

You Are Now

JEAN G. CLERC

Do Not Open
Until Instructed
To Do So!

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Character Booklet

STAR SAGA: TWO™
The Clathran Menace

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

You Are Now

JEAN G. CLERC

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

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

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

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

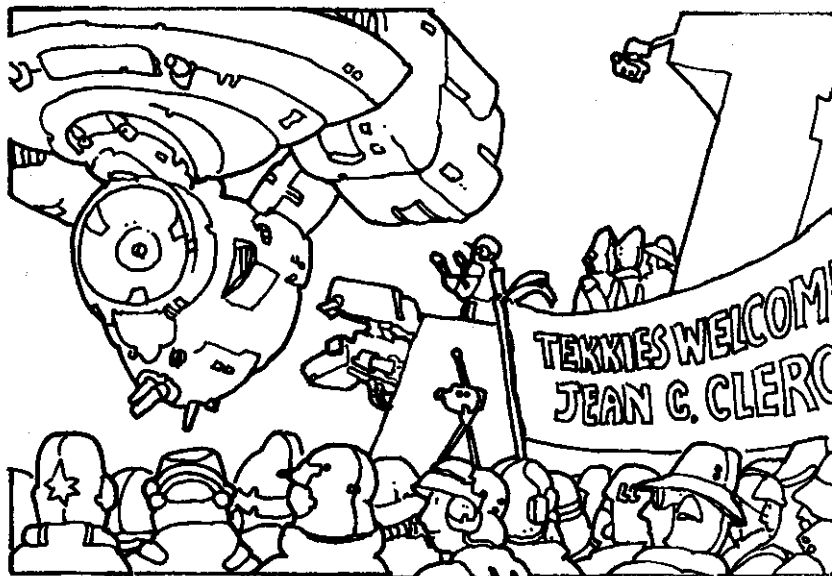
You may also wish to refer to the *Host Guide and Player Reference Manual* for more information. The manual contains directions for setting up the game components, helpful hints, a comprehensive version of the Rules, a guide to the Computer Game Master, and other reference materials.

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

Jean G. Clerc

You are Jean G. Clerc, spaceship engineer. Six years ago, in search of new technology and engineering challenges, you went into space. Your ship, the *Run Amok*, was little more than a short-haul freighter "borrowed" from your former employer, S. T. Enterprises. It didn't matter. You knew that in your expert hands the ship would soon realize her true potential. You had plans for her. These plans would take you to dozens of worlds and see the *Run Amok* transformed into the ship of your dreams.

Ever since you were a child, you have been good with your hands. But it's really your mind that makes your hands so effective. You have an instinctive understanding of machinery, from pumps to warp drives. You can identify and repair weak links in almost any system. Your instincts were backed by a keen grasp of mathematics and physics, and long experience with materials and dynamics. These qualities were more than enough to make you the top engineer in one of the top space engineering firms on the Nine Worlds.



Your dream was to use your skills and resources to create a true starship. For you, space was always the greatest engineering challenge. You wanted to meet that challenge with style. You wanted to build a ship that would prove to everyone that space was a frontier to be conquered, not a terror to hide from.

Unfortunately, the technology necessary for the kind of starship you dreamed about didn't exist on the Nine Worlds. Three hundred years of isolation behind the Boundary had taken their toll. Even worse, no one was willing to support research to improve the situation. Only smugglers practiced interstellar flight outside the Nine Worlds. Building a better spaceship was considered unnecessary at best.

You were determined nevertheless to find the advanced hyperdrives, sensors, shields, and weapons you wanted. You learned that exotic technology was available on distant worlds. To acquire it you would have to travel outside the Boundary, to the lost colonies inhabited by smugglers and the alien planets beyond.

The risk was worth it. It was even worth stealing the *Run Amok* from S.T.E. headquarters. If you could return to the company with new and superior hardware for their exclusive development, they would surely forgive you one small cargo vessel.

Your travels took you far and wide across the area of the galaxy known as the Fringe, and the *Run Amok* soon became a proud and powerful ship. In the process you explored many strange new worlds, and learned surprising new abilities.

As your ship took on the shape you desired, you found a new technical challenge as well. You wanted to build a Jump Engine.

Actually, Jump Engines are not uncommon in the galaxy. Cargo-hauling drone ships using Jump Engines are found on many worlds. They travel almost instantaneously to any place for which precise coordinates are known. But the Jump Engine is lethal to any living organism. Every intelligent being who has ever tried to travel by jump ship has died. No one knows why. The ship and cargo are always undamaged, and there's never a sign of injury to the unfortunate passengers. Whatever the cause, it destroys most living things and even some sentient-level computer systems.

You suspected that the technology to build a Survivable Jump Engine didn't exist in the Fringe. The next place to search was the galactic Arm. To reach the Arm you needed a tri-axis hyperdrive, which required a rare component known as a Flame Jewel.

At this point you would have had to give up. Flame jewels are so rare that no more than about half a dozen exist in human hands. But a secret organization calling itself the Institute for Space Exploration shared your interest in the Survivable Jump Engine. The I.S.E. gave you a Flame Jewel.

Building the tri-axis drive was not terribly difficult with the Flame Jewel in hand. But you also needed a place to begin your search in the Arm. You decided to look for the planet Outpost, just beyond the Density Barrier, 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 more information there.

When you did reach Outpost, you found more than you expected. Vanessa Chang had indeed left behind valuable information, including an electronic "star map" giving the coordinates of many planets. But with the map, Chang also left a dire warning: in the Arm wait the powerful Clathrans, murderously antagonistic to 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 the Nine Worlds, to warn the authorities of what you had learned.

THE SAGA CONTINUES...

You are on the planet Para-Para, a large asteroid outside the Boundary where the Institute for Space Exploration runs an elaborate research station. You've come here to help them adapt some of your new space technology for their own uses. While you're on Para-Para, you've been taking advantage of their drydock facility to make some improvements to your ship.

You are packing away your tools after a day spent working on the *Run Amok*'s sensor arrays when you see a person you know waiting in the unloading area of the next bay.

"Marc!" you call out. "How are things coming in Research?"

Marc Tremont, a computer programmer friend from your S. T. Enterprises days, greets you as you walk over. Like many of the best technical people from the Nine Worlds, he's now working for the I.S.E. on Para-Para. "Computer Science is doing well," he says. "So's subspace research, I hear. The rest is up in the air. They're having serious supply problems."

"Don't I know it," you say. "I've been stuck on the ground waiting for a lousy half unit of Phase Steel to finish my refitting. It's gotten pretty scarce, with Admiral Wilkins at the Space Patrol buying it all up."

"Also," Marc adds, "they're running in circles in Engineering because they really haven't decided what we want to build yet. Should we just improve the Boundary, or build a real space navy? What kind of ships are best for the purpose? You should be in charge of that team, Jean."

"No, I can't make those decisions any better than anyone else," you say. "We need to know more about the Clathrans. That, and more of the tech knowledge of the aliens. That's why I'm concentrating on tuning up my own ship for now." You point to your ship through the transparent blast walls that separate the concourse from the drydock area. "Any new breakthroughs are going to come from her."

"Is that the *Run Amok*?" asks Marc. "I can hardly recognize it."

"I guess 'tuning up' is a bit of an understatement," you admit. "By the time I came back from Outpost she was getting lopsided. All the improvements worked fine, but they were stuck on every which way. I decided to clean up her lines a little, remove some obsolete components, and improve efficiency in the bargain." You look at the *Run Amok* with pride. Even though the work isn't finished, you can tell she's going to be a beauty.

"So you're planning to go out again after all," says Marc. "Out to the Arm."

"What we have might not be good enough to slow down the Clathrans, if it comes to open fighting," you point out. "We need that Jump Engine. It's the one technology that the aliens haven't mastered. That makes it the one technology that can give us a clear advantage."

"Oh, is that the reason, is it?" asks Marc, laughing. "You're just not willing to fight fair."

"That's exactly right," you answer. "In fact, that's what engineering is all about. It's looking for an unfair advantage. The first Cro-Magnon to put a handle on his stone axe, around fifty thousand years ago, was probably looking for an unfair advantage over some saber-toothed tiger or Neanderthal. Nothing's really changed in the field since then."

"It sounds like you're expecting to fight the Clathrans yourself," Marc says in a more serious tone of voice.

"Hell no. I'm not a soldier. I just want to come up with enough unfair advantages that I could fight them if I had to." But in a way, Marc is right. Once, you thought that the impersonal cruelty of space would be your main enemy. Now, it seems that space has spawned enemies much more tangible.

You spend the next six days completing work on your ship, and another six making shakedown runs in local space. When you are ready to go, you speak with John Smith, the I.S.E. official who gave you your Flame Jewel. His office is in the part of the Para-Para research complex that houses the I.S.E. Headquarters.

"I'm ready to go back to the Arm," you tell him.

"Good," he says. "We need that Jump Engine more than ever. If the Clathran menace is as serious as Chang's log says, we don't know what's going to happen. We may have to evacuate whole planets."

"Yikes! I hope it doesn't come to that."

"So do I."

The next day you start off for Outpost. The *Run Amok* 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.

"About time you got this leaky tub out of drydock, Boss."

You sigh, and watch your warp fields bend the starlight. It's going to be a long trip.

"How long before we get to Outpost?" you ask, to pass the time.

"Twenty-three days, Boss," it answers.

"Oh." You watch the stars for another five minutes. "How long now?"

"Boss, maybe you should find something to do. Maybe you'd like to read up on Dr. Amos Schottky's work on the possibility of reliable stationary subspace transceivers?"

Somehow you manage to pass the time. When the computer informs you that you are passing over the Density Barrier, you power up your tri-axis drive system. You're relieved to see that the reconditioned drives work perfectly in all modes. Now you are in the Arm, drawing near the planet Outpost, and there's no turning back.

YOUR GOAL: To build a survivable jump engine.

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

"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.

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:

Plotting Sheet							
	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 J for Jean G. Clerc. You have now "logged on" to the computer and are looking at the computer screen where you can enter your moves. This screen is called the "plot editor."

Next you will type in the letters you have written on your plotting sheet, namely 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 #341, is for your landing on Outpost, and the second, Text #321, 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!