

You Are Now

PROFESSOR LEE DAMBROKE

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: TWO™
The Clathran Menace

You Are Now

PROFESSOR LEE DAMBROCKE

Do Not Open
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Character Booklet

STAR WARS: TWO
The Climb Master

You Are Now

PROFESSOR LEE DAMBROKE

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

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

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

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

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

You are now Professor Lee Dambroke. Turn the page and begin.

You are now

PROFESSOR LEE DAMBROKE

This is your second chemistry textbook. Do not let anyone dissuade you. The second part
should read the "New Power" combination chart, and choose Professor Lee Dambrake
as the character you want to play.

The last part of this booklet is your second chemistry biography. The first part
describes your character's background, education, and goals — in short, your personal
life. The duration of the game is indefinite. You will find it helpful to record your
chemistry biography from time to time as you play the game.

Feel free to embellish your character, adding personality and skills. The character
is up to you to decide whether your character is made to last. If you are playing
with other people, you can have a lot of fun playing with your character
right before it is real life.

After the character biography is a table summary. This summary gives you a general
view of how the game is played. Following the table summary you will find a section
entitled "How to Play Part I." This section contains directions for playing the first part
of the game, summarized especially for your character.

You may also wish to refer to the Last Guide and Power Reference Manual for
more information. The manual contains directions for setting up the game environment,
helpful hints, a comprehensive review of the rules, a guide to the Computer Game
library, and other reference material.

Now we now Professor Lee Dambrake. Turn the page and begin.

Professor Lee Dambroke

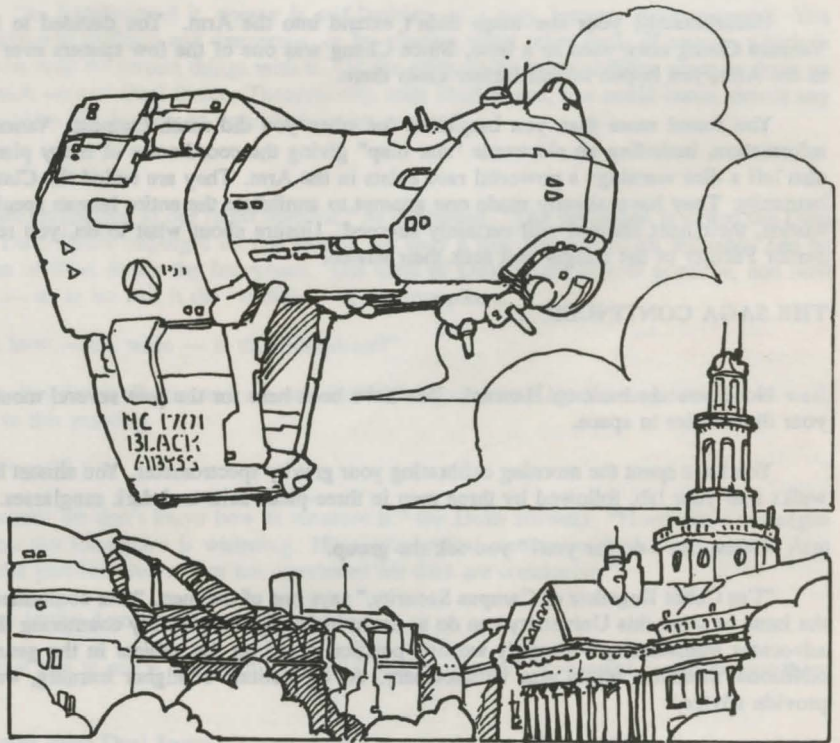
You are Professor Lee Dambroke, Dean of the Department of Xenobiology on the university world of Harvard. You are also an accomplished space explorer and adventurer.

It wasn't that you set out to fight aliens hand to hand, combat a space pirate, face down monsters, befriend aliens, deal in exotic cargo, battle your way through the Boundary, construct technological wonders, and fly into and out of more trouble than half a dozen frat houses. You just wanted to add a little hard data to your research.

You see, your field of expertise was Xenobiology, the study of living creatures evolved in alien environments. The problem was that Harvard, one of the Nine Worlds, was trapped inside the Boundary. In theory, no one who crosses the Boundary ever returns. Ever since the devastation of the Space Plague three centuries ago, the Nine Worlds have relied on the Boundary to keep out all dangerous alien influences. This made it impossible to do real research. You and all your colleagues had all been reduced to alien artifact historians.

One day, while filling out routine grant applications, you came to a line marked, "Budget for Equipment." In a fit of sarcasm and frustration over what had happened to a once-noble science, you requested what you really needed. . . a spaceship.

Needless to say, you were rather surprised when Dean Myers told you that your grant was approved. The next thing you knew, you were reading the instruction manuals for the *Black Abyss*, a spaceworthy vessel equipped for one-person operation. The grant came through highly unofficial channels, and you're still not sure who was behind it all. You took off on very short notice, leaving behind your placid academic life. (Somewhere, you suspect, eighty-three undergraduate students of Xeno 159 are still waiting in a dreary lecture hall for a midterm exam that will never arrive.)



Beyond the Boundary, the blackness of space spread out before you like a great big chalkboard, blank and waiting. You spent several years travelling far and wide across the Fringe. You studied aliens wherever you met them, learning about their strange ways of thinking and the strange powers of their minds. You even learned some of those powers yourself.

When you published your findings and demonstrated your nifty mental powers, your colleagues were very impressed. They were so impressed — and envious — that they suggested that you conduct further explorations in space, this time in the galactic Arm, which is even farther away.

Unfortunately, your star maps didn't extend into the Arm. You decided to look for the distant planet Outpost, which Vanessa Chang once used as a base. Since Chang was one of the few spacers ever to come in contact with alien intelligences in the Arm, you hoped to find further clues there.

You found more than you bargained for when you did reach Outpost. Vanessa Chang had indeed left behind valuable information, including an electronic "star map" giving the coordinates of many planets in the Arm. But with the map, Chang also left a dire warning: a powerful race exists in the Arm. They are called the Clathrans, and are murderously hostile towards humanity. They have already made one attempt to annihilate the entire human species. If they learn the location of the human worlds, their next attempt will certainly succeed. Unsure about what to do, you returned once more to Harvard, to warn the Senior Faculty of the danger and seek their advice.

THE SAGA CONTINUES . . .

Now, you are back on Harvard. You have been here for the past several months, doing laboratory research to follow up your discoveries in space.

You have spent the morning calibrating your gravity spectrometer. You almost have the final verniers set when Dean Myers walks into your lab, followed by three men in three-piece suits and dark sunglasses.

"What can I do for you?" you ask the group.

"I'm Cabot Kegtaker of Campus Security," says one of the men. "Our committee is studying the Clathrans, and in particular the issue of what this University can do to assist in facing and possibly countering this threat. The wife of President Bok XVIII advocates transmitting a strongly-worded position paper on the subject in the general direction of the Arm, but we feel that additional measures might also be necessary. As an institute of higher learning, we're best equipped to answer questions and provide advice."

"That makes sense," you fib.

"One of the biggest unanswered questions," he continues, "is why did the Clathrans react to Vanessa Chang and her crew with such extreme measures? According to Chang's notes, there are many spacefaring races in the Arm. Yet the Clathrans seemed singularly hostile to humans. If we are destined to come into conflict again with the Clathrans, we must know why. Are we a threat to them? If so, how? How do humans differ from other aliens? You, Dr. Dambroke, may be the only expert we have in this area."

"Now, according to your papers, there's not much distinctive physiologically about humans. Many aliens have hands, teeth, limbs, eyes, ears, and brains. We don't seem to have any particularly special strengths. You learned your alleged mental powers from aliens; they don't seem to have learned much from you."

"You've done your homework," you tell Kegtaker.

"Still," says Kegtaker. "Your physical theories about these powers imply that such mental abilities could become very powerful, perhaps even powerful enough to make an effective weapon."

You wonder who else might be on that offworld think tank. Someone had to be pretty sharp to pick that point up from your equations. "Well, yes," you explain.

"Allow me," Dean Myers interrupts. "As I understand it, energy is self-limiting, in a way, because it's conserved. You can only get energy by converting mass, which is difficult and dangerous, or by altering some other form of energy, which is inefficient. Then, once you've got it, you can only do certain things with it. On the other hand, these abilities seem to draw on a completely different source of energy, which we call Dual Space. Theoretically, with Dual Space, one could cause almost any kind of effect one desired. In a way, it would be like having an unlimited power source."

"I see," replies Kegtaker.

"But there is a limitation on Dual Space, according to our latest theories," he continued. "The limitation is called the Dual Space Interphase. Only a tiny fraction of Dual Space impinges on our reality. So only a tiny fraction of its influence can be tapped. We call that small accessible realm of Dual Space the Interphase. The sorts of Dual Space effects possible, and how easy they are to cause, depend on the size — or as we call it the 'width' — of the Interphase."

"All right," says Kegtaker. "And just how — uh, wide — is this Interphase?"

"We haven't got a clue," you interject. You knew all this, and are sure that both Myers and Kegtaker understood it as well. You begin to wonder why you are a party to this meeting.

"And is it always constant, or does it vary?"

"We can't answer that for certain, because we don't know how to measure it," the Dean answers. "However, a colleague of ours, Professor Strassmann, theorizes that the Interphase is widening. His astrophysical measurements of the galactic Arm suggest that there's been an increase over the past few years. I'm not convinced his data are conclusive."

"Would it be easier to find the answers in the Arm itself?" asks Kegtaker.

"Perhaps. . . wait a minute. That's what this is really all about, isn't it?," you blurt out. "You want me to go out there again, don't you?"

"You're the only one who can investigate these Dual Space phenomena in the galactic arm. Some of the aliens must know what's happening. You, more than anyone, know how to learn from them."

"Professor Dambroke, will you do it?" asks Myers.

"I don't know."

"We can make it worth your while."

"No you can't," you say.

"Why not?"

"The Clathrans, remember? If I go out there, I can't risk the Clathrans somehow tracking me or following me back to the Nine Worlds, or capturing me and getting the coordinates from my computer. That means I can't come back, for as long as the Clathran menace lasts."

"You're right," says Myers. "There's no way we could ask you to do that. Perhaps we can get by with Strassmann's long-range astronomical observations. . ."

"I didn't say I wouldn't do it," you point out. "I only said you couldn't make it worth my while." There are other considerations. You terribly miss exploring and adventuring, the real science of Xenobiology. For months you've feared that the existence of the Clathrans might make further research and discovery impossible. Now it seems that there is more out there that needs to be learned. Necessary not in spite of the Clathrans, but because of them. Dual Space theory has powerful and frightening implications. Special powers might be only the beginning.

"If I went to the Arm, what exactly would I be looking for?" you ask Kegtaker.

"The nature of Dual Space. First, you will need an instrument that can measure the extent of this Dual Space Interphase. Once you have that, you can study what influences or is influenced by Dual Space."

"It sounds interesting," you conclude. "I'll have to think about it."

Two weeks and many briefings later you take off from Harvard. You have with you Vanessa Chang's star map of planets and space walls in the Arm. Your viewscreen shows only the space ahead of you: the planet Outpost, humanity's first foothold in the Arm. Beyond that: alien worlds in alien space.

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

"Oh, it's you, Boss. How's it going? Did you hear the one about the time-travelling salesman and the QM-377-series service robot?"

You sigh, and watch the stars go by. It's going to be a long sabbatical.

Your three-week journey across the Fringe is uneventful. You are taking a rest when you hear the distinctive sound of your tri-axis drive system powering up automatically. This tells you that you are crossing the Density Barrier into the Arm, drawing near the planet Outpost.

YOUR GOALS: Acquire a device to measure Dual Space. Study Dual Space phenomena in the Galactic Arm.

Rules Summary

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

Your Spaceship

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

The Map

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

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

The Computer

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

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

The Saga Text

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

Time

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

Options

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

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

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

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

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

Acquisitions

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

— Rules Summary —

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

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

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

Drones

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

Combat

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

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

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

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How To Play Turn 1

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

How To Plan Turn 1

You begin the game by placing your ship token in space on the yellow trisector numbered 388. You are travelling to the planet Outpost, where you discovered Vanessa Chang's log just six years ago. At this moment, you are just days away from your destination.

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

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

Since you are immediately next to Outpost, which is in a red trisector, plot "R" to get there. Now plot "L" to Land on the planet. Note that this will use the rest of your phases for this turn and borrow against one of your next turn's phases.

How To Enter Plots For Turn 1

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

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

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

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

How To Get Results For Turn 1

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

The computer will send you to two pieces of text — the first, Text #700, is for your landing on Outpost, and the second, Text #697, is to help you with your next turn. Write these numbers down. Then hit Return or F so the screen will be ready for the next player.

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

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

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

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

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

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

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

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

Professor Lee Dambroke
The Black Abyss

STAR SAGA: TWO™ Reference Card

Player-Character Options

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

Computer Game Master (CGM) Commands

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

Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

Planetary Commodities

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