

You Are Now

CORIN STONESEEKER

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

CORIN STONESEEKER

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 Corin Stoneseeker 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 Corin Stoneseeker. Turn the page and begin.

Corin Stoneseeker

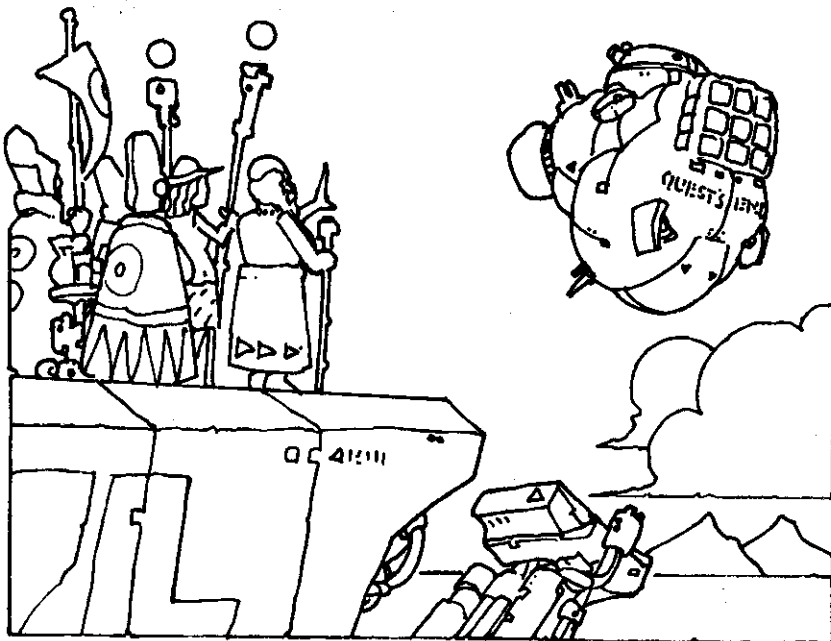
The *Quest's End* rests in its docking cradle, its silhouette against the red sky now a familiar part of the small Atlantian archipelago where your family lives. Several islands away across the calm water, you ponder the next stage of your Quest.

You are Corin Stoneseeker, the eldest child of a family of Questors. Six years ago, when you came of age, you inherited a Quest that had been handed down through twenty generations of your ancestors. You were prepared. Even before you could speak, the weekly Rites of Remembrance reminded you of your destiny. Each passing year brought you closer to its fulfillment.

To prepare, you learned of spacecraft and technology at a distant University. You studied and spoke the formulas of the Ways, the system of stellar navigation first used by Soulsinger himself. You memorized the long Tale of Worlds, a list of barren suns and planets visited by past Seekers, that you would not repeat their fruitless mistakes.

You were prepared to search for the Core Stone — so named, says your grandfather, because it is the core of a Questor's life and purpose. Twenty generations ago, your ancestor Soulsinger found the Core Stone in his travels far across the galaxy. Soulsinger was wise and deep, long practiced in the ways of contemplation and sight. Some said he could see the future. When he found the Stone, he saw past its great beauty, and he knew its power. For a long time he kept it, and its power made him immortal, so that he never sickened or aged. Then, he planned a great journey, intending to bear the Core Stone on a Quest which would save all humankind.

In the days after the Plague he set off, bringing his grown son with him. But his Quest was never completed. In deep space an alien covered with scales took the Stone by force. Soulsinger was killed, and his son returned to Atlantis alone. He swore that he and his descendants would search the galaxy until the Core Stone was found and the Quest completed. He named himself the first Stone Seeker, and wrote down in the Writings all that he could remember of his father, the Stone, and the Quest.



Since then all Stoneseekers have searched in their turn. Many never returned. None found the Core Stone.

Except you. Your search led you throughout the galactic Fringe, to many alien worlds. In the process you learned many things and discovered in yourself surprising talents. At length you found the Stone, in a derelict spacecraft in a distant nebula, still in the hands of the alien who had taken it. The creature had dared to grasp the powerful Stone with its bare scaly hands. The power of the Stone had held the creature in stasis, on the edge of death but never dying, for all those centuries. As you reclaimed the Stone, the alien died at last. Thus was Soulsinger avenged.

Yet your Quest had only begun. So preoccupied had the Seekers been with the formidable task of finding the Stone that the rest of the Quest was rarely told. The Writings give little clue of where Soulsinger intended to take the Stone. It said only, "toward the center of the galaxy." That direction would take you past the Density Barrier, where your two-axis hyperdrive could not go.

Soulsinger, you knew, had gone there. He used a tri-axis hyperdrive, the construction of which was a lost secret on all the Nine Worlds. One relic of it remained, in the archives of the Seekers: a beautiful fist-sized red gem, filled with quiet fire, called a Flame Jewel. With this key component in hand, you built a tri-axis drive. You began your search at Outpost, just beyond the Density Barrier, which Vanessa Chang once used as a base. Chang was the last space explorer to enter the Arm, and was a friend of Soulsinger.

You found more than you bargained for when you did reach Outpost. Vanessa Chang had left behind valuable information, including an electronic "star map" giving the coordinates of many planets in the Arm. Perhaps one of these worlds was Soulsinger's destination, or at least contains clues to the Quest. But with the map, Chang also left a dire warning: in the Arm lurk the powerful Clathrans, murderously hostile to humanity. Once already, back in Chang's and Soulsinger's day, they have made an attempt to annihilate the entire human species. If they learn the location of the human worlds, their next attempt will certainly succeed. Unsure what to do, you returned to Atlantis to warn the Elders.

THE SAGA CONTINUES...

"Twenty generations," mutters your grandfather Varek, once a Seeker himself. "Twenty generations, and you play with the Stone as if it were a toy."

"Hardly that, Varek," you reply. "This 'toy' would kill me if I weren't careful, or if I didn't use the flexion glove. Gildara's research is important, almost as much as the Quest."

"Bah! You should show more respect. This is the Core Stone. It shouldn't be experimented upon."

"Soulsinger intended to use the Stone, not worship it," you say. "Undoubtedly he could divine its purpose by meditation alone, but I don't have his insight. If I'm to follow his path, I must know more about the Stone."

"It's not necessary for you to follow any further," says Gildara, the elder in a quiet voice. "Your cousin Varla is nearly of age. She could be the next Questor."

"She's inexperienced," you observe.

"No more than you, when you began."

"But the Quest now leads into the Galactic Arm — past and perhaps through Clathran worlds. Would you send her into that danger? And the danger isn't for the Questor alone. The Clathrans are a threat to us all. We don't know for certain why Clathrans hate us, but it may be because of the Stone. Remember that it was a Clathran, or an alien very much like one, who took it from Soulsinger."

"We don't know," says Gildara.

"Soulsinger knew of the Clathrans," says Varek "He knew Chang, and he'd been to Outpost. His Quest must have been to save us from the Clathrans, somehow, using the Core Stone to guide and inspire him."

"Perhaps," you admit, "yet intuition tells me the Stone is neither an icon, nor a weapon."

"It has significant powers, nonetheless," says Gildara. "We have learned much from our experiments. The Stone projects some sort of field. It doesn't seem to act directly on anything by any known form of physical influence — yet it definitely changes things. Watch."

She spins a small top on the table, and as it spins, beckons you to put the Stone in your gloved hand and bring it close. Nothing happens. The top keeps spinning.

"Nothing's happening," says an agitated Varek.

"Wait a while," she says. The top continues to spin.

"Still nothing," he observes after about a minute.

"Exactly. Nothing's happening. The top isn't slowing down. It'll spin like this for as long as the Stone is near. And yet if I spin it the other direction, it keeps going that way. And if it's still, it remains still."

Varek shakes his head. "This is playing games, and is of no consequence," he says. "What does it mean?"

"The stone seems to preserve things. It idealizes, in a way. Things that happens within its influence continues to happen. A top is a simple test, but it is the same effect that confers immortality. It keeps everything running ideally, preserving patterns, allowing normal life processes to take place but not allowing any interference, or any inefficiency or error."

"What is it that kills if you touch it?", you ask.

"I don't know. It might be defending itself. I think it's possible that the Stone is intelligent."

"What?", you blurt out. "Why do you say that?"

"To preserve patterns, I think it has to recognize them first. Only something intelligent can do that, because patterns only have meaning to intelligence. The laws of nature don't care whether the top spins or not, or whether or not my body ages. But the Stone can tell."

There is a long silence. "You're continuing the Quest soon," says Gildara. It is neither a command nor a question. Varek, who seemed bored throughout the discussion, looks up.

"Yes," realizing for the first time that you must. "But what can I do now?"

"That's my child!" says Grandfather Varek. "The next step is to find where the Stone came from. If you can discover where Soulsinger found the Stone, perhaps you can learn what he knew."

As you make your preparations to leave, you wonder about your Atlantian home. Whether you succeed or fail, you realize, you may be the last Questor. How will the family of Seekers adapt to this reality? What projects will they put their skills and energies into, now that the Stone is on its way back to the Arm? You speak to Rurik, the Eldest of Elders, and he agrees to consider the question. It appears that change will come at last to your island home. Your quest has already succeeded in this much at least: the people of Atlantis, after twenty generations, are free to dream new dreams.

The next day, without ceremony, you take off for Outpost. Your ship, the *Quest's End*, is in top condition. The Core Stone rests in its special flexion container, never more than a meter away from you, beautiful and disquieting and emanating a sense of power that you sense with a growing awareness. The stars of Vanessa Chang's map sprawl across your viewscreen, and you wonder which of those star systems, if any, contains the world where your ancestor Soulsinger obtained the Core Stone. That world is now the object of your Quest.

Your ship's 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.

"Would you like to hear a limerick, Boss? 'There was a young farmer named Fritz. . .'"

You sigh, and watch the familiar stars. It's going to be a long trip.

It takes several weeks just to cross the Fringe to the Density Barrier. This part of your trip is uneventful. When your computer reports that you are crossing the Density Barrier, and you activate your tri-axis drive system, you know you are getting close to your first destination: the planet Outpost.

YOUR GOAL: Discover the origin and purpose of the Core Stone.

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 green trisector numbered 387. 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	Y	R	L	—	—	—	—
2	—	—					

Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is R. This will put you in the trisector containing the planet Outpost, so you plot "L" for Land. Note that this will use the rest of your phases for this turn and borrow against 2 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 C for Corin Stoneseeker. 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 Y, R, and L.

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

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

How To Get Results For Turn 1

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

The computer will send you to two pieces of text — the first, Text #955, is for your landing on Outpost, and the second, Text #964, 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!