MEGATRAVELLER 1
THE ZHODANI CONSPIRACY

THE OFFICIAL
CLUEBOOK

CONTENTS

1. CREATING CHARACTERS AND PARTIES

A: UPP's (Universal Personality Profile)

Strength (STR): This attribute refers to the character's muscular power and also determines the amount of weight a character can carry. Most of the characters that require a high Strength rating are enlisted in the Marines, the Army, or the Scouts. These three branches of the service are the ones where a character will receive ground combat skills. A character enlisted in one of these three branches should not have a Strength rating of less than ten, in the game the letter (A) represents the number ten. As far as a character that is enlisted in the Navy or the Merchants, these characters should aquire a Strength rating of at least eight. Anything below an eight could mean serious trouble for a non-combat character even though they will more than likely not participate in combat.

Dexterity (DEX): This attribute involves a character's coordination and ability to perform detailed tasks. All characters need a Dexterity rating of at least eight to be efficient at a skill. This involves all characters regardless of which branch of service they are in. Anything below an eight will seriously hamper a characters ability to perform a task efficiently.

Endurance (END): This attribute refers to a character's physical stamina and ability to perform strenuous activities over a period of time. All characters will need an Endurance rating of at least nine for the purpose of using oxygen efficiently on any non-atmospheric world. Combat characters should score a little higher with a ten or eleven if possible but can still do well with a rating of nine.

Intelligence (INT): This attribute involves a character's knowledge and ability to arrive at competent conclusions. All characters will need an Intelligence rating of at least seven. The score of this attribute added to a character's Education (EDU) score will determine the number of skills a character can receive during their military career. Remember, a character may also aquire more Intelligence (INT) points at the end of the military career in the benefits table.

Education (EDU): This attribute represents a character's amount of formal and informal training. Also, all characters will need a rating of at least seven in this category. As stated earlier, the character's Intelligence (INT) score combined with the Education (EDU) score determines the number of skills allowed.

Social Standing (SOC): This attribute signifies a character's status within society. Characters ratings in this field should be kept at a moderate level; the ideal score being a six or a seven. Any score lower than this may make it difficult for a character to communicate with other NPC's. A higher score will affect any trading skills acquired by a character.

B. MILITARY SERVICES

Imperial Navy

Advantages: Characters receive high skills in starship flight and combat. They may also receive limited training in ground combat and medical skills. A good branch of the services to create characters from that will fly the Interloper and also take it into combat situations. The cash and benefits from this branch of service are a little better than most of the others.

Disadvantages: Characters will have limited ground combat skills. Also, enlistment and reenlistment in the Navy is fairly difficult and increasing rank is not common.

Marines

Advantages: Characters in the Marines receive most of their training in ground combat and may also aquire some skill in space combat. They obtain very little skill in the operation of vehicles and in medicine. They may receive considerable skill in being able to converse and persuade other NPC's. The benefits in this branch of service are average.

Disadvantages: The Marines rarely gain any experience in navigating or piloting a starship. The Marines have the shortest life expectancy of all branches of the service. If a character is injured during their tour of duty and is forced to undergo an operation, the probability of surviving is low. The Marines are the most difficult branch of service to enlist or reenlist in, but moving up in rank is fairly easy.
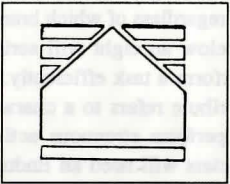
Army

Advantages: The Army is probably the best of the five services in which to receive both ground and space combat skills. The character will more than likely be highly trained in ground vehicles and may have small amounts of training in tactics and communications. It is the easiest of the services in which to enlist and to
increase rank. The benefits in the Army are average but the cash table compared to the other services is the lowest paying.

Disadvantages: A character enlisted in the Army will not be able to receive any skills imperative to flying a starship. Further, the character can not obtain high medical skills.
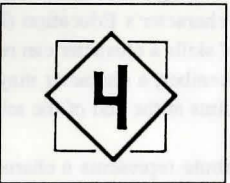
Scouts

Advantages: This branch of the services enables a character to receive a well-rounded set of skills. The majority of the training is centered around space flight and combat with an adequate amount of skill received in ground movement and combat. Enlistment and reenlistment in the Scouts is almost always granted and there is no form of ranking system involved in this branch of service. The benefits received in the Scouts are the best, especially in the cash benefits table.
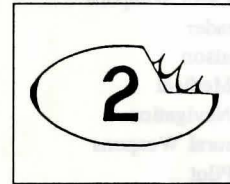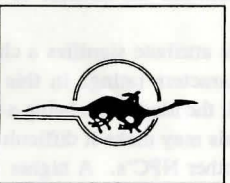
Disadvantages: There are no real disadvantages to this branch of service. A character receives training in most of the skills available and the benefits are rated the best.

Merchants

Advantages: The biggest advantage in selecting a Merchant is that they may receive a high trading skill. The character may also receive a considerable amount of training in the use of a starship. The cash and benefits are average compared to the other services.

Disadvantages: In this branch of service a character will rarely receive any ground combat skills. Normally it is very difficult to enlist in the Merchants and chances for promotion are very low.

When a character reenlists in a branch of the military for a fifth term, the character may begin to lose points in Strength (STR), Dexterity (DEX), or Endurance (END). Also, after serving nine terms a character will also start to lose Intelligence (INT) points because of their age.

C. SKILLS

There are many skills that a character can receive during their military career. However, all of the skills in MegaTraveller I are not used. The skills that are not used will be used in future MegaTraveller adventures. Here is a list of the skills that are NOT used in MegaTraveller I, The Zhodani Conspiracy:

Admin	Mechanical
Aircraft	Recon
Combat Engineering	Robot Ops
Electronics	Robotics
Forgery	Sciences
Grav Belt	Sensor Ops
Gravitics	Screens
High Energy Weapons	Ship's Boat
High-G Environment	Steward
Interrogation	Survey
Intrusion	Survival
Jet-Propelled Aircraft	Zero-G Environment
Linguistics	

While roling up a character, these skills should NOT be selected if possible. As stated in section A, the total number of skills allowed to a character is the sum of the Intelligence and Education attributes. To choose one of the skills listed above would diminish valuable points that a character could make good use of elsewhere.

Below is a list of skills that are used in MegaTraveller I, The Zhodani Conspiracy. The skills that are used more frequently than some of the others have an (*) beside them and should be the ones a character selects to better enable them to complete the scenario.

Assault Rifle	Jack-of-all Trades
* ATV	* Laser Weapons
Battle Dress	Leader
Brawling	Liaison
* Bribery	* Medical
Carousing	* Navigation
Combat Rifleman	Neural Weapons
* Communications	* Pilot
* Computer	Recruiting
Dagger	Rifleman
Demolitions	Ships Tactics
Energy Weapons	* Spinal Weapons
* Engineering	* Stealth
Forward Observer	Streetwise
Gambling	Submachinegun
* Grav Vehicle	Sword
Handgun	Tactics
* Heavy Weapons	* Trader
Interview	* Turret Weapons
* Vacc Suit	* Watercraft

All skills, whether used or unused will appear in the form of tables regardless of the branch of service the character is in. Normally there will be three menu selections for you to choose from. These selections are; Personal Development, Special Skills, and Education. However, if a character has an Education attribute of eight or greater, they will have the advantage of a fourth skill table to pick from called Advanced Education. All skills listed in this cluebook and in the players manual will appear under these four skill tables. You can get a better description of each of the skills from the players manual.

D. CASH AND BENEFITS TABLES

When a character musters out or retires from the military, they will receive a specified amount of benefits from which to select. The amount of benefits are determined by the length of time served in the military and also the rank obtained by the character during their service career.

Cash Table

A character in any branch of the services can only choose from the cash table three times. It is usually best to take your first three benefit choices from the cash table.

Below is a list of the cash tables for each service.

MERCHANTS		SCOUTS	ARMY	
A	B	A	A	B
1000	5000	20000	2000	5000
5000	10000	20000	5000	10000
10000	10000	30000	10000	10000
10000	10000	30000	10000	10000
10000	20000	50000	10000	20000
20000	50000	50000	20000	30000

MARINES		NAVY	
A	B	A	B
2000	5000	1000	5000
5000	5000	5000	5000
5000	10000	5000	10000
10000	20000	10000	20000
20000	30000	20000	50000
30000	40000	50000	50000

There are two different cash tables listed for each service with the exception of the Scouts. In the Merchants, if a rank of 3rd Officer or higher is obtained, the character will choose from list B. In the Army, if a rank of Colonel or higher is achieved the character chooses from list B. The Marines are the same as the Army. A rank of Colonel is needed to choose from list B. In the Navy, a rank of Captain or higher is required to choose from list B.

Benefits Table

The other table a character will choose from at the end of their military career is the benefits table. A character will receive various weapons, armor, and some attribute points in the areas of Intelligence, Education, and Social Standing.

Below is a list of each of the services benefit tables.

MERCHANTS		ARMY	
A	B	A	B
Imp. Rel	+1 Int.	Imp. Rel	+1 Int.
+1 Int.	+2 Edu.	+1 Int.	+2 Edu.
+2 Edu.	Weapon	+2 Edu.	Weapon
Weapon	Weapon	Weapon	Vacc Suit
Weapon	Vacc Suit	Vacc Suit	Cloth Amr.
Vacc Suit	T.A.S	Cloth Amr.	+1 Soc St.

MARINES		NAVY	
A	B	A	B
Imp. Rel.	+2 Int.	Imp. Rel.	+1 Int.
+2 Int.	+1 Edu.	+1 Int.	+2 Edu.
+1 Edu.	Weapon	+2 Edu.	Weapon
Weapon	T.A.S	Weapon	T.A.S
T.A.S	Vacc Suit	T.A.S	Vacc Suit
Vacc Suit	+2 Soc. St.	Vacc Suit	+2 Soc. St.

SCOUTS

A

Imp. Rel.
+2 Int.
+2 Edu.
Weapon
Weapon
T.A.S

Again, as in the cash table, there are two benefits tables for each service with the exception of the Scouts. In order to choose from table B in each of the services, a rank of 3rd Officer or better needs to be obtained in the Merchants, a rank of Colonel or better in the Army, a rank of Colonel or better in the Marines, and a rank of Captain or greater in the Navy. If a rank any lower than the ones listed above are received by a character, they will choose from list A.
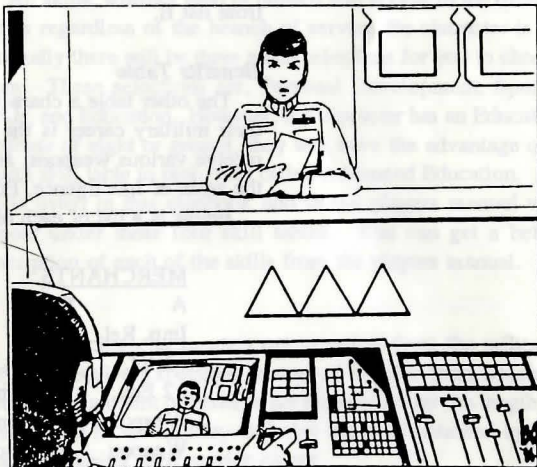
2 GROUND EXPLORATION AND COMBAT

A. BUILDINGS

Weapon Shops

The following planets have weapons shops located on them.

Efate System

Efate: Located north-east in grav city. Unlimited weapons selection.

Stur: Located outside the starport. Very limited weapons selection.

Llun: Located inside the startown. Limited weapons selection.

Louzy System

Ilantir: Located west of the starport. Very limited weapons selection.

Alell System

Iroth: Located south of the starport. Limited weapons selection.

Boughene System

Boughene: Located inside the starport city. Limited weapons selection.

Pocoon: Located inside the starport city. Very limited weapons selection.

Menorb System

Menorb: Located inside the starport city. Very limited weapons selection.

Pixie System

Pixie: Located inside the interior city. Limited weapons selection.

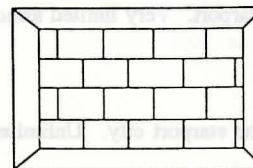*Streech:* Located inside the starport city. Limited weapons selection.

Uakye System

Sino: Located east of the starport. Limited weapons selection.

Arrica: Located inside the starport city. Unlimited weapons selection.

Yres System

Yres: Located south of the starport city. Very limited weapons selection.

Weapons Shop
(appears in red)

Armor Shops

The following planets have armor shops on them.

Efate System

Efate: Located north of the starport city. Unlimited armor selection.

Llun: Located inside the starcity. Limited armor selection.

Louzy System

Louzy: Located inside the interior city. Very limited armor selection.

Alell System

Iroth: Located south of the starport. Very limited armor selection.

Boughene System

Boughene: Located inside the starport city. Unlimited armor selection.

Menorb System

Menorb: Located inside the starport city. Very limited armor selection.

Pixie System

Pixie: Located inside the interior city. Unlimited armor selection.

Streech: Located inside the starport city. Limited armor selection.

Uakye System

Uakye: Located in the city of Sake. Unlimited armor selection.

Sino: Located east of the starport. Limited armor selection.

Yres System

Yres: Located south of the starport city. Very limited armor selection.
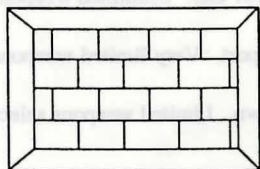
General Utility Shops

The following planets have general utility shops on them.
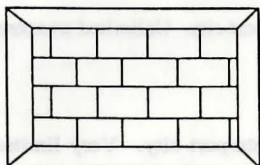
Efate System

Efate: Located inside the starport city.

Stur: Located outside the starport.

Llun: Located inside the starcity.

Weapons Shop
(appears in blue)

Weapons Shop
(appears in white)

Louzy System

Louzy: Located inside the interior city.

Ilantir: Located east of the starport.

Alell System

Alell: Located east of the starport.

Iroth: Located south of the starport.

Boughene System

Boughene: Located north-east of the starport city.

Pocoon: Located inside the starport city.

Menorb System

Menorb: Located inside the starport city.

Pixie System

Chiros: Located inside the starport city.

Streech: Located inside the starport city.

Uakye System

Uakye: Located in the city of Lannar.

Sino: Located east of the starport.

Yres System

Yres: Located south of the starport city.

Vehicle Rental Shops

The following planets have vehicle rental shops located on them.

Efate System

Efate: Located inside of the starport city. ATV and grav vehicles are the only selections.

Alell System

Alell: Located west of the starport. ATV and grav vehicles are the only selections.

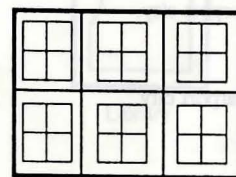*Iroth:* Located south of the starport. Watercraft is the only vehicle selection.

Boughene System

Boughene: Located inside the starport city. ATV and grav vehicles are the only selections.

Pocoon: Located inside the starport city. ATV and grav vehicles are the only selections.

Menorb System

Menorb: Located inside the starport city. ATV is the only vehicle selection.

Vehicle Rental

Pixie System

Chiros: Located inside the starport city. ATV is the only vehicle selection.

Uakye System

Uakye: Located west of the starport. ATV is the only vehicle selection.

Yres System

Yres: Located south of the starport city. ATV is the only vehicle selection.

Hospitals

The following planets have hospitals located on them.

Efate System

Efate: Located inside the starport city.
Llun: Located inside the starcity.
Stur: Located outside the starport.

Louzy System

Louzy: Located inside the interior city.

Alell System

Alell: Located north of the starport.
Iroth: Located north-west of the starport.

Boughene System

Boughene: Located north of the starport city.
Pocoon: Located inside the starport city.

Menorb System

Menorb: Located inside the starport city.

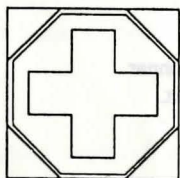### Pixie System

Pixie: Located inside the interior city.
Streech: Located north of the starport city.

Uakye System

Uakye: Located in the city of Lannar.

Yres System

Yres: Located inside the starport city.

Hospital Icon
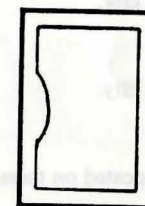
T.A.S (Travellers Aid Society)

The following planets have a T.A.S on them.

Efate System

Efate: Located inside the starport city.
Llun: Located inside the starcity.
Stur: Located outside the starport.

Alell System

Alell: Located outside the starport entrance/exit.

Boughene System

Boughene: Located north-east of the starport city.

Pixie System

Pixie: Located outside the interior city.

Uakye System

Uakye: Located in the city of Sake.

Yres System

Yres: Located inside the starport city.

TAS Icon

Libraries

The following planets have libraries located on them.

Efate System

Efate: Located in grav city north-east of the starport.

Louzy System

Louzy: Located inside the interior city.

Alell System

Alell: Located north-west of the starport.
Iroth: Located west of the starport.

Boughene System

Boughene: Located north-east of the starport city.

Menorb System

Menorb: Located inside the starport city.

Pixie System

Streech: Located north of the starport city.

Uakye System

Arrica: Located inside the starport city.

Library

Yres System

Yres: Located inside the starport city.

Casinos

The following planets have casinos located on them.

Efate System

Efate: Located north of the starport city.
Stur: Located outside of the starport.
Llun: Located inside the startown.

Louzy System

Louzy: Located inside the interior city.

Alell System

Iroth: Located west of the starport.

Boughene System

Boughene: Located inside the starport city.
Pocoon: Located inside the starport city.

Pixie System

Pixie: Located inside the interior city.
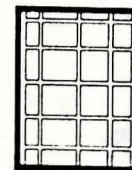*Chiros:* Located inside the starport city.

Uakye System

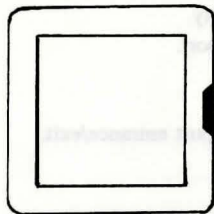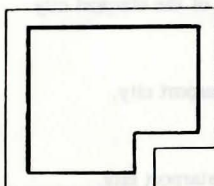*Arrica:* Located inside the starport city.

Yres System

Yres: Located south of the starport city.

Hotels

The following planets have hotels located on them.

Efate System

Efate: Located inside the starport city.

Alell System

Alell: Located east of the starport.

Boughene System

Boughene: Located north of the starport city.

Pixie System

Pixie: Located inside the starport city.

Uakye System

Uakye: Located west of the starport.

Casino

Hotels

Yres System

Yres: Located inside the starport city.

Bars

The following planets have bars located on them.

Efate System

Efate: Located north-west of the starport city, and a second located in the grav city, north-east of the starport city.
Stur: Located outside the starport.

Louzy System

Louzy: Located outside the starport.

Alell System

Alell: Located inside the starport, and a second located west of the starport.
Iroth: Located west of the starport.

Boughene System

Boughene: Located inside the starport city, and a second located north-east of the starport.

Menorb System

Menorb: Located inside the starport city.

Pixie System

Pixie: Located inside the starport city.
Streech: Located north of the starport city.
Chiros: Located inside the starport city.

Uakye System

Uakye: Located west of the starport.
Arrica: Located inside the starport city.
Sino: Located outside the starport.

Museums

The following planets have museums located on them.

Efate System
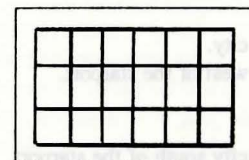
Efate: Located inside the starport city.
Stur: Located outside the starport.

Louzy System

Ilantir: Located north of the starport.

Alell System

Iroth: Located north-west of the starport.

Bars

Pixie System

Pixie: Located inside the starport city.

Streech: Located inside the starport city.

Uakye System

Uakye: Located south of the starport.

Yres System

Yres: Located inside the starport city.

Warehouses

The following planets have warehouses located on them.

Efate System

Efate: Located inside the starport city.

Louzy System

Louzy: Located inside the interior city.

Pixie System

Pixie: Located outside interior city.

Chiros: Ice warehouse located west of the starport.

Uakye System

Uakye: Located inside interior city south of the starport.

Yres System

Akarates: Located west of the starport.

Research Stations

The following planets have research stations located on them.

Boughene System

Boughene: Located south-east of the starport city inside a grav city.

Neaere: Located south of the starport.

Menorb System

Beormn: Located outside the starport city.

Misc.

The following planets have a few miscellaneous places for a character to explore.

Louzy System

Quan: There are two tents on this planet. One is located directly above the starport, and the other is located east of the starport on the other side of the planet.

Alell System

Iroth: There is a wrecked ship south-west of the starport.

Pixie System

Streech: There is a cave to the north-west of the starport.
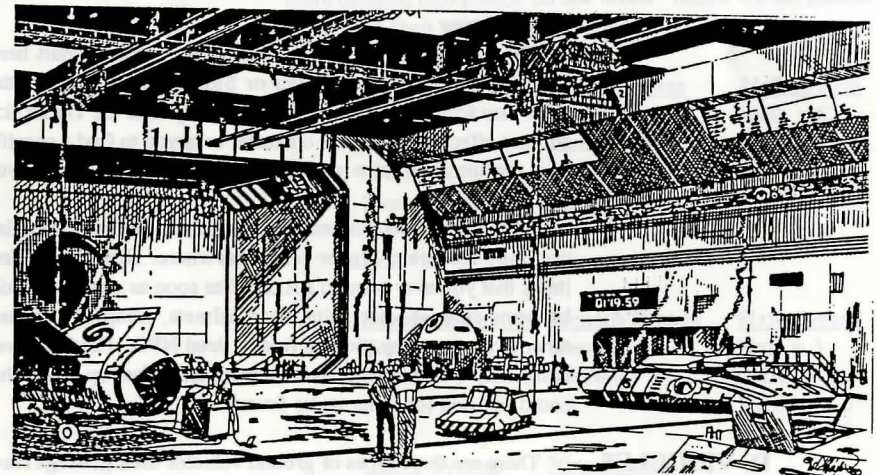
Uakye System

Sino: There is a maze in the mountains to the east of the starport.

Yres System

Cheika: There is a cave to the north-east of the starport.

Chayke: There is a wrecked spaceship to the south-west of the starport.

As stated in the manual on pages 91 through 94, all of the buildings of the same type look the same and are also the same color.

B. CONVERSING WITH NPC's

Conversing with NPC's will probably be the best way to obtain information. Through interaction with other NPC's, the character may find that someone is looking for a certain object and willing to pay a handsome reward for it. Also, information pertaining to worlds or items may be obtained. Other NPC's will want money for their information which means that you should bribe them with a character possessing good Bribery skills. Hint: Most of the information a character has to buy off of an NPC will not really help the player in solving the game.

C. BUYING AND SELLING ITEMS

Buying Items

If a character is to get the cheapest price for anything that they buy, they need to have a Trader or Streetwise skill of at least four.

At the beginning of the game, it is a very good idea to purchase a medical kit, an electric torch , and several demolition charges. Before you enter the warehouse on Louzy, make sure to purchase one or two spare oxygen tanks for everyone in your party.

There are also three battle scenes where you should make sure the fighting characters are loaded up with ammunition. The first serious battle will be on the planet Boughene when the characters must fight Viktor and his gang for the keycard to rescue Arik on Neaere. The second will occur when you enter the room where Arik is being held. The third and most complicated is the battle with Kiefer and his gang in the warehouse on Efate.

Selling Items

The Trader and Streetwise skills also play a big part here. The higher a characters Trader or Streetwise skill, the better price they will receive for an item. The only time the Trader skill will not affect a price is if a character asks you to find a specific item for him. The price you are told you will receive is all you will get.

Be careful not to sell items too quickly as you may later find you may receive a higher price elsewhere. However, a few items that you may want to get rid of as soon as possible would be items such as vacc suits, vacc helmets, weaponry, or any other items you may pick up from a dead NPC. Holding these items only weighs down the character and takes up space that could be used for other items found.

D. VEHICLES

There are three types of ground vehicles used in MegaTraveller I. But not all of these vehicles are available on every planet. The three types of vehicles are:

ATV - An all terrain vehicle is a good source of transporta-tion on planets where it is hard to get around on foot. The planets that have ATV's available for rent are; Efate, Alell, Boughene, Pocoon, Menorb, Chiros, Uakye, and Yres.

Grav Vehicle - A grav vehicle is the best vehicle to rent if possible. The only thing it can't fly over are high mountaintops which make it the fastest vehicle available. Grav vehicles are available on the following planets; Efate, Alell, Boughene, and Pocoon.

Watercraft - The only world that makes a watercraft avail-able is Iroth. The entire surface of the world is almost com-pletely covered with water. It is the only way to get around on the planet.

If possible, it is a very good idea to rent a vehicle. For one thing it moves faster than the characters can on foot and makes it possible for the characters to negotiate rugged terrain. It also helps the characters in combat situations. If the vehicle gets hit it takes the damage instead of the character.

E. LAW LEVELS

There are different law levels for each planet the characters will visit. Some worlds have no law while others are very re-strictive. Characters may keep their weapons on worlds that have no law or have a very low law level. However, weapons will be confiscated on worlds with higher law levels.

It is possible to smuggle one weapon through the security station on a planet regardless of the law level. Refer to pages 80 and 89 in the players manual.

The chart on page 88 of the players manual will give you more detailed information on law levels. Below are the planets listed with their respective law levels.

Efate System	Louzy System	Alell System
Efate = 0	Louzy = 8	Alell = C
Stur = 3	Ilantir = 8	Anparr = 0
Solon = 4	Quan = A	Straun = 0
Llun = 1	Iroth = 0	
San = 5		
Kra = 0		

Boughene System	Menorb System	Pixie System
Boughene = 1	Menorb = 8	Pixie = 3
Neaere = 5	Beormn = 5	Chiros = 0
Pocoon = 5		Streech = 0

Uakye System	Yres System	
Uakye = 8	Yres = 7	
Sino = 0	Cheika = 0	
Arrica = B	Akarates = 5	
	Chayke = 6	

On most planets the characters don't have to worry about being arrested. But a character does have to worry on a world with a law level of six or higher. The best thing to do if arrested is to use an Imperial Release.

F. WEAPONS

There are basically four types of weapons that are best to use throughout the game. These are the TL 12 Laser Rifle, TL 12 Plasma Gun, Neural Pistol, and the TL10 Grenade Launcher. These weapons provide the best offense for a character and will do the most damage to an opponent. Also if smuggled onto high law level planets, these weapons can bring a high price when sold. All weapons are described in better detail in the players manual.

G. ARMOUR

There are three types of armor that can best protect the characters throughout the game. These are the TL 12 Vacc Suit, the TL 12 Combat Armor, and the TL 13 Battle Dress.

If your character is wearing one of these, it will protect them in combat and allow them to explore worlds with tainted atmospheres. The TL 12 Vacc Suit is probably the most convenient and available dress for a character. All types of armor are described in more detail on pages 131 to 134 in the players manual.

H. COMBAT WITH AN NPC

In ground combat, it is imperative that your non-combat characters be kept out of combat. The best thing to do is break the party behind something that will provide cover for the non-combat characters and enable your combat personnel to engage the enemy. If there is nothing to hide behind, the best thing to do is to break the party on the opposite side of the screen (because the opponent is less accurate from that distance) or flee from the battle.

There are actually only three battles that need to be fought to win the game. The first occurs on the planet Boughene, when your characters must confront Viktor to get the passcard that lets you in the warehouse on Neaere to rescue Arik. The second one occurs in the downstairs of the building on Neaere where Arik is being held. And the third is the final battle with Kiefer and his thugs in the warehouse on Efate. There isn't really a need to get into a combat situation anywhere else unless you decide to take the role as a bounty hunter.

I. HEALING A CHARACTER

There are four different ways to heal a character in MegaTraveller I, The Zhodani Conspiracy. They are;

Hospitals

The most expensive option. Hospitals are not found on all worlds. The worlds that do have hospitals located on them are;

Efate, Stur, Llun, Louzy, Alell, Iroth, Boughene, Pocoon, Menorb, Pixie, Streech, Uakye, and Yres.

Medical Kits

The most efficient method for healing a character. There are two different types of med-kits. They are the TL 9 med kit and the TL 12 med-kit. The only difference being that the TL 12 kit will last longer. As stated before, one of these kits should be purchased at the start of the game. If a character that doesn't have a high Medical skill uses one of the med-kits, it will probably only be used four or five times before it is depleted.

Interloper Medical Station

The most inefficient method of healing a character. This process is slow and not only is there a character in sickbay, but also someone is required in the medical station to heal them.

Drugs

The speed healing drug can only administer one dose to one character. It is available at any general store and will completely heal a character regardless whether or not the character has any Medical skill.
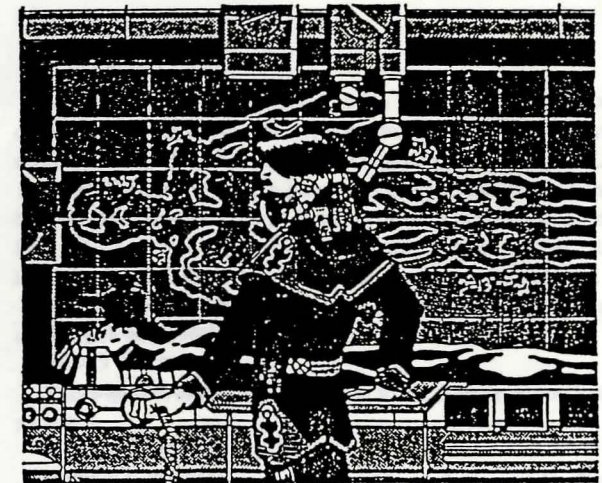
3. SPACE EXPLORATION AND COMBAT

A. STARPORTS

Below is a list of each of the starports and their corresponding types identified for each planet.

Unlimited Facilities
Disk: Additional Info/Save Game
Bank: Party Account/Retirement Pay
Personnel: Recruit/Train
Cargo: Buy/Sell
Shipyard: Refuel/Repair/Buy Weapons/Sell Weapons/
Buy Supplies

Limited Facilities
Disk: Additional Info/Save Game
Bank: Party Account/Retirement Pay
Personnel: Recruit/Train (*)
Cargo: Buy/Sell
(*) This starport has no Recruiting or Training.

Very Limited Facilities
Disk: Additional Info/Save Game

The players manual gives a detailed description on each of these stations on pages 60 through 62.

Efate System
Efate: Unlimited
Llun: Limited
Kra: Very Limited
San: Very Limited
Stur: Very Limited
Solon: No Facilities

Louzy System
Louzy: Unlimited
Ilantir: Very Limited
Quan: Limited

Alell System
Alell: Unlimited
Straun: No Facilities
Anparr: No Facilities
Iroth: Limited

Boughene System
Boughene: Unlimited
Pocoon: Limited (*)
Neaera: Very Limited

Menorb System
Menorb: Unlimited
Beormn: Very Limited

Pixie System
Pixie: Unlimited
Streech: Very Limited
Chiros: Limited (*)

Uakye System
Uakye: Unlimited
Arrica: Very Limited
Sino: Very Limited

Yres System
Yres: Unlimited
Akarates: Very Limited
Cheika: Very Limited
Chayke: Very Limited

B. OUTFITTING THE INTERLOPER

There are several items needed to fly the interloper and to take it into combat. Everything else are luxury items. The items that the Interloper must have aboard are;

Programs
Target (T): Required to fire lasers.
Launch (L): Required to launch missiles.
Jump 2 (J2): Required to make a jump-1 or a jump-2.
Navigation (N): Required to make a jump.
Maneuver (M): Required to maneuver ship.

Computer
There are five different models of computer that the Interloper can be outfitted with. The two best choices are the Model 2, which the Interloper comes equipped with at the beginning of the game, or the Model 2/bis which is an upgraded version of the Model 2.

Jump Drive
Jump-2 Drive: Required to make a jumpspace 1 attempt or a jumpspace 2 attempt.

Weapons
The Interloper comes outfitted with a TL 8 Beam Laser. To defeat another ship in combat without the Interloper taking any serious damage this laser needs to be upgraded to one of the TL 13 Beam Lasers. It is also a good idea to equip one of the gun bays with missiles. But don't forget to install a missile launcher first. The best type of missile to use is the constant guided. It is fairly inexpensive and defeats most enemies with one shot.

There is more detailed information in the players manual on all of these items on pages 62 and 63.

C. COMBAT WITH A STARSHIP

There are several things that need to be done in a combat situation.

1. The first thing is to scan the ship to find out who the adversary is, what type of weaponry is on board and how much cargo is it carrying. If the ship can outgun the Interloper or there is little or no cargo aboard, then it won't be worthwhile to engage the ship.

2. If the Interloper is going to engage in combat then there needs to be several computer programs running. These programs are the Targeting program for the lasers, the maneuver program for the ship, and the launch program if missiles are going to be used.

3. The characters with good space combat skills should already be at the gunners stations. Choose whichever gunner station you want then keep firing at the ship until it is disabled.

Space combat is fairly simple. There are more computer programs that will give you an edge over your opponent, they are; Predict 1, 2 or 3, Maneuver/Evade 1 or 2, and the Auto Evade program. The only problem is not all of these programs can be run on a computer at the same time. The largest number of programs that can be run at one time is six. (Based on a Model 2/ bis computer.) As stated above, missiles have much more of an affect on an opponent. When using missiles, the only programs that need to be running are the Targeting program, the Launch program, and the Maneuver program.
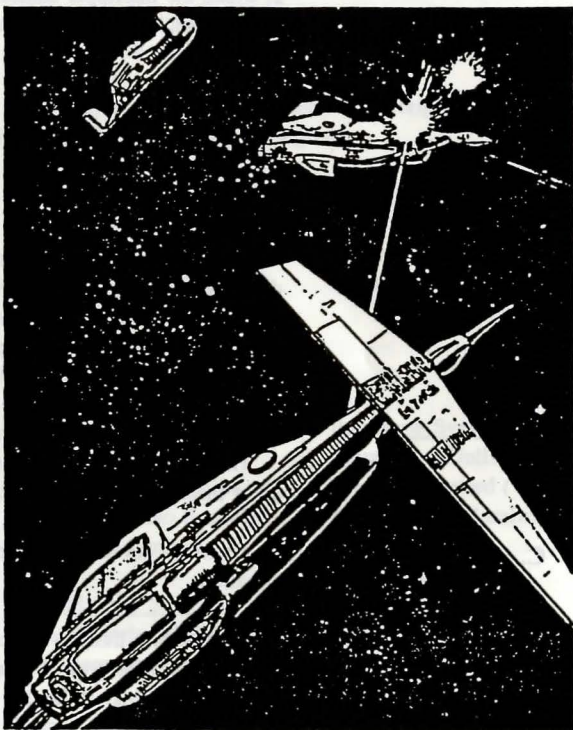
4. MAKING MONEY

There are six basic ways to earn credits in MegaTraveller I, The Zhodani Conspiracy.

A. NPC's AND OBJECTS There are certain NPC's throughout the game that are looking for specific objects. You are to find these items and take them to the character for a reward. These objects and characters locations are listed in section 5 of the cluebook.

B. TRADING As mentioned in earlier sections, most of the items that are picked up can be traded to an NPC. The items you will want to trade at one of the stores are unuseful objects that are picked up from a dead NPC that are of no use to your characters.

Items may also be bought and sold at certain starports. Cargo items are listed below with the worlds prices listed in descending order.

Streechen Wine	Foodstuff	Grain
Boughene: 7456	Louzy: 2340	Louzy: 2080
Louzy: 3640	Pixie: 2000	Uakye: 1650
Uakye: 3450	Uakye: 1950	Menorb: 1120
Pixie: 2880	Menorb: 1400	Pixie: 960
Menorb: 2800	Llun: 960	Llun: 720
Efate: 2280	Quan: 880	Quan: 660
Yres: 2175	Chiros: 852	Chiros: 632
Llun: 2160	Pocoon: 715	Pocoon: 495
Quan: 1980	Efate: 680	Iroth: 420
Chiros: 1952	Yres: 675	Yres: 375
Alell: 1950	Iroth: 660	Efate: 360
Iroth: 1860	Boughene: 480	Boughene: 160
Pocoon: 1815	Alell: 450	Alell: 150

Water	Spices	Steel
Louzy: 3390	Louzy: 1560	Uakye: 1575
Quan: 1200	Uakye: 1050	Chiros: 1430
Uakye: 1050	Menorb: 560	Iroth: 1140
Menorb: 560	Pixie: 320	Menorb:1105
Pixie: 320	Llun: 240	Yres: 1050
Llun: 240	Quan: 220	Llun: 715
Chiros: 192	Chiros: 192	Pocoon: 715
Pocoon: 55	Pocoon: 55	Pixie: 680
Efate: 50	Efate: 50	Llun: 660
Alell: 50	Alell: 50	Alell: 637
Iroth: 50	Iroth: 50	Quan: 605
Yres: 50	Yres: 50	Efate: 320
Boughene: 50	Boughene: 50	Boughene: 80

Nonmetal Ores	Iron	Special Alloys
Uakye: 1875	Chiros: 990	Uakye: 2475
Chiros: 1650	Uakye: 975	Chiros: 2090
Iroth: 1380	Iroth: 660	Yres: 1950
Yres: 1350	Yres: 450	Iroth: 1860
Menorb: 1050	Pocoon: 275	Pixie: 1640
Pixie: 1000	Menorb: 210	Menorb: 1610
Louzy: 975	Louzy: 195	Alell: 1537
Alell: 937	Llun: 180	Louzy: 1495
Llun: 900	Quan: 165	Llun: 1380
Pocoon: 935	Efate: 50	Pocoon: 1375
Quan: 825	Pixie: 50	Efate: 1280
Efate: 640	Alell: 50	Quan: 1265
Boughene: 400	Boughene: 50	Boughene: 1040

Radioactives	Pharmaceuticals	Ship Supplies
Uakye: 2475	Llun: 5620	Yres: 3150
Chiros: 2090	Yres: 3750	Boughene: 2960
Yres: 1950	Boughene: 3600	Uakye: 2850
Iroth: 1860	Uakye: 3450	Efate: 2760
Pixie: 1640	Efate: 3400	Iroth: 2280
Menorb: 1610	Pixie: 2800	Quan: 2172
Alell: 1537	Iroth: 2760	Pixie: 2160
Louzy: 1495	Quan: 2612	Llun: 2040
Llun: 1380	Alell: 2437	Pocoon: 1980
Pocoon: 1375	Pocoon: 2420	Alell: 1837
Efate: 1280	Menorb: 2380	Menorb: 1820
Quan: 1265	Chiros: 2200	Chiros: 1760
Boughene: 1040	Louzy: 2112	Louzy: 1592

Tools	Petrochemicals	Explosives
Yres: 2250	Yres: 2850	Efate: 4400
Boughene: 2000	Boughene: 2640	Yres: 3150
Uakye: 1950	Uakye: 2550	Boughene: 2960
Efate: 1800	Efate: 2440	Uakye: 2850
Iroth: 1560	Iroth: 2040	Iroth: 2280
Quan: 1512	Quan: 1952	Quan: 2172
Llun: 1320	Pixie: 1840	Pixie: 2160
Pocoon: 1320	Llun:1800	Llun: 2040
Pixie: 1200	Pocoon: 1760	Pocoon: 1980
Chiros: 1100	Chiros: 1540	Alell: 1837
Menorb: 980	Menorb: 1540	Menorb: 1820
Alell: 937	Alell: 1537	Chiros: 1760
Louzy: 812	Louzy: 1332	Louzy: 1592

Electronic Parts	Medical Equip.	Hi Tech Parts
Efate: 2240	Iroth: 5100	Yres: 5800
Alell: 2175	Efate: 3200	Efate: 3520
Llun: 2040	Alell: 3075	Alell: 3375
Yres: 1800	Llun: 2760	Llun: 3000
Pixie: 1720	Yres: 2700	Pixie: 3000
Iroth: 1440	Pixie: 2680	Boughene: 2600
Uakye: 1350	Boughene: 2280	Uakye: 2550
Chiros: 1320	Uakye: 2250	Iroth: 2400
Quan: 1320	Menorb: 2030	Menorb: 2310
Boughene: 1320	Louzy: 2015	Louzy: 2275
Pocoon: 1320	Chiros: 1980	Chiros: 2200
Louzy: 1235	Quan: 1980	Quan: 2200
Menorb: 1190	Pocoon: 1980	Pocoon: 2200

Computers	Robots	Animal Compounds
Chiros: 5600	Efate: 3520	Louzy: 2405
Efate: 3200	Alele: 3375	Boughene: 1360
Alell: 3075	Llun: 3000	Alell: 1275
Llun: 2760	Pixie: 3000	Efate: 960
Yres: 2700	Yres: 3000	Pixie: 960
Pixie: 2680	Boughene: 2600	Uakye: 900
Boughene: 2280	Uakye: 2550	Yres: 900
Uakye: 2250	Iroth: 2400	Menorb: 840
Iroth: 2160	Menorb: 2310	Llun: 720
Menorb: 2030	Louzy: 2275	Quan: 660
Louzy: 2015	Chiros: 2200	Iroth: 120
Quan: 1980	Quan: 2200	Pocoon: 110
Pocoon: 1980	Pocoon: 2200	Chiros: 50

Livestock	Fertilizers	Plant Compounds
Uakye: 4000	Louzy: 2145	Louzy: 2405
Louzy: 2925	Boughene:1040	Boughene: 1360
Boughene: 2000	Alell: 975	Alell: 1275
Alell: 187	Efate: 640	Efate: 960
Efate: 1600	Pixie: 640	Pixie: 960
Pixie: 1600	Uakye: 600	Uakye: 900
Yres: 1500	Yres: 600	Yres: 900
Menorb: 1400	Menorb: 560	Menorb: 840
Llun: 1200	Llun: 480	Llun: 720
Quan: 1100	Quan: 440	Quan: 660
Iroth: 600	Chiros: 50	Iroth: 120
Pocoon: 550	Iroth: 50	Pocoon: 110
Chiros: 50	Pocoon: 50	Chiros: 50

Lumber	Starrghrite	Clothing
Louzy: 1885	Alell: 3420	Boughene: 1440
Boughene: 720	Boughene: 3360	Alell: 975
Alell: 675	Menorb: 2590	Menorb: 910
Efate: 320	Efate: 2560	Louzy: 845
Pixie: 320	Pixie: 2560	Efate: 640
Uakye: 300	Louzy: 2405	Pixie: 640
Yres: 300	Yres: 240	Yres: 600
Menorb: 280	Uakye: 1950	Llun: 480
Llun: 240	Llun: 1920	Iroth: 480
Quan: 220	Iroth: 1920	Chiros: 440
Chiros: 50	Chiros: 1760	Pocoon: 440
Iroth: 50	Pocoon: 1760	Quan: 165
Pocoon: 50	Quan: 1485	Uakye: 150

Raw Crystals	Textiles	Entertainment
Pocoon: 3450	Boughene: 2720	Boughene: 2080
Boughene: 3040	Alell: 2175	Alell: 1575
Alell: 2475	Menorb: 2030	Menorb: 1470
Menorb: 2310	Efate: 1920	Louzy: 1365
Efate: 2240	Pixie: 1920	Efate: 1280
Pixie: 2240	Louzy: 1885	Pixie: 1280
Louzy: 2145	Yres: 1800	Yres: 1200
Yres: 2100	Llun: 1440	Llun: 960
Llun: 1680	Iroth: 1440	Iroth: 960
Iroth: 1680	Uakye: 1350	Chiros: 880
Uakye: 1650	Chiros: 1320	Pocoon: 880
Chiros: 1540	Pocoon: 1320	Uakye: 750
Quan: 1265	Quan: 1045	Quan: 605

C. GAMBLING

In order for a character to do well in gambling, they must possess a Gambling skill of at least five. Anything less than five will result in the character slowly losing money.

D. PIRATING

Pirating is a great way of making money! Different worlds will offer different prices for specific cargos. The prices received for cargo on specific worlds is listed above under section C, Trading.

E. BOUNTY HUNTING

Bounty hunting is probably the best way to make money. There are ten assassins that rewards can be collected on. After killing the assassin, the dogtags need to be taken to the Imperial Base on the planet Alell in order to collect the reward. The sum of the rewards of all the assassins is in excess of 1.3 million credits (See section 5).

5. SPECIFICS

A. LIST AND LOCATIONS OF PLANETS

Below is a list and the location of each world in the individual systems.

Efate
Efate: Closest planet to the sun and the largest planet in this system.

Stur: Second closest planet to the sun and also the third largest planet in the system. Located next to Solon.

Solon: Third closest planet to the sun and fourth largest planet in this system. Located next to Stur.

Llun: Fourth closest planet to the sun and second largest planet in the system.

Kra: Fifth closest planet to the sun and the second smallest planet in the system. Located to next to Llun and San.

San: Farthermost planet from the sun and smallest planet in the system. Located next to Llun and Kra.

Louzy
Ilantir: Closest planet to the sun and also the smallest planet in the system.

Quan: Second closest planet to the sun and also the second smallest planet in the system.

Louzy: Farthermost planet from the sun and the largest planet in this system.

Alell
Straun: Closest planet to the sun and smallest planet in the system.

Iroth: Second closest planet to the sun and largest planet in the system.

Alell: Third closest planet to the sun and second largest planet in the system.

Anparr: Farthermost planet from the sun and also the smallest planet in the system.

Uakye
Arrica: Closest planet to the sun and second largest planet in the system.

Sino: Second closest planet to the sun and the largest planet in the system.

Uakye: Farthermost planet from the sun and smallest planet in the system.

Boughene

Boughene: Closest planet to the sun and largest planet in the system.

Neaera: Second closest planet to the sun and also the second largest planet in the system.

Pocoon: Farthermost planet from the sun and smallest planet in the system. Located next to Neaera.

Menorb

Menorb: Closest planet to the sun and largest planet in the system.

Beormn: Located next to Menorb. Is the smallest planet in the system.

Pixie

Pixie: Closest planet to the sun and the smallest planet in the system.

Streech: Second closest planet to the sun and the largest planet in the system.

Chiros: Farthermost planet from the sun and the second smallest planet in the system.

Yres

Yres: Closest planet to the sun and largest planet in the system.

Chayke: Second closest planet to the sun and also the second largest planet in the system.

Cheika: Third closest planet to the sun and the second smallest planet in the system.

Akarates: Farthermost planet from the sun and also the smallest planet in the system.

For detailed maps of the systems, refer to pages 65 through 71 in the players manual.

B. LIST AND LOCATIONS OF IMPORTANT NPC's

Below is a list of important NPC's and their locations.

Kiefer

Located in warehouse on Efate. Final objective.

Lenara

Located in warehouse on Chieka. She will give you a passcard to get into the warehouse on Efate where Kiefer is located.

Clerk at Hotel

Located in hotel on Yres. Will give you a passcard to show to Lenara so you can receive the passcard to the warehouse on Efate.

Arik

Located in bottom room of the station on the planet Neaera. He will give you the other half of the Imperial Seal to collect the passcard from the clerk at hotel on Yres. You only have five minutes to get to Arik once inside the building. If you don't, he will be moved to a warehouse on the planet Chiros. Before leaving, pick up the key laying on the floor. Without it, you will not be able to get to Arik in the warehouse on Chiros.

If you don't get to Arik within five minutes in the warehouse on Chiros, Arik will be moved again to a cave on the planet Streech. You will need to pick up the passcard on the floor in the warehouse on Chiros in order to get to Arik in the cave. This will be the last time Arik will be moved.

Viktor

Located on the planet Boughene north-east of the starport Kill Viktor to get the passcard to the station on Neaera to rescue Arik.

Assassins

Below is a list of the ten assassins and their locations. Dogtags need to be taken to the Imperial Base on Alell to collect rewards.

Amrhein Alazar: Can be found on the planet Boughene. Will also have a gold pendant along with his dogtags. Reward = 250,000 credits.

Katerenya Viridion: Can be found on the planet Iroth. Reward = 225,000 credits.

Gainus Ozar: Can be found on the planet Boughene. Besides dogtags, he is also carrying a demolition charge. Reward = 200,000 credits.

Andolus Zelexian: Can be found on the planet Louzy. Located in warehouse in the interior city. He is also carrying some amethysts. Reward = 175,000 credits.

Maximillian Mortis: Can be found on the planet Chiros. He is also carrying a ruby necklace along with his dogtags. Reward = 150,000 credits.

Szen Sanai: Can be found on the planet Efate. Reward = 125,000 credits.

Rhevah Hamache: Can be found on the planet Llun. Reward = 100,000 credits.

Bolo: Can be found on the planet Yres. He is carrying diamonds along with his dogtags. Reward = 75,000 credits.

Demetrieye Jannev: Can be found on the planet Arrica. He is also carrying a speed healing drug along with his dogtags. Reward = 50,000 credits.

Fallous Cepholon: Can be found on the planet Pixie. Reward = 25,000 credits.

Detailed information is provided for each of these characters in the players manual on pages 137 through 142.

C. WHERE TO FIND AND SELL OBJECTS

Efate System

Efate: * There are some emeralds laying on the groundin the mountains north of the starport.
* The thief with a grenade launcher has the pendant that a guy in the bar in the grav city wants.
* A man in the bar in grav city on Efate will give you 15,000 credits for the return of the thieves pendant.
* There are some rubies laying on the floor in the bottom room in the Starfarers Home.
* Two men in museum. One will give you 20,000 credits for any starrghrite you have and the other will give you 15,000 credits for any diamonds you have.

Llun: * A power pick is laying on the ground beside the pond. A miner in the cave on Llun will give you 8,000 credits for it.
* A girl in the starcity will give you some groatle fur in exchange for some emeralds.
* There is no way to get to the cave on this planet.

Kra: * The miner at the beginning of the cave will give you 1,500 credits for any dust spice you have.
* A miner in the lower right corner of the cave will pay you 8,000 credits for the power pick you will find on the planet Llun.

San: * One of the men in the research station has a passcard to the door to the rest of the building.
* Need to use a demolition charge on the door to the hallway in the research station.
* After passing the first room at the bottom, a destruct countdown is activated.
* The first room items include a speed healing drug, a combat drug, and a TL 9 medical kit.
* The second room items include a TL 12 medical kit and some dust spice.

Stur: * A man in the bar will pay you 800 credits for any reptilian hides you have.
* The man in the museum will pay you 50,000 credits for any coynes you have.
* A Solaman musket is laying on the ground across the bridge by some bushes south/west of the starport. A man in the museum on the planet Iroth will pay you 25,000 credits for it.
* In the marsh south of the starport you will find some battle dress, a battle dress helmet, a plasma gun, and some coynes.
* There are some emeralds laying on the ground south/east of the starport.

Solon: * Only one man on this planet has any items. He is carrying a ruby necklace and a grenade launcher.

Louzy System

Louzy: * A man in the bar will pay you 500 credits for any amethysts you have.
* An Aslan will pay you 10,000 credits for the return of his heirloom. The Aslan heirloom is laying on ground beside the pond in the interior city.
* An Imperial soldier will pay you 100,000 credits for the elimination of the terrorists in the warehouse on this planet.
* A man outside the casino will pay you 12,500 credits for the psionic shield helmet found on the planet Iroth.
* In the warehouse, a guard in the first room has the passcard to the second room.
* In the warehouse, a guard in the second room has the passcard to third room.
* There is some starrghrite laying on the floor in the second room.
* First guard met has a passcard and some amethysts.
* First guy in computer maze has a passcard.
* Second guy in computer maze has a passcard and a TL 9 laser pistol.
* There are two guards in the lower right room. One has some cloth armor and the other has a vacc helmet. There is also a demolition charge and a lantern laying on the floor in this room.
* The second guy in the hallway at the top of the building has a hive dagger. A slug on Alell will pay you 5,000 credits for it.
* In the room at the beginning of the hallway there is a passcard and a combat drug laying on the floor.
* One guard in room has a TL 8 laser carbine, another has a 4mm gauss rifle and a passcard.

* The man with the grenade launcher in the room at the end of the hall has the terrorist symbol needed to get the reward.

Ilantir: * A man in the museum will pay you 15,000 credits for hieroglyphics which you will find on the planet Chiros.
* A woman to the east of the starport will pay you 40,000 credits for some groatle fur which can be found on the planet Llun.
* A man to the north/west of the starport will pay you 8,000 credits for a desert survival kit you will find on the planet Iroth.
* There is a soil sampler laying on the ground to the very north/east of the starport.

Quan: * A man will trade you an electronic fishing net for some dust spice.
* Religious mans tent north of starport. He will give you a jeweled saber for the return of his religious idol.
* Thieves tent to east of starport. Two thievesinside. One has a dagger and some diamonds, and the other has a 9mm submachinegun. There is also a religious idol laying on the floor.

Alell System

Alell: * A man in the bar inside the starport will give you 10,000 credits for the blue flag from the starship races.
* A woman in the bar will give you 20,000 credits for any gold pendants you have.
* A slug will give you 5,000 credits for a hive dagger which can be found on the planet Louzy.
* You can collect rewards for all of the assassins dogtags at the Imperial Base north of the starport.

Straun: * A warbot with a red flag will be found here.

Anparr: * A warbot with the blue flag is here and will give you the flag in exchange for the red flag.

Iroth: * A man beside the hospital has a 7mm carbine and a psionic shield helmet. A man on the planet Louzy will buy the helmet.
* There is a gold pendant laying on the ground in the very north/west corner of the planet.
* A man in the museum will pay you 25,000 credits for a Solaman musket which you can find on the planet Stur.
* The other guy in the museum will pay you 50,000 credits for any gold statues you have.

* A man in the bar will give you a desert survival kit. Another man on the planet Ilantir will buy the kit from you for 8,000 credits.
* A man will pay you 3,000 credits for an electronic fishing net which can be found on the planet Quan.
* There are several items on a wrecked ship south/west of the starport. These items are; diamonds, a sapphire necklace, dust spice, amethysts, a gold statue, and a TL 9 medical kit.

Boughene System

Boughene: * A woman outside of the starport city will pay you 15,000 credits for any gold pendants you have.
* A man in the bar will pay you 20,000 credits for any bronze sculptures you have.
* There are some sapphires and rubies on the ground in the mountains south/east of the starport.
* Three people in the research station. Two people in the room to the left. Both have passcards and there is also a speed healing drug on the floor. The third man in the other room also has a passcard.

Pocoon: * A man in the bar will pay you 5,000 credits for any emeralds you have.
* A man behind the bar gives you a package to take out of the city into an ambush.

Neaera: * Use the passcard picked up from Viktor to get through the doors.
* There is a statue laying on the floor in the last room.
* The guy in south/east room has the key to get downstairs. On the floor in this room is a set of coynes.
* There are four men downstairs. One has a TL 12 plasma gun and some dust spice, another has a 9mm submachinegun, the third has nothing, while the fourth is Arik.

Menorb System

Menorb: * A man in starport city will trade you some battle dress for some coynes.
* A man in the bar will pay you 300 creditsm for any ivory horns you have.
* The four legged creatures south of the city have ivory horns.

Beormn: * There are two guys in the large room on the left. One has some dust spice and a passcard, the other has cloth armor and a speed healing drug.
* Also in last room on the floor is some starrghrite. There is also a man that has a passcard and a fast drug.

* In the second room on the bottom there is a ruby necklace and a bronze sculpture laying on the floor. There is also a man in this room with a TL 9 medical kit.

Pixie System

Pixie: * A man in the hotel will pay you 500 credits for any amethysts you have.
* In the upper left room in the hotel is a bronze sculpture laying on the floor.
* A man in the museum will pay you 50,000 credits for a jeweled sword you can find on the planet Quan.
* A man in the museum will pay you 10,000 credits for an enamel bowl you can find on the planet Chieka
* A man in the bar will pay you 1,500 credits for any dust spice you have.
* There is a gold pendant laying on floor behind the bar.
* A man inside the interior city will pay you 500 credits for some streechen wine.

Streech: * A man in the museum will pay you 5,000 credits for some pottery you will find on the planet Chieka.
* A man in the bar will pay you 2,500 credits for any rubies you have.
* There are six guys in the cave. One has some amethysts, the second has some reflec, the third has some coynes, the fourth a passcard, the fifth has a passcard, and the last one has some amethysts.
* On the floor in the cave is a sapphire necklace, a 7mm carbine, two demolition charges, some amethysts, a combat drug, a TL 8 laser carbine, a vacc helmet, a flak jacket, and some combat armor.

Chiros: * A man in the starport city will pay you 1,000 credits for any sapphires you have.
* A man in the room to the left in the ice building has a passcard. There is also an 18mm shotgun and a 9mm rifle laying on the floor.
* A man in the first room on the right in the ice building has a passcard. There is also a ruby necklace laying on the floor.
* There are two guys in the second room of the ice building. One has a 9mm submachinegun and the other has some reflec armor. There are also some hieroglyphics laying on the floor.

Uakye System

Uakye: * A man behind the bar gives you a package to take to someone at the hotel.

* A man in the hotel gives you another package to take to someone in the interior city of Sake.
* A man in Sake gives you another package to take to someone in the warehouse.
* A woman in the warehouse gives you another package to take to someone in the city of Linnar.
* A man in Linnar gives you another package to take to someone on the other side of the city.
* A man will pay you 20,000 credits for the package.
* There is a howood staff and some rubies laying on the ground west of the starport.
* There are some emeralds laying on the ground south of the starport.
* A man in the museum will pay you 30,000 credits for any ruby necklaces you have.
* There are some amethysts laying on the floor in the museum.

Arrica: * There is a sapphire necklace laying on the floor in the bar.
* A man in the jail will pay you 15,000 credits for Dhamon Dreads handcuffs.
* A man west of the starport will pay you 5,000 credits for a soil sampler you will find on the planet Ilantir.

Sino: * A man outside the city will pay you 20,000 credits for a howood staff that you will find on the planet Uakye.
* A man in the bar has a gold pendant.

Yres System

Yres: * A man in the museum will pay you 10,000 credits for any diamonds you have.
* The woman in the hotel will give you a decoding key when you show her the completed seal.

Akarates: * In the warehouse, Lenara will give you a decoding key after you show her the decoding key you received from the clerk on Yres.

Chieka: * There are several items laying on the ground outside the starport. They are; a plastic knife, some diamonds, a TL 9 vacc suit and helmet, a bronze s culpture, a TL 9 laser rifle, and some sapphires.
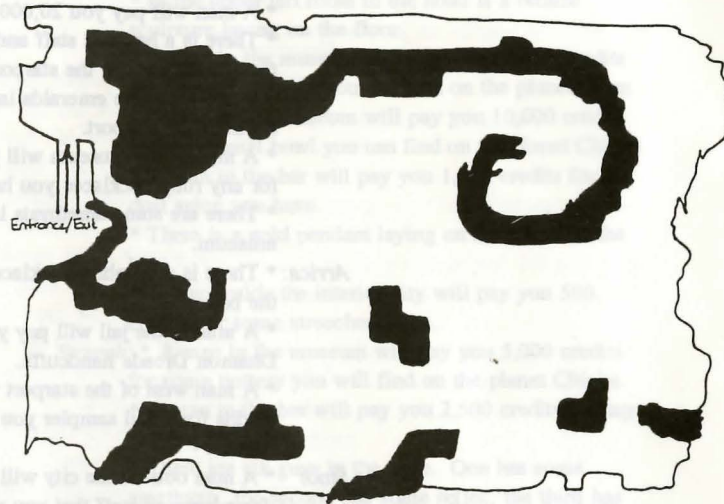* There are several items laying on the ground inside the cave. They are; a TL 9 laser carbine, a pottery dish, a lantern, a gold pendant, some hieroglyphics, a plastic knife, a TL 12 vacc suit, and a TL 9 vacc helmet.

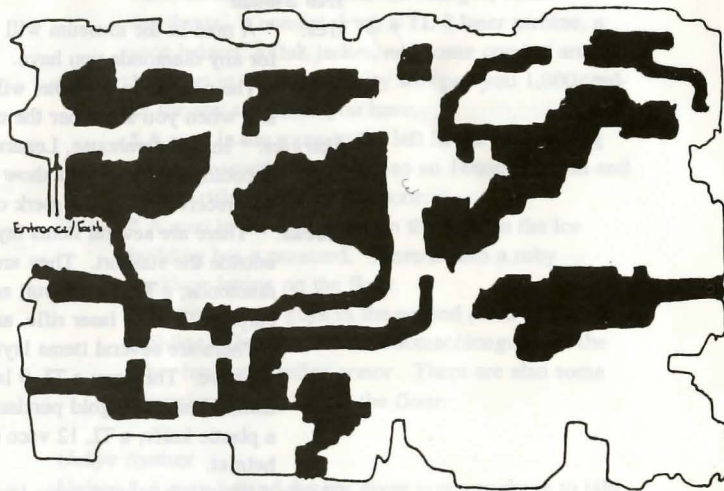Chayke: * There are several items laying on the floor of the wrecked spaceship south/west of the starport.

They are; a ruby necklace, a TL 9 vacc suit, a vacc helmet, some emeralds, a TL 9 medical kit, and an enamel bowl.
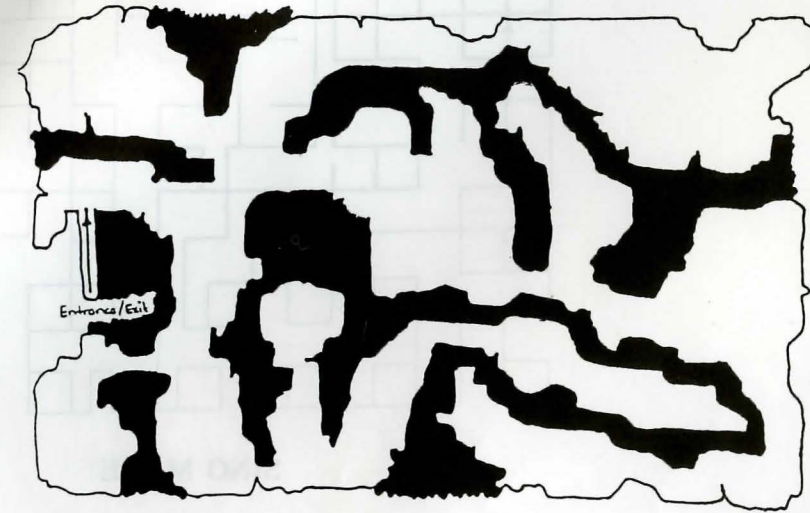
D. Maze and Cave Maps

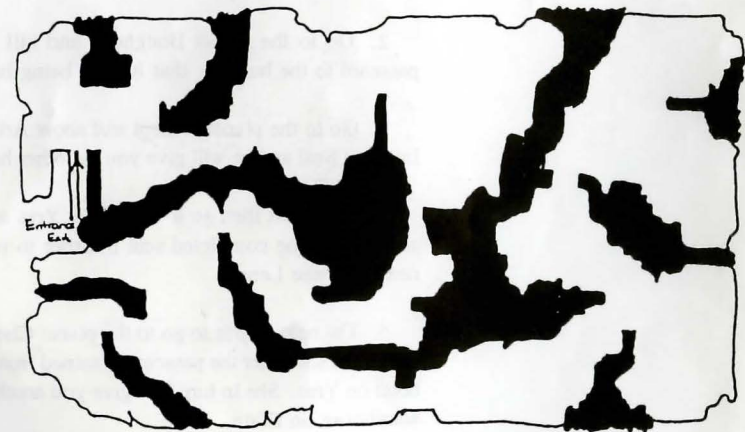Following are diagrams of the mazes and caves used in Megatraveller 1, The Zhodani Conspiracy.

Entrance/Exit

CHEIKA CAVE

Entrance/Exit

STREECH CAVE
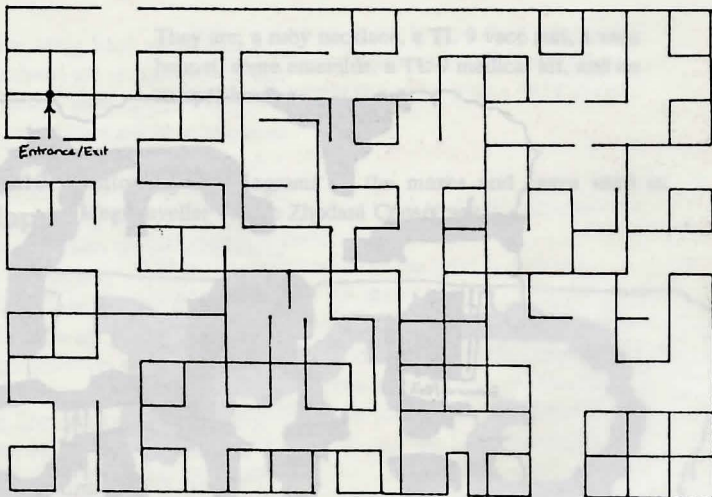

Entrance/Exit

KRA CAVE

Entrance/Exit

STRAUN CAVE

Entrance/Exit

SINO MAZE

E. SCENARIO   These are the steps that must be completed in order to win the game.

1. Earn the two million credits needed to equip the Interloper with a jump-two drive.

2. Go to the planet Boughene and kill Viktor to get the passcard to the building that Arik is being held in on Neaera.

3. Go to the planet Neaera and show Arik your half of the Imperial Seal and he will give you the other half to complete it.

4. You must then go to the planet Yres and show the clerk at the hotel the completed seal in order to receive a passcard needed to see Lenara.

5. The next step is to go to the planet Cheika to see Lenara. You must show her the passcard obtained from them clerk at the hotel on Yres. She in turn will give you another passcard to the warehouse on Efate.

6. The final step in the game is to go back to Efate and to seek out Keifer in the warehouse and destroy him.