

You Are Now  
**JEAN G.  
CLERC**

Do Not Open  
Until Instructed  
To Do So!

Character Booklet

**STAR SAGA: ONE™**  
Beyond the Boundary

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You Are Now

## JEAN G. CLERC

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

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

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

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

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

You are now Jean G. Clerc. Turn the page and begin.

THE NEW YORK  
JEAN G.  
CLERIC

This is your name, Jean G. Cleric. Do not let anyone else call you by the name of Jean G. Cleric. Do not let anyone else call you by the name of Jean G. Cleric. Do not let anyone else call you by the name of Jean G. Cleric.

The first part of this document is your name, Jean G. Cleric. The second part of this document is your name, Jean G. Cleric. The third part of this document is your name, Jean G. Cleric.

It is important to know that your name is Jean G. Cleric. It is important to know that your name is Jean G. Cleric. It is important to know that your name is Jean G. Cleric.

The name of the person who is the author of this document is Jean G. Cleric. The name of the person who is the author of this document is Jean G. Cleric. The name of the person who is the author of this document is Jean G. Cleric.

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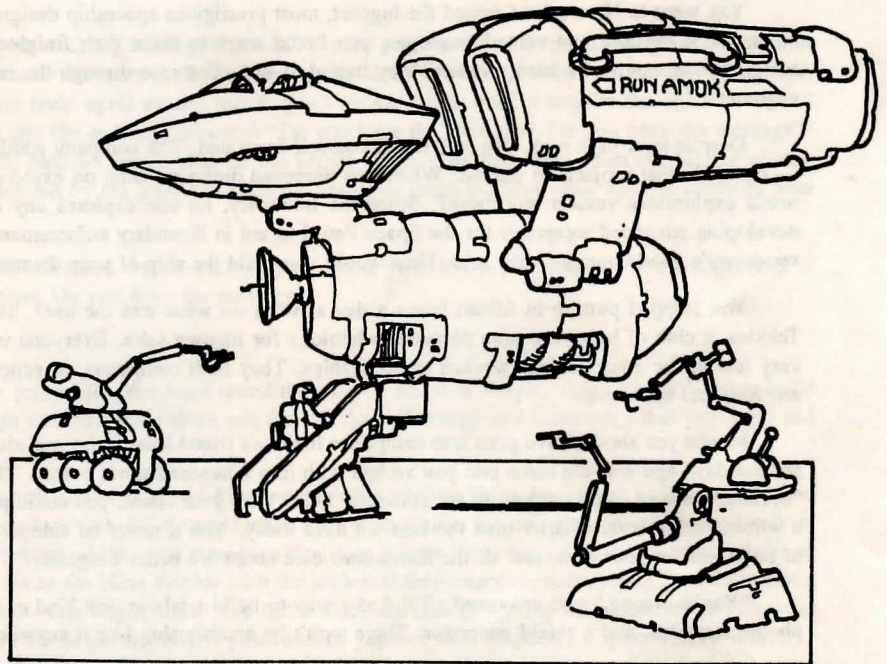
## Jean G. Clerc

You are Jean G. Clerc, spaceship engineer. Ever since you were a kid you loved to build things. When you were seven years old you built a computer out of tinkertoys. "You're a genius," everyone said, "you're going to do something great one day." When you were fifteen, you constructed a nuclear power generator in your backyard. That didn't go over so well with the neighbors. "You're brilliant," the town council told you, "but dangerous. We don't want any more of your projects in our town."

It was time for a change. With the encouragement of your parents, you left home and enrolled in one of the technical colleges in the city. There you learned about the different engineering disciplines. But something was lacking. You wanted to do more than just study the existing state of the art, you wanted to advance it. You wanted to fulfill the expectations of everyone who said you would do something great.

The area of engineering you found the most fascinating was spaceship design. For six hundred years, from 1900 to 2500 a.d., great leaps were made in space technology. During those six centuries, engineers had invented faster-than-light travel, self-sustaining life support, intelligent computer control, regenerative power, subspace communications, nonquantum sensors, and the dual-axis hyperdrive. In dismal contrast, the last three centuries had produced practically nothing. There were small improvements, yes — faster drives, smarter computers, smaller ships — but no great leaps. Nothing that would take your breath away. After the Space Plague and the establishment of the Boundary 300 years ago, people lost interest in space exploration. And in space-oriented technology.

Anyone who reads science fiction knows what a *real* spaceship is supposed to be like. She isn't just a freighter for shipping loads of food from Atlantis to Earth. She isn't just a big bus for taking tourists from Heaven to Frontier. She's designed to explore the unknown — to go where no one has gone before. She is ready to meet strange alien races and civilizations. She



can defend herself against hostile pirates and evil empires. The ships of today are nothing more than an engine, a life support system, and a computer. The ship of your dreams also has a tractor beam, photon torpedos and a shield generator. A ship with those things would be something new. Something great.

By the time you graduated from engineering school, you knew what you wanted to do with your life. You wanted to build — her.

You went to Norstar and joined the biggest, most prestigious spaceship designer, S. T. Enterprises. You became their best engineer. A devoted and valued employee, you found ways to make their freighters and passenger liners cheaper, faster, and better. When they had a hard problem, they turned to you. You rose through the ranks. Eventually, you reached the top: chief engineer.

Despite your high rank, you still found yourself frustrated. The company administration — the President and the Directors — decided what projects to pursue. When you proposed doing research on exploratory vessels, they turned you down. "Who needs exploratory vessels any more? Since the Boundary, no one explores any more," they told you. Then you proposed developing advanced weaponry for the Space Patrol to aid in Boundary enforcement. The Space Patrol wasn't interested. "Our weaponry's good enough," they said. How would you build the ship of your dreams if you weren't allowed to do the research?

You stopped putting in fifteen hours a day at work — what was the use? You started spending your free time with the Tekkies, a club of hobbyists who pursued technology for its own sake. Everyone in the club loved to build things. Of course, very few of the other Tekkies worked on spaceships. They built computers, or genetically-engineered organisms, or reactors — anything but spaceships.

Maybe you should have gone into computers like your friend Marc, who was also a card-carrying Tekkie. Your conversation several days ago was the same one you've had with him a hundred times before. "Too bad you're into spaceships," Marc said, "because we sure could use you in the computer field. With your talent, you could probably figure out how to make a computer a whole Turing level smarter than the best we have today. You'll never be able to do that with spaceships. It's too expensive to build one on your own, and all the institutions care about are better freighters."

"You're wrong," you answered, "I'll find a way to build a whole new kind of ship. It's going to have a tractor beam, and photon torpedos, and a shield generator. There won't be another ship like it anywhere."

But you weren't as confident as you sounded. You went to bed thinking about your Starship, the ship that no one else wanted. All your life they told you that you would achieve something great. You were ready to give it to them, but they weren't ready to appreciate it. Later that night you fell into a deep sleep while thinking of a place in the galaxy where greatness was still sought, where your fantasies could yet become reality.

\* \* \*

You sleep. You sleep and you dream of the myriad heavens beyond the Boundary. You fly, twisting and twirling, away from the mundane worlds of stagnant, placid humanity and out to the stars. What lies out there? Your dreaming mind seems to have the answer, which it slowly unfolds for you as you swoop and dart and fly out into the void.

You see planets of gas and planets of metal, Earth-like alien civilizations and others so strange you wonder at your own power to imagine them. You see little green men dancing beneath coconut trees on the shores of a big pink lake. You see a

planet slowly unfolding itself, stretching and groaning until it becomes a human figure winking and waving as you pass by. You see an alien ship, trapped in a cave on a world where the skies are exploding. On, on, closer to the galactic core you float.

Then you come face to face with the dragon. An old menace, newly reawakened, uncurling his green scaly bulk from the caverns of time and once again stretching out his talons to seize the galaxy. You evade him once, twice, and nearly get by, near enough to the galactic core to hear a voice, repeating over and over the question "Do you have the message? Do you have the message?"

Suddenly the dragon is again before you, straining at his golden leash to rend you asunder. He opens his mouth and extends his tongue and begins an eerie howling, a sound almost beyond your hearing that oscillates up and down and up and down. Your own mind swells to the noise, even as your body again evades the dragon's claws, swells until it engulfs the universe and all you can hear is the keening of the dragon and the endlessly repeated "Do you have the message? Do you have the message?" In terror you flee back to the Nine Worlds; past the buried ship on the planet of the exploding skies, past the bizarre planets of the alien races, past a dozen worlds inhabited by the ghosts of humans, until you reach the Boundary and the safety of your own sleeping body.

You wake up, but you are never again the same. In the back of your mind, very softly, you can still hear the keening of the dragon and the gently whispered question: Do you have the message?

\* \* \*

You have never felt so eager in your entire life. You have found the answer, and it is simple. Since you will never build your ship inside the Boundary, you must go outside. Somewhere out there is the technology and knowledge that you seek, and the resources to build — her.

You are eager to get started but first you call your friend Marc and ask his advice. He is impressed with your idea and is willing to help by being your point of contact with S.T.E. on Norstar. You both realize the company will be more likely to forgive you if there is something in it for them. Marc will arrange a deal that allows them exclusive development rights to any of your discoveries. So when you return to the Nine Worlds with the technical ship improvements, you'll be able to count on them to help you with any legal problems that might arise. You leave Marc the task of writing up a contract to give your employer once you are beyond their reach outside the Boundary; you concern yourself with acquiring a spaceworthy vessel.

You decide to take one of your company's freighters. This is not a particularly difficult feat for someone with your authority. First you call security and give them a long and involved song and dance about doing supply capacity testing on the ship for the evening. Next you load three of the ship's ten cargo bays with commodities — one unit each of Culture, Fiber, and Radioactives — while taking the opportunity to upgrade the computer and life support systems. Finally, after changing the name of the vessel to the *Run Amok*, you blast off and leave the bustling but stagnant Norstar institutions behind you. You watch the planet shrink, smaller and smaller on your viewscreen, as you head out into the darkness.

You make a final call to Marc; he informs you that everything is going smoothly and tells you not to worry. You tell him you will return when you have your tractor beam, photon torpedos and shield generator. That should be enough to make it worth S.T.E.'s while to help you stay out of jail should anyone discover it was you who brought this new technology to the Nine Worlds. He agrees that these are the minimum improvements you will need. You sign off and concentrate on the work at hand.

You and the *Run Amok* hurtle through space secretly, silently, alone. You are not on a course to any of the Nine Worlds. You are headed outward to the unknown. As you approach the Boundary, you realize you are at the point of no return. The Space Patrol, which guards the Boundary, will let you out, but they won't let you back in.

Unafraid, you continue on your course, passing through the imaginary Boundary "wall." Space is the same empty vacuum on the other side, of course, but you are different. Where before you felt only frustration and anger, you now sense a new hope and purpose.

When you get your ship improvements, you will return — not even the Space Patrol will be able to stop you. You will be able to prove that you are right about the lost opportunities caused by the Boundary and demonstrate how stagnant science has become inside the Nine Worlds. When you show them how easy it is for a ship equipped with alien technology to slip through the Boundary, they will have to agree to open up the scientific field and allow exploration again. When you have completed the necessary improvements to your ship and are able to return to the Nine Worlds, plot the following option:

**(M8NHJA)** (7 phases) Take your improved ship to Norstar.

But first you have to build her. You have no specific destination in mind, so you head for an old human colony you heard about that was left outside the Boundary 300 years ago, a planet called Crater.

Good luck!

**NAME:** Jean G. Clerc

**SHIP:** *Run Amok*

**CARGO:** 1 Unit Culture  
1 Unit Fiber  
1 Unit Radioactives

**GOAL:** Upgrade your ship with the following improvements:

Photon Torpedos,  
Tractor Beam,  
Ship Shield Generator,

and return to your home world, Norstar.



# Rules Summary

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

## Your Spaceship

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

## The Map

The map is divided into colored triangular spaces called trisectors. Trisectors are referred to by both number and color, for example, 115-R (for red) and 65-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center. At the beginning of the game, all planets are labelled by name. Later, however, you will find planets with no name. When you land on such an "undiscovered" planet, the computer will tell you its name and instruct you to write the name on the map.

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

## The Computer

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

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

## The Saga Text

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

## Time

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

## Options

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

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

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

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

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

## Acquisitions

As you play the game, you will acquire many “things.” These things fall into two categories: cargo and items/abilities. Cargo is the basis for most of the trading you will do during the game. The twelve most common types of cargo, called “commodities,” are valued just about anywhere in the galaxy. They are: Computers, Crystals, Culture, Fiber, Fluids, Food, Fuel, Iron, Medicine, Munitions, Radioactives, and Tools. There are also some other types of cargo that are harder to find.

Your spaceship has 10 cargo bays in which to carry the cargo you acquire, and it begins the game with 3 units of cargo already on board. Note that this cargo is for trading purposes only. Your life support supplies are sufficient for several years of space travel, so you need not be concerned about them during the game.

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

## Combat

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

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

As you read the text, you will notice many "facts." These things fall into two categories: facts and interpretations. Facts are things that can be proved to be true or false. Interpretations are things that are based on facts. For example, the fact that the sun is hot is a fact. The interpretation that the sun is hot because it is a star is an interpretation. Facts are things that can be proved to be true or false. Interpretations are things that are based on facts. For example, the fact that the sun is hot is a fact. The interpretation that the sun is hot because it is a star is an interpretation.

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Section 1

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# How To Play Turn 1

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

## How To Plan Turn 1

You begin the game with your ship token placed on the planet Norstar in the green trisector marked "Nine Worlds." You, like most people in the Nine Worlds, know almost nothing about the area of space beyond the Boundary. You do know, however, that there were several colonized planets that either chose not to be included inside the Boundary as it was being constructed, or were callously abandoned by the government because they were just a bit too far away. These "Ghost Worlds," as they are called, are marked on your map. "Crater" is such a planet, and is your first destination.

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

Plotting Sheet							
	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
1	T	O	V	G	Y	R	L
2	—	—	—	—	—	—	—

You start with "T" for take-off. Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is O, V, G, Y, R. This will put you in the trisector containing the planet Crater, so you plot "L" for Land. Note that this will use the rest of your phases for this turn and borrow against 6 of your next turn's phases.

## How To Enter Plots For Turn 1

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

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

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

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

## How To Get Results For Turn 1

Now the computer will evaluate your move and let you know at least part of the outcome. In this case, you have successfully managed to fly across part of the galaxy and land on a new planet. You should move your token to its new location in trisector #67. We wouldn't want you to become lost in space!

The computer will send you to two pieces of text — the first, **Text #690**, is for your landing on Crater, and the second, **Text #654**, is to help you with your next turn. Write these numbers down. Then hit Return or F so the screen will be ready for the next player.

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

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

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

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

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

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

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

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



**Jean G. Clerc**  
**Run Amok**

## STAR SAGA: ONE™ Reference Card

### Player-Character Options

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

### Computer Game Master (CGM) Commands

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

### Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

### Planetary Commodities

Computers	Fluids	Medicine
Crystals	Food	Munitions
Culture	Fuel	Radioactives
Fiber	Iron	Tools