

You Are Now

VALENTINE STEWART

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: ONE™
Beyond the Boundary

You Are Now

VALENTINE STEWART

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 Valentine Stewart 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.

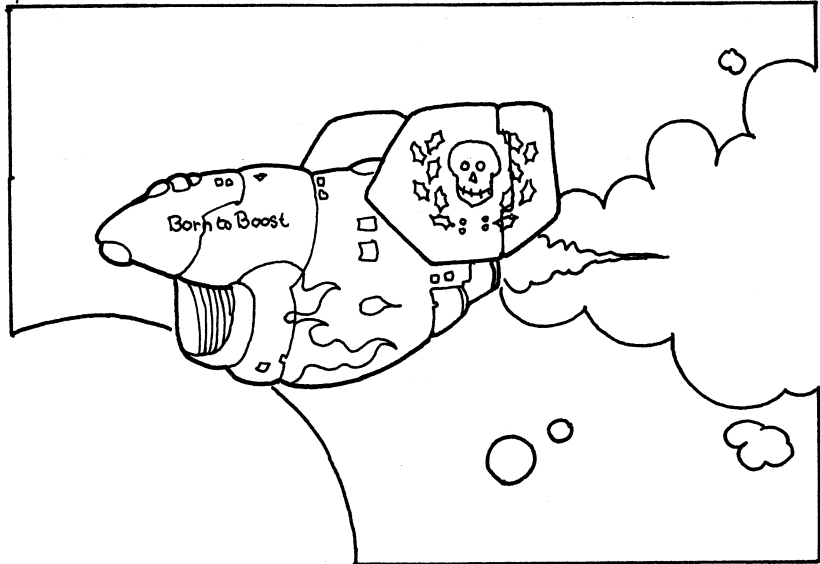
You may also wish to refer to the *Host Guide and Player Reference Manual* for more information. The manual contains directions for setting up the game components, helpful hints, a comprehensive version of the Rules, a guide to the Computer Game Master, and other reference materials.

You are now Valentine Stewart. Turn the page and begin.

Valentine Stewart

You are Valentine Stewart, eldest child of the powerful Stewart Family, heir to a spacelanes trading empire, descendant of survivors of four generations of Family Wars, fifteen-times-great-grandchild of hardened convicts transported to the colony world of Well-met centuries ago.

Of course, nowadays, that doesn't really mean anything. Running a Family these days is all business. If the Stewarts need cargo smuggled through the Boundary, the Stewarts hire smugglers. If the Stewarts need new worlds opened to exploration, the Stewarts hire prospectors. If the Stewarts need competitors roughed up or a score settled, the Stewarts hire muscle. The Stewarts, needless to say, are too busy hiring people, and keeping the whole organization running, to do much of anything themselves.



You know, though, that running the business is not an easy job. Your father and the Old Man have been training you for it since you learned to talk. It seems like there are a million things you have to know, and not one of them is interesting. Accounting, corporate management structure, politics, economics, marketing . . . these are the subjects that are drummed into your head, day after day, while you sit and daydream about your criminal ancestors. The Old Man is always bragging about those bloodlines, about how the smugglers and pirates and crime barons who started the Stewart family beat the system back in the early days of the Boundary. What your parents don't seem to realize is that they now *are* the system. They, along with the other families, now control most of the shipping and smuggling that goes on, they set the prices and direct the markets, and they keep everything in neat figures. There are no pirates any more (except one, say the rumors) — they would be bad for business. With the new space technology, even crossing the Boundary isn't the daring risk it used to be.

Not that you'd ever get the chance to try, if you followed your grandfather's career plans. Sure, they taught you how to pilot a ship and how to use weapons and how to work in space, but only because someday you'll have to hire and supervise people to do these things for the Family. But learning how to fly the space lanes, having adventures and making a name for yourself, that's all but impossible for you now. Your Family couldn't risk anything happening to the "heir apparent."

Your real dream is to become a spacer. That's why you've spent so much of your free time slumming with your close friend Jen Cristobal, hanging out in spacer districts and looking for trouble. Jen, with six older brothers and sisters all in the Cristobal Family line of succession, doesn't have to worry much about the business. To Jen it's all a game, practicing gutter slang to annoy her parents, but your eyes are always on the ships. Space is where your family started, the place that challenged your ancestors and gave them an empire to rule. It doesn't seem right that you should have to rule that empire from the ground.

You knew all along that your parents frowned on your goals but just recently something happened that changed everything. It all started while you were playing the business administration simulation on the Family computer. The program is nothing more than a thinly veiled economics lesson, but it's the only game on the system since Daddy erased your space battle scenarios. You were so bored with drivel about marginal returns, profit profiles, risk factor analysis, cost ratios and so forth that you dozed off at the workstation — or didn't really doze off, but went into some kind of trance where the computer screen seemed to come to life and envelop you. . .

* * *

You sleep. You sleep and you dream of the myriad heavens beyond the Boundary. You fly, twisting and twirling, away from the mundane worlds of stagnant, placid humanity and out to the stars. What lies out there? Your dreaming mind seems to have the answer, which it slowly unfolds for you as you swoop and dart and fly out into the void.

You see planets of gas and planets of metal, Earth-like alien civilizations and others so strange you wonder at your own power to imagine them. You see little green men dancing beneath coconut trees on the shores of a big pink lake. You see a planet slowly unfolding itself, stretching and groaning until it becomes a human figure winking and waving as you pass by. You see an alien ship, trapped in a cave on a world where the skies are exploding. On, on, closer to the galactic core you float.

Then you come face to face with the dragon. An old menace, newly awakened, uncurling his green scaly bulk from the caverns of time and once again stretching out his talons to seize the galaxy. You evade him once, twice, and nearly get by, near enough to the galactic core to hear a voice, repeating over and over the question "Do you have the message? Do you have the message?"

Suddenly the dragon is again before you, straining at his golden leash to rend you asunder. He opens his mouth and extends his tongue and begins an eerie howling, a sound almost beyond your hearing that oscillates up and down and up and down. Your own mind swells to the noise, even as your body again evades the dragon's claws, swells until it engulfs the universe and all you can hear is the keening of the dragon and the endlessly repeated "Do you have the message? Do you have the message?" In terror you flee back to Wellmet; past the buried ship of the exploding skies, past the bizarre planets of the alien races, past a dozen worlds inhabited by the ghosts of humans, until you reach the Boundary and the safety of your own sleeping body.

You wake up, but you are never again the same. In the back of your mind, very softly, you can still hear the keening of the dragon and the gently whispered question: Do you have the message?

* * *

None of this makes any sense to you, but an idea crystallizes in your mind that must have been seeded there for some time. Why couldn't you work the spacelanes yourself? All you need is a ship! And what better way to honor the Old Man's big shot brave lawbreaking ancestors than to steal one?

On Jen Cristobal's advice, you decide to steal a ship from your Family's own spaceport. It would be a shame to start a new round of Family Feuds just so you can try your hand at the smuggling trade. So you grab the *Golden Goose* right off the Family's private landing pad, and take her away.

Your first stop is at the most run-down grimy used parts yard in Wellmet, where for a pile of Reals, the proprietor strips down the ship's computer system and removes every trace of identification, no questions asked. At no extra charge, she changes the ship's name to *Holly Roger*. A friend of Jen's, a good hacker and a better fence, rigs a fancy new computer system and wires it in overnight.

Finally, you vector to Wellmet's sun and dump the former *Goose* cargo in space, figuring that whatever it is, you don't want it to give you away. You make one final trip to Wellmet, touching down at an unmarked unofficial landing port where you know you can buy cargo for cash. Another pile of Reals buys you a few units of untraceable cargo — one unit each of Fluids, Iron, and Culture — enough to make a reasonable start in space trading. It is while the cargo is being loaded that you learn that your Family has formally and officially disinherited you.

When you hear the news, you are numb with disbelief. All you wanted was for them to respect you and your chosen way of life. Well, there is nothing you can do now to remedy the situation, so you continue with your plans.

This now complicates things considerably. For one thing, it makes you wonder whether there might be a price on your head in Wellmet. If so, you're going to have trouble in the trading business, not being able to trade in such an important market center. But for now, you aren't waiting to find out. Your cargo is loaded, your ship is ready, and your bridges are blazing behind you. You have only enough time to kiss the ground once, for your ancestors. It's time to leave.

NAME: Valentine Stewart

SHIP: *Holly Roger*

CARGO: 1 Unit Fluids
1 Unit Iron
1 Unit Culture

GOAL: To win your way back into your Family's favor. Right now, you figure you can best accomplish this by being a successful explorer and maybe even getting into the lucrative smuggling business.

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, 115-R (for red) and 65-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center. At the beginning of the game, all planets are labelled by name. Later, however, you will find planets with no name. When you land on such 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 five 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: Computers, Crystals, Culture, Fiber, Fluids, Food, Fuel, Iron, Medicine, Munitions, Radioactives, and Tools. There are also some other types of cargo that are harder to find.

Your spaceship has 10 cargo bays in which to carry the cargo you acquire, and it begins the game with 3 units of cargo already on board. 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.

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*.

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 five 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 are starting the game with your ship located in the trisector where the planet Wellmet is located, #110, Blue. Growing up outside the Boundary fosters an awareness of the vast possibilities which await any explorer with the ship and the guts to head out to the unknown reaches of the galaxy. However, the citizens of Wellmet have long since become complacent. Satisfied with the status quo, few are willing to risk what they have to do any real adventuring. A small number of old prospectors still come to Wellmet with really valuable cargo, but they won't say where they get it. So, it's up to you to find your own treasure troves, and you can only do that by actually going out and exploring for yourself.

You first decide to start covering your tracks by trading your cargo from Wellmet as soon as possible. The planet Supa immediately comes to mind. Like Wellmet, it is one of the so-called "Ghost Worlds," completely abandoned by the Nine Worlds when the Boundary was built. Since it was too "expensive" to include the planets farther out, they were left to fend for themselves, with no contact from the wealthy "Nine Worlds."

Supa should be a good place to try to get rid of some of your present cargo and load on a new batch of booty. To plan your journey there, 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	T	G	R	Y	B	R	V
2							

You start with "T" for takeoff. Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is T, G, R, Y, B, R, V. This uses up all seven phases of turn one.

How To Enter Plots For Turn 1

Now that you have planned your plots, it is time to go to the computer and enter them. You identify yourself to the CGM by typing V for Valentine Stewart. 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." When the screen asks you to plot your turn, type the plots you wrote in your plotting sheet: T, G, R, Y, B, R, and V.

Next, you must 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. You should move your token to its new location in trisector #219. We wouldn't want you to become lost in space!

The computer will send you to Text #219. Write this number 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 you aren't ready to commit to any moves, yet. Your friends will like this feature a lot.

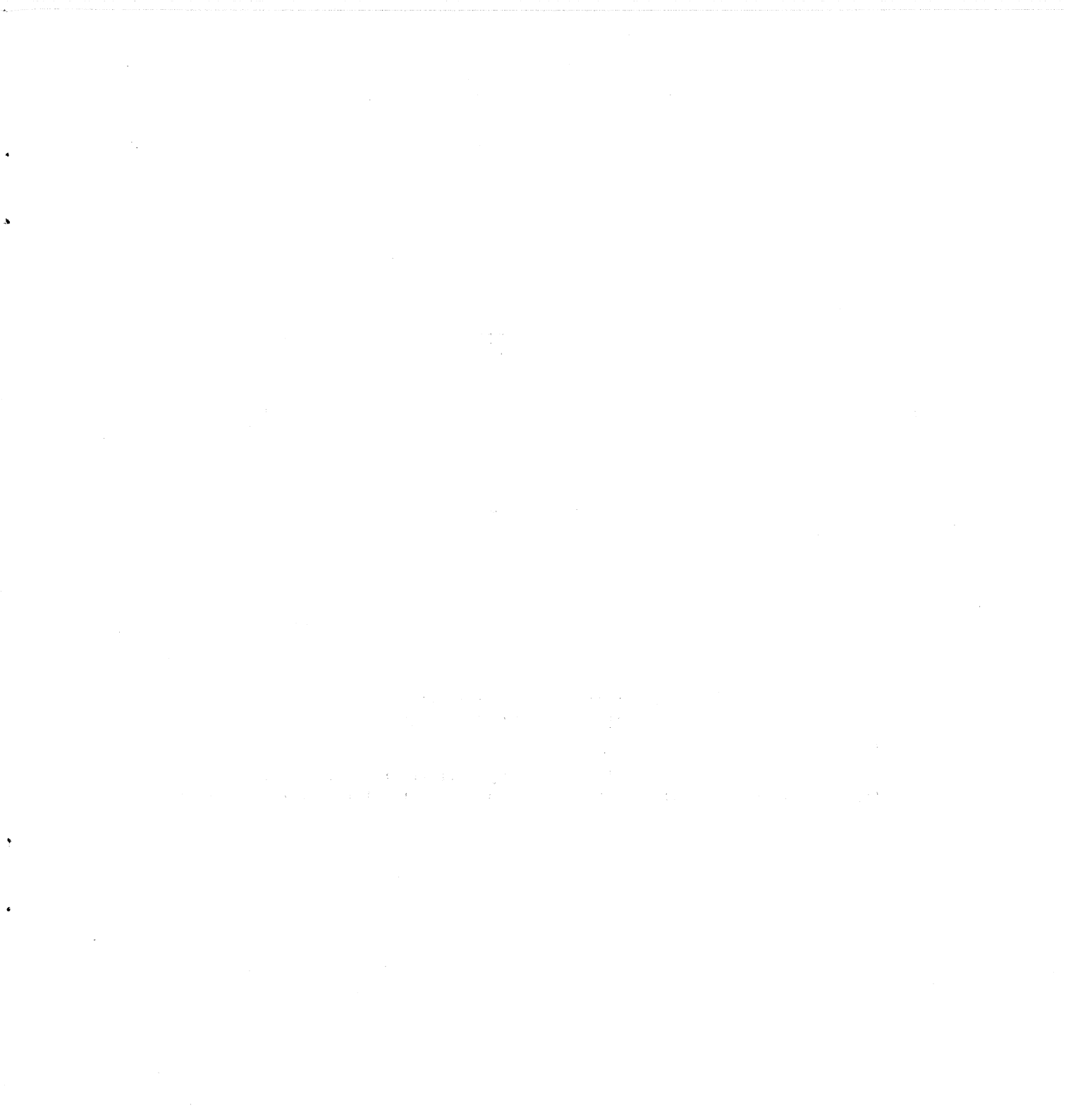
Help: is just what it looks like. If you don't understand what you are supposed to do during any part of the computer portion of your turn, use this command. The computer will then tell you what you can do, or will at least give you some strong hints.

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!



Valentine Stewart
Holly Roger

STAR SAGA: ONE™ 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 + <i>six-letter code</i>	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

Computers	Fluids	Medicine
Crystals	Food	Munitions
Culture	Fuel	Radioactives
Fiber	Iron	Tools