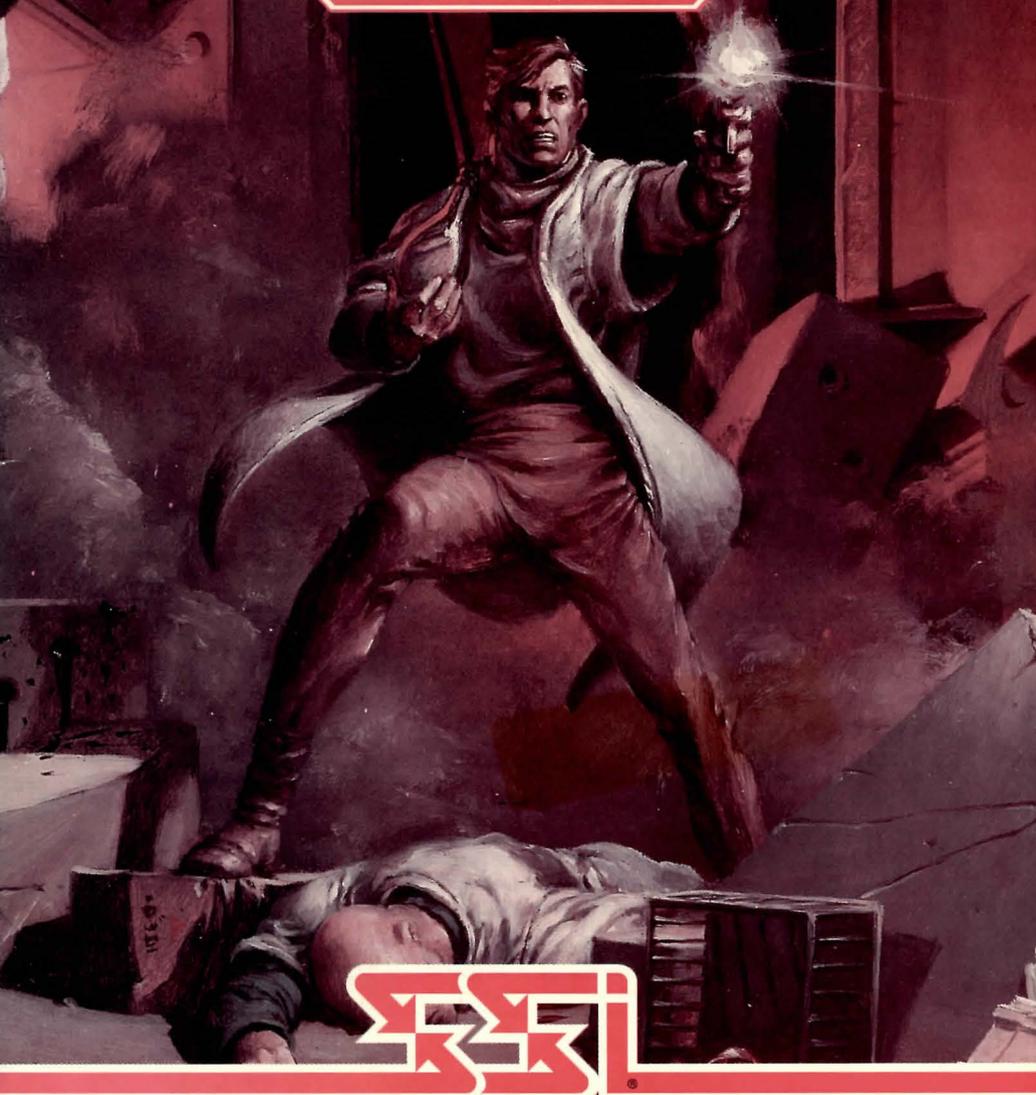


MATRIX CUBED CLUE BOOK

SCIENCE FICTION ROLE-PLAYING
COMPUTER GAME, VOL. II



STRATEGIC SIMULATIONS, INC.®

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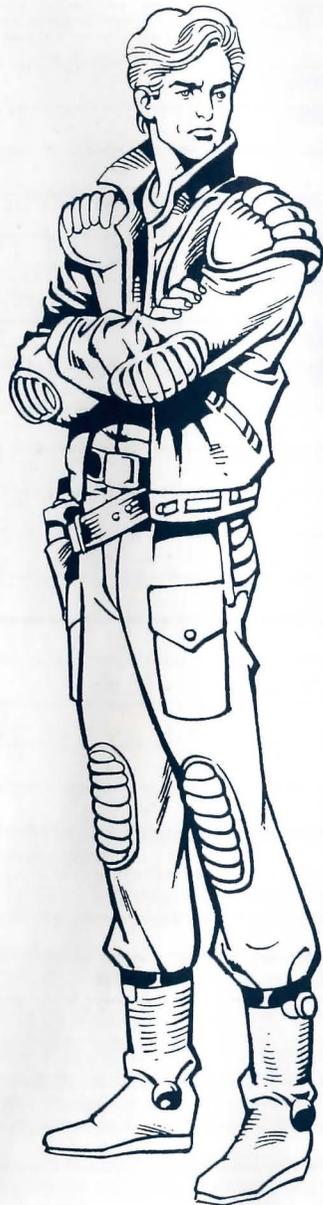
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Ready for action!

INTRODUCTION

MATRIX CUBED is Strategic Simulations, Inc.'s second **BUCK ROGERS® XXVc™** computer role-playing game. To save the Earth, the team must travel the solar system to assemble the scientists needed to create the Matrix Device. Enemies follow closely, determined to kill the team and assemble the Matrix Device for their own evil uses.

GETTING HELP

The Story gives an overview of the events of the game and how to proceed. Following the story are maps and detailed descriptions of the encounters. These include specific suggestions on the best way to get through difficult portions of the game.

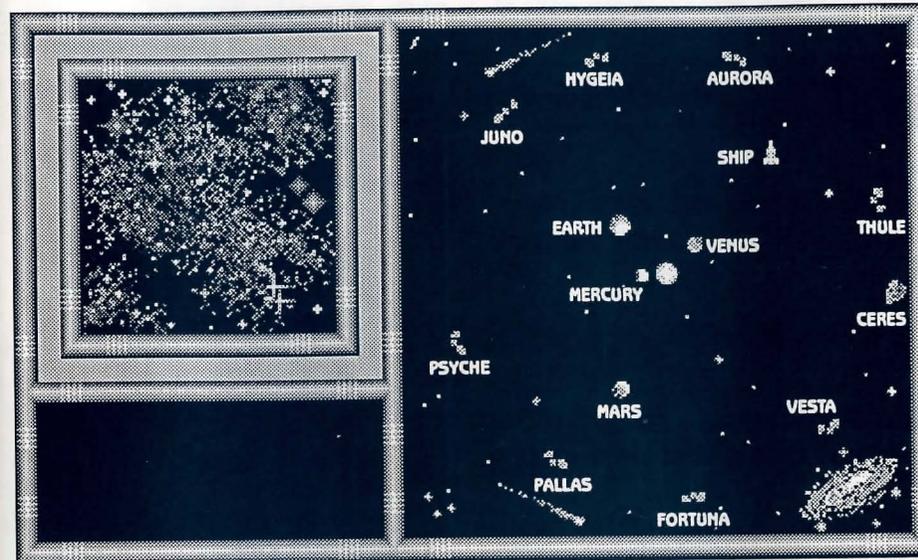
NOTE: If you find combat encounters too easy or too difficult, adjust them by using the **LEVEL** command (play level) found under the **CHANGE** menu.

PACE

Be sure to have a rocketjock with good Pilot Rocket skill and an engineer with all the repair skills. If the ship is damaged, try to flee from any new space combats. See the section Ship Combat Tactics for hints on defeating enemy ships.

Travel to, and explore, each of the outposts located on the planets and asteroids. Outposts with the full range of services orbit the planets, while the services at the asteroid outposts are more limited. Small adventures can be found at these areas, as well as valuable information.

◆ AN ATLAS OF THE SOLAR SYSTEM ◆



Mercury: The Mercurians derive their wealth from solar collecting satellites known as Mariposas. Quipmentland, a shop on Hielo, is said to have the largest selection in the solar system.

Venus: The thick acid jungles of Venus make survival an open question.

Earth: The solar system's shining jewel and home to a new and terrifying organization known as PURGE.

Mars: The harsh desert world is home to NEO's enemy RAM.

Ceres: Largest of the asteroids. RAM is rumored to have rebuilt its base on a nearby asteroid.

Thule: The asteroids' prison.

Aurora: The gambling asteroid. A favorite hangout for pirates.

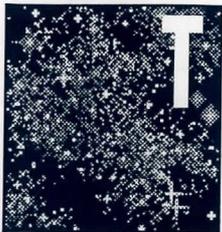
Hygeia: A minor asteroid.

Juno: Renowned for its training center, Juno is now said to be the site for the Stormriders' first inner-planet base.

Psyche: A major shipyard.

Pallas: An isolationist planetoid. Many mining concerns dot the nearby asteroids.

Fortuna: NEO is rumored to have a secret base nearby.



THE STORY

The events in *MATRIX CUBED* can occur in roughly whatever order you wish, depending on the order in which you

accept missions. However, the following order is recommended.

The adventure begins on Mercury, where the team is assigned to attend the coronation of a new Sun King, Lord Berkeley. Buck Rogers, now in charge of Special Missions, wishes to make a gesture of friendship to the pacifistic Berkeley. Intrigue is the order of the day as RAM assassins hound the team, Mercurian high officials vie for power, and the Sun King barely escapes assassination.

While on Mercury, the team meets a theorist, Dr. Romney. He has discovered a way to transform scrap material, or any other form of matter, into a plasma where the fundamental bonds of matter are broken. As the plasma cools, the protons, neutrons, and electrons can be combined in whatever form is desired, with energy as a by-product. The invention is called the Matrix Device. Only it will be capable of restoring the long-devastated Earth.

However, a radical new terran group, PURGE (Prevention of Unwanted Research and Genetic Engineering), led by Sid Refuge, kidnaps Dr. Romney and plans to use the Matrix Device to further its ultimate aim of eradicating all gennie life forms. Buck tells the team to assemble the scientists needed to build the

Matrix Device. Unfortunately, every other power group wants the Matrix Device for its own ends. The team embarks on a desperate race to complete the device first.

The team travels to Venus, seeking a gravity specialist. The team finds a deserted Lowlander village and discovers that the Lowlanders are not the primitives they lead everyone to believe. Indeed, the village is only a facade for a complex mining operation.

In the mines, xenophobic Lowlanders capture and are about to execute the team when an earthquake strikes. The team rescues the miners' leader and gains the Lowlanders' trust. The team enters the Lowlanders' lab and finds that the earthquake resulted when PURGE commandos disrupted a gravitational field generator. The team rescues the scientist, Leander, and battles Sid Refuge, who has undergone cybernetic enhancements.



The team goes to Earth in search of another scientist, Professor Chade. There, it witnesses first hand the devastation that Earth has suffered in the area around Losangelorg. The team traces Chade to the Sprawls where it befriends a gang leader, Loa-Loa, who helps search for Chade.

The team tracks Chade to the ruins of a Historical Museum. It finds the professor, only to watch him sacrifice himself protecting his daughter, Stefi. As the smoke of the battle clears, the team sees that he was an android, whose last words explain that Stefi is the true professor.

The team then discovers that a PURGE scientist, Dr. Jerrod Malcolm, is developing an explosive gas, efanite, key to the Matrix

Device. Infiltrating PURGE Headquarters, the team retrieves Malcolm's notes from the computer and rescues Dr. Romney.



The team travels to Luna and aids local authorities in the arrest of corrupt high officials in exchange for help in locating another scientist, Dr. Caldor. Sid

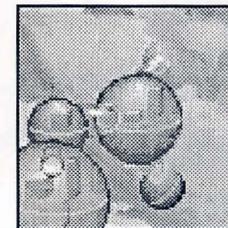
Refuge, however, has seduced Dr. Caldor to his cause and is using her to build a Matrix Device for PURGE. He also plans to release a plant mutagen Dr. Caldor developed onto Earth. The team confronts Refuge, who releases the plant mutagen in Caldor's lab. The team battles the ambulatory plants to reach Dr. Caldor. While the team fights PURGE commandos, Dr. Caldor launches Refuge's ship. This kills the commandos, but Refuge grasps the ship's fin and escape. He survives in space by virtue of his cybernetic equipment long enough for a PURGE rescue ship to pick him up.

As the team leaves Luna, its ship, the Maelstrom Rider, suffers a catastrophic radiation leak. The team is 'rescued' by Killer Kane, who persuades the team to destroy the RAM battler, Deimos. In exchange, Kane promises to give them access to a secret RAM installation on Mars. After destroying the battler, the team discovers the 'installation' is a prison.

Buck Rogers, also captured by RAM, and a Stormrider from Jupiter, Natbakka, join the team, and together they manage to escape, but at a heavy price: the death of their old ally, Scot.dos.

The Stormrider scientist, Makali, has quit the Matrix Device to help the Stormriders in their revolt against the Amaltheans. Now, the team must travel to Jupiter to convince her to rejoin the Matrix team. Natbakka arranges transportation on a biologically engineered ship. Pirates hijack the living ship, and, in a great feat of diplomacy, the team forges an alliance between the Stormriders and the pirates.

Arriving at a Stormrider university on Jupiter, the team finds Dr. Makali unwilling to help, saying the Stormrider resistance needs her. Amaltheans attack the university, but the team defeats them. Makali agrees to join the team if it first destroys the Amaltheans' Genetics Foundation. The team accomplishes this by infesting the Foundation with a deadly gennie developed by the Stormriders called a wasphopper.



The team takes Makali to join Leander on an orbital gas mining platform deep in Jupiter's atmosphere. The other factions make a final

bid to capture the Matrix Device. Makali and Leander begin to assemble the modules for the Matrix Device while the team fends off many attacks. After a final battle with the now insane Sid Refuge, it ignites the Matrix Crucible, heralding the dawn of a new age in the solar system.

◆ SKILLS ◆

* ALL Characters Should Develop:

Maneuver in Zero-G: Used every time a character fights in Zero-G.

First Aid: Needed to patch up dying characters during combat.

* At Least One Character Should Develop:

Battle Tactics: If one character succeeds in this skill roll in combat, it benefits the whole team.

Pilot Rocket: You'll have no end of troubles without it!

All Medic Skills: Diagnose only requires 15 points to be fully effective. Most points should go to Treat Light/Serious/Critical Wounds and Treat Poison.

All Repair Skills: Helps patch the ship together between battles.

* Skills Required by Game Area:

Mercury: Notice, Fast Talk/Convince

Asteroid Base: Bypass Security, Programming, Fast Talk, Open Locks, Sensor, Communications

Losangelorg Surface: Notice

Losangelorg Sprawls: Hide in Shadows, Move Silently, Intimidate, Fast Talk/Convince, Notice

Historical Museum: Demolitions, Treat Serious Wounds, Programming, Hide in Shadows, Move Silently, Acrobatics, Leadership, Notice

Venus Wilderness: Planetary Survival, Befriend Animals, Hide in Shadows

Venus Village/Mines: Open Locks, Demolitions, Climb, Notice

Venus Lab: Hide in Shadows

Luna Base: Fast Talk, Programming

Tsai Weaponry Lab: Demolitions, Lockpicking, Programming, Bypass Security, Hide in Shadows, Repair Electrical

RAM Battler: Bypass Security, Demolitions, Fast Talk/Convince

Mars Prison: Climb, Acrobatics, Programming, Library Search

PURGE Headquarters: Fast Talk/Convince, Bypass Security, Demolitions, Open Locks, Notice, Programming, Repair Weapons, Move Silently

NEO Installation: Fast Talk, Programming

Living Ship: Repair Life Support, Jury Rig, Commo Operations, Sensor Operations, Treat Stun/Paralysis, Diagnose, Programming, Astrogation, Hide in Shadows, Move Silently, Fast Talk/Convince, Distract, Shadowing, Notice, Intimidate

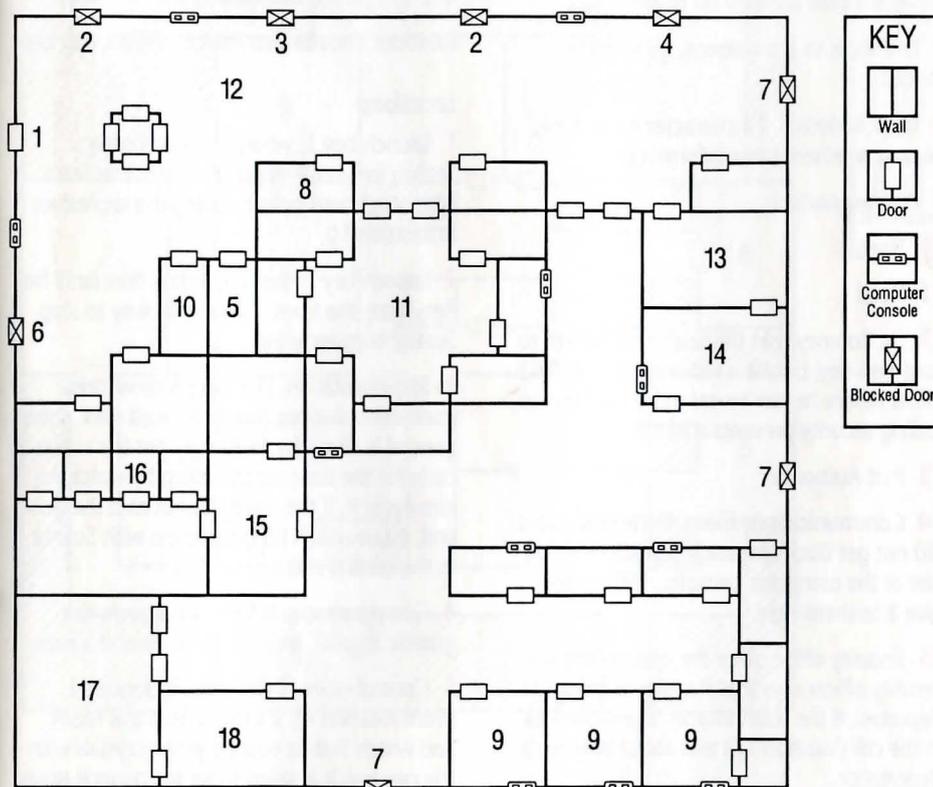
Jupiter University: Demolitions, Jury Rig

Amalthea: Hide in Shadows, Life Suspension Tech

Flying Rig: Demolitions, Use Jetpack, Pilot Fixed Wing

◆ MAPS ◆

* Caloris Space Port



CALORIS SPACE PORT

Synopsis: The team arrives on Mercury to protect the new Sun King from assassination. They soon uncover plans for the Matrix Device which has the potential of saving Earth. The team also discovers the existence of a terran group, PURGE, rising to power.

Random Encounters: Mercurian warriors, Mercurian Security Robots, PURGE warriors, PURGE commandos, RAM assassins.

Locations:

- 1 Docking berth for the Maelstrom Rider. The team embarks and disembarks here. Scot.dos can be contacted here as well.
- 2 Empty docking berths.
- 3 Docking berth for a Lunarian ship. The team may receive information about the PURGE leader.
- 4 A RAM warrior with guard dog gennies picks a fight with the team.

5 Clinic.

6 Docking berth for the PURGE ship. The team intercepts the PURGE forces here. The terran leader stays behind to allow his forces to launch with Romney on board.

7 Entrances to the warrens, guarded by robots.

8 A dockside bar. If a character has a drink, he may overhear some information.

9 Private quarters

10 Store

11 Hotel

12 Dr. Romney asks the team to take him to Lord Berkeley, but he is kidnapped by PURGE forces before he can reveal more information. Calling security prevents a battle.

13 Port Authority

14 Communications room. If the characters did not get Buck's message from Scot.dos at one of the computer consoles, technicians give it to them here.

15 Security office. After the coronation, the security officer says that Romney is being deported. If the team attacks, the rocketjock in the cell (location 16) tells about Romney's deportation.

16 Security cell where a rocketjock is being held.

17 Coronation hall. Lord Berkeley outlines his plans for peace. In the midst of his speech he is attacked. Knock him down in order to save his life.

18 Chancellor de Sade's office. Come here to receive a reward for guarding Lord Berkeley. If the team tells de Sade about Romney, he tries to deceive it into giving him the papers. He sets his guards on the team's trail if it refuses. If the team gives him the papers, it must return here and face a tough battle to retrieve them.

ASTEROID BASE

Synopsis: General Mavroudis is trying to rebuild the Doomsday Laser and is getting a shipment of crystals from Kane. The team must stop the general and destroy the new laser.

Random Encounters: Patrols of RAM warriors.

Locations:

1 Launch bay 1, where the team enters. Technicians busily repair the ship. The team cannot reboard before setting the explosives at location 10.

2 Launch bay 2. Suarez's ship is here until he flees from the team. There is no way to stop Suarez from escaping.

3 Security station. The base is monitored from video stations along the west wall. If the general is alive, the team may get the access code for the laser control room by watching him enter it. If the team has not met the general, it can watch his transaction with Suarez in the control room.

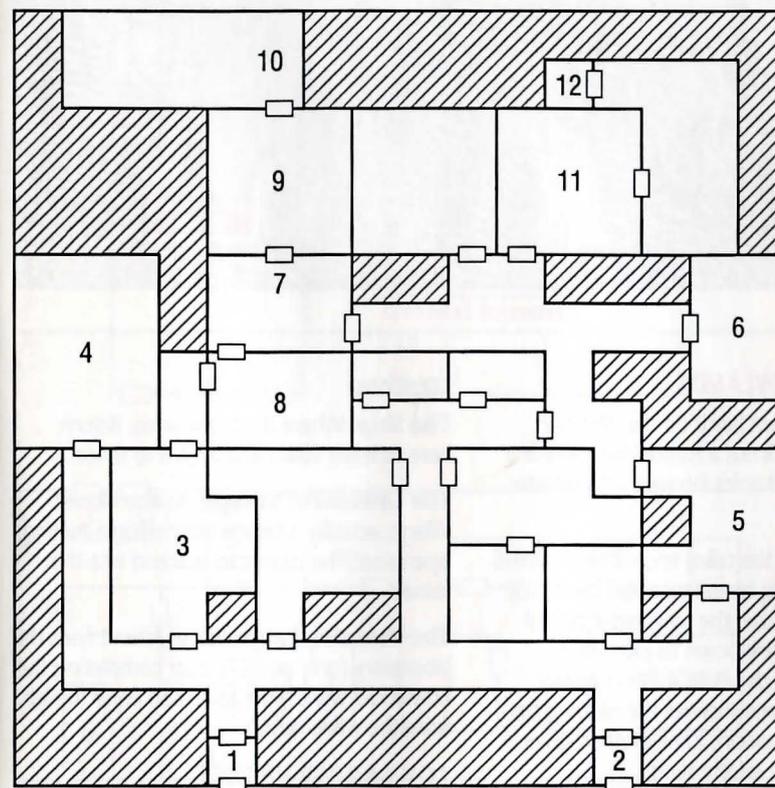
4 Guard barracks. If the team attacks the guards, it gains security uniforms and a pass.

5 Control room. If the team is disguised (from location 4), it can slip into this room and watch Suarez exchange the crystals with the general. It is safest to let the general leave — he is heading towards the laser control room.

6 Armory. It is poorly stocked, but does include explosives and a timer required to blow up the Doomsday Laser.

7 Door to laser control. This door requires an access code. It can either be found by watching the general enter it (location 3), or hidden beneath the sink in the general's bathroom (location 12).

* Asteroid Base



KEY



Wall



Door



Impassable Area

8 Communications room. If the team makes a successful Communications or Sensor roll, it notes that a heavy cruiser has taken up orbit around the asteroid.

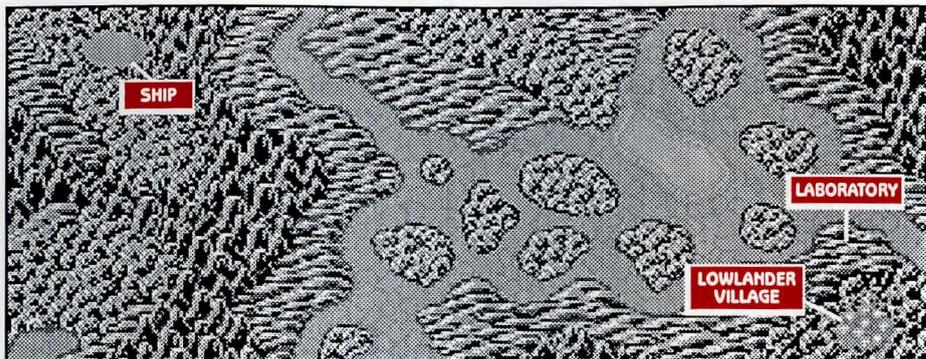
9 Laser control room. If the general is still alive, he is met here. The switches on the walls operate the laser. If the team has noted the heavy cruiser (location 8), it must set the coordinates, load the laser with one of the crystals (location 10) charge the laser and discharge it. The cruiser is then vaporized.

10 Laser room. The new Doomsday Laser is housed here. It can be armed with a crystal. The team must set the explosives (from loca-

tion 6) and leave as quickly as possible.

11 General Mavroudis' quarters. A computer console lies along the east wall. A successful programming roll provides the team with useful background information.

12 The general's bathroom. If the general is dead, the laser control room door's access code can be found here.



Venusian Lowlands

VENUSIAN LOWLANDS

Synopsis: The team lands on the Venusian Lowlands to check out a rumor that there is a gravitational mechanics lab near a Lowlander village.

On the overland, the team encounters a farming village that has been ransacked by PURGE forces. It meets Zane, the Lowlander child it rescued in the *COUNTDOWN TO DOOMSDAY* adventure. When the PURGE forces return, make sure that Zane survives the ensuing battle. Afterwards, Landon, Zane's father, gives the team valuable information.

Random Encounters: PURGE, Lowlander, and Mercurian forces. After the team rescues the scientists in the laboratory, Lowlanders no longer attack. Venusian dinosaurs and acid frogs roam the jungle. Also, a storm may arise. If it does, seek shelter.

Locations:

The Ship: Where the team lands. Return here to leave Venus and return to space.

The Lowlander Village: An abandoned village, actually a facade concealing a mining operation. The team can descend into the mines.

The Venusian Laboratory: After it finds the laboratory (only possible after completing the Lowlander Mines) the team can enter the lab from the wilderness.

LOWLANDER VILLAGE

Synopsis: The team finds an abandoned, primitive village. It discovers that the village is an elaborate facade meant to hide a technologically advanced mining operation. The team descends into the mine tunnels below.

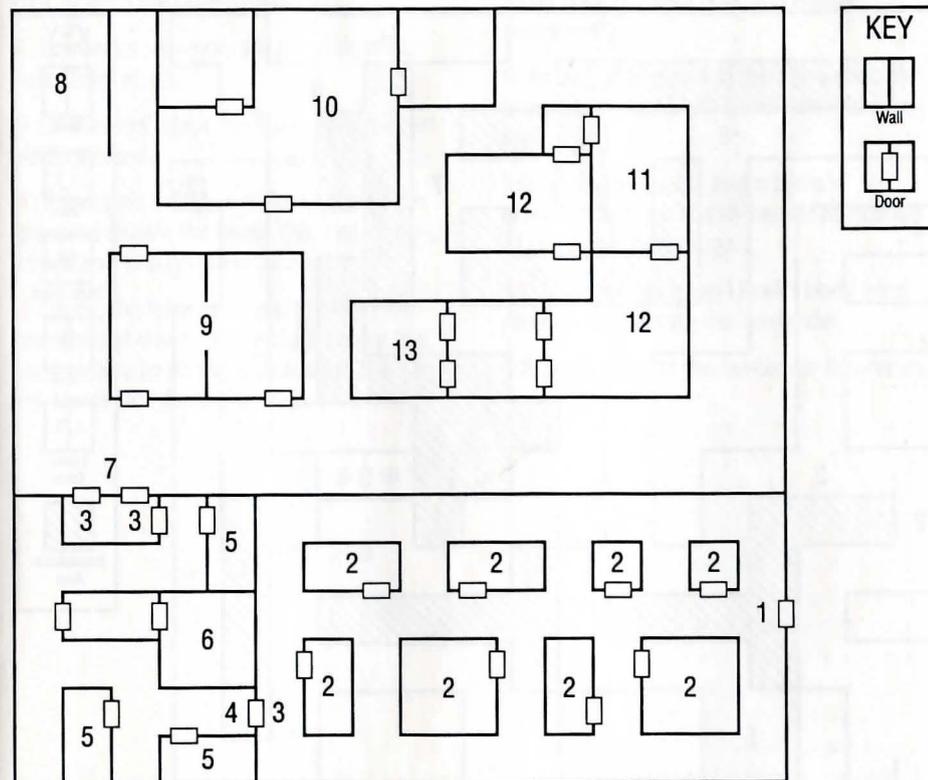
Random Encounters. There is no combat in this area.

Locations:

1 From the overland, the team enters the village through this gate.

2 Small huts. The team finds clues pointing towards the true nature of the Lowlanders.

* Lowlander Village



3 These doors are made of an organic ceramic compound. Keep trying to unlock them . . . they will eventually open.

4 This area is constructed of less primitive materials than the huts.

5 Manufacturing equipment that produces primitive seeming artifacts.

6 Warehouse for storing the materials made at locations 5.

7 The team enters a modern mining complex.

8 Heavy equipment elevator. It cannot be operated from here.

9 Changing area. The team finds primitive clothing and mining equipment.

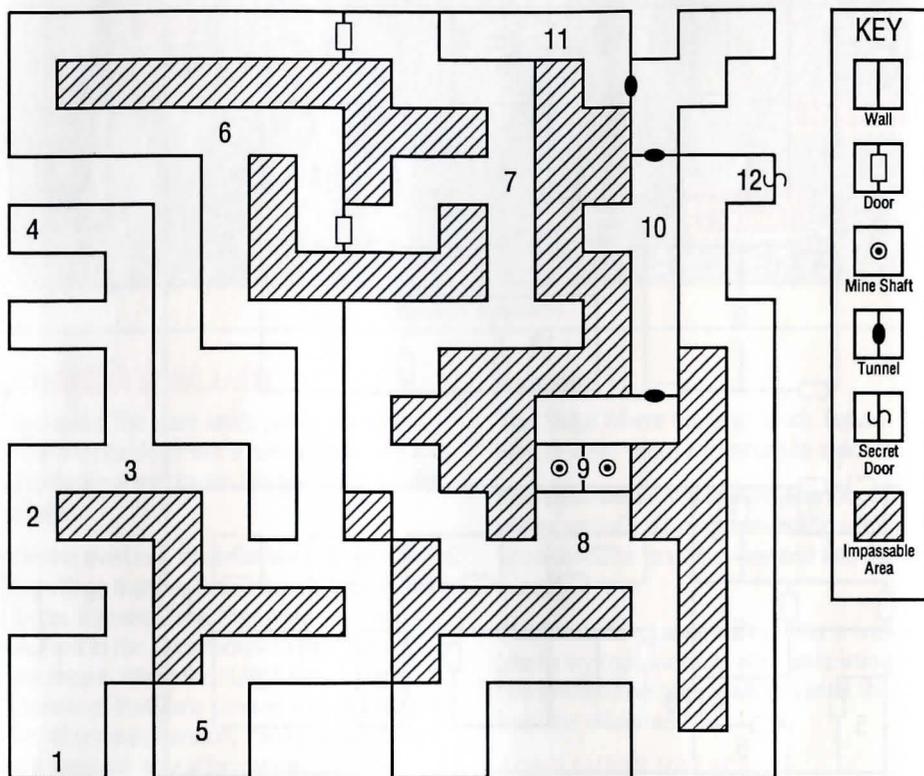
10 A partially built digging machine hulks in this garage.

11 Control to these computers has been routed elsewhere.

12 Construction materials are stored in these huts.

13 An elevator leading to the Lowlander mines.

* Lowlander Mines



LOWLANDER MINES

Synopsis: The Lowlanders are constructing a secret underground city. The team enters these supply tunnels and finds hostile Lowlanders. After an earthquake traps the miners' leader deep in a mine shaft, the team gains the Lowlanders' trust by rescuing him. The team is then informed of the secret entrance to the laboratory complex.

Random Encounters: After the earthquake, the team encounters ursadders and Lowlanders. After the team rescues the Lowlander leader, the Lowlanders do not attack.

Locations:

- 1** Elevator to the village.
- 2** The team may notice an electrical conduit running along the wall here.
- 3** Sounds of mining issue from the northward tunnel.

4 Lowlander miners are digging a tunnel. When they see the team, they attempt to run past to warn the other Lowlanders.

5 Lowlander surveyors are planning a dig here. They attack.

6 Lowlanders attack the team. After this, an alarm is raised.

7 The miners set up an ambush here. Stun grenades disable the team. The team is disarmed and brought to location 8.

8 Llorok, the leader of the dig, orders the team hurled down a mine shaft. Before this can happen, an earthquake scatters the miners. Llorok falls down the shaft.

After rescuing Llorok, the team meets a Lowlander medic here. He tells it about the secret door at location 12 and returns its equipment.

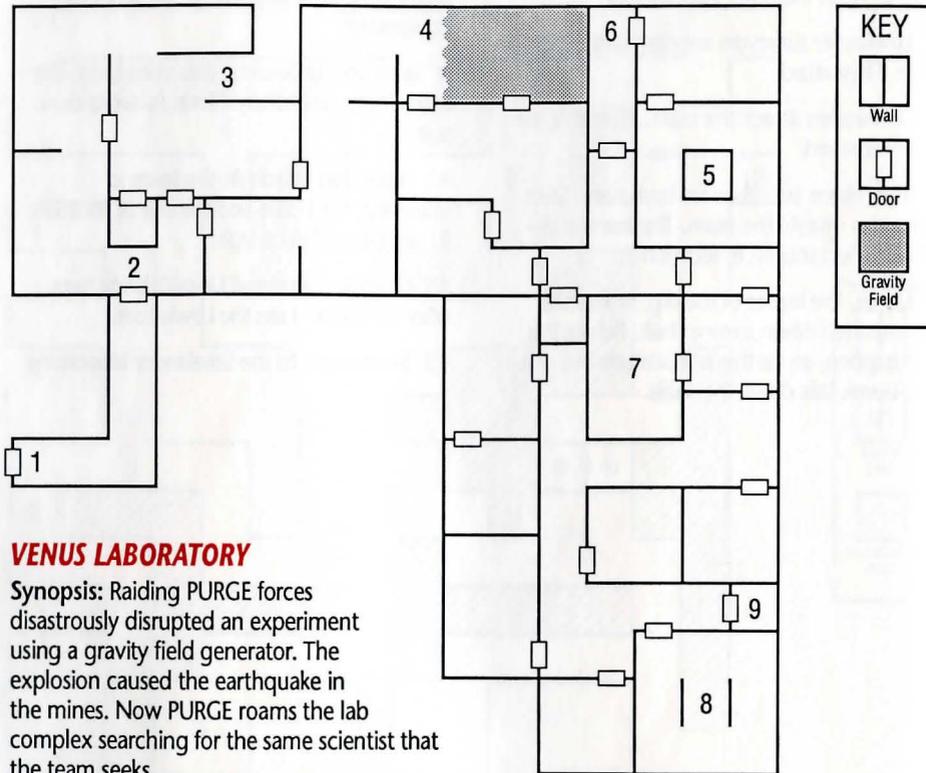
9 To ascend or descend this mine shaft, the team must successfully Climb to avoid damage.

10 Ursadders attack. As the team is unarmed, this battle and the one at location 11 are particularly tough.

11 Ursadders dragged Llorok's body here. After the battle, take the Lowlander.

12 Secret door to the Lowlander laboratory.

* Venus Laboratory – Level 1



VENUS LABORATORY

Synopsis: Raiding PURGE forces disastrously disrupted an experiment using a gravity field generator. The explosion caused the earthquake in the mines. Now PURGE roams the lab complex searching for the same scientist that the team seeks.

This expert is Leander, the Lowlander the team befriended in Countdown to Doomsday. He joins the team when it agrees to help save his fellow scientists.

Random Encounters: The team meets PURGE attack squads. After the scientists are saved, Mercurian forces patrol the hallways.

Locations:

- 1 Door leading to the mines.
- 2 An area damaged by the explosion. Lowlander and PURGE forces lie dead, crushed by a wild gravity field.
- 3 A ramp leads to the surface.
- 4 Leander is trapped behind a gravity field. If

the team enters before shutting off the controls at location 5, it is crushed.

5 PURGE forces are dismantling this computer. After the battle, the team may shut off the field.

6 Once freed, Leander joins the team.

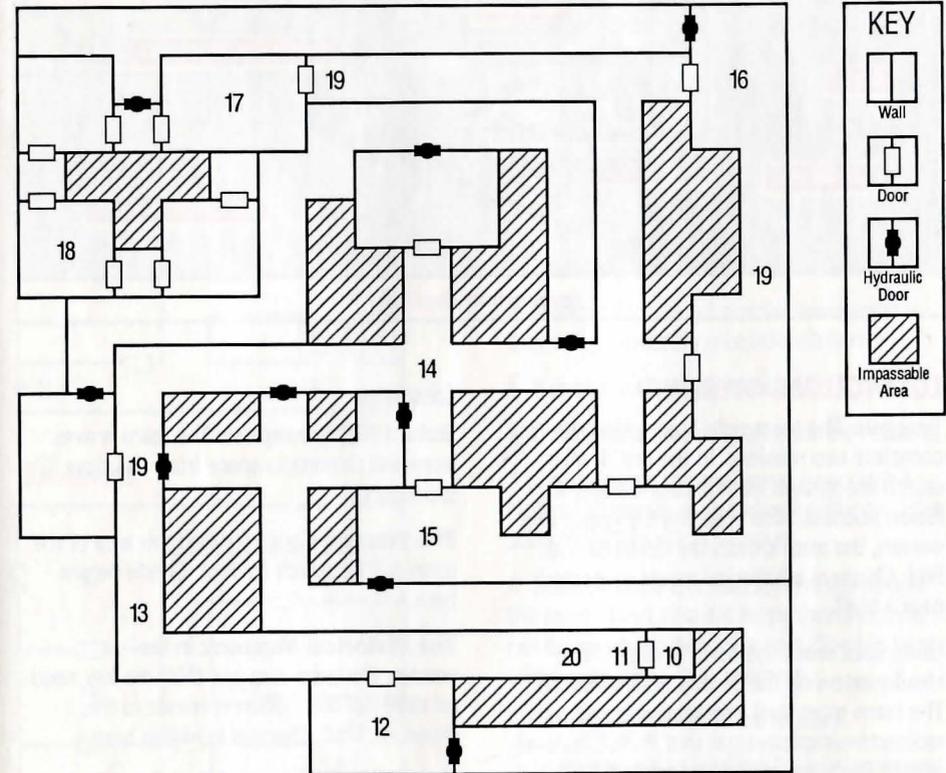
7 PURGE forces are interrogating the lab director. Leander attacks, instigating a battle.

8 Data archive. PURGE members attack the team.

9 Elevator to the lower level. It only operates with Leander's passcard.

10 Elevator to the upper level.

* Venus Laboratory – Level 2



11 A PURGE team guards the elevator. It will attack the team. Select WAIT to gain the most information.

12 A firefight between PURGE forces and Lowlanders. The team may aid the Lowlanders.

13 PURGE forces attack.

14 Leander rushes off to investigate a commotion to the south. Follow him to keep him in the team.

15 Leander attacks PURGE forces. A battle ensues.

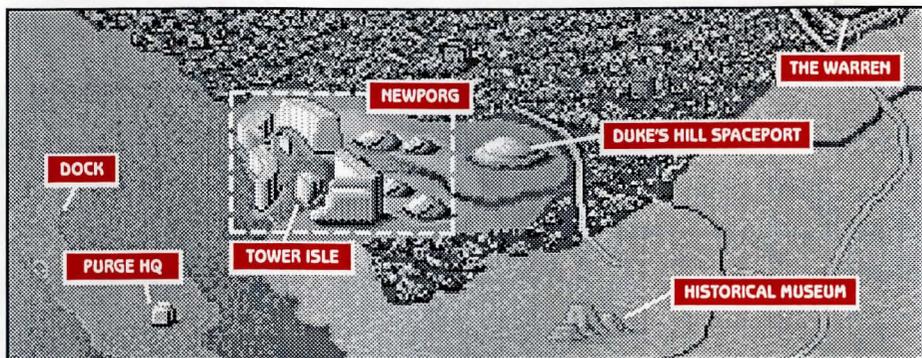
16 Lowlanders are held captive by PURGE members. Attack immediately to save the captives from execution.

17 Sid Refuge, the terran cyborg, leads a PURGE strike team as it searches this room. Hide in Shadows to gain information. A tough battle ensues.

18 The team rescues the remaining scientists. A security alarm signals a Mercurian assault. Leander grabs a passcard that will allow the team to use the hydraulic doors, and a map that shows the location of the Mercurian forces.

19 After the team rescues the scientists at location 18, Mercurians attack.

20 Mercurians charge out of the elevator to the east and attack.



Losangelorg Overland

LOSANGELORG OVERLAND

Synopsis: The team visits Losangelorg to complete two missions. In the first, it must search the sprawls for Professor Chade, a fission scientist. After meeting the gangs in a warren, the team crosses the desert to find Prof. Chade at a historical museum located near a bluff.

Later, Buck sends the team to the PURGE Headquarters on the Santa Catalina Islands. The team must steal information about a radioactive/explosive gas that PURGE is developing. The team must then contact a NEO agent in the Newporg Arcology to gain a boat needed to reach the islands.

Random Encounters: In the desert, the team battles coyodorgs, org-skorps, ratwursts, and gangs. After talking to the DJ at the KRUN radio station, the team may meet a group of RAM slavers.

Locations:

Duke's Hill Spaceport: The team arrives from and departs to space from this class 'C' spaceport.

The Warren: Gangs fortified this area of the sprawls. The search for Prof. Chade begins here.

The Historical Museum: In the warren, the team acquires the holo-key needed to reveal the hidden entrance to this museum. Prof. Chade is in hiding here.

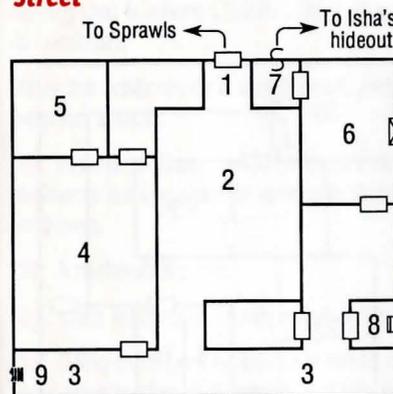
Tower Isle Residential Building: Buck gives the team a passcard that allows entrance to this Newporg building.

PURGE Headquarters: PURGE runs its main operation from its Santa Catalina Island base.

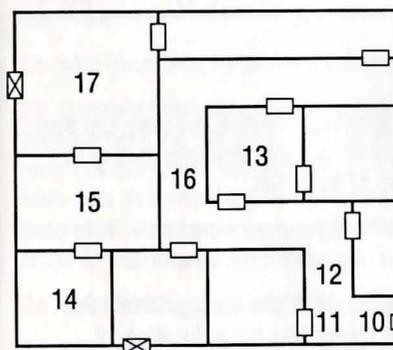
KRUN Radio Station: A Desert Runner operated, rock radio station.

* Losangelorg Sprawls

Street



Basement



LOSANGELORG SPRAWLS

Synopsis: The team comes to the sprawls in search of Prof. Chade. The warren is divided between three gangs: the Leeches, led by Loa-Loa, control the basement; the Grotesques control the second floor and are led by Gargoyle; and the White Monks and their leader, Wink, control the roof. Street level is shared turf.

A RAM agent named Isha poses as a social reformer. She is there to test the effectiveness of the new stage V ECGs and does her best to disrupt the team's plans.

The team, finding Loa-Loa to be the most cooperative of the gang leaders, searches the warren only to find that Chade fled with his daughter. He left behind a hologram disrupter which may be used to find the historical museum where he has hidden.

Random Encounters: Coyodorgs, ratwursts, org-skorps, stage V ECGs.

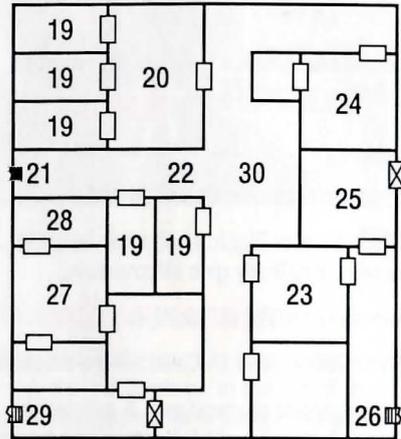
Locations:

- 1** Entrance to and from the sprawls.
- 2** Market place. Buy from the hawkers and they will periodically give information.
- 3** A man reveals Isha's location.
- 4** Gymnasium. Later, ECGs attack the residents.
- 5** Gangs harass the residents. A successful Notice roll reveals a clue about getting up the stairs in the Historical Museum.
- 6** ECGs attack the residents. A resident tells the team about Isha if it helps them, but do not believe everything she says. She has been taken in by Isha's false promises.
- 7** The secret door to Isha's hideout.
- 8** Stairs leading to location 21 on the second level.
- 9** Stairs leading to location 10 in the basement.
- 10** Stairs leading to location 9 at street level.
- 11** Leech gang members invite the team to a meeting with their leader, Loa-Loa. Agree to the meeting in order to make talking to her easier.
- 12** White Monks attack the Leech gang after the team meets with Loa-Loa.
- 13** The team meets Loa-Loa. Talk to her to get information about Chade, the other gangs, and Isha. The team may have to prove itself by retrieving some weapons from location 14.

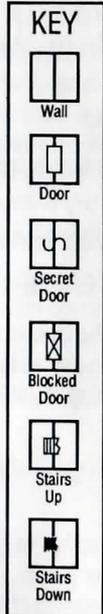
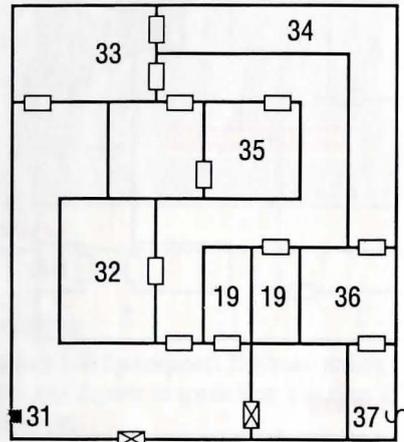
Sprawls continue...

* Losangelorg Sprawls (cont.)

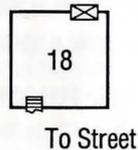
Second Floor



Roof



Isha's Hideout



After capturing Gargoyles, the team can turn him over to Loa-Loa, who gets the key to location 37 from him.

14 RAM weapons are stored here. Both Loa-Loa and Isha want these weapons.

15 Leeches hold Isha hostage here if the team lets them take her at location 18.

16 After Gargoyles and Wink launch their attack on the basement, the team finds a battle between the gangs here. Help the wounded Leeches after the battle and one of them reveals that Loa-Loa has been captured.

17 Gargoyles is poised to kill Loa-Loa here. Gargoyles escapes during the battle and Loa-Loa is determined to exact her revenge on him.

18 A RAM agent tries to trick the team into retrieving the weapons at location 14. If the team does so, she sends it to location 24, saying that is where Chade is. In reality, it is an ambush.

After the ambush, or if Isha is dead, RAM warriors attack.

19 Residents' apartments. Some are empty; residents are engaged in various activities in others.

20 A make-shift clinic.

21 Stairs leading to location 8 at street level.

22 Gang members invite the team to meet with their leaders. If it agrees, it is taken to location 23.

23 Wink and Gargoyles try to enlist the team's aid.

24 RAM forces sent by Isha ambush the team.

25 Gargoyles hides here after his attack on the basement. He has the key to the hidden rooms where Chade was kept, which the team gets after searching him or taking him to Loa-Loa. The team may question him about Chade, Loa-Loa, or Wink.

26 Stairs leading to location 31 on the roof.

27 RAM and Isha question Wink about Chade.

28 Chade was held captive in this room. The team finds evidence that he headed for the desert, and a device that destroys holograms. This device is REQUIRED to find the Historical Museum.

29 Stairs leading to location 37 on the roof.

30 Loa-Loa thanks the team after it defeats the RAM forces on the roof.

31 Stairs leading to location 26 on the second level. If the team proceeds onto the roof, Wink's gang attacks.

32 White monks. The team may listen to them for information about Chade. At one point RAM agents take over the room.

33 White Monks guard Wink's retreat.

34 A trap is laid across the rubble here. If the team finds the trip wire, it can be disarmed.

35 Isha gives misinformation about Chade here if the team did not meet her at location 18. Otherwise, ECGs attack.

36 White Monks stand guard.

37 A secret door leading to the hidden rooms where Chade was held captive. The team must have Gargoyles's key to get through the door.

HISTORICAL MUSEUM

Synopsis: The team finds the Historical Museum in the desert after finding Chade's holographic disrupter in the Sprawls. The team locates Chade, as well as getting glimpses of a mysterious woman haunting the halls.

RAM forces follow the team to the museum, and Chade becomes desperate to protect his daughter, Stefi. The team soon learns that Stefi is the true professor. Rescuing her from the RAM forces, the team retrieves her notes and takes her to Salvation.

Random Encounters: Ratwurst, RAM warriors, RAM guard dog gennies, Stage V ECGs, Stage II ECGs.

Locations:

- 1** The entrance to and from the Historical Museum. RAM forces gather here, and await the team when it attempts to leave with Stefi and her notes.
- 2** A gift shop infested with ratwursts.
- 3** Exhibits of extinct species.
- 4** Exhibits of the space program.
- 5** The history of war.
- 6** Exhibits of modern civilization.
- 7** A movie theater. Chade leads the team here in search of his notes. Failing to find them, he suggests looking at location 9.
- 8** Chade meets and joins the team. He stalls the team with a search for his notes until he is sure of its intentions.
- 9** Stairs leading to the second level. Several steps are mined with stun grenades. The numbers of the safe steps can be obtained from the computer at location 13.
- 10** An exhibit of a DNA molecule. ECGs attack, and Chade again fails to find his notes, sending the team to location 13.

11 RAM has captured Stefi and holds her here. After it defeats the RAM force, Chade tells the team where the secret door at location 8 is.

12 After the battle at location 11, RAM forces surround the team. Chade sacrifices himself to allow Stefi to escape. If the team chases after Stefi, it may barricade the door and gain extra time to find her notes.

13 An ancient computer on exhibit. A successful programming roll reveals the numbers of the safe steps at location 9. They are prime numbers: 1, 2, 3, 5, 7, 11, 13, and 17.

While Chade searches this room for his papers, he becomes agitated and races off to save Stefi. The team follows him to location 11.

14 A security robot patrols these areas once the RAM forces establish their presence. Attacking the robot causes it to sound the alarm, bringing many more robots. The team can escape with successful Move Silently rolls.

15 Stairs leading to location 9.

16 Empty offices.

17 Stefi's notes are hidden under the mattress in the corner of this room.

18 When the team returns from location 17, RAM is ransacking this room. If the team watches, it discovers that RAM found Stefi at location 21.

19 A mock-up of Stefi's fusion chamber.

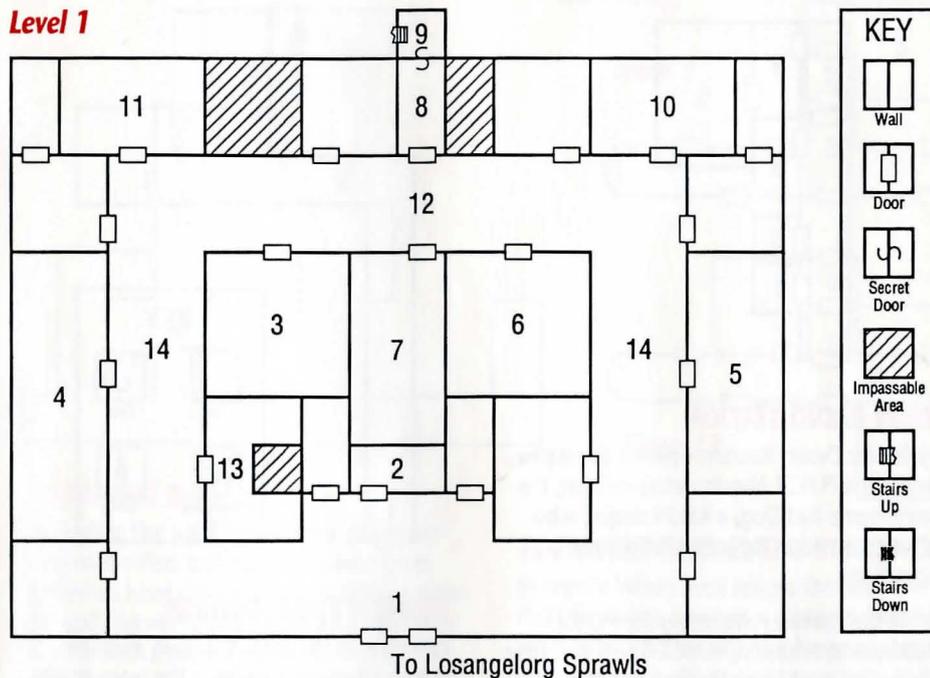
20 Technicians prepare to blast through the door to get Stefi. If the team doesn't attack, they capture Stefi.

If the team demos the door after the battle, the blast injures Stefi. Knocking, however, allows time for RAM reinforcements to arrive.

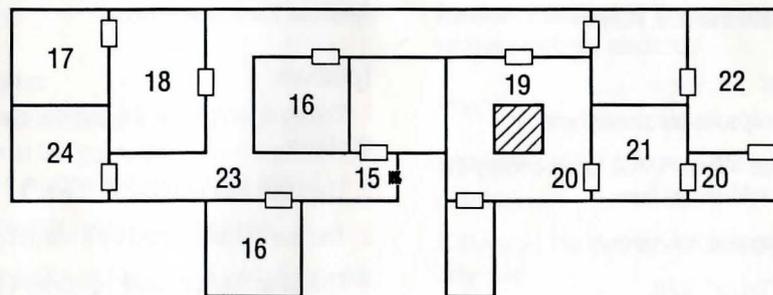
21 Stefi hides here. If she has been injured, the team must successfully treat her wounds or else she slows it down greatly.

* Historical Museum

Level 1



Level 2



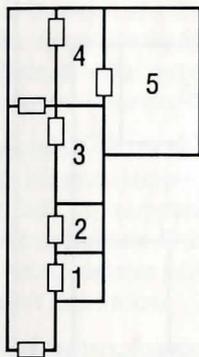
The computer on the northeast wall holds a simulation of Stefi's fusion chamber which should be retrieved. Enlisting Scot.dos' aid is a sure method of success, though the other options gain the team more experience.

22 Robots wait here. After the team completes encounter 21, the robots attack.

23 RAM forces attack after the team rescues Stefi.

24 If Stefi was kidnapped at location 21, she is held here.

* KRUN Radio Station



KRUN RADIO STATION

Synopsis: Desert Runners operate this station. Before the PURGE Headquarters mission, the team meets Bad Dog, a KRUN deejay, who gives information regarding RAM slaver operations.

While the team is completing the PURGE Headquarters mission, PURGE forces take over the station. Bad Dog asks the team to help return KRUN to Desert Runner control.

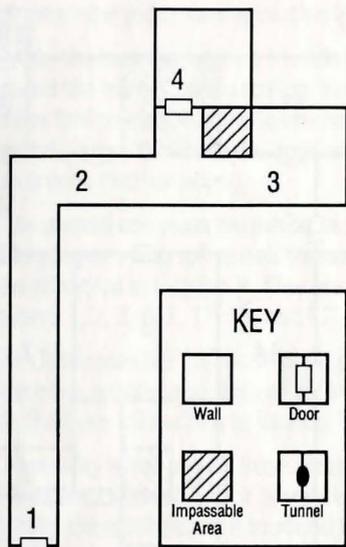
Random Encounters: None.

Locations:

- 1 Audio capsules are stored here.
- 2 An office. When PURGE forces occupy the building, soldiers are here.
- 3 Small production room.
- 4 A red "on air" light.
- 5 Broadcast booth. Before going to PURGE Headquarters, the team meets Bad Dog. He tells about RAM slaver activities in the desert.

After the PURGE takeover, a PURGE radio man spews anti-gennie venom into the mike. He surrenders. Bad Dog promises to turn the PURGE man over to the Losangelorg Desert Runner council.

* Warren Food Ambush



WARREN FOOD AMBUSH

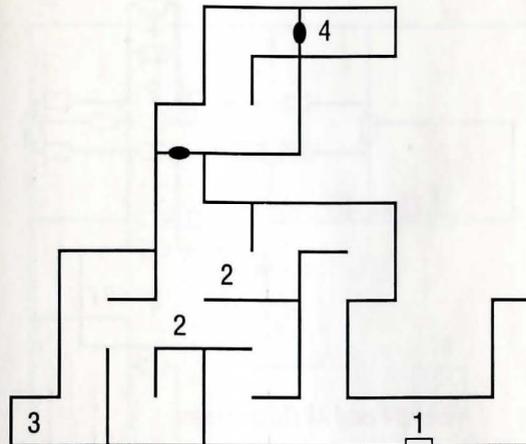
Synopsis: In the sprawl, a gang member steals a character's wallet. If the team chases him, it is led into an ambush.

Random Encounters: None.

Locations:

- 1 The thief runs down the corridor ahead of the team.
- 2 The team sees the thief to the east.
- 3 The team is ambushed by a warren gang.
- 4 The gang stashed some equipment here. If the team arrives before going to location 3, thugs attack.

* Ratwurst Den



RATWURST DEN

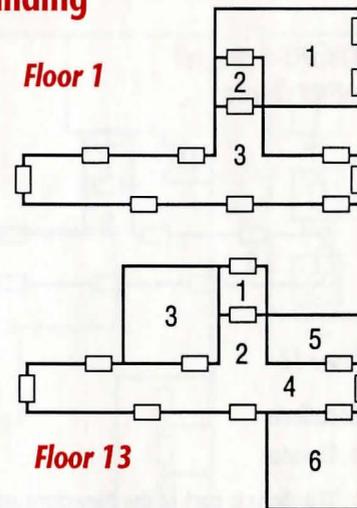
Synopsis: The team meets some distressed warren dwellers looking into a sewer grate. Ratwursts have dragged some children underground. Ratwursts often hold their prey captive for fresh eating later. The team may choose to perform the rescue or not.

Random Encounters: Ratwursts patrol the sewers.

Locations:

- 1 Sewer entrance. When the characters return to this point, the warren dwellers tell them if anyone else is still in the sewers.
- 2 Ratwursts swarm over the team.
- 3 The access to this area is so small that only one character at a time may pass through. The first team member to enter the tunnel is attacked by ratwursts. The children are here.
- 4 Ratwursts hold a man captive at the end of this tunnel.

* Tower Isle Residential Building



TOWER ISLE RESIDENTIAL BUILDING

Synopsis: When Buck assigns the team the PURGE mission, he gives it a passcard allowing it entry into Tower Isle, a Newporg arcology residential building and instructions to find Red Carrin, a NEO operative, within.

Random Encounters: The team meets various Newporg residents.

Floor 1

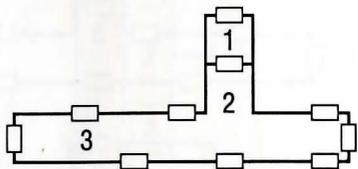
Locations:

- 1 Lobby.
- 2 Elevator. The door opens on the lobby side only here.
- 3 The doors that line this corridor do not open for the team.

Tower Isle continues...

* Tower Isle Residential Building (cont.)

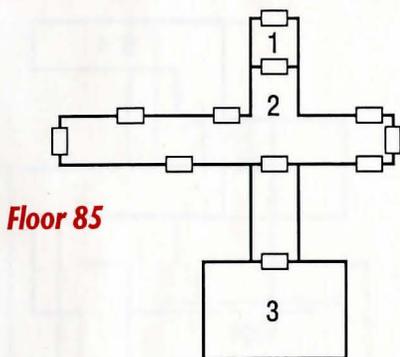
Floor 54 and all other floors



Floor 13

Locations:

- 1 Elevator.
- 2 This floor is part of the Newporg adult entertainment area.
- 3 The Grey Lady Card Room. A crooked card game is going on. A character with a high Notice ability should sit in to expose the cheating. The character may stop the game by complaining about the fraud. If he does, the card players attack. After winning the battle, the team collects the winnings.
- 4 A beggar asks the team for credits. If the team complies, he warns it about the ambush at location 5.
- 5 Smoking Gun Slots. Inside, Newporg thugs have set up an ambush.
- 6 Red River Bar. The team can pick up information about the arcology.



Floor 54 and All Other Floors

Locations:

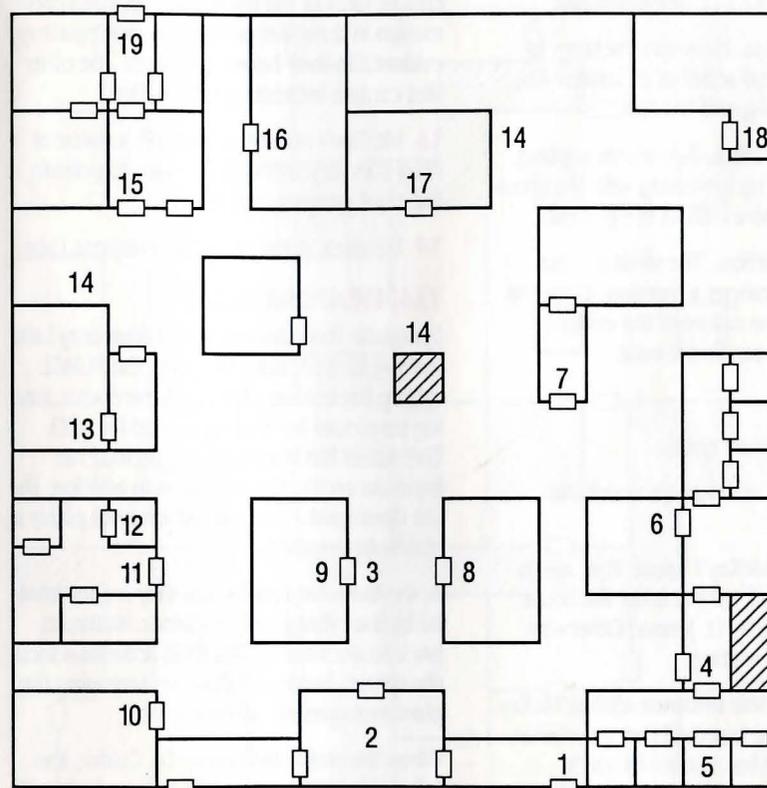
- 1 Elevator.
- 2 The doors of this corridor need passcards to enter. The team does not possess these.
- 3 On floor 54 is the door to Red Carrin's room. Carrin left the team a note explaining that he is at the Spark House Cafe on floor 85 (location 3). The gang from location 5, on floor 13 altered his note to make it seem that he is there.

Floor 85

Locations:

- 1 Elevator.
- 2 The doors of this corridor will not open for the team.
- 3 The Spark House Cafe. Red Carrin is here. He alters the team's passcard so it may be used to access his boat at the Tower Isle docks.

* Luna Base



LUNA BASE

Synopsis: Copernicus station is rife with corruption. Two high officials and a major weapons manufacturer are involved in criminal activity. The honest Lt. Jenner knows this, but cannot prove it. He recognizes that the team contains NEO operatives and that it seeks Dr. Colder. He lets the characters proceed in their mission only if they first get incriminating evidence on the criminals and lure them into a meeting.

The team meets with Lt. Jenner to get a forged badge. Then it cracks the station's Data Bank to locate the evidence. The characters locate the evidence and set up the meet-

ing. With the criminals arrested, they proceed into Tsai Weaponry to rescue Dr. Colder.

Random Encounters: None.

Locations:

- 1 The team enters the station here.
- 2 Port facilities. The team is told that their ship is impounded.
- 3 If the team goes directly here, it meets Dr. Colder. The characters can talk to her, but don't try to grab her. She leaves in a Tsai Weaponry groundcar.

Luna Base continues...

4 The Copernicus police station. Do not go here if the team has triggered an alarm. Use the phone to contact Lt. Jenner instead.

5 Lt. Jenner's office. He wants the team to expose the criminal activities of Senator Koi, Police Chief McKay, and Mr. Tsai.

6 Chief McKay's office. If no alarm is going, the team can set up a meeting with the criminals by coming here with all the evidence.

7 Senator Koi's offices. The senator is out until the team arranges a meeting. Once the team discovers the nature of the evidence against Koi, they can find it here.

8 Supply shop.

9 A shop with luxury goods.

10 A tavern, rife with rumors about the criminals.

11 Police Chief McKay's house. If an alarm has been triggered, do not enter the house until instructed to by Lt. Jenner. Otherwise the police will be waiting.

12 The study where evidence against McKay can be found. The team will not know what to look for until it has studied McKay's computer file.

13 This training facility is unavailable while an alarm is going.

14 Public phones. Check in with Lt. Jenner and Scot frequently! Calling other people can reveal clues. When evidence is found against both McKay and Koi, call one of them to set up a meeting.

15 Tsai Weaponry headquarters. Until the team captures the criminals, the building is filled with PURGE commandos. It is a very dangerous place to try to force one's way into. It is best to leave when asked.

16 A branch of Giotto mining. The supervisor provides the team with demo charges if it uses the forged badge.

17 Data Bank. The team can search computer files here without a fight if it has the forged badge. Each of the three criminals has information in their files pointing to incriminating evidence in their homes or offices. The other files contain interesting information.

18 Mr. Tsai's residence. Beneath a statue of Atlas is a diary telling of his plans to unleash the plant gennies onto Earth.

19 Entrance to the main Tsai Weapons Labs.

TSAI WEAPONRY LABS

Synopsis: The team enters Tsai Weaponry Labs looking for Dr. Coldor. Unluckily, the PURGE cyborg has been working with the doctor, having convinced her that he worked for NEO. The doctor has been providing PURGE her expertise on the Matrix Device. In addition, she has developed a mutagen which gives plants a malevolent mobility.

As the team reaches the lab, they are confronted by the cyborg and Dr. Coldor. He thrusts her into the adjacent lab, then activates a security system, locking all doors and releasing the plant mutagen into all nearby labs.

When the characters rescue Dr. Coldor, she tells them about a rocket that the cyborg will try to escape in. If he succeeds, then he'll release the plant mutagen on Earth, causing widespread damage. The team must fight its way to the ship and prevent the plant mutagen from reaching Earth.

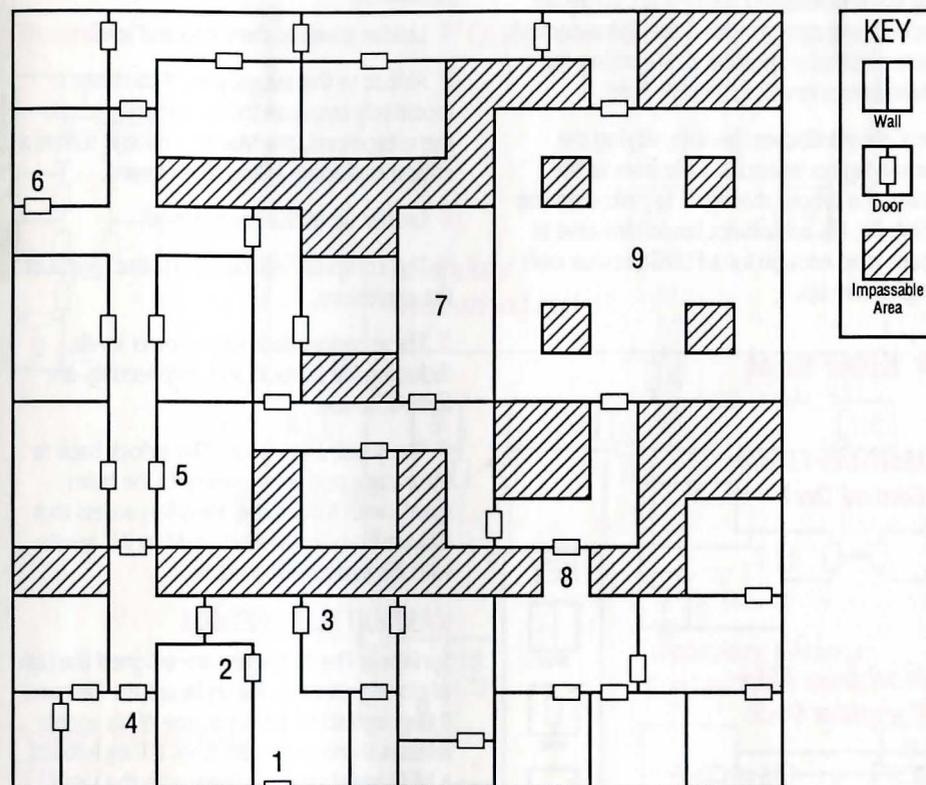
Random Encounters: Carniferns and PURGE commandos will attack throughout the lab.

Locations:

1 The team enters here and meets the cyborg.

2 Dr. Coldor was thrust in here by the cyborg. She is holding off some carniferns. After the team slays the plants, she shows off her prototype hummer which held the carniferns at bay. She says that another hummer prototype is at location 5. She heads

* Tsai Weaponry Labs



toward the rocket, telling the team to get there via the corridors.

3 Abandoned administration area.

4 If the team makes a successful Repair Electrical skill roll and knows about the hummer, it finds parts to repair it.

5 The lab containing the hummer. The device is very experimental and prone to breakdown. When it works, it keeps the carniferns at bay or forces them to retreat.

6 Storage room containing demo charges.

7 Main security control room. A successful Bypass Security roll allows the team to unlock all the lab doors.

8 Main lab control center. Successful Programming rolls allow the team to spray herbicide throughout the complex and disable the controls to the launch bay dome. The herbicide slays all carniferns. Disabling the dome forces PURGE to delay its launch until it can manually pry open the dome. Thus when the team arrives at location 9, fewer PURGE commandos are able to fight—the rest are stuck in the top of the dome.

9 Launch area. If the team succeeds in a Hide in Shadows roll, it can slip close to the rocket and surprise PURGE. The team sees Dr. Coldor slipping into the rocket as the battle begins.

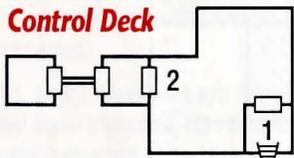
Tsai Labs continue...

If the characters are spotted, they first must fight a cadre of commandos then the remaining commandos and the cyborg. There are much fewer commandos if the dome controls were disabled at location 8. Surprising the commandos results in a single fight.

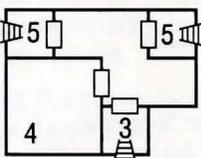
Dr. Coldor launches the ship, slaying the remaining commandos. Unknown to the team, the cyborg managed to hold onto the ship's fin. His equipment keeps him alive in space long enough for a PURGE rescue craft to pick him up.

* Killer Kane

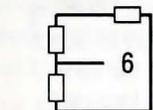
Maelstrom Rider Control Deck



Maelstrom Rider Computer Deck



Killer Kane's Rogue



KILLER KANE

Synopsis: After departing from Luna, a number of explosions render the Maelstrom Rider dangerously radioactive. The team must evacuate via the escape pod. This leads to a meeting with the infamous Killer Kane.

Random Encounters: None.

Locations:

- 1 Ladder down to the computer level.
- 2 Airlock to the escape pod. If the team repeatedly bypasses the opportunity to use the escape pod, the Maelstrom Rider suffers a critical explosion, killing all on board.
- 3 Ladder up to the control level.
- 4 The computer will not reveal the source of the explosions.
- 5 These connections to the lower levels, including life support and engineering, are too hot to use.
- 6 The scout ship Rogue. The airlock back to the escape pod is blocked until the team speaks with Killer Kane. He offers access to a RAM military installation on Mars if it assists with his assassination plans.

RAM BATTLER, DEIMOS

Synopsis: The characters are assigned the task of placing an explosive on board the Deimos. If they agreed to aid Kane, one of his agents releases them from detention. If they refused, a NEO agent contacts them with the same assignment. They must carry the detonation device to the secondary weapons control level and arm it in the command room there.

Random Encounters: None.

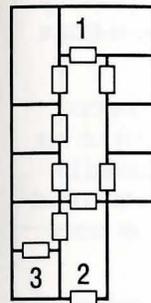
Locations:

- 1 Detention Cell. An agent, either of NEO or from Kane, unlocks the prison door and gives vague instructions.
- 2 Restricted access door. This doorway leads to the rest of the detention level, but the team is unable to bypass the security requirements.
- 3 Airshaft leading to the civilian or guest level.

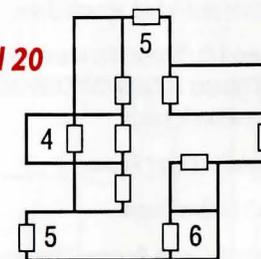
RAM Battler continues...

* RAM Battler, Deimos

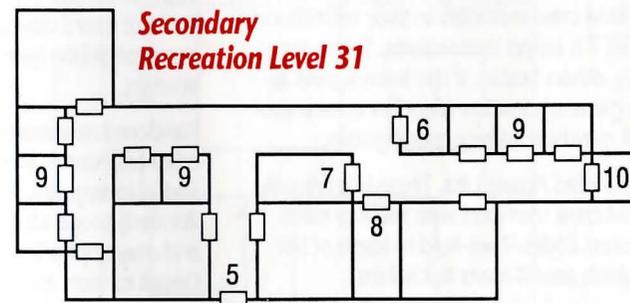
Detention Level 19



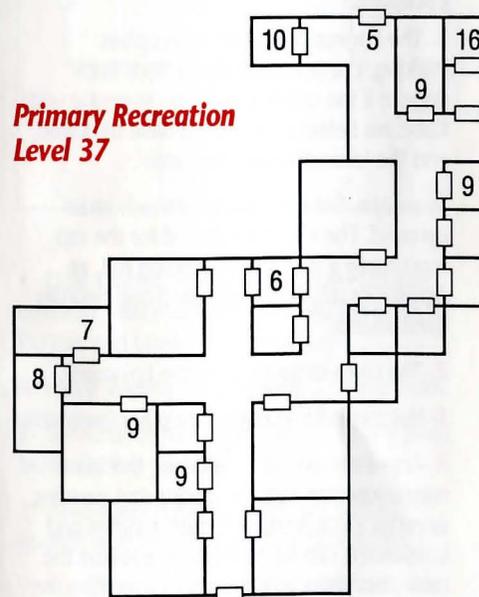
Civilian Level 20



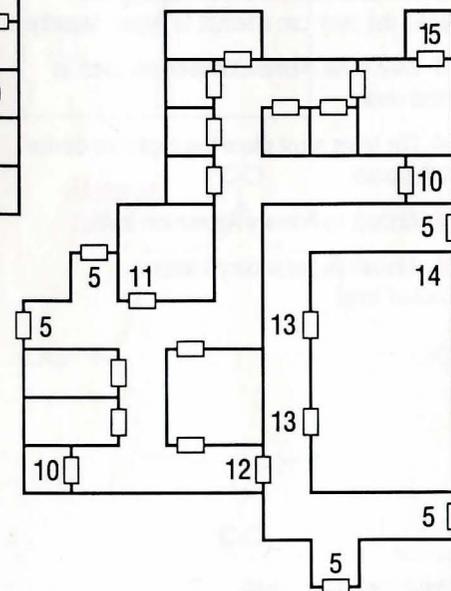
Secondary Recreation Level 31



Primary Recreation Level 37



Secondary Weapon Control Level 41



- 4 Airshaft leading to the detention level.
- 5 Another restricted access door.
- 6 Express Lift. These lifts were constructed to provide guests aboard the Deimos access to the recreation levels.
- 7 Women's Locker Room.
- 8 Men's Locker Room.
- 9 Reserved Game Rooms. The team interrupts RAM crew members in their recreational activities if it enters these rooms. Some are friendly, others hostile. If the team agrees to play a game against the friendlier crew members, it may hear some general gossip.
- 10 Restricted Access Lifts. These lifts are only for RAM crew members with security cards and access codes. They lead to levels of the ship which are off-limits to civilians.
- 11 Commander's Chamber. The characters encounter the commander of the Secondary Weapons Control. They can try to grab his RAM security card.
- 12 This door requires a RAM security card before the team can attempt to Bypass Security.
- 13 RAM crew members attack intruders at these doors.
- 14 The team must place the explosive device at this point.
- 15 Airshaft to Primary Recreation level.
- 16 Airshaft to Secondary Weapon Control level.

MARS PRISON

Synopsis: Knocked out by RAM, the characters wake unarmed on a featureless plain. Wandering, they stumble across Buck Rogers (and perhaps Killer Kane), also captured by RAM. The group must find a way to escape the strange cell.

The characters end up in a prison without guards or locked doors. All inmates run free through a maze of corridors, hounded by packs of guard dog gennies. The team must convince prison gangs to join in an escape attempt.

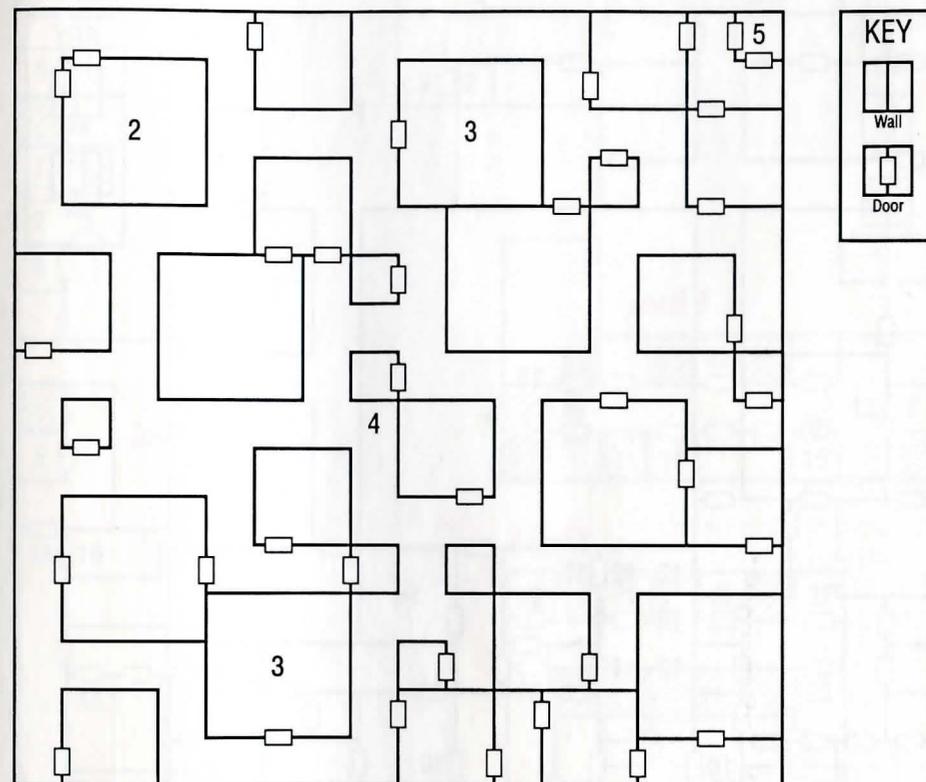
Random Encounters: On the lower level, the team encounters inmates, guard dog gennies and autosurgeons. The inmates are Desert Runners, Lowlanders or renegade Terrines, and may appear in pairs or in large gangs. Desert runners and Lowlanders can be persuaded to follow the team.

Locations:

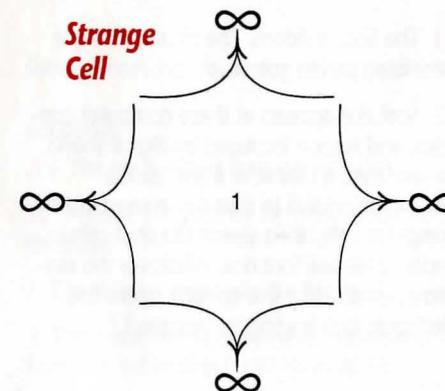
- 1 The Envirocell is a featureless plain. Walking, the team eventually finds Buck Rogers; if the team refused to cooperate with Kane, his nefarious plans will have backfired, and the team discovers him also.
- 2 To escape, the team must form a human pyramid. The character picked for the top must make a successful Climbing roll, an Acrobatics roll, and duel guard dog gennies barehanded.
- 3 The team emerges from the Envirocell.
- 3 Hatches leading down into other Envirocells.
- 4 Anywhere on the lower level, the team may encounter inmates, guard dog gennies, or robot autosurgeons. Desert runners and Lowlanders can be persuaded to follow the team, and help fight the robot guarding the exit at location 5.

* Mars Prison

Level 1



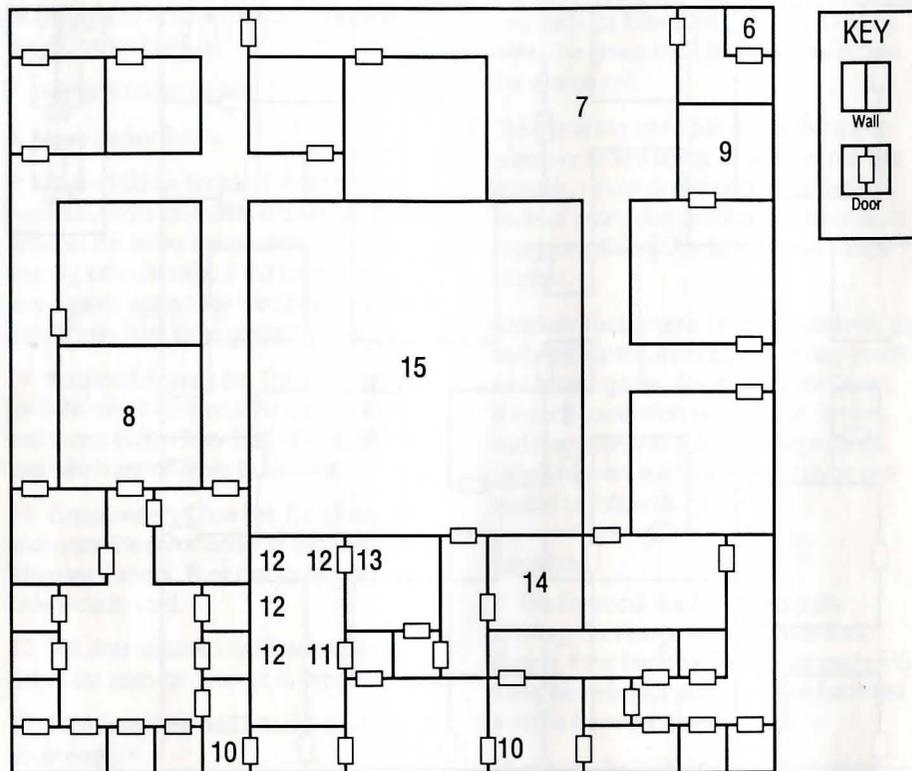
- 5 Guard robot. The team will have trouble defeating this robot without help from Desert Runner and Lowlander gangs!
- 6 Hatch leading from location 5 to this room.
- 7 Surveillance room. The team and any allies battle Terrine guards.
- 8 Interrogation room. The team battles guards, and frees Natbakka, a Stormrider.
- 9, 10 The team recovers its weapons in the Exhibit Room at location 9, and uses them to open the locked doors at location 10.



Mars Prison continues...

* Mars Prison (cont.)

Level 2



11 The Secure Room. The characters fight remaining prison guards.

12 Scot.dos appears at these computer consoles, and is soon besieged by digital sharks. To save him, a character must use his Programming skill to shut down most of the computer cells, then search the shut cells to find and release Scot.dos. Whatever the outcome, concluding this episode opens the electronic lock leading to location 13.

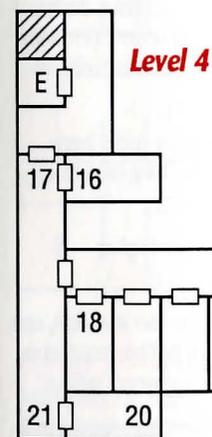
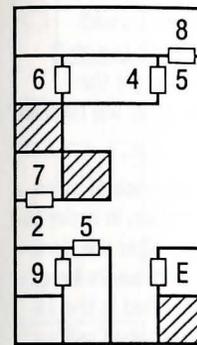
13 RAM reinforcements attack. After they are defeated, Buck rejoins the characters, and asks them to escort him and Natbakka to location 14.

14 The Power Room. The team fights RAM reinforcements in the hall outside this room.

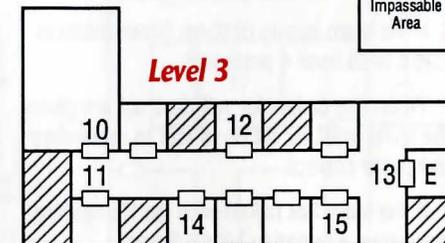
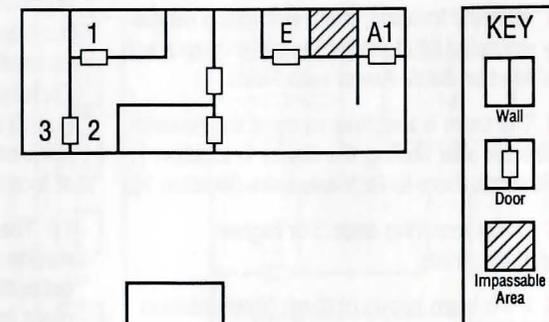
15 Once prison power is cut, a NEO cutter appears in this courtyard. The escapees climb aboard and blast off for Salvation.

* NEO Installation

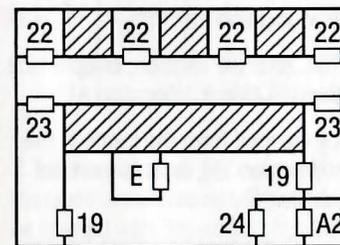
Level 2



Level 1



Level 5



NEO INSTALLATION

Synopsis: The team is sent here to locate a spy. It must search the base for clues and frequently consult with the director. As the team closes in on the spy, RAM invades the base. Eventually, the spy is captured and the base is evacuated. Before leaving, the team must set the self-destruct sequence and leave through the emergency escape hatch.

Random Encounters: After the RAM invasion begins, the team meets various detachments of RAM forces, including RAM warriors, assassins,

gennies, robots, and guard dog gennies.

Locations:

A1 The team enters through Airlock 1.

A2 Airlock 2 is used by RAM to invade the base.

E The elevator connects the five levels.

1 The team uncovers a mysterious device. Take this to the director at location 16.

NEO Installation continues...

2 Doors requiring code 1 or higher security passes.

3 After the invasion, the team finds a mortally wounded NEO soldier. He gives them a suit of Martian Battle Armor with Fields.

4 The team is sent here to meet the research director after finding the device in location 1. He sends them to Dr. Hampshire (location 9).

5 Doors requiring code 3 or higher security passes.

6 If the team knows of them (from location 15), it finds level 4 passcards.

7 When the orders for self-destruct are given, the team must escort an officer to secondary computer control.

8 If the team has talked with Dr. Hampshire, it can gain a Lunarian Mono Sword.

9 Dr. Hampshire implicates Zachary Cebert as the spy. This information should be taken to the director (location 16).

10 Dance hall. After the invasion, civilians hide here. Take them to Airlock 1 (location A1).

11 If the spy escaped from the battle in the men's room (location 15), he is found here with reinforcements.

12 Zachary Cebert's room contains a paper with the password 'elroy' and a team of RAM assassins.

13 If the team hasn't located the device from location 1, a guard suggests searching the basement. During the invasion, a RAM force awaits the team.

14 The team leaves through the emergency escape hatch after it sets the self-destruct.

15 If the team has been alerted to strangers (location 17) and been to Zachary's quarters (location 12), a RAM spy talks to the team. If the team succeeds at Fast Talk it gains the last piece of information needed to convict Zachary. Otherwise, it must fight the spy's guards and chase him down to get the document. Take the document to the director at location 16.

16 The director is here. Each piece of information should be brought to him in order to get authorization to proceed. After the document from the men's room is brought here, RAM invades. The director is killed in the initial assault, but reveals the password 'wilbur.'

17 If the team found the mysterious device at location 1, but not the document (location 15), a guard mentions suspicious activity on the crew level.

18 After the invasion, Zachary hides here with a contingent of guards. Take him to a cell (location 22).

19 Doors requiring code 4 or higher security passes.

20 The main computer. After the invasion, use the computer to seal Airlock 2. This requires a Programming roll and the password 'wilbur.'

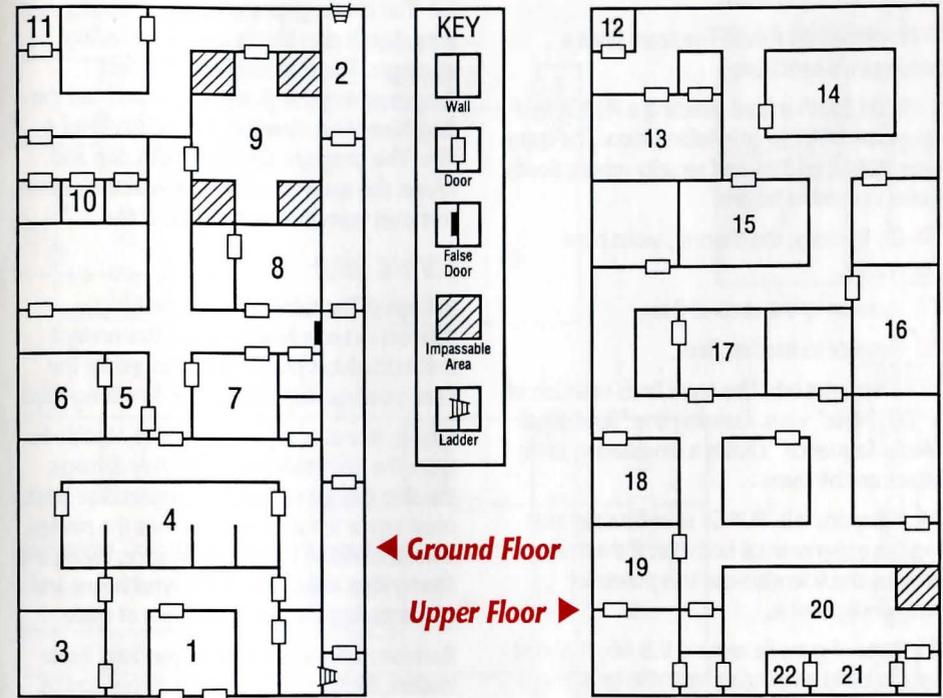
21 Guards prevent the team from using this door until the invasion has begun.

22 These are jail cells. The spy must be placed in one.

23 The guards refuse the team entry unless it has the spy.

24 After the civilians have been rescued from the dance hall (location 10), the team can eliminate the first wave of RAM warriors. Afterward, the team is instructed to set the base self-destruct. It must go to secondary computer control (location 7), then to main computer control (location 20).

* PURGE Headquarters



PURGE HEADQUARTERS

Synopsis: Dr. Jerrod Malcolm, a PURGE scientist, is working on an explosive/radioactive gas required for the Matrix Device. The team must enter PURGE Headquarters and retrieve the scientist's notes. Also, Dr Romney, the Mercurian theorist, is held prisoner here.

Random Encounters: After the alarm is raised, PURGE guard teams attack on the ground floor, and PURGE guard forces and PURGE scientists attack on the second floor. The alarm is raised when the team enters into combat and in other situations as noted below.

Locations:

1 The lobby. The team meets the receptionist. Failing a difficult Fast Talk attempt brings in PURGE guards and raises an alarm.

2 Entering through this maintenance tunnel, the team faces three security doors. These must be opened with Bypass Security, otherwise, security robots attack and the alarm is raised.

3 Cafeteria. Before the alarm is raised, PURGE members dine here. The team overhears rumors about PURGE internal politics. Attacking the guards raises the alarm.

4 Clerks rush around.

5 Hanibl Sooth's secretary. He calls the guards and raises the alarm.

6 Hanibl Sooth's office. The team finds a letter from the PURGE leader, Sid Refuge. A video monitor shows views of the labs upstairs.

7 The PURGE propaganda department is

having a meeting here. If the team waits, it gains information about PURGE. The propagandists raise the alarm.

8 Printing press room. The team finds a propaganda brochure.

9 Hanibl Sooth is here directing a PURGE field operation. WAIT to gain information. The team faces PURGE soldiers and security robots. Sooth leaves as combat begins.

10 Dr. Romney, the theorist, waits here for rescue.

11 Elevator to the second floor.

12 Elevator to the first floor.

13 Computer lab. The team finds mention of a "Bug Nine" virus. Running the "Subliminal Media Sequence" causes a devastating sonic attack on the team.

14 Weapons lab. PURGE scientists are testing the experimental bolt rifle. If the team attacks, the scientists use this powerful weapon against it.

15 Parts of guns lie around this lab. A character can build a Lunarian laser rifle by successfully Repairing Weapons.

16 A chemist working on a poisonous gas. If the team attacks, he knocks over a beaker containing the gas which fills the room. The team must Move Silently to capture and interrogate him.

17 Media lab. PURGE scientists discuss subliminal mind control techniques.

18 Computer lab. The team finds information about the anti-digital-personality-virus, Bug Nine.

19 The team enters just as Hanibl Sooth finishes uploading his personality into the PURGE computer. He attacks with PURGE technicians and guards.

20 Scientists attack the team. After the battle, Dr. Malcolm attacks using grenades made from efanite, the radioactive/explosive gas.

21 Sooth.dop attempts to shut down the PURGE computers.

22 The characters can use the computer here. Sooth.dop blocks any downloading attempts. The character with the best Programming skill should access and run the Bug Nine Virus stored in the security level 4 files. The program destroys Sooth.dop and allows the team to retrieve Dr. Malcolm's efanite notes from the security level 2 files.

LIVING SHIP

Synopsis: The team travels to the Fungus Asteroid to meet Natbakka, the Stormrider it met in the Mars prison. She arranged for the team's transportation to Jupiter on a living ship.

Pirates, however, hijacked the ship. Unable to work the Stormrider controls, they damage the ship greatly with sonic stunners. The team must repair the ship and convince the pirates and Stormriders to form an alliance, giving the Stormriders allies against the Amaltheans and guaranteeing the pirates a source of trade.

Random Encounters: Pirate warriors, Pirate leaders, Pirate combat robots, Hyper-scorp.

Strategy Notes: There are several ways to approach this adventure: 1) Come in with guns blazing and wipe out the pirates. This route leads to many tough battles. 2) Forge an alliance between the Stormriders and pirates. This earns higher Experience Points and the pirate's aid in the final battle on Amalthea. 3) Play the game of betrayal, siding with the pirates at one point and the Stormriders at another to speed your journey. The risk is that the team arrives at Jupiter without a friend to its name.

Locations:

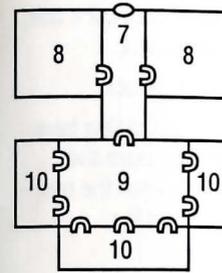
Fungus Asteroid Base

1 Boarding tube. If a character succeeds at the skill rolls in location 4, the team enters the ship through this boarding tube.

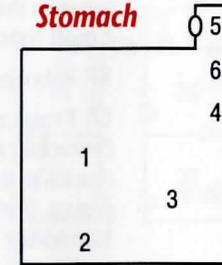
Living Ship continues...

* Living Ship

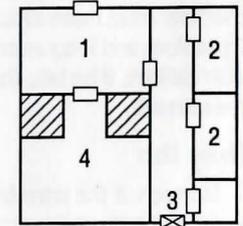
Level 1 - Propulsion Area



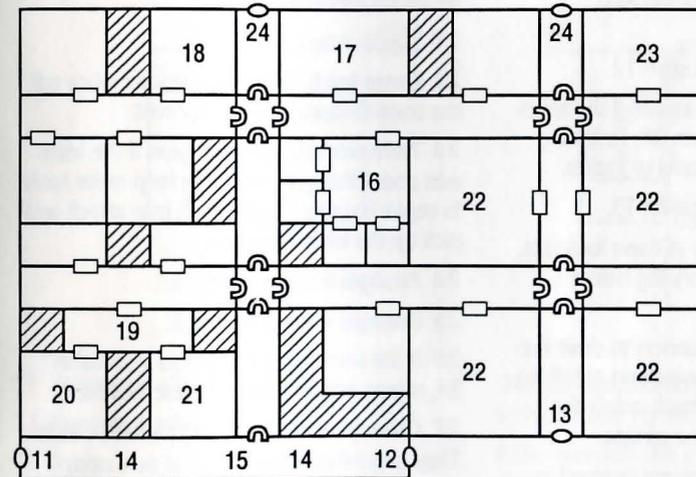
Level 1 - Stomach



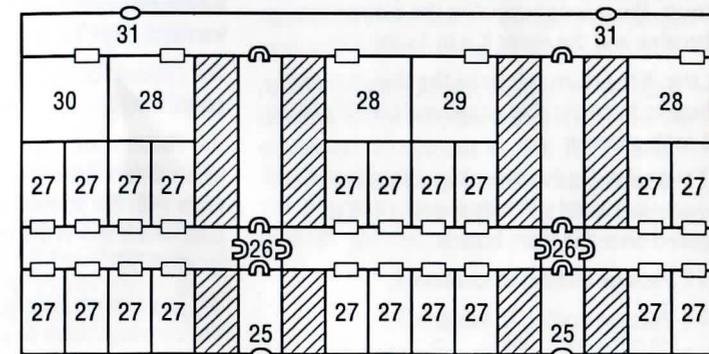
Fungus Asteroid Base



Level 2 - General Quarters



Level 3 - Crew Quarters



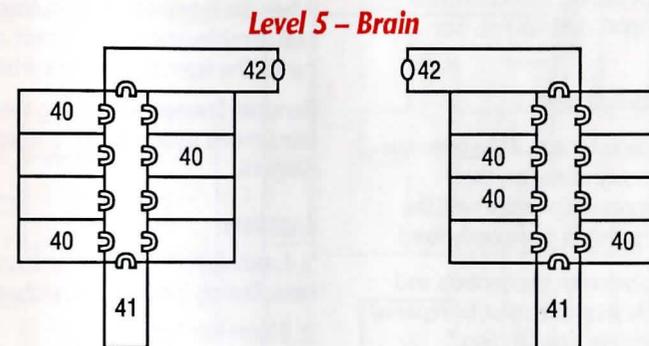
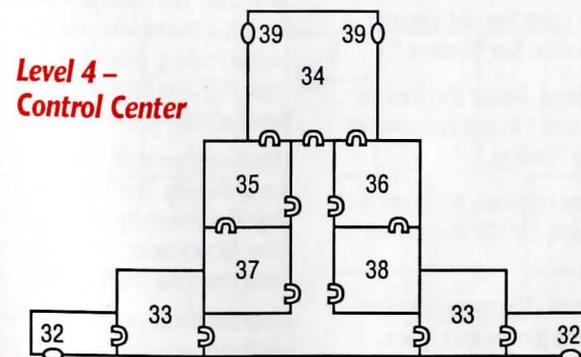
- 2 Crew quarters
- 3 Entrance to Stormrider quarters
- 4 Control room. The living ship is on a crash course for the asteroid. To avoid collision, a character must make successful Commo Operations and Programming rolls. This is VERY difficult. If he fails, the ship swallows the asteroid.

Living Ship

- 1 Stomach. If the team failed the skill rolls at event 4, it ends up here.
- 2 Wreckage from the Maelstrom Rider.
- 3 Hyper-crabs and Hyper-scorpas attack.
- 4 Natbakka's body is here if the ship swallowed the asteroid.
- 5 This passage leads to location 12.
- 6 Pirates gather for a final assault if the team vented the pirates at location 38. Defeating them allows the team to travel to Jupiter.
- 7 This passage leads to location 13.
- 8 Propulsion equipment is at these locations. Fix this equipment using Jury Rig before going to the bridge.
- 9 Technicians use sonic stunners to drive the ship. Gain information by watching or talking to them. Later, the techs attack unless the team is cooperating with the pirates.
- 10 The ship's nerve endings are exposed in these areas. The more nerve damage the team treats, the more cooperative the Stormriders become and the easier it is to fix the ship.
Later, if the team fails to fix the ship, it returns here to force the ship to move. This REQUIRES a sonic stunner.
- 11 Boarding tube. The team arrives here if it made successful skill rolls at event 4. It is sealed once the team boards.
- 12 Passage leading to location 5.
- 13 Passage leading to location 7.
- 14 Pirates attack at one of these locations.

- 15 The team hears pirates. Successful Follow rolls lead it to location 16.
- 16 Pirates have imprisoned Stormriders here. The team may begin to forge an alliance between the pirates and Stormriders. If it fails, it must fight to free the Stormriders.
- 17 Robot repair room. Robots attack.
- 18 Pirates and Stormriders are fighting here. Distracting the pirates gives the team the chance to establish a truce between the two groups. They tell the team about the Stormriders at location 17.
- 19 Sick bay.
- 20 Autodoc. If it is repaired, the team may return for medical treatment.
- 21 Supply room.
- 22 Cargo holds. With a successful Notice roll, the team finds random equipment.
- 23 Techs working on some gear. If the team asks about the gear, the techs help make tools to repair the ship; or the team may attack and pick up the tools afterward.
- 24 Passages leading to level 3.
- 25 Passages leading to level 2.
- 26 If the team killed the pirates at location 34, robots attack at one of these locations.
- 27 Crew quarters containing pirates or techs. They give information.
If the team vented the pirates at location 36, it either encounters pirates who survived the vacuum, or pirate bodies.
- 28 Officers' quarters. The team finds a pirate's log book.
- 29 Pirates discuss their plans. The team must either defeat them or convince them to cooperate with the Stormriders to get the security pass which allows the team past the robots at location 33.
- 30 Stormriders hide from pirates. The team can convince them to cooperate with the pirates.

* Living Ship (cont.)



- 31 Passages leading to the bridge.
- 32 Passages leading to level 3.
- 33 Robots wait at these locations. If the team does not have the security pass from location 29, it faces several waves of robots and pirates. Fighting alerts the pirates and eliminates the option to talk to them at location 34.
If the team fought the pirates at location 34, robots attack.
- 34 Pirates and techs attempt to hook up a device to the ship. If the team has not successfully talked to any pirates or techs on the lower decks, they attack. If it has, the team can offer to help repair the ship in return for passage to Jupiter. The pirate captain's recep-

tiveness depends on how many pirates and techs the team befriended.

If the team kills the pirates, it may destroy their equipment. If it hooks up the pirates' device instead, all Stormrider equipment is disabled and the team must go to the propulsion area to get the ship moving.

After the pirates accept the deal or the team destroys the device, the team must repair the equipment at locations 41, 35, 36, 37, and 38. Note: first fixing the equipment at location 8 increases the chance of successfully repairing the ship.

35 Communications systems. The team must convince the Stormriders to form an alliance with the pirates if the team has not already turned against the pirates. See "Ending."

36 Navigational systems. Repair the sensors at location 37 first in order to get coordinates to input a course. See "Ending."

37 Sensors. If they are repaired, the team is given the ship's position, for use at location 36. See "Ending."

38 Life support systems. The team may use the controls to vent the pirates into space. This greatly lowers the number of pirates in the final battle. Of course, the team must repair the life support controls first. See "Ending."

39 Passages leading to level 5.

40 Areas of damaged tissue. If the team successfully treats enough damage, the Stormriders are more cooperative with the team later and the ship is more easily fixed.

41 Connections between the controls and the ship's brain. At least one must be repaired for the ship to operate. See "Ending."

42 Passages leading to level 4.

Ending

If the team forged an alliance between the Stormriders and pirates, it is shown to private quarters to wait out the long trip to Jupiter.

If the team vented the pirates, the Stormriders direct it to the stomach where the last of the pirates await. Otherwise, the pirates attack, trying to regain control of the ship.

If the team is working with the pirates, the Stormriders attempt to regain control. The team has a last chance to make peace between the two factions; or may fight with one of the groups. Choosing the pirates has disastrous results.

STORMRIDER UNIVERSITY

Synopsis: The team arrives to convince Dr. Makali, a Stormrider scientist, to return to the Matrix Project. She refuses, saying that she must stay and help her people in their resistance against the Amaltheans.

The Amaltheans attack and the team defends the university. The invaders intend to sabotage the university dorms, library, computer core, laboratories, and classrooms. The team must confront them at all these locations.

After the battle, a leader of the Stormrider resistance approaches the team with a plan to destroy the Amalthean Genetics Foundation. When the team returns from Amalthea, Makali rejoins the Matrix Project and accompanies the team to Leander's orbital lab.

Random Encounters: During the attack, the team meets squads of the invaders and Jovian dragons.

Locations:

1 Landing pad. The team enters and leaves here. During the attack, Amaltheans hold it.

2 Stormrider labs.

3 The team meets Dr. Makali before the battle. Afterwards, Amaltheans release her genetic creations. Winning the battle here completes the laboratories encounter.

4 Dorm rooms.

5 The team doesn't have the passcard necessary to operate these elevators.

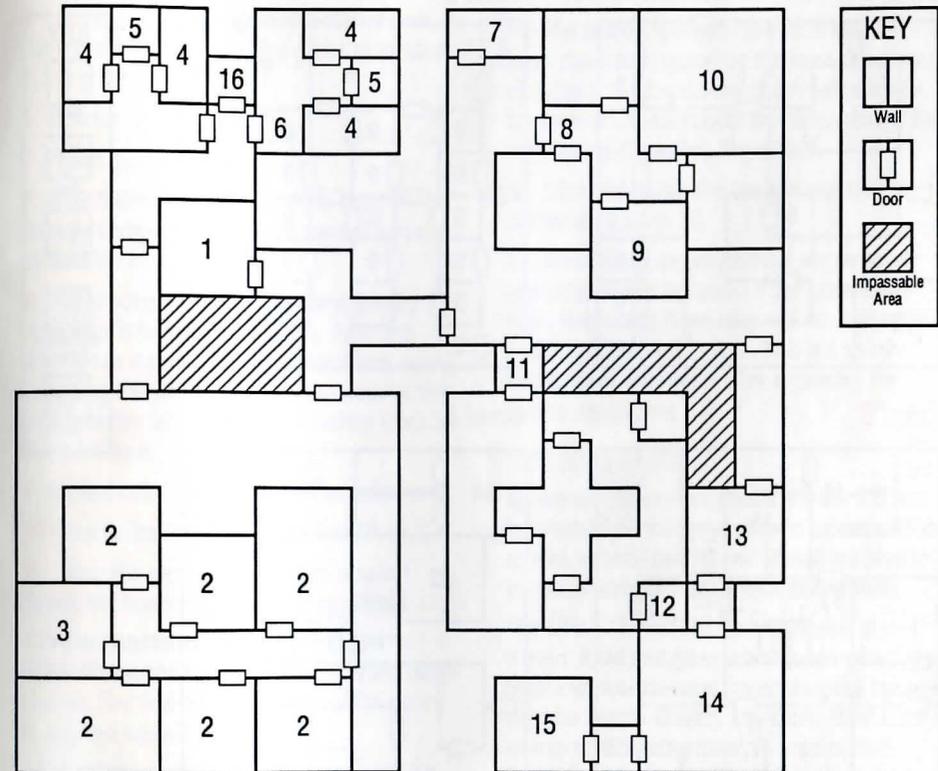
6 The Amalthean squad attacking the dorms confronts the team here. This battle constitutes the dorm encounter.

7 The team may train here before and after the invasion.

8 Classroom complex. During the battle, the team should attack an Amalthean squad shooting into a classroom.

9 If the team doesn't battle the Amaltheans at location 8, they are here.

* Stormrider University



10 Amaltheans hold a classroom hostage. Charge the Amaltheans to save the professor from execution. Fighting this squad and the one at location 8 completes the classroom complex encounter.

11 An Amalthean bomb squad runs past the team here. Attack them, then interrogate the downed soldier. He reveals the disarm code for the bomb at location 12.

12 A time bomb has been set here to destroy the computer core. A character with high Demolition skill should disarm the bomb. The team may also enter the code from location 11. If the team leaves the area after meeting the soldiers at that location, the bomb

explodes. Dealing with the bomb completes the computer core encounter.

13 Library room.

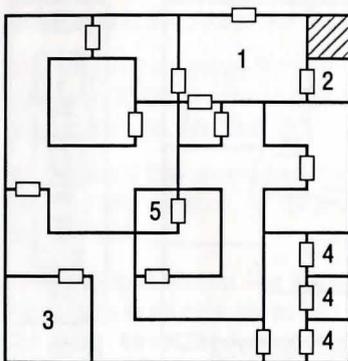
14 The team fights an Amalthean squad burning the books. This battle completes the library encounter.

15 The fire from location 14 has spread here. A character with high Jury Rig skill should repair the sprinkler controls. Failing this, the room is engulfed in flames.

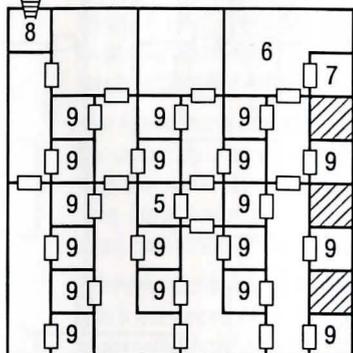
16 The student store.

* Genetics Foundation Building

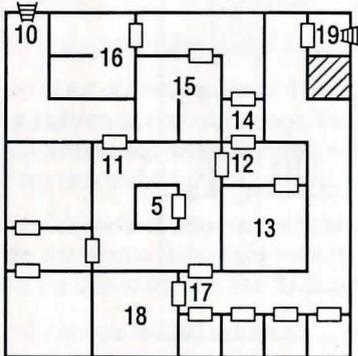
Level 1



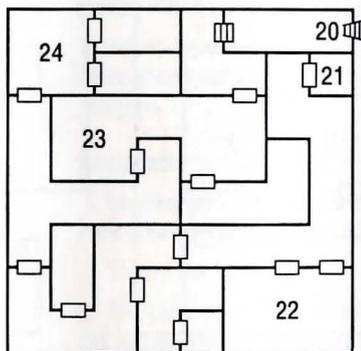
Level 2



Level 3



Level 4



GENETICS FOUNDATION BUILDING

Synopsis: The team shuttles to Amalthea, one of Jupiter's moons. Tsubulu brings the team to the Genetics Foundation building. Upon entering, the team is scanned and the wasphopper grubs are found. A stunner field immobilizes the team. It is stripped of equipment and brought before the CEO, Mario Quinn.

The team escapes when Stormriders sabotage the guard robots. The team recovers its equipment and the grubs. The team must shut down the Foundation's security, find the genetics labs, deliver the grubs to the grow tanks and return to the air lock.

Random Encounters: The team faces security robots and Amalthean guards. After knocking out the remote robot control center, no robots attack. Wasphoppers aid the team after they emerge from the grow tanks.

Locations:

- 1** The team enters through this air lock. It is disarmed and brought to location 22. After it completes its mission, Tsubulu picks the team up here.
- 2** Elevator to the fourth floor. Security deactivates it.
- 3** The wasphopper grubs are stored here in

suspended animation. A medic with high Life Suspension skill should remove the grubs.

4 Life suspension equipment is stored here. If the team failed to revive the grubs at location 3, bring them here.

5 Elevator to floors 1-3.

6 Prison guards attack.

7 After the team deactivates this main security computer, computer control is routed to location 8.

8 The processor of the secondary security computer is hidden in this shaft. After the team shuts it down, all electronic doors open, including the prison cells and the door to the high security labs on floor 3. A ladder leads to the third floor.

9 Locked cells holding Stormrider prisoners.

10 Ladder leading to location 8 on floor 2.

11 After the security computers are shut down, the team meets freed Stormriders.

12 The door to the north can only be opened after the security computers are deactivated. The first time the team tries to open it, a guard squad responds.

13 Communications center. Guards call for reinforcements. Attack to keep the reinforcements from arriving.

14 Amalthean guards attack.

15 Genetics lab 1. The grow tanks are drained and useless.

16 Genetics lab 2. The team may toss the wasphopper grubs into the grow tanks. This completes the mission. Proceed to location 1 to leave.

17 The north door is locked during the early part of the adventure.

18 The team's equipment is stored here. Immediately after the team rearms, Amalthean soldiers attack.

19 Ladder leading to floor 4.

20 Ladder leading to floor 3.

21 This express elevator is deactivated.

22 The team is brought here from location 1. Soon, the robots guarding the team deactivate, allowing it to escape. After the Amaltheans fix the problem, these robots are reactivated. If the team enters the room, they attack.

23 Stormriders tell the team about the ladder at location 20.

24 Amalthean security robots are remotely operated from this room. If the team eliminates the robots here, they will no longer face random robot encounters. This is a tough battle. Only attempt it after regaining the team's equipment.

JUPITER FINALE

Synopsis: Stormriders shuttle the team down to a heavy-gas mining rig low in Jupiter's atmosphere, where Leander and Makali are preparing the Matrix Device for Crucible ignition.

The Living Ship descends and hovers above the rig. RAM and Mercurian troops seized the Ship and now besiege the rig, hoping to capture the Matrix Device. The team must repel a variety of different strategic assaults, then ignite the Matrix crucible to win the game.

Random Encounters: You may meet students, Amalthean warriors, and Jovian dragons.

Locations:

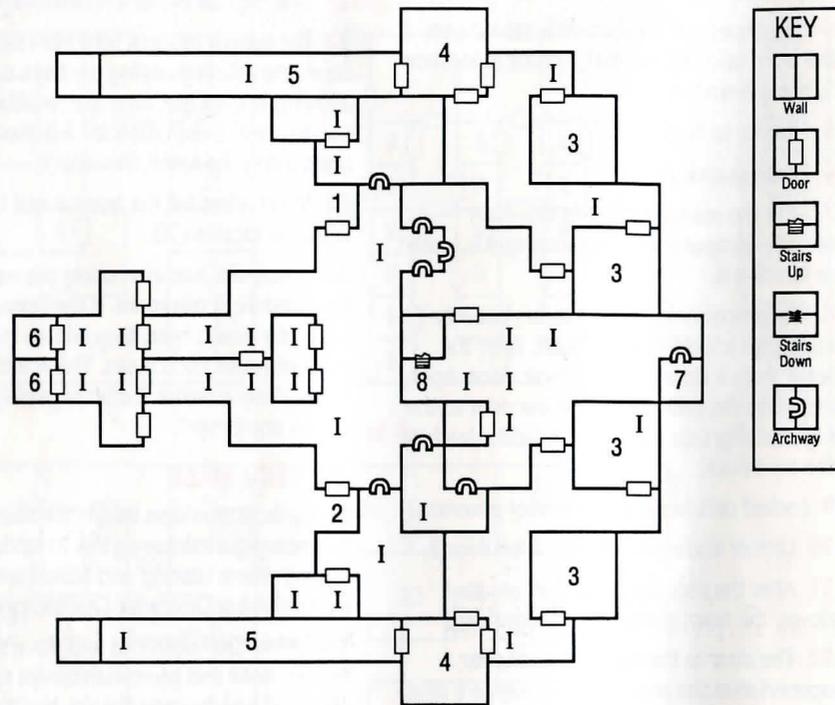
1, 2 Landing areas for Stormrider shuttles; one drops the team off at 1. After the Living Ship appears, the team is summoned to either of these decks to repel RAM invaders.

3 Storage bins containing crystalized mined gases. The crystals may harbor squidlike parasites.

4 Power rooms.

5 Power pods. Eventually the team must search these pods for mines planted by RAM saboteurs.

* Jupiter Finale



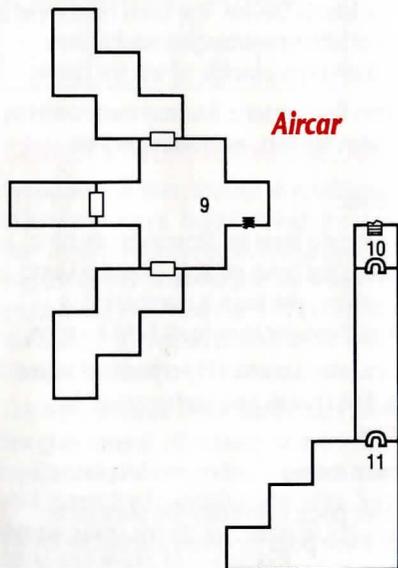
6 Autosnares. Automatic safety net launchers recover items blown off the rig. The team may discover RAM weapons here after battles on the shuttle decks. After a character attempts to jetpack to the Living Ship, the team recovers him or her here.

7 Nest of the Rig Boss, Nikita. Check in with Nikita from time to time to gather information about what is happening on the rig.

8 Hatch leading to the aircar suspended below the rig.

9 The aircar. Leander and Makali, aided by rig robots, are here assembling the modules of the Matrix Device. Check on the scientists frequently.

After ECGs attack, the team retreats here and uses efanite gas to destroy the ECGs.



After disarming the mines, the team descends in the aircar to ignite the Crucible of the Matrix Device.

10, 11 The Living Ship. A character uses a RAM jetpack to fly with Makali up to the access hatch at 10. Entering the Ship's Brain at 11, the character battles the RAM techs controlling the Brain, while Makali enables the Ship to free itself from RAM control. Once this is completed, the two characters fly back to the rig.

I Infiltrators. Searching these squares may flush out infiltrating RAM forces.

SHIP COMBAT TACTICS

When combat begins, place the rocket jock with the best Pilot Rocket skill in command. To optimize your salvage chances, close with the enemy as soon as possible and board. To board an enemy ship, it must either have no Controls, no Engines or no Fuel. Closing also prevents the enemy ship from fleeing. Any ship that retreats beyond range eight will escape.

The pilot controls the K-Cannon and Missiles and should target the Control system every round that he is within range. The other characters control lasers and should target the enemy's Weapon system only.

Use the Reload option whenever it comes up. Keep the K-Cannons and Missiles fully loaded.

Whenever Engine, Control, or Hull systems on the team's ship go below half of their starting value, have a character perform a Jury Rig on that system. If a K-Cannon or Missile is damaged, Jury Rig it immediately.

LOG ENTRIES: TRUE OR FALSE?

The following log entries are true:

1, 2, 4, 5, 7, 9, 10, 12, 13, 14, 16, 17, 20, 23, 24, 26, 28, 29, 30, 33, 35, 36, 37, 40, 41, 43, 44, 46, 47, 48, 50, 53, 55, 56, 59, 61, 62, 63, 66, 67, 69, 70, 71, 73, 74

TACTICAL COMBAT TACTICS

The key information to remember is to protect the Medic. Move him out of sight of all enemies if possible. Without a conscious medic, no one will regain any hit points between battles, and soon all of the characters will be too weak to survive a combat.

Always concentrate fire on the same target. An enemy with one hit point can fire as effectively as an enemy with full hit points. Move characters with poor armor classes behind cover.

Unless the enemy has grenades, close to short range for guns, using cover when possible. If the enemy is using grenade launchers, plasma throwers, or rocket launchers, spread the team out or get in between the enemies. If the team is equipped with these weapons, pull it back and use them against concentrations of enemies.

The best weapons are those with high rates of fire. Needle guns work against anything and six shots per round make them likely to inflict damage. Rocket pistols inflict the most damage, but their smart shells can often be fooled by enemies. Warriors specializing in these weapons are especially deadly.

If the enemy is using lasers and the team is not, use aerosol grenades to protect the team. Use chaff grenades if the enemy is using rocket pistols or rifles; grenades; or plasma throwers and the team is not.

If a warrior has high strength (18 or better), equip him with a mono sword or polearm and have him close to melee the enemy. The additional damage is as effective as a ranged weapon.

If the battle is going badly, try to pull the team through a doorway out of sight of the enemy and set all characters to guard status. The enemy will trickle through the doorway, allowing the team to pick them off one at a time.

LOOK BEHIND YOU.

If you actually looked, you probably didn't see anything particularly life-threatening. At least not this time. But next time there could be a RAM Combat Gennie back there, or a well-hidden escape route!

Face it, if you're going to make it through SSI's **BUCK ROGERS: MATRIX CUBED** Sci-Fi Role-Playing Game in one piece, you're going to need eyes in the back of your head!

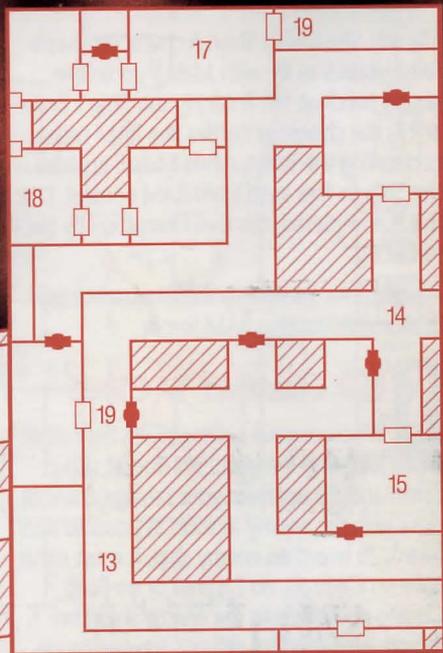
Or this Clue Book.

The **MATRIX CUBED CLUE BOOK** will keep you out of trouble – it's your ticket to success!

Here's what's inside:

- * **Detailed maps** for the entire game, including locations of all major events in the adventure.
- * **Combat tips** that allow you to defeat even the toughest opponents.
- * **Lists of skills** which are useful, and where to use them.

MATRIX CUBED CLUE BOOK.
DON'T LEAVE THE AIRLOCK WITHOUT IT.



Highly detailed maps like these will guide you through the game, right up to the final battle and the ignition of the Matrix Device!



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