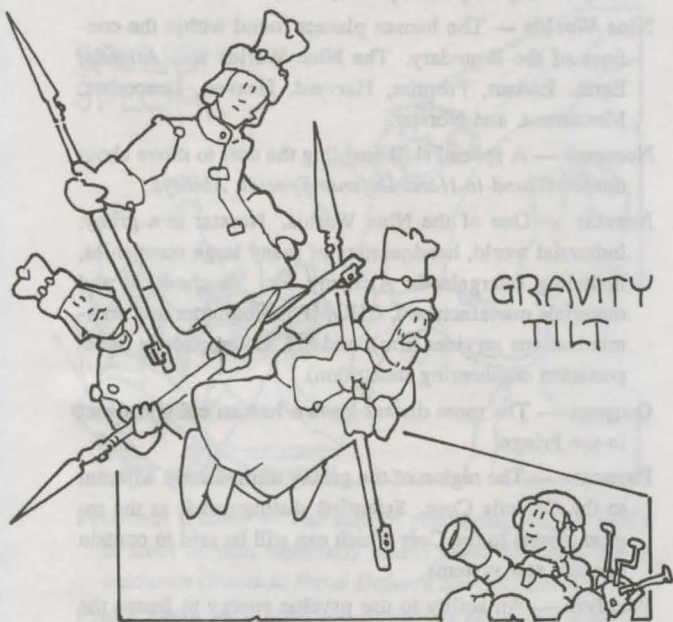
Home Worlds — The name for Earth and the first colonies. After the building of the Boundary, the name 'Nine Worlds' became popular but the original name is gradually returning to favor.

Human, Humanity — One of the intelligent races of the Galactic Fringe, humans originated a mere million years ago on the planet known as Earth. Humans are bilaterally symmetric, bipedal, carbon-based, and extremely

aggressive. Humans are highly unpredictable and should be treated with extreme caution.

Hyperdrive — (also called "Warp Drive") Any spaceship propulsion system that enables a ship to travel in hyperspace, at or above lightspeed. The dual-axis drive is a type of hyperdrive.

Hyperspace — A fourth dimension of space where time does not flow at a constant rate. When a spaceship enters hyperspace, it can travel faster than the speed of light. The dual-axis drive is a technology that enables spaceships to travel in hyperspace.



Illusion — A very potent disguise ability allowing you to take on the outward appearance of whomever or whatever you want to be (*Non-combat, Ability*).

Impulse Engines — Drive systems that propel a spaceship at speeds slower than the speed of light. Impulse engines are used primarily for travel within a planetary orbit, and for delicate maneuvers such as docking, takeoff, and landing. They can also be used as a backup if a ship's

warp drive fails. Ships capable of interstellar travel are always equipped with both warp and impulse engines.

Inertial Stabilizer — A ship mechanism enabling you to remain stationary in the face of enemy attack (*Ship-to-Ship Defense Mobility, Item*).

Institute for Space Exploration (I.S.E.) — An organization dedicated to the continued exploration of space. Based on the planet Para-Para, the I.S.E. was founded after the Boundary was established to encourage people to keep exploring the galaxy.

Interactive Literature — Artistic constructs which incorporate the free will of the reader into a pre-existing scenario. The seductive appeal of this sort of game-playing posed such a threat to scientific progress in the latter half of the 20th century that it was eventually banned worldwide.

Interphase — See "Dual Space Interphase."

Interphase Constrictor — A theoretical device capable of narrowing the Dual Space Interphase.

Interphase Reflector — A defensive weapon that interferes with your enemy's attempts to alter reality through Dual Space manipulation (*Ship-to-Ship Defense Armor, Item*).

Interphase Variometer — A device which measures the Dual Space Interphase (*Non-combat, Item*).

Jump Engine — A propulsion system that permits instantaneous transportation from one place to another. However, the jump engine as currently designed can transport only non-living material; for unknown reasons, jump engine transportation is lethal to all living organisms.

Jump'r — The ability to leap out of the way of certain death (*Hand-to-Hand Defense Mobility, Ability*).

Kothan — A combat ability that allows one to strike at an enemy with great strength and accuracy (*Hand-to-Hand Attack Contact, Ability*).

Landing Beacon — An electromagnetic signal transmitted by a spaceport to guide arriving spaceships to a landing pad.

Leucothea — One of the Nine Worlds. Leucothea is the home world of the Final Church of Man, humanity's major religion. It supports a hierarchy of religious disciples

- who study and promote the Church's Final Truth while striving to attain a perfect soul.
- Levitation** — The ability to elevate oneself up off the floor without any means of support (*Hand-to-Hand Defense Special, Ability*).
- Lockerbait** — The ship used by Vanessa Chang in her flight from Clathran captors.
- Market** — A place where various sorts of goods and merchandise are traded.
- Maquistra** — A skill allowing you to act the hero in any situation (*Hand-to-Hand Attack Special, Ability*).
- Masters** — A common term found on many planets referring to a mysterious race of beings who disappeared long ago.
- Mellomia** — A mental technique allowing the user to project a calming field of influence which removes any aggression from those in the vicinity (*Hand-to-Hand Defense Special, Ability*).
- Mental Powers** — A generic term for any special ability, usually psychic in nature, which can be learned.
- Mental Scrambler** — Emits a ray which can effectively scramble the victim's brain wave pattern (*Hand-to-Hand Attack Special, Item*).
- Mesmerizing Dust** — Chemical-coated sand which renders an opponent completely open to any suggestion (*Hand-to-Hand Defense Special, Item*).
- Message** — Something you leave on an answering machine, or a weird psychic call heard by several humans relating to a waking dragon.
- Mind Wipe** — A technique used by captors for the purpose of gathering information from prisoners.
- Mine** — 1. (n.) A natural source of valuable commodities. Merchants and explorers usually outfit their spaceships with equipment capable of extracting commodities from mines on planets. 2. (v.) The process of extracting valuable commodities from a natural source.
- Monitor** — A G1 class Clathran war vessel.
- Monument** — One of the Nine Worlds. Monument, once known as Mars, is the terraformed memorial to the people and societies which died in the Space Plague. It has only a small population, needed to maintain its museums and historical landscapes.
- Morikor** — The planet where Vanessa Chang was taken by the Clathrans for interrogation.
- Multiphasic Laser Torpedo** — A high energy laser able to slice through most armor and shielding (*Ship-to-Ship Attack Projectile, Item*).
- Muon Glue** — A weapon which fires a thick, sticky fluid which, in the coldness of space, will permanently adhere to whatever it strikes, forming an impenetrable coating (*Ship-to-Ship Defense Special, Item*).
- Nine Worlds** — The human planets found within the confines of the Boundary. The Nine Worlds are: Atlantis, Earth, Endaur, Frontier, Harvard, Heaven, Leucothea, Monument, and Norstar.
- Noseeme** — A special skill enabling the user to move about unseen (*Hand-to-Hand Defense Special, Ability*).
- Norstar** — One of the Nine Worlds. Norstar is a grimy, industrial world, headquarters of many large companies, including Intergalactic Alchemy Inc. (a chemical and materials manufacturer), CHOMP (a computer and communications services firm), and S.T. Enterprises (a transportation engineering institution).
- Outpost** — The most distant known human colony planet in the Fringe.
- Paracore** — The region of the galaxy immediately adjacent to the Galactic Core. Scientists distinguish it as the region closest to the Core which can still be said to contain discrete star systems.
- Paralyze** — An ability to use psychic energy to freeze the voluntary muscles of an opponent (*Hand-to-Hand Attack Contact, Ability*).
- Para-Para** — One of the human colonies outside the Boundary. See "Ghostworlds."
- Phase Sword** — Forged with a phase energy blade, this device is able to cut through any material, even phase steel (*Hand-to-Hand Attack Contact, Item*).
- Plague** — See "Space Plague."

Plasma Beam — A thin, very accurate, low-powered energy beam useful in attacking small targets (*Ship-to-Ship Attack Projectile, Item*).

Power Armor — A lightweight material made into wearable clothing which is useful as protective shielding (*Hand-to-Hand Defense Armor, Item*).

Preemptive Dodge Engines — A device which predicts an opponent's next move and takes the proper evasive maneuvers (*Ship-to-Ship Defense Mobility, Item*).



SALLION
SPECIAL

Prescient Choice — The skill of perceiving what is really in front of you, especially useful when dealing with an unknown (*Hand-to-Hand Defense Special, Ability*).

Probe Beam — A high-energy particle ray with the capacity for evaluating data on physical objects in its path.

Propulsion Caps — An attachment which can be detonated to produce a surge of speed. May be hazardous if used without forethought (*Hand-to-Hand Defense Mobility, Item*).

Questor — A person who has dedicated their life to finding and acquiring the Core Stone, a mysterious and powerful object that was lost generations ago.

Quark Crusher — A weapon that destroys other objects by condensing the space between their subatomic particles (*Ship-to-Ship Attack Contact, Item*).

Revelation — A special skill needed to gain valuable insights from visits to sacred artifacts (*Non-combat, Ability*).

Ruthlessness — The ability to think clearly and in a cold-blooded manner while in danger (*Hand-to-Hand Attack Special, Ability*).

Sallion Special — A very useful, if somewhat unpredictable, weapon which will usually incapacitate an enemy (*Hand-to-Hand Attack Projectile, Item*).

Scout — An F2 class Clathran war vessel.

Sensaround — A great new type of audio system, or the ability to perceive your environment all 360 degrees around you (*Hand-to-Hand Defense Mobility, Ability*).

Sensors — Scientific instrumentation built into a spaceship that can measure the properties of matter and energy outside the ship. Sensors are used in navigation and weaponry; they are essential for analyzing planets and stars.

Ship IQ Enhancement — A computer upgrade which improves all computer functions, including knock-knock jokes (*Ship-to-Ship Defense Mobility, Ability*).

Ship's Computer — A highly complex, fast-acting machine with the ability to control all aspects of a spaceship's operation, including navigation, power, life support, weaponry, and repair. The best ship's computers are artificially intelligent, with a voice-activated interface for communication with the captain and crew.

Ship Shield Generator — A device that projects a protective energy field around a ship to absorb both physical and energy attacks (*Ship-to-Ship Defense Armor, Item*).

Silverbeard, John — The infamous "Pirate of the Spaceways," a popular mythical character of the post-Boundary era noted for attacking and plundering other spaceships.

Smart Net — A net whose mesh size automatically varies depending on the nature of the target (*Hand-to-Hand Attack Contact, Ability*).

Smuggler — Any individual who attempts to enter the Boundary protecting the Nine Human Worlds.

Space Age — The period of time beginning with the invention of space travel in the late 1900's and continuing through today. The Space Age is commonly divided into three periods: the Early Space Age, in which primitive rockets were first developed but were still too slow to travel between stars; the Great Expansion, in which interstellar travel became possible and people freely explored and colonized planets; and the Modern Era, in which people stayed within the Boundary in order to protect themselves from dangerous alien influences.

Space Patrol — A special military branch of the Nine Worlds Government that enforces the Boundary Laws. The Space Patrol maintains a system of robot buoys around the Nine Worlds that detect any approaching spaceships. Once alerted, the Patrol then dispatches manned cruisers to intercept such ships and prevent them from entering the Nine Worlds.

Space Plague — The worst contagious epidemic ever to strike humanity. Beginning in 2490 A. D., the Space Plague killed half the population in the colonized human worlds and nearly destroyed civilization. The Plague was caused by an alien organism brought to Earth by an unknown explorer. Fortunately the disease eventually died away, for no cure was ever found. As a result of the Space Plague, the Boundary was established around the Nine Worlds.

Spaceport — A facility constructed for the takeoff and landing of spaceships. Spaceports normally include berthing facilities, repair hangars, and automated signal beacons for guiding traffic.

Space Navy — The next logical step in building a defense for the Home Worlds of humanity, especially if the Clathrans are coming!

Space Suit — See "Environmental Suit." See also "Super Space Suit."

Space Walls — Huge impenetrable barriers in the fabric of space, often extending for great distances in a complicated branching pattern. Space walls can be found throughout the galaxy, but the phenomenon responsible for their existence is poorly understood.

Spatial Inverter — A device that projects an inverted image of your ship to confuse the sensors of an attacking ship (*Ship-to-Ship Defense Special, Item*).

Stargate — A theoretical artifact that is believed to function as a two-point Jump Engine field, allowing instantaneous transport between two distant, but fixed, locations.

Stargate Key — Mechanism necessary to use a Stargate (*Non-combat, Item*).

Star Map — A map that shows the exact coordinates of inhabited, resource-rich, or otherwise "interesting" planets. Such planets are extremely difficult to find, and as a result, even a small Star Map can take decades of exploration and research to construct. Star Maps are extremely valuable and are usually kept secret by their owners.

Stasis Field — An energy field which, when projected, will allow you to leap temporarily forward or backward in time, but always returning to the present (*Ship-to-Ship Attack Projectile, Item*).

Stress Field — A weapon that creates powerful shock waves in space, alternately pressuring and depressuring an enemy ship's hull and internal supports (*Ship-to-Ship Defense Special, Item*).

Stunner Shield — A common shielding device that protects the user from an opponent's energy-based devices (*Hand-to-Hand Defense Armor, Item*).

Subspace Radlo — Technology for sending radio signals to or from points in hyperspace.

Sudden Adjustment Psychosis Syndrome (a.k.a. SAPS) — An illness beginning to appear in the Home Worlds which is proving to be deadly in its effect on people.

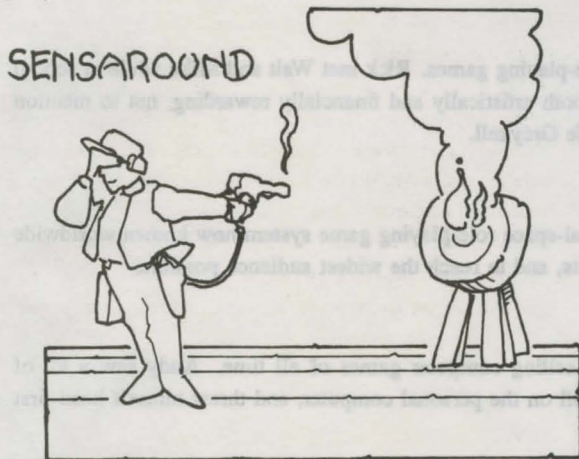
Super Space Suit — The theoretical perfect space suit, incorporating absolute environmental separation, regenerative air and water supplies, and protection against a variety of physical forces and radiation (*Hand-to-Hand Defense Armor, Item*).

Survey — A poll or questionnaire.

Survey Line — The leading edge of the galactic survey being conducted by the Clathran race.

Survivable Jump Engine — A ship engine with the capability of instantaneous space travel between known coordinates separated by any distance that also has the ability to sustain organic life (*Non-combat, Item*).

Tactics — The ability to use strategy to gain military objectives (*Hand-to-Hand Defense Special, Ability*).



Technology Nullifier — A device that prevents the operation of all electronic equipment in its area of effect (*Ship-to-Ship Attack Special, Item*).

Telekinesis — The power to exert physical force through thought alone (*Hand-to-Hand Attack Special, Ability*).

Teleporter — A mechanism to instantaneously transport yourself a distance of approximately six feet (*Hand-to-Hand Defense Mobility, Item*).

Tight Beam Laser Pistol — High-energy gun with an extremely well-focused beam (*Hand-to-Hand Attack Projectile, Item*).

Track-Aim — A highly developed ability to follow an enemy's movement and fire with exceptional accuracy (*Ship-to-Ship Attack Special, Ability*).

Tri-Axis Drive — A spaceship propulsion system that allows a spaceship to travel in the Galactic Arm. In comparison, the dual-axis drive only works in the Galactic Fringe, where the density of interstellar matter is relatively low. The tri-axis drive system works by collapsing all three spacial dimensions into one along the path of the propelled ship. Scientists in the Nine Worlds have not yet been able to construct an operational tri-axis drive. See also "Density Barrier."

Unit — The standard quantity of a commodity that fills one cargo bay.

Universal Translator — A device that can translate Earth Standard into most alien languages, and vice versa.

Wamirian, Dr. Anton — (2221-2293 A.D.) The inventor of the dual-axis hyperdrive, a propulsion system that permits a spaceship to travel faster than the speed of light.

Warp Drive — See "Hyperdrive."

Warp Winder — A device that dramatically increases a ship's speed for a short time by initiating and controlling a feedback loop in the warp drive (*Ship-to-Ship Defense Mobility, Item*).

Wellmet — The center of commerce among the Ghost-worlds, also rumored to be a source of illegal smuggling across the Boundary.

Zyroblander — A special energy weapon designed to melt ship hulls, especially useful when your opponent wants to have you over for dinner and you don't know how to refuse (*Ship-to-Ship Attack Projectile, Item*).

Zyrosshield — A powerful ship shield that is very effective against energy weapons (*Ship-to-Ship Defense Armor, Item*).

The Authors

Star Saga is the brainchild of four people with a common interest in well-designed games and imaginative science fiction who had the creativity to bring it all together. The four original authors are:

Rick Dutton — the author of countless real-time real-space role-playing games. Rick met Walt and Mike while at school and developed a lasting friendship with them that has proved to be both artistically and financially rewarding, not to mention fun. Also, it was through these games that Rick met his beautiful wife Greykell.

Walt Freitag — one of the original creators of the real-time, real-space role-playing game system now known worldwide as Rekon. Walt wanted to see his new game concept taken to its limits, and to reach the widest audience possible.

Andy Greenberg — the creator of Wizardry, one of the best selling computer games of all time. Andy saw a lot of potential in the Rekon game system, suggested that it would work well on the personal computer, and threw himself head first into the project that would become **Star Saga**.

Mike Massimilla — the catalyst for bringing all four authors together and the coordinator of the game writing and design. Mike met Andy while playing bridge (a different kind of real-time, real-space experience) and subsequently introduced him to Rick and Walt; the rest is history.

The project grew so large that the original authors ended up making the game a trilogy and enlisting the able-bodied assistance of two more poor souls to round out the team, namely:

Sheila Greenberg — proof that nepotism has its advantages. Sheila is responsible for much of the actual text of **Star Saga** (including the terrible jokes and frequent references to her favorite yummy snack, peanut butter and jelly).

Gerry Seixas — whose editing talents and creative input were invaluable in helping to make **Star Saga** the product it is today. Gerry is responsible for censoring the worst of Sheila's jokes and cutting down on the far-too-numerous references to yucky food items.



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