

You Are Now **LARAN DARKWATCH**

**Do Not Open
Until Instructed
To Do So!**

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Character Booklet

STAR SAGA: TWO™
The Clathran Menace

Laran Darkwatch Jihad

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

LARAN DARKWATCH

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 Laran Darkwatch 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 Laran Darkwatch. Turn the page and begin.

Laran Darkwatch

You are Laran Darkwatch, a Disciple of the Final Church of Man. By virtue of your brilliant scholarship, you were the youngest Disciple ever to reach the respected rank of Revered High Councilor. But six years ago you committed one of the gravest sins an individual can commit, in the eyes of the Church: you travelled into space. You journeyed far beyond the Boundary that surrounds the lawful human worlds, into the distant reaches that the Creators have deemed off-limits to humankind.

It began with your studies of the legend of the Seventh Holy Text File. The six known Holy Text Files are the six books on which the Church bases its teachings. They were written by the Founders during the Founders' Quest on the spaceship *Archangel*. Legend has it that a seventh file was written, but was later lost or hidden. Most Church scholars don't believe in it. But your research convinced you that the Founders had indeed written a Seventh Text File. However, if they had, they never brought it with them back to the Nine Worlds.

There the matter should have rested. There was no way to pursue the issue further without searching in space, following the path of the *Archangel*. This was forbidden by the Church. But you felt a strange determination to learn the whole truth no matter what the cost — even though this might force you, like a child with a puzzle whose last pieces won't fit, to break it into pieces and reassemble them in a completely different way.

Heeding the call of visions that spoke to you more clearly than the teachings of the Church, you decided to follow the Founders into space. You fitted out your personal shuttle ship *Jihad* for one-person operation. You brought with you only a few units of cargo to trade for whatever you might need.

In space you visited many worlds. Following the paths of the Founders among the stars of the region of the galaxy known as the Fringe, you encountered alien civilizations and learned some unusual abilities. In the process you became an experienced spacefarer. Finally, you found on a distant planet a recording left behind by the Founders themselves.



Instead of condemning you for your sin, the Founders' message urged you to explore further. It said that the truth, when mankind was ready to learn it, could be found in a place called Golgotha somewhere in the galactic Arm.

The recording offered no map or clue to the location of Golgotha, and no star maps of the Arm had ever been seen on the Nine Worlds. You needed a place to begin your search. You decided to look for the planet Outpost, just beyond the Density Barrier that separates the Arm from the Fringe. The explorer Vanessa Chang, who explored the Arm during the same time period that the Founders were on Quest, once used Outpost as a base. It seemed likely that the Founders did also.

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 in the Arm. It is likely that one of those worlds is the shadowy Golgotha. But with the map, Chang also left a dire warning: in the Arm she had been captured by powerful Clathrans, who have already made one attempt to annihilate the entire human species. She escaped and warned the other explorers to abandon the Arm, before coming home and creating the Boundary as a defensive measure. If the Clathrans were to learn the location of the human worlds, their next attempt would certainly succeed. Unsure about what to do, you returned once more to Leucothea, to warn the Highest Disciples of the danger and seek their guidance.

THE SAGA CONTINUES...

You are back on the planet Leucothea, within the Nine Worlds. You are standing in robes before a great number of people, and they are listening to your words.

Your voice booms across the vast domed chamber: "Shall we ask the Creators, what is right and what is wrong?"

The response of the congregation, spread like a sea below you, sounds like a rumble of moving earth. "The Creators will not answer. We must find the truth ourselves."

"How will we know the truth when we find it?"

"We will recognize upon it the prints of our own hands."

The rumbling subsides as the people return to their seats. You step down from the platform. Your part in the service is complete.

Afterward, you are surprised to find Lady Highest Disciple Annyn Kalliroa waiting for you outside your chambers. "Thank you, Councilor," she says as you approach. "You spoke well this morning."

"Thank you for the invitation," you answer. "They've been few and far between recently. I think many Disciples fear that I may stand up and shout blasphemies in their sanctuaries."

"The only way to blaspheme is to say what you don't believe," quotes Kalliroa from the Holy Text Files. "Are you returning to space?"

"I haven't decided," you answer cautiously.

"Do you still believe in the Church?"

It takes a moment to realize that Kalliroa's questions aren't meant to challenge or accuse you. Like many Disciples of the Church, since your rediscovery of the Clathran menace, she's trying to come to grips with her own doubts.

Every child born into the Church learns the story of the Founders. In the days before the Plague, the Founders took off in the spaceship *Archangel*. They went from world to world, seeking a new faith, a new truth that would show them the place of their gods and Mankind in the crowded universe. What they learned was that mankind is unique among all the civilizations of the galaxy. All other races know their place and their purpose, and are at peace with themselves. Humans alone were left by their Creators to find their own place. Until they do, they are unfit to spread through space and colonize other worlds.

Thus, the Church teaches that humanity should stay inside the Boundary and not look outward until some distant future time when it is ready. But what if the 'revelation' of the Founders was nothing more than learning about the Clathrans? The entire text of the Holy Files might have been written merely to support Vanessa Chang's plan to isolate humanity and keep it safe.

"I think the teachings of the Church are the truth," you answer Kalliroa. "But perhaps they aren't the whole truth."

"So much of what we thought we knew is wrong. How do you know what to believe?"

"I have faith in human nature," you explain. "Faith, if you will, in what the Founders call our incompleteness, but others have called courage, curiosity and pride."

"You must remember who the Founders were, before they became the Founders. They were the leaders, the very holiest men and women, in those religions that survived the Great Expansion into space. They were the ones whose faiths weren't shaken by the discovery of aliens possessing miraculous powers, or by humanity's own mastery of space travel. They were the ones who dared everything they knew in order to confirm their beliefs."

"I've studied the religions of those times, and I think I know the sort of people who would lead them: lonely and brave, like their gods. Their pride must have been beyond all reckoning. Do you think hostile aliens, no matter how threatening, could have crushed such pride? It wouldn't come close. They would have seen it as a chance to prove their faith anew. They would have returned to their homes bringing calls for holy war, or exhorting their followers to prepare for the end with sacrifice and prayer. They would not have written the Holy Text Files as a lie, not to save themselves, nor even to save their species."

Disciple Kalliroa ponders for a moment. "Then what was it that they found? The Text Files never really say, do they?"

"Not the Six," you answer. "That's why I went out to search for the Seventh. Maybe I'm guilty of pride too. I want to understand the Founders. I want to find what they found. The place to look is called Golgotha. It's a strange name; I researched its origin. It's named for a place on Earth where one of their greatest gods died."

"Are you going to look for it again?" she asks.

"I haven't decided..." you begin to repeat, but even as you speak you realize that you *have* decided. You cannot let the matter rest. Satisfying your own curiosity is no longer the issue. The future of the Church, and possibly much more, depends on learning the truth about this mystery.

The next morning you speak to Lord Highest Disciple Efrigath in his chambers.

"Are you going back to the Arm?" he asks.

"Yes," you reply. "It's time."

"This is a dangerous decision. Suppose humanity isn't yet ready to return to Golgotha?"

"I don't think we have a choice any more," you answer. "The Clathrans may be moving against us even now. If we don't discover our place in the cosmos soon, we may never have the chance."

"Then perhaps," says Efrigath, "someone else could follow the path of the Founders. There is too much restlessness and conflict in you. I fear that you'll lose the path of our faith."

"I'll go," you answer. "The Founders have given me this path to follow."

"You fear for our worlds," he says. "I fear for your soul. But I don't claim the wisdom to say which is more important. If it's your path to follow, then you must follow it."

The next day you start off for Outpost. Your ship, the *Jihad*, is in top condition, and for the first time the name seems appropriate. Vanessa Chang's star map spreads across your viewscreen, and you wonder which of its many worlds is Golgotha, the object of your search.

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 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.

"Blessings on your ancestors, Boss! Ever hear the one about the priest, the rabbi, the imam, and the traveling salesman?"

You sigh, and watch space bend by. It's going to be a long trip.

You travel across the Fringe toward Outpost, not deviating from your course to visit any other star systems. The flight takes several weeks. When your computer informs you that you've crossed the Density Barrier, you know you are getting close.

YOUR GOAL: Find the answers to the mysteries of the Church. Begin by finding Golgotha.

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 L for Laran Darkwatch. 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 #864, is for your landing on Outpost, and the second, Text #870, 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!