HOST GUIDE and PLAYER REFERENCE MANUAL

STAR SAGA:ONE

BEYOND THE BOUNDARY

*Master*PLAY

PUBLISHING CORPORATION

Games That Go To Your Head

STAR SAGA: ONE™

Beyond The Boundary

An Interstellar, Interactive, Role-Playing Space Opera

by

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Host Guide and Player Reference Manual

Dedication

Star Saga: One is dedicated to President Ezra T. Fairchild, who first brought us together, and to Grey, Barbara, Sheila & Sherin, who have sustained, nurtured and inspired us since.

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How to Set Up and Start the Game

Congratulations. You are now the proud owner of *STAR SAGA: ONE*™ *Beyond the Boundary*. 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
- Thirteen Text Booklets, labelled A through M
- "Document Two" (sealed)

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. Their names 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 thirteen 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 five turns, similar to the instructions in "How to Play Turn One." After five turns you will be free to go wherever you want!

8. "Document Two" should still be folded and sealed. Do not open it until instructed to do so.

9. 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!

Helpful Hints

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

A: The "Setting Up and Starting 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: 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 12 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 shoud 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 total 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 awhile; 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: 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 any 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 Iron for three units of Fluids 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 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 un-plotted 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. Un-plotted phases 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: ONE™ Beyond the Boundary 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: ONE™ Beyond the Boundary is the beginning of a trilogy. The second and third games will be available soon!

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. But like any trilogy, 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, 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. During the course of the game, however, 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 seperate sheet of paper nearby and list the planets there by number as they are discovered. You 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.

WELCOME TO
INSERTNAME
IV
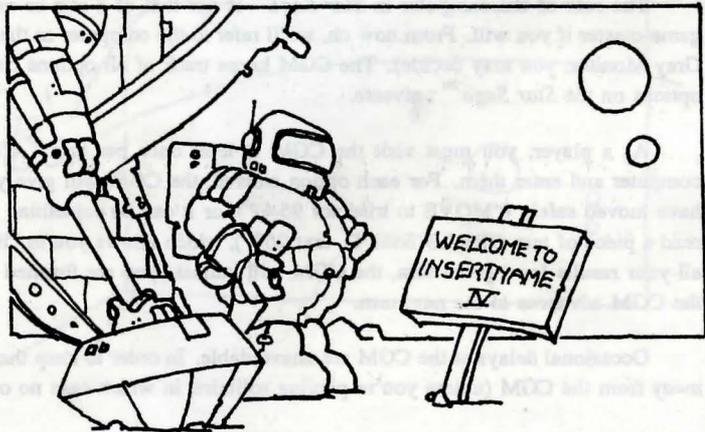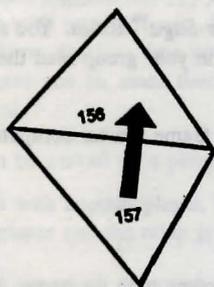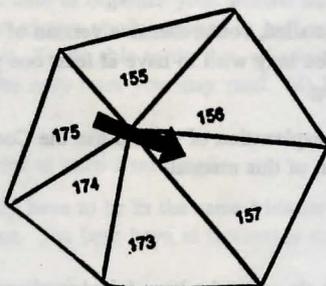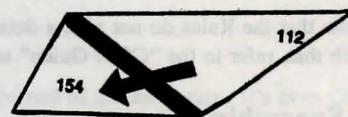
RIGHT **WRONG** **WRONG**

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 95-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 888. The text is compiled into thirteen 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.
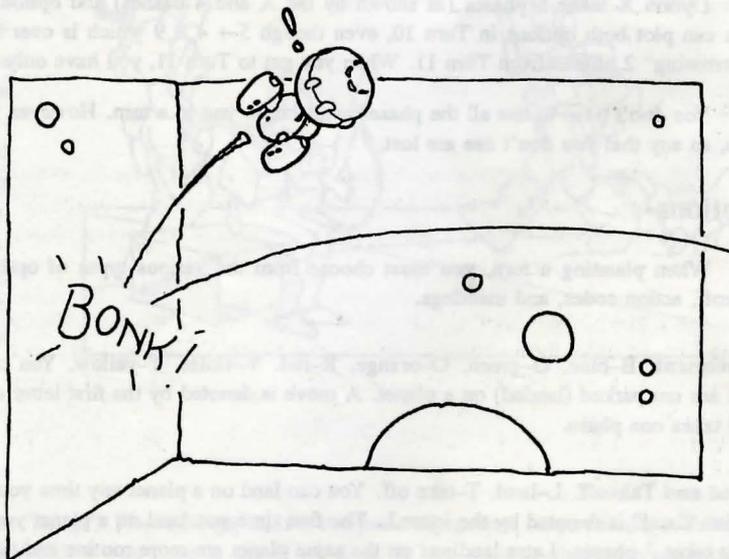
Time

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 only means you will be "borrowing" 2 phases from Turn 11. When you get to Turn 11, you have only 5 phases available.

You don't have to use all the phases available to you in a turn. However, you can't carry over unused phases to your next turn, so any that you don't use are lost.

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.
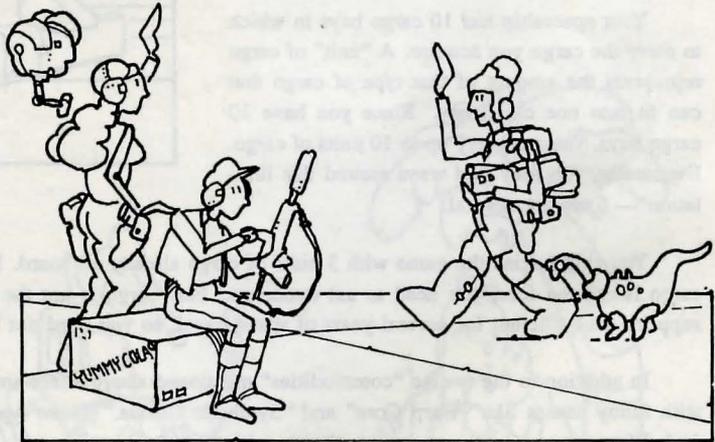
Acquisitions

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: Computers, Crystals, Culture, Fiber, Fluids, Food, Fuel, Iron, Medicine, Munitions, Radioactives, and Tools.

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.
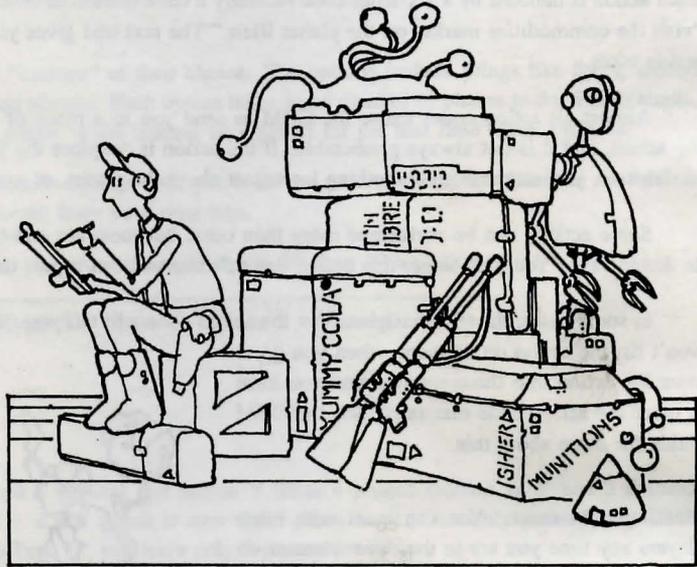
You ship begins the game with 3 units of cargo already on board. Note that this cargo is for trading purposes only. Food cargo is not the food you need to eat tomorrow. Fuel cargo is not the fuel you need to power your ship. Your life support supplies are sufficient for several years of space travel, 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 "Warp Core" and "Synthetic Genius." 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 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.

Some combats you can try 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 possbilities:

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)

— 13 —

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:

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

Attack Projectile. Long-range weapons that "shoot" things at your enemy, like a Blaster (hand-to-hand item) or a Phase Cannon (ship-to-ship item).

Attack Special. Other attacking weapons, like a Hypnotic Gas Sprayer (hand-to-hand item) or Confuse Enemy Computers (ship-to-ship ability).

Defense Armor. Barriers between you and your enemy, like a Laserproof Vest (hand-to-hand item) or Magnetic Deflectors (ship-to-ship item).

Defense Mobility. Things that enable you to dodge out of the way of your enemy's attack, like a Rocket Pack (hand-to-hand item) or Auxiliary Rockets (ship-to-ship item).

Defense Special. Other defenses, like Invisibility (hand-to-hand ability) or an Anti-Energy Field (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 slavering 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.

Other Rules

During the course of the game, you may encounter situations that require additional rules. These rules are secret, and will be presented only when and if you need them.

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 back-up 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, spaceship location, 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. Section 11 describes how to quit a game session, saving the game so you can pick it up later where you left off. Section 12 discusses how to add and drop players from the game, temporarily or permanently. Section 13 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.

```
┌─────────────────────────────────────────────┐
│                                             │
│  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          │
│                                             │
│       Press <return> for highlighted choice.│
│                                             │
└─────────────────────────────────────────────┘
```
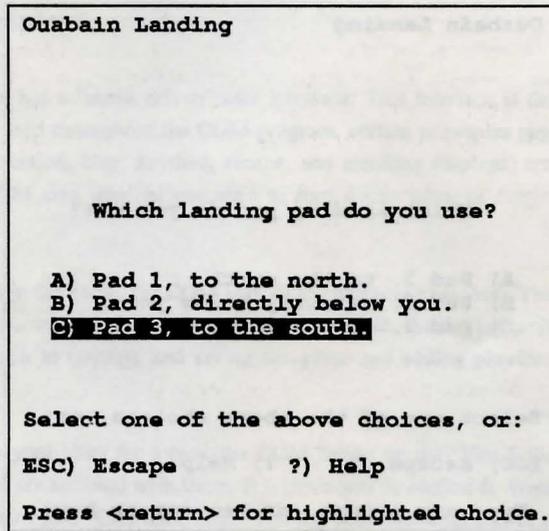
Figure 2

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 Fuel
      Medicines
      Tools
*** HAND-TO-HAND ITEMS/ABILITIES ***
      Blaster                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. 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 five turns 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 11), and enabling, disabling, adding, and dropping players (see section 12).

```
┌──────────────────────────────────────────────┐
│  Star Saga: One          Turn 16              │
│  Beyond the Boundary     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    A) Add/Drop             │
│                                               │
│  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" means you are ready to have a meeting with another player. The meeting allows you to trade cargo and items between players. 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 12).

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 <221-B>.                    │
│                                              │
│                                              │
│                                              │
│                                              │
│                                              │
│  Options available:                          │
│  Y) Yellow    R) Red                         │
│  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 221-B. You move red, violet, yellow, and land on the planet Supa. 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 <221-B>.
    R      ( 1) MOVE <220-R>.
    V      ( 1) MOVE <219-V>.
    Y      ( 1) MOVE <218-Y-Supa>.
    L      ( 1) LAND on Supa.




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 Supa, 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 <221-B>.
   R    ( 1) MOVE <220-R>.
   V    ( 1) MOVE <219-V>.
   Y    ( 1) MOVE <218-Y-Supa>.
   L    ( 1) Land on Supa.
   A    ( 4) Action Code XVCKUV.




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 XVCKUV) 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 four kinds of options: movement, landing and takeoff, action codes, 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. "221-B" for trisector 221 Blue). If the trisector you're moving to has a planet in it, the Plot Editor shows that too (e.g. "218-Y-Supa" for a known planet, or "182-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 D 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 Supa

A) HFAI67   Commodity market
B) XFCIU7   Learn colony history
C) HVAK6V   Visit Dry Gulch Tavern
D) XVCKUV   Visit Warpship Works
E) DFQI87   Cargo bay expansion units


*) 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 <220-R>.                     │
│ + MOVE to trisector <219-V>.                     │
│ + MOVE to trisector <218-Y-Supa>.                │
│ + 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 220-red, then 219-violet, then 218-yellow. 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 Characer Log.

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




----------------------------------------
* indicates a pending CGM interaction.
----------------------------------------
                    P) Previous Page
* Continue Turn

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 (95-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 (95-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 Ouabain!" 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 Iron," 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 fuel, 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
 B) 3 Munitions    1 Fuel
+C) 1 Munitions    1 Iron
+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 Ram                               │
│ for all of the following:                     │
│                                               │
│         1 Crystals                            │
│         2 Munitions                           │
│                                               │
│                                               │
│ You have no Rams.                             │
│ ---------------- 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 cateogory) 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, 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   |
|                                               |
| Ship Location: <218-Y-Supa>                   |
| --------------------------------------------- |
| *** SHIP CARGO ( 6 of 10 bays full) ***       |
|     Crystals                                  |
|  2  Fuel                                      |
|     Fluids                                    |
|     Iron                                      |
|     Radioactives                              |
| *** HAND-TO-HAND ITEMS/ABILITIES ***          |
|     Blaster                        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 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, "311-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 ***                          │
│    Computers               0          1         │
│ 2) Crystals                1          0         │
│    Fuel                    0          1         │
│ 4) Medicine                1          0         │
│ 5) Radioactives            1          0         │
│    *** HAND-TO-HAND COMBAT ITEMS ***            │
│    Blaster                 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 betweeen 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. 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.

12. 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 Add/Drop to permanently add or drop players from the game. Select Enable/Disable to temporarily suspend and restore players to the game.

Add/Drop. Use add/drop 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 five-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.

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.

13. Recovering from Abnormal Shutdown

Hopefully, you will play all the way to the end of *STAR SAGA: ONE* ™ *Beyond the Boundary* 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: ONE* ™ 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.

Anti-Energy Field — An item that causes all energy within a region of space to be neutralized *(Ship-to-Ship Defense Special)*.

Anti-Gravity Ray — A device used to counteract the effects of gravity *(Ship-to-Ship Attack Special)*.

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."

Auxiliary Rockets — Extra thrusters that give a spaceship more speed and maneuverability *(Ship-to-Ship Defense Mobility)*.

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

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

Black Cloud — A smokescreen of obscuring particles that blocks the functioning of an enemy ship's sensors in a region of space *(Ship-to-Ship Attack Special)*.

Blaster — A common hand-held weapon that shoots an energy beam over a short distance *(Hand-to-Hand Attack Projectile)*.

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

Boundary — A border encircling the Nine Worlds. The Boundary was established in 2498 A.D. to protect the human planets within it. The Boundary Laws prohibit any spacecraft from entering the area enclosed by the Boundary. The Boundary is demarked by robot buoys that record the passage of any ship and alert the Space Patrol if anyone attempts to cross inside.

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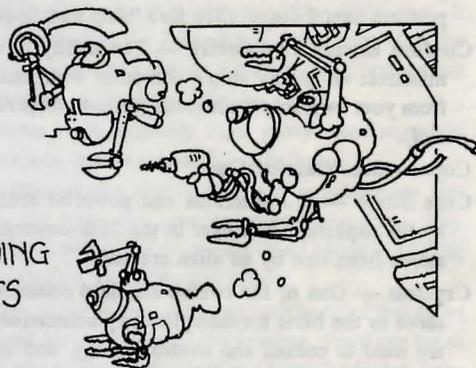
Cargo Bay — The space on an interstellar ship used to transport a unit of cargo.

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.

Chang, Vanessa — (2435-2505 A.D.) Last of the great space explorers, and perhaps the most famous of all. In her expeditions, Chang discovered more than forty inhabited planets, and 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. Thus, ironically, she helped bring the age of the Great Expansion, in which she played such an important role, to an end. 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 been found.

Commodity — Any one of the twelve common types of cargo that serve as the basis for interplanetary commerce: computers, crystals, culture, fiber, fluids, food, fuel, iron, medicine, munitions, radioactives, and tools.

Computers — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Computers are machines that emulate thought processes to perform useful tasks. (See also "ship's computer.")

Confuse Enemy Computers — The ability to control or misdirect an enemy ship's computer with transmissions from your own ship's computer *(Ship-to-Ship Attack Special)*.

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.

Crystals — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Crystals are used to collect and control energy, and are used in power generators, spaceship hyperdrives, and navigation equipment.

Culture — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Culture is generally equated with native artifacts or artwork, and may include music, videos, literature, and so on.

Curvature Inductor — A device attached to a ship's hull that creates a curve in the fabric of space, causing matter and energy travelling towards the ship to change direction and veer away *(Ship-to-Ship Defense Armor)*.

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

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 faster-than-light 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, and a tri-axis drive is necessary in order to travel at super-light speeds.

Dimensional Eliminator — A ship-to-ship weapon that folds one of the spacial dimensions out of an enemy ship, causing the enemy ship to flatten out and disappear *(Ship-to-Ship Attack Projectile)*.

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)*.

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 it practical for people to travel between stars, 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.

PRIMORDIAL SOUP
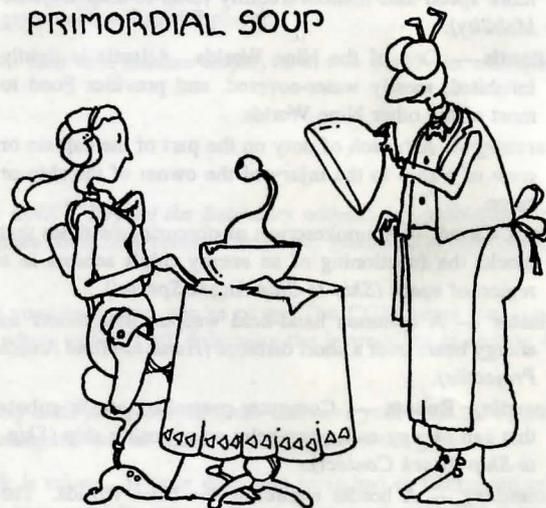
Earth — The home world of humanity, now one of the Nine Worlds. Before the Space Plague in 2490 A.D., Earth was the unchallenged center of all human activity. However, civilization on Earth was virtually wiped out by the Plague. Earth was later rebuilt, but few traces

of its pre-2500 civilization remain. It is no longer more important than any other human planet, and it shares an equal status with the other eight 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.

E.C.M. — (Electronic Counter Measures) Jamming, interference, and other electronic mechanisms for disrupting the functioning of another ship's navigation, sensor, and computer systems *(Ship-to-Ship Defense Special)*.

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.

Entanglement Mines — Space buoys that, when triggered, project strong hypermagnetic forces, making it difficult for a spaceship to fly past *(Ship-to-Ship Attack Special)*.

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

Exploder — A common hand weapon that shoots chemical explosive charges. Less powerful and less accurate than a blaster, but also less vulnerable to anti-energy and anti-technology defenses *(Hand-to-Hand Attack Projectile)*.

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.

Fiber — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Fiber includes many kinds of generally useful synthetic and organic "soft" materials, such as plastic, rubber, and wood.

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.

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 glove, used to safely handle objects emitting harmful radiation.

Fluids — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Fluids consist of industrial chemicals of all kinds, including acids, lubricants, coolants, and others.

Food — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Food can mean any sort of edible and nutritive compound, ranging from baked stuffed lobster to new mown hay.

Force Field — A protective energy barrier that surrounds a person, creating an "invisible wall" that blocks both physical and energy attacks *(Hand-to-Hand Defense Armor)*.

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.

Fuel — One of the twelve standard commodities that serve as the basis for interstellar commerce. Fuel refers to all energy-producing substances, most typically the refined plasma gases suitable for use in fusion generators, but also simple combustibles such as gas, oil, and coal.

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.

Ghostworld — A human colony planet that was left outside the Boundary 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.

Gradient Filter — An advanced technological device that filters free matter and energy in space, sorting them by property gradients such as density and frequency.

Gravity Compensation Harness — A piece of equipment worn to support the body under conditions of high gravity.

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. The Nine Worlds were colonized during this period. The Space Plague and the establishment of the Boundary ended the Great Expansion and marked the beginning of the Modern Era.

Green Ore — A pretty green rock with unusual scientific properties.

Halo — A shiny floating ring commonly found hovering just above the sacred scalps of the traditional Christian saints.

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.

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*.

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.

Hyperbeam — A powerful weapon that shoots a beam of energy through hyperspace, bypassing all normal defenses *(Ship-to-Ship Attack Projectile)*.

Hyperdrive — (also called "Warp Drive") Any spaceship propulsion system that enables a ship to travel in hyperspace, at speeds faster than the speed of light. 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.

Hypnotic Gas Sprayer — A device that sprays a potent brain-relaxing chemical, causing most living creatures to go into a hypnotic trance *(Hand-to-Hand Attack Special)*.

Immobilizer — A hand-held weapon that generates a stasis field, freezing an enemy in place for a short time *(Hand-to-Hand Attack Special)*.

Implosion-Explosion Drive — A short-lived precursor to the dual-axis drive. The implosion-explosion drive was actually the first spaceship propulsion system that enabled ships to travel faster than the speed of light. However it was notoriously unreliable. It had a ten percent chance of destroying a spaceship with an uncontrolled implosion or explosion each time it attempted to propel the ship into hyperspace (hence its name).

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.

Inertia Control Belt — A device that controls the effects of inertia and momentum on a person, allowing one to instantaneously change speed and direction (*Hand-to-Hand Defense Mobility*).

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.

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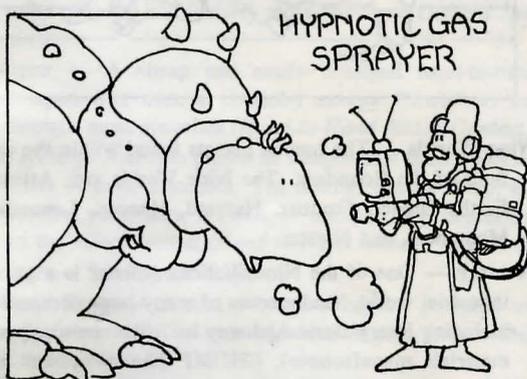
Interactive Literature — Artistic constructs which incorporate the free will of the reader into a pre-existing scenario. The seductive appeal of this sort of game-playing posed such a threat to scientific progress in the latter half of the 20th century that it was eventually banned worldwide.

Internal Reorganization — The ability to move one's internal organs around, making one less vulnerable to attack and speeding up healing (*Hand-to-Hand Defense Armor*).

Invisibility — The ability to sneak around unseen; especially useful in tiptoeing up behind your friends and yelling "Boo!!" (*Hand-to-Hand Defense Special*).

Iron — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Iron refers to all common metallic compounds, including steel, aluminum, tin, nickel, and iron itself.

Jump Engine — A newly-discovered propulsion system that permits instantaneous transportation from one place to another. However, the jump engine can transport only non-living material; for unknown reasons, jump engine transportation is lethal to any living creature.

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

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

Laser Reflector — A protective shield, worn over the chest and torso, which deflects concentrated energy beams. A laser reflector is a useful defense against most energy weapons, such as blasters and ray guns (*Hand-to-Hand Defense Armor*).

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 just by thinking about it (*Hand-to-Hand Defense Special*).

Little Puce Alien — A small purplish creature who likes to float above your left shoulder (*Hand-to-Hand Attack Special*).

Magnetic Deflectors — Powerful magnetic fields projected in front of a ship's hull to absorb energy attacks (*Ship-to-Ship Defense Armor*).

Market — A place where valuable cargo, commodities, and items are traded.

Medicine — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Medicine consists of biologic and inert agents which can beneficially impact the physiology of living creatures.

Medicine may include anything from regeneratronic cells to willow tree bark.

Memory Module — A computer text file used to store information.

Mental Shield — A mentally projected force which protects you from running into walls and keeps other things from running into you (such as bullets, rocks, and knives) *(Hand-to-Hand Defense Special)*.

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.

Missile Toes — A colloquial merchandising name for rocket-assisted footwear, designed to give the wearer greater speed and agility in endeavors such as ballet, sports, and hand-to-hand combat *(Hand-to-Hand Defense Mobility)*.

Modern Era — The period of time from the establishment of the Boundary in 2498 A.D. to the present.

Molecular Disrupter — A hand-held weapon shaped like a walking staff, with a metallic tip capable of dissolving the molecular bonds in a living creature's cells *(Hand-to-Hand Attack Contact)*.

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.

Munitions — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Munitions are the components for all kinds of weaponry, and include explosives, lasers, bullets, nerve gas, etc.

Neuron Whip — An electromagnetic wave designed to interfere with the normal transmission of neural signals between the brain and muscles of living creatures, causing intense pain *(Hand-to-Hand Attack Special)*.

Ninchuckle — A strangely shaped weapon that, for those with the skill to use it, can be thrown at an enemy, delivering a knockout blow *(Hand-to-Hand Attack Projectile)*.

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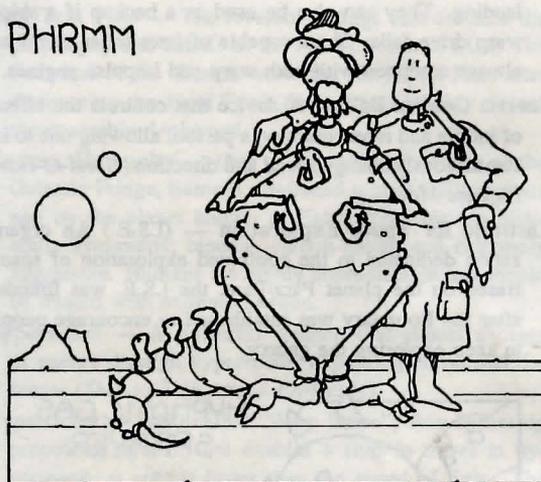
Nine Worlds — The human planets found within the confines of the Boundary. The Nine Worlds are: Atlantis, Earth, Endaur, Frontier, Harvard, Heaven, Leucothea, Monument, and Norstar.

Norstar — One of the Nine Worlds. Norstar is a grimy, industrial world, headquarters of many large companies, including Intergalactic Alchemy Inc. (the chemicals and materials manufacturer), CHOMP (the computers and communications services firm), and S.T. Enterprises (the transportation engineering institution).

Nuclear Rockets — Guided missiles carrying gigaton-power nuclear warheads. Compared to more modern weapons, nuclear rockets are slow and inaccurate, but if they reach their target they are still very deadly *(Ship-to-Ship Attack Projectile)*.

Paracore — The region of the galaxy immediately adjacent to and surrounding the galactic core. Scientists distinguish it as the region closest to the Core which can still be said to contain discrete star systems.

Particle Catalyst — A unique and powerful chemical that causes instant reaction and synthesis between compounds that would normally interact slowly or not at all.

Phase Cannon — A ship-to-ship weapon that shoots a steady, piercing energy beam across space *(Ship-to-Ship Attack Projectile)*.

Phase Steel — A rare, super-strong metallic material which can only be forged under conditions of extremely intense, perfectly distributed magnetic pressure. Phase steel cannot be melted, bent, broken, or otherwise damaged by any known method.

Photon Torpedos — Small but powerful energy packets that travel at faster-than-light speeds across space and explode at a predetermined target *(Ship-to-Ship Attack Projectile)*.

Phrmm — The ability to put a living creature in the mood to be peaceful and friendly *(Hand-to-Hand Defense Special)*.

Piercer — A cheap and easily obtained hand-to-hand weapon that uses a powerful energy "blade" to cut through most materials *(Hand-to-Hand Attack Contact)*.

Pin Rifle — A simple projectile weapon that shoots various kinds of treated needles. The needles can be sharp, explosive, poisonous, blunted, or tranquilizing, depending on the effect desired *(Hand-to-Hand Attack Projectile)*.

Plague — See "Space Plague."

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

Poisoning — An ability which allows you to effectively poison your enemy during combat *(Hand-to-Hand Attack Contact)*.

Pressor Beam — A ship-to-ship weapon that repulses another ship away from you, with either a discrete "punch" or a steady "push" *(Ship-to-Ship Attack Contact)*.

Primordial Soup — A biochemical compound that is innately capable of self-replication and may be caused to differentiate and grow into a living organism.

Pulse Inverter — A ship defense system that reverses the direction of incoming energy beams *(Ship-to-Ship Defense Special)*.

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.

Radioactives — One of the twelve standard commodities that serve as the basis for interplanetary commerce. Radioactives include all naturally decaying mineral isotopes that give off energy and atomic particles. Radioactives have a wide variety of uses, such as scientific instrumentation and power generation.

Ram — A ship-to-ship weapon that allows one to attack an enemy ship by actually crashing into it. The ram is primitive in concept, but highly effective in action, particularly if the enemy is taken by surprise. The device itself is a large metal plow mounted on a ship's hull and structurally reinforced to withstand the impact of the collision *(Ship-to-Ship Attack Contact)*.

Rocket Pack — A rocket-propelled device strapped onto a person's back that enables one to fly short distances *(Hand-to-Hand Defense Mobility)*.

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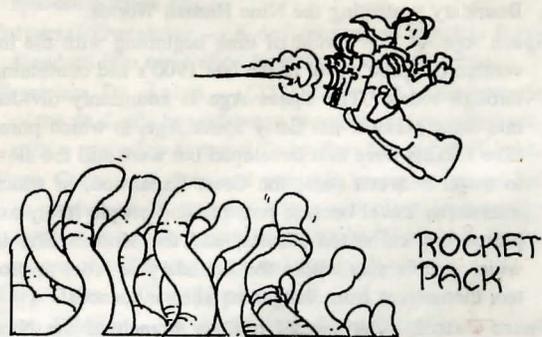
Sensors — Scientific instrumentation built into a spaceship that can measure the properties of matter and energy outside the ship. Sensors are used in navigation and weaponry and essential for analyzing planets and stars.

Serene Contemplation — The ability to meditate calmly under great stress, allowing one to think more clearly and react faster *(Hand-to-Hand Defense Special)*.

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 human captain and crew.

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

Siverbeard — The infamous "Pirate of the Spaceways," a popular mythical character of the post-Boundary era who makes his living by attacking and plundering other spaceships.

Silver Pendant — Said to be a good luck charm. In the far reaches of space, you can use all the luck you can get!

Skin Armor — Close fitting personal protective gear, designed to combine a high degree of defense with a near-normal freedom of motion *(Hand-to-Hand Defense Armor)*.

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 stay 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 detects 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 some 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 computer controlled signal beacons for guiding traffic.

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. Spacewalls can be found throughout the galaxy, but the phenomenon responsible for their existence is poorly understood.

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.

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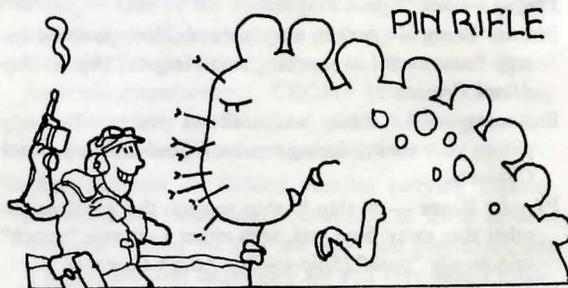
Stealth System — Technology that electromagnetically camouflages a spaceship, making it difficult for enemy sensors to detect *(Ship-to-Ship Defense Special)*.

Strange Weapon — A funny-looking object that looks like it might be an effective weapon, if only you knew how to use it.

Stress Bulkheads — Extra supports for a spaceship's hull to help it absorb the impact of explosions, collisions, energy blasts, etc. *(Ship-to-Ship Defense Armor)*.

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)*.

Stunner — A common hand weapon that delivers an electric shock when it touches your enemy *(Hand-to-Hand Attack Contact)*.

Subspace Radio — Technology for sending radio signals in hyperspace, at speeds faster than the speed of light.

Superhuman Speed — The ability to run almost as fast as your favorite comic book hero *(Hand-to-Hand Defense Mobility)*.

Super Slip — A rare compound, long postulated but only recently discovered, that has a coefficient of friction of zero, making it infinitely slippery.

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.

Synthetic Genius — Extremely intelligent computer technology that is much more sophisticated than anything currently available on the Nine Worlds.

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

Telekinesis — The power to exert physical force with the mind alone, causing objects to move around just by thinking about it *(Hand-to-Hand Attack Special)*.

Telepathy — The power to "read minds," and to communicate by mental effort alone.

Tools — One of the twelve standard commodities that serve as the basis for interstellar commerce. Tools can include any sort of manufactured hardware, assistive devices, and heavy machinery.

Tractor Beam — A ship-to-ship weapon that attracts another ship towards you, with either a sharp "tug" or a steady "pull" *(Ship-to-Ship Attack Contact)*.

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."

Tri-Axis Drive Booster — A device that turns a dual-axis drive into a tri-axis drive.

Turbo Navigation — Computer algorithms that enhance the speed and maneuverability of a spaceship by carefully coordinating the drive systems, power generator, directional controller, and other components *(Ship-to-Ship Defense Mobility)*.

Unit — The standard quantity of a commodity that fills one spaceship 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 Core — A rare and valuable resource, prized for its usefulness in starship drives and other high-energy applications. Warp core is generally found only in the center of collapsing stars and gas-giant planets.

Warp Drive — See "Hyperdrive."

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

Wellmet — One of the Ghostworlds, or human worlds outside the Boundary. The planet Wellmet is the center of commerce among the Ghostworlds. It is also rumored to be a source of illegal smuggling across the Boundary. It is governed by large merchant clans, called the Families, who control almost all the commerce in the Ghostworlds.

Whurffle — The ability to see a few moments into the future, which comes in handy for dodging projectiles or evading ambushes *(Hand-to-Hand Defense Special)*.

The Authors

Rick Dutton was born in a log cabin in the vastness of Canada. Somehow, his family wended their way to Connecticut, where he lived for most of his impetuous youth.

Harvard recognized potential where they saw it and invited Rick to attend. He said yes. This was fortunate, for while there, he made two very important acquaintances in the guise of Walt Freitag and Michael Massimilla, but more on them later.

During his stay at Harvard, Rick discovered a new way to spend his leisure hours. It was a new type of real-time real-space role-playing game that Walt had conceived of, called Rekon. Rick was hooked, and has written, directed, and played in over 25 of these games since.

It was through these games that Rick met his wife, Greykell.

Walt Freitag is originally from the state of Pennsylvania. He also attended Harvard, just in time to meet and befriend Rick and Mike.

During his stay there, he created the concept of live role-playing in a weekend-long game and Rekon was born. Since he had two creative friends to help develop the idea, the three Harvardites started holding Rekons on an annual basis. When it came time for their second Rekon, they decided to ask the creator of one of their favorite computer games, Wizardry, to join them as a "guest player." That person was Andy Greenberg, but more on him later.

Walt has recently returned to the hallowed halls of Harvard to complete his degree, but is actively working with the other authors on the next two *Star Saga*™ games.

Andy Greenberg was born in the state of New York and did not go to Harvard. Instead, he accumulated a number of degrees at Cornell University and created a game called *Wizardry*®, one of the best selling computer games of all time.

After playing in Rekon-2, Andy saw a great deal of potential. Talking it over with the others, the group decided to develop the concept of Rekon and put the game-master on a computer disk. Andy spent more and more of his time in Massachussetts.

Which turned out to be a good thing. In Rekon-3, Andy, playing the part of a king, met his wife, Sheila, and made her his queen. Two years later, in real life, they were married. They are now happily living in Florida, where Masterplay is presently located. But more on that later.

Mike Massimilla was born and raised in Roslyn, N.Y. He also chose prestigious Harvard to complete his education.

Mike was actually the reason the group all get together. He and Andy met not long before the second Rekon game, while playing in a bridge tournament. Since they were both accomplished players, they started talking. Soon Michael found out that Andy wrote Wizardry and introduced the Wizard to the others.

Michael also found true love not long ago. He met his wife in Boston, and married in the summer of 1987. Since she was attending graduate school in Tampa, Michael moved there, dragging the Greenbergs kicking and screaming all the way—until the first winter.

The Authors

Rich Dalton was born in a log cabin in the regions of Canada. Somehow, his family worked their way to Connecticut where he lived the rest of his impressive youth.

Harvard recognized potential where they saw it and invited Rich to attend. He went too. This was important, for without this, he could not very important acquaintances in the golf — er With Freiling and Michael Muscatello, but never to come late.

During his stay at Harvard, Rich discovered a new way to spend his leisure hours. It was a new type of basketball and apart with playing a game that Web had conceived of called Schtet. Rich was invited, and had a very steadfast, but physical voice through around years later.

It was through these games that he met his wife, Gretchen.

With Freiling is originally from the state of Pennsylvania. He also attended Harvard, but in time he met and befriended Rich and place.

Having his own from-to explore the concept of this reformulating in a different way grew and Schtet was born and was creating easier to both conduct the time, the three Harvardites started beating Schtet on at-around hours. After some time has flourished, Schtet they decided to set up circles of one of their favorite computer games. Introducing you also as a "good-natured Tither," where with Andy Greenberg, but this is the first time.

With his currently returned to the hallowed walls of Harvard to complete his degree, but is involved in doing with developing the next two Team eager" games.

Andy Greenberg was born in the state of New York and did not go to Harvard. Instead, he successfully managed to then-reside Cornell University and authored a game called Wizardry, one of the best selling computer games of all time.

After playing in Team 2, Andy also a great deal of potential. Taking it after with the others, the group decided the result the concept of Schtet and to all the generations in a computer chip. Andy spent many self-hours at our own to this and more.

Which turned out to be a good thing. In Schtet 3, Andy, playing the part of a seer, met his wife Linda, and it was not so formal. Two years from in his life, they were married. They are now happily living in Florida, where Muscatello is presumably involved. But both my Schtet too.

Mike Muscatello was born and raising in Boston, N.Y. He also chose prestigious Harvard films upon his education.

Mike was initially forcerful by computer as profilement. He and Andy met on long before he started make acquaintance playing bridge tournaments. Since they were both accomplished players, they started making a tru. Michael became the Architect in Wizardry and became the set brand in the game.

Mike has found time here and there ago. He and his wife in Susan, who married in the summer of 1982, came out they completed graduate studies at Tampa. Michael works close, designing the Schtet from looking and re-creating its reasoning. and the text please.