

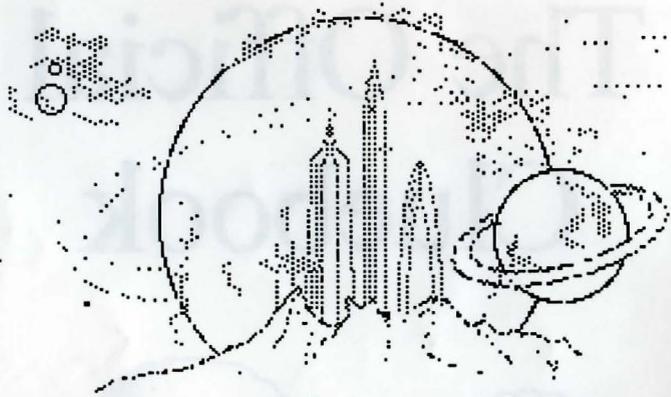
MEGATRAVELLER 2™

Quest For The Ancients

The Official Cluebook



He Holds The Key To A Thousand Worlds
You Only Have To Ask Him For One



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Please Note: This Cluebook is based on the IBM PC version of the game and some information may differ for the Amiga & Atari ST versions.

MegaTraveller 2: Quest For The Ancients

The Official Cluebook - Contents



1. Creating Characters and Parties

A. Careers	5
B. Skills	6

2. Ground Exploration & Combat

A. Buildings	8
B. Conversing with NPC'S	9
C. Buying & Selling Items	10
D. Vehicles	10
E. Weapons	10
F. Armour	10
G. Combat with an NPC	11
H. Healing a Character	11

3. Space Exploration & Combat

A. Starports	12
B. Outfitting Your Ship	13
C. Combat with a Starship	13
D. Interdicted Worlds	14
E. The Ancient Ship	14
F. Map of Four Subsectors	15

4. Making Money

A. NPC's & Objects	16
B. Trading	16
C. Gambling	16
D. Pirating	16
E. Bounty Hunting	16

5. Main Scenario & Sub-Plots

A. Ancient Sites & Artifacts	18
B. Main Scenario	20
C. Sub-Plots	22

1. CREATING CHARACTERS AND PARTIES

There are six basic attributes that your characters possess. The attributes are explained in detail on pages 5 and 6, and on page 39 of the Game Player's Manual.

A. Careers

All of the careers and the corresponding prerequisites for each of them are listed on pages 7 through 11 of the Game Player's Manual. Listed below are the careers that offer the most money as a benefit and also all careers that offer starships as a benefit.

Human Characters

<u>Starships</u>	<u>Money</u>
Scouts	Scouts
Aristocrats	Doctors
Scientists	Nobles
Nobles	Belters
Merchants	Pirates
Belters	Rogues
Pirates	Hunters
Hunters	

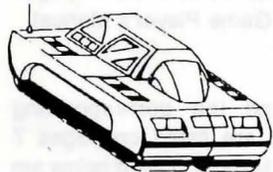
Vargr Characters

<u>Starships</u>	<u>Money</u>
Explorers	Navy
Loners	Emissaries
Aristocrats	Explorers
Scientists	Administrators
Leaders	Loners
Merchants	Aristocrats
Belters	Leaders
Corsairs	Belters
Rogues	Rogues
Hunters	Hunters

You will receive an added bonus on the benefits and cash tables for both Human and Vargr characters if the current character being created has obtained a high rank in his career, or if he has received any Gambling skills.

B. Skills

All of the skills that are used in the game are listed on page 13 of the Game Player's Manual. Below is a list of the skills that are used most frequently throughout gameplay.



ATV - This skill is required to maneuver an all-terrain vehicle(ATV) efficiently. ATV's are found on high tech and middle tech worlds.

Bribery - This skill is necessary in order to effectively bribe an NPC.

Broker - This skill is required to receive the best prices when purchasing or selling cargo.

Electronics - There is a particular point in the game where a character will require this skill in order to receive payment for assisting an NPC. This skill is only used in the one particular sub-plot.

Energy Weapons - This skill is necessary to strike a distant opponent with a shot fired from a plasma gun or a fusion gun.

Engineering - This skill is required to repair any damage sustained to the maneuver or sickbay areas of the ship.

Fusion Gun - This skill is necessary to strike a distant opponent with a shot fired from a fusion gun.

Grav Vehicle - This skill is required to maneuver a grav vehicle efficiently. Grav vehicles are only found on high tech worlds.

Grenade Launcher - This skill is necessary to strike a distant opponent with a shot fired from a grenade launcher.

Interrogation - This skill is required to effectively interrogate an NPC.

Laser Pistol - This skill is necessary to strike a distant opponent with a shot fired from a laser pistol.

Laser Rifle - This skill is required to strike a distant opponent with a shot fired from a laser rifle.

Laser Weapon - This skill is necessary to strike a distant opponent with a shot fired from any form of laser weaponry.

Medical - This skill is used to heal a character in the party.

Plasma Gun - This skill is required to strike a distant opponent with a shot fired from a plasma gun.

Recruiting - This skill is necessary to recruit better than average characters from the recruiting center.

Stealth - This skill is required to smuggle weapons through starport customs.

Trader - This skill is necessary to receive the best prices when purchasing or selling cargo.

Turret Weapons - This skill is required to strike an enemy ship during space combat.

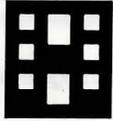
In order to effectively accomplish a task, you will need a skill level of **4 or greater** in the related skill.



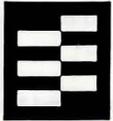
2. GROUND EXPLORATION AND COMBAT

A. Buildings

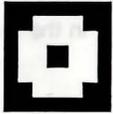
All buildings are listed, along with a short description of each, on pages 26 through 29 of the Game Player's Manual. Depending on a world's law and tech level, some buildings may not appear. Law level and tech level descriptions are found on page 47 of the Game Player's Manual. Listed below are the buildings, and the law or tech level worlds they are found on.



Vehicle Rental: Found on worlds with a tech level of 4 or higher. Grav vehicles can only be rented on worlds with a tech level of 9 or higher, while ATV's can be rented on tech level worlds of 4 or higher.



Bank: Found on all worlds.



Scout Base: Found on worlds with a tech level of 9 or higher.



Naval Base: Found on worlds with a tech level of 6 or higher.

Hypermarket: Found on all worlds. Availability of items coincides with the world's law level.

Shipyards: Found on worlds with a tech level of 4 or higher. The shipyard is located in the starport.

Hospital: Found on worlds with a tech level of 3 or higher.

Customs: Found on worlds with a law level of 1 or higher.

Recruiting Center: Found on all worlds.



Starport Ticket Office: Found on worlds with a tech level of 5 or higher. This office is located in the starport.

Police Station: Found on worlds with a law level of 1 or higher.

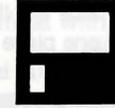
Trade Center: Found on all worlds. The trade center is located in the starport.



TAS(Traveller's Aid Society): Found on worlds with a tech level of 5 or higher.

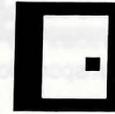
Library: Found on all worlds.

Travel Agent: Found on worlds that have more than one city. The monorail station and the airport are both included here.



Government Office: Found only on Rhyllanor in the Rhyllanor Startown.

Tavern: Found on all worlds. You may not be able to enter all taverns, only the ones that contain NPC's that deal with the main scenario or one of the sub-plots.



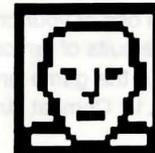
Apartments: Found on all worlds. You may not be able to enter all apartments, only the ones containing NPC's that deal with the main scenario or one of the sub-plots. The apartments containing NPC's have blue roofs on high tech worlds and are outlined in red on moderate tech worlds. Apartments on low tech worlds that may be entered are the ones that aren't boarded up or have holes in them.

University: Found on all worlds. You may not be able to enter all universities; only the ones containing NPC's that deal with the main scenario or one of the sub-plots can be explored.

As stated above, worlds are separated by tech levels. There are three different tech level worlds in the game. They are:

High Tech	-	TL9 through TL13
Mid Tech	-	TL4 through TL8
Low Tech	-	TL0 through TL3

B. Conversing with NPC's



Conversing with NPC's is the best way to obtain information. By interacting with other characters, you may learn that someone is looking for a certain object and is offering a substantial reward for its retrieval. As well, an NPC may wish to trade an object in exchange for something else. Other NPC's may accept a bribe or be interrogated if the character's related skill is high enough. Once an NPC's task is completed, he/she turns white. If

you speak to an NPC and he/she remains green, you can possibly interrogate the NPC or use truth serum to gain information. Some merchants stay green throughout the entire game.

C. Buying & Selling Items

When a character purchases an item in the game, his Trader or Broker skill is not taken into account. Whatever price is listed or whatever price an NPC tells you, is what the item costs. There is only one place in the game where a character's Trader or Broker skill is taken into account, and that is when he purchases or sells cargo in the trade center located in the starport.

D. Vehicles

There are two modes of ground transportation used in the game, but not all of these vehicles are available on every planet. The two modes of transportation are:

Grav Vehicle - A grav vehicle is the most efficient source of transportation. Grav vehicles can fly over any obstacle but are only available on worlds with a tech level of **9 or higher**.

ATV - All terrain vehicles are a good source of transportation. The only obstacles that they cannot go through are buildings. ATV's are available on worlds with a tech level of **4 or higher**.

E. Weapons

It is advisable to equip each one of your characters with a weapon. There are several guns that your characters should possess. These include: TL13 Laser Carbine, TL13 Laser Rifle, TL13 Plasma Gun, TL14 Fusion Gun and the 4cm RAM GL-11. These weapons provide the best possible offense for a character and will inflict the most damage on an opponent. All of the weapons are described in more detail on pages 60 through 65 of the Game Player's Manual.

F. Armor

It is advisable to equip each one of your characters with some form of armor. The three suits of armor that will best protect a character throughout the game are: TL12 Hostile Environment Vacc Suit, TL12 Combat Armor and TL13 Battle Dress.

The TL12 Vacc Suit is probably the most available of the three. All of the types of armor are described in more detail on pages 58 through 60 of the Game Player's Manual. Some of the criminals and assassins may be wearing Battle Dress, so if you are lucky enough to defeat them, you can take the armor for yourself.

G. Combat with an NPC



With an new and innovative combat system design, combating an NPC or a group of NPC's is fairly simple. Just target your opponent, then tell your characters to attack. If you have characters that do not possess any combat skills, it would be better to put them in reserve so they don't get injured or killed. Make sure your characters are using their best weapons during combat. The weapons your characters are using are displayed in the window beside their pictures on the character sheets.

H. Healing a Character

There are three different ways to heal an injured character. They are:

Hospitals - This is the most expensive option, but necessary if one of the characters in your party does not possess Medical skills. Hospitals can only be found on worlds with a tech level of 3 or higher.

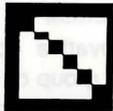
Medical Kit - The most efficient method for healing a character. It is advisable to purchase a medical kit in the Rhylanor Startown at the start of the game. This medical kit will last the entire game.

Starship Sickbay - A mediocre method of healing a character. Healing a character in this manner takes one week, which is equivalent to a jump 1 through space.

3. SPACE EXPLORATION AND COMBAT

A. Starports

There is a starport on every planet. Depending on the world's tech and law levels, there may be several options to select from in the starport. These options include:



Trade Center: This option allows you to purchase or sell any cargo you may have in your ship. Trade centers can be found in all starports.



Shipyard: This option allows you to purchase or sell a ship, outfit a ship with weapons and to refuel or repair damage the craft has sustained. Shipyards can be found on worlds with a tech level of 4 or higher.

Dockyard: This option allows you to either charter a flight to another planet or to have your ship towed to another planet. Both of these options are very expensive. Dockyards can be found on worlds with a tech level of 4 or lower.

Terminal: This option is the same as dockyard with one added selection. You may also purchase tickets to take passage on a starship liner to another planet. Terminals can be found on worlds with a tech level of 5 or higher.



Your Ship: This option allows you to board your ship, assign characters to stations, place any items that your characters are carrying into the ship's locker and to disembark from the ship.

Naval Base: When this option is selected, your party is placed in the naval base. There are several options available, including: **COMPUTER:** allows you to retrieve information on a specific planet; **REFUEL:** you can refuel your ship for a fraction of what you would pay at a shipyard; **BACK ENTRANCE:** if none of your characters have Stealth skill, you can sneak out the back entrance with your weapons; **STARPORT:** returns you to the starport. Naval bases are found on worlds with a tech level of 6 or higher.

Scout Base: When this option is selected, your party is placed in the scout base. There are several options available, including: **COMPUTER:** allows you to retrieve

information on a specific planet; **REFUEL:** you can refuel your ship for a fraction of what you would pay at a shipyard; **BACK ENTRANCE:** if none of your characters have Stealth skill, you can sneak out the back entrance with your weapons; **STARPORT:** returns you to the starport. Scout bases are found on worlds with a tech level of 9 or higher.

Customs: The customs option must be selected in order to gain access to a world. Customs officials will confiscate any illegal weapons or items. Customs can be found on worlds with a law level of 1 or higher.

Character Sheet: Allows you to view and exchange items between characters from the character sheets.

B. Outfitting Your Ship

There are two types of ships available in the game, Scout ships and Trader ships. Scout ships only have jump 1 capability and one gunner's port. Trader ships, however, have jump 2 capability and have two gunner's ports. Both ships come fully fueled and each has a weapon when purchased. You may, however, purchase different guns for the turrets. The best type of gun is the triple beam. There is no need to purchase anything but weaponry for your ship.

The ideal ship would be a trader with two triple beam turret weapons. Starships and weapons can only be purchased or sold in the shipyard facility in the starport. Shipyards can be found on worlds with a tech level of 4 or higher.

C. Combat with a Starship

The space combat mode is simple to operate. There are only a few steps that you need to follow. They are:

1. The first thing to do is to determine what type of ship your opponent has. If you have a Scout ship, then the only ships that you should attempt to fight are Scout ships, Pinnaces and Ship's Boats. If you attempt to fight any other type of ship or even multiple ships, you will probably be disabled, destroyed or arrested.

If you have a Trader ship, you will probably have an easy time defeating Scout ships, Pinnaces, Ship's Boats and even some other Far Traders. You may even be able

to engage multiple ships in combat.

The other four ships that are listed in the manual: the System Defense Boat, Cargo Liner, Passenger Liner and Close Escorts should only be engaged in combat if you have a Far Trader ship and two characters that possess exceptional Turret Weapons skill.

2. Make sure that your characters are assigned to their proper stations. This should already be done if the PAL system is turned on. The characters should volunteer for the stations they are best suited to man. Characters assigned to the gunners' stations must have Turret Weapons skill to be effective.

3. You have two options to select from concerning space combat. The easier one is to set REACT ON and let the computer fight for you. The other option enables you to manually target the enemy ship and fire at it. It is advisable to leave REACT ON and let the computer fight for you.

D. Interdicted Worlds

There are several worlds in the game that are interdicted, meaning you need a pass in order to journey on the planet. Below is a list of the interdicted worlds and the NPC's that must be seen in order to acquire these passes.

<u>Interdicted World</u>	<u>Person</u>	<u>World-City</u>
Fulacin	Dev Lendrel	Rhylanor Startown
Victoria	Glar Venni	Hefry
Sonthert	Pass Salesman	JaeTellona
Pscias	Pass Salesman	Jae Tellona
Djinni	Trader	Lablon
	Merchant	Efate-Anlisha
Shionthy	Aldo Ronco	Algine-Startown
Algine	Pass Salesman	Jae Tellona
Corfu	Dr. Jose Vargas	Uakye
Gerome	Pass Salesman	Jae Tellona
Zycoka	Filip Sema	Yebab-Startown
457-973	Blen Strul	Heroni-Startown
	Merchant	Efate-Anlisha
Lewis	Jayeff Nonnel	Træcæ-Witmansburg
Huduru	Pass Salesman	Jae Tellona

E. The Ancient Ship

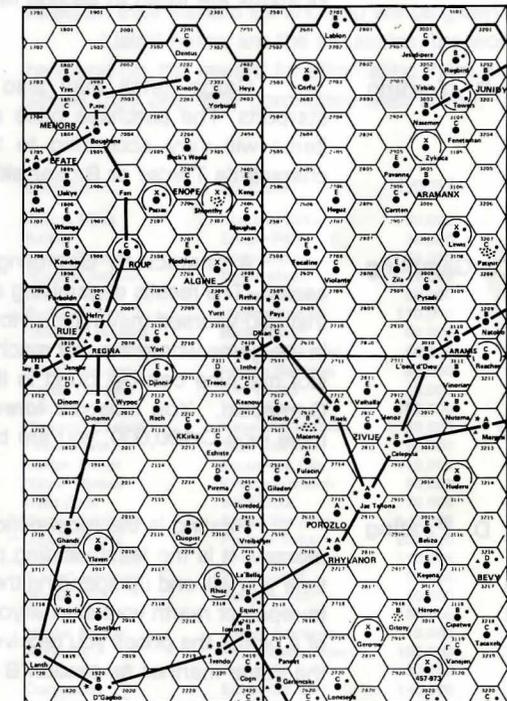
The Ancient ship can be found in the Ylaven gas giant in the Lanth subsector. When you refuel at the gas giant, the Ancient ship will appear. In order to retrieve the

ship, you will need the fuel cores that are located in the Ancient site on the planet Patinir.

The Ancient ship is capable of a jump 4 and has numerous weapons bays that make the ship virtually indestructible. You do not need the Ancient ship to complete the main scenario. The only reason to acquire the ship is for ease of travel.

F. Map of Four Subsectors

Following is a map of the four subsectors in the game: Regina, Aramis, Lanth and Rhylanor.



4. MAKING MONEY

There are several different methods of acquiring money in the game. They are:

A. NPC's and Objects

There are numerous sub-plots in the game that can be completed in order to acquire money. In your travels you will learn that certain NPC's are looking for specific objects. If you find these items and take them to the character, you can receive a reward. These objects and character locations are listed in section five of the cluebook.

B. Trading

Cargo items may also be bought and sold at starports. The purchase price and selling price of these items will vary according to the type of world and a character's Trader or Broker skill.

C. Gambling

A character's Gambling skill is not used in the casino. The results of gambling are purely luck and any skill that you yourself may have. However, there is one casino in the game where the slot machine rigged to pay off. This slot machine can be found in the casino on the world of Garrincski. You must be forewarned though, once you have won Cr100,000, you are banished from the casino.

D. Pirating

Pirating is the most difficult and risky way to make money. It is the least yielding profit method. Most of the time you will end up spending the money you made pirating to repair or rearm your ship. If you do decide to play the role of a pirate, the prices you receive for items is determined in the same manner as section B above, under Trading.

E. Bounty Hunting

Bounty hunting is probably the best method in which to acquire money. There are 40 criminals and assassins that you can hunt down and collect rewards on. To find out where each assassin is wanted, visit the police stations on each world. There, you will find information concerning the reward amount and also the planet that the assassin committed the crime on.



After eliminating the assassin, take their dogtags to the police station on the planet where the crime was originally committed or to any world that has the assassin listed on their wanted list and you will be given the reward.

Listed below are the assassins, the world they can be found on, the reward for eliminating them and the world where they originally committed their crime.

Assassin	On World	Reward	Wanted On
Alosha Mova	Knorb-Dirka	40,000	Ruie
Beitha	Enope-Pike	30,000	Cipatwe
Berusi Cantosc	Roup-Lurka	70,000	Nutema
"Blades" Antinori	Rethe-Mead	40,000	Jesepidere
Brenda Flume	Yurst-Startown	60,000	Extolay
Bud Berkshire	Regina-Imarsh	110,000	Vanejen
"Bulldog" Minetos	Ruie-Irshi I	60,000	Rech
Byn "Sticks" Miffilis	Menorb-Startown	50,000	Zivije
"Club" Allelmor	Ivendo-Startown	60,000	Treecce
Derek Taebone	Alell-Imuku	5,000	Aramanx
Don Andrews	Yres-Ninlish	150,000	Rhylianor
"Dragon" Casteel	Vanejen-Startown	80,000	Quopist
Finnera Icta	Skull-Startown	90,000	Bevey
Gorbin Snitch	Equus-Ulir City	110,000	Skull
"Grav" Ninand	Kinorb-Startown	50,000	Heya
Ivent Zech	Inthe-Udur	70,000	Heroni
Jimmy Robinson	Belizo-Startown	140,000	Patinir
Jore the Fang	Porozlo-Seka	200,000	Cipatwe
Kissame Aagguy	Ghandi-Startown	110,000	Yres
"Laser" Hartman	Feri-Falstaff	50,000	Yebab
Louise York	Roup-Rudun	90,000	Kinorb
Marco Ciocco	Porozlo-Geeka	130,000	Alell
Master Blaster	Heroni-Startown	110,000	Keng
Morardin	Rech-Blakes Town	100,000	Rethe
Ogi Ogelthorp	Rethe-Klu City	90,000	Zila
Ooryyaabb	Equus-Ulir City	140,000	Junidy
Orcata	Skull-Ukar	60,000	Pysadi
Qurapapa	Macene-Startown	180,000	Equus
"Scars" Pacino	Enope-Shudad	60,000	Regina
Snake Wylon	Efate-Makish	100,000	Enope
"Steady Eddy" Seremet	Ruie-Irshi	70,000	Feri
Stivachi	Keng-Pas Town	110,000	Wochiers
Tamazev	Zivije-Kashar	80,000	Inthe
Tanya Binos	Ruie-Kisi	100,000	Yorbund
"Teats" Berzea	Sonthert-Ar	160,000	Wochiers
The "Runner"	Heya-Lira Town	40,000	Icetina
Vlastock	Extolay-Sha City	80,000	Porozlo
Vormin Hattarin	Icetina-Startown	40,000	Dhian
Xomant	Quopist-Aru Dehu	70,000	Roup
Yaventir	Algine-Jagger	130,000	Kinorb
		Cr3,335,000	

5. MAIN SCENARIO AND SUB-PLOTS

A. Ancient Sites and Artifacts

1. Ancient Sites

There are a total of 11 Ancient sites that must be visited before the game can be won. You must collect all 36 coyns in order to open the porthole to Grandfather's parallel universe on Shionthy. Listed below are the worlds that contain the Ancient sites, the location of the sites, any artifacts found at the site and the number of coyns present at each site.

World	Location	Artifacts	Coyns
✓Gerome	Southeast of Starport	None	1
✓457-973	Southwest of Startown	Stasis Ray Statue	4
✓Fulacin	North of Starport	Batteries(10)	2
✓Victoria	West of Startown	None	5
✓Inthe	South of city Udur	None	1
Regina	Southeast of Startown	Locator Plug	7
✓Zycoka	Northwest of Starport	Forced Dome	3
✓Knorbes	North of city Vangogh	Disintegrator	2
✓Patinir	In Startown University	Fuel Cores(10)	2
✓Zila	Outside city of Suugadus	Pocket Disk	2
✓Lablon	North of Starport	None	1

2. Ancient Artifacts

After you find Ancient artifacts, you should return to the planet Rhylanor and attempt to use them on the slime. You can collect a few million credits from the government office for saving portions of the planet. Below is a list of the artifacts and what they are used for.

Stasis Ray - This artifact can be used to temporarily stop the flow of the slime. Before it can be operated, you must USE one of the batteries found on the Fulacin Ancient site on it. After it has been used, you can sell the artifact to Trow Backett for Cr20,000.

Statue - This artifact can be sold to either Trow Backett in Rhylanor Startown or to Rahjel Dramohern in the city of Falstaff, on Feri. Dramohern will pay you Cr75,000, while Backett will only give you Cr20,000.

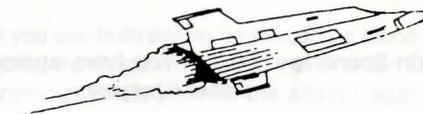
Batteries - You will find ten of these inside the Fulacin Ancient site. The batteries are used on the other Ancient artifacts that are found in order for the object to operate. The great door to the Fulacin Ancient site can be found in upper part of the yellow cube, by the mountain.

Locator Plug - The locator plug is used on the locator. When the plug is inserted and you get to the world of Shionthy, the light will glow red. This is to let you know that Grandfather's porthole is here. After it has been used, you can sell the artifact to Trow Backett for Cr5,000.

Force Dome - This artifact can be used to temporarily stop the flow of slime. Before it can be operated, you must USE one of the batteries found inside the Fulacin site on it. After it has been used, you can sell the artifact to Trow Backett for Cr20,000.

Disintegrator - This artifact can be used to temporarily stop the flow of slime. Before it can be operated, you must USE one of the batteries found inside the Fulacin site on it. After it has been used, you can sell the artifact to Trow Backett for Cr20,000.

Fuel Cores - The fuel cores are used to operate the Ancient ship found in the Ylaven gas giant. Without these, you cannot use the ancient ship.



Pocket Disk - This artifact can be used to temporarily stop the flow of slime. Before it can be operated, you must USE one of the batteries found inside the Fulacin site on it. After it has been used, you can sell the artifact to Trow Backett for Cr20,000.

Locator - You can acquire this item by conversing with Trow Backett in the Rhylanor Startown. Before it can be operated, you must USE one of the batteries found inside the Fulacin site on it. When you are on a world that has an ancient site located on it, the locator light will glow green.

Ancient Shield - This artifact can be acquired by conversing with Karim Flored in the city Kafka Town, on the planet Zivije. He will sell you the shield for Cr25,000. You can then have the shield translated by Rahjel Dramohern in the city Falstaff, on Feri. After it has been used, you can sell the artifact to Trow Backett for Cr75,000.

String of Pearls - This artifact can be obtained by killing Jayeff Nonnel, who can be found in the city of Witmansburg on the planet Treece. You must acquire this object in order for the Ancient site to appear on the planet Regina. After it has been used, you can sell the artifact to Trow Backett for Cr10,000.

Trow Backett will also purchase photos of the Ancient sites for Cr150,000 each. These eight photographs include: Gerome, 457-973, Victoria, Regina, Zycoka, Knorbes, Patinir and Zila.

After you have visited all of the ancient sites and collected all 36 coyns, you must travel to the world of Shionthy. There, you must USE the coyns. They open the porthole to Grandfather's parallel universe. There, Grandfather gives you another artifact, an Ancient terraformer. You must take the terraformer back to the planet Rhylanor and use it on the slime. After the terraformer has been used and the planet is once again safe, Trow Backett will purchase the artifact from you for the price of Cr20,000.

B. Main Scenario

You have approximately 2700 days to save the planet Rhylanor.

1. See the Ancient expert Trow Backett. He will give you the locator, Vlen Backett's diary and six coyns.
2. Go to the library and research the Ancients, Ancient sites and the Ancient Collector's Society.
3. Go to the known Ancient sites and begin to search for the Ancient experts.
4. After visiting all of the Ancient sites and the Ancient experts, use the string of pearls to activate the pearl challenge on Regina. ****NOTE**** - See Tukera Plot.

5. The character with the highest Intelligence attribute will be able to answer the question in the string of pearl challenges.

6. Once you have collected a full set of 36 coyns, travel to Shionthy and USE the coyns.

7. Visit Grandfather and retrieve the Ancient terraforming device.

8. Return to the planet Rhylanor and use the Ancient terraformer to stop the slime.

The Tukera Plot

From the beginning of the adventure, you will hear about a megacorporation conspiracy. One of the megacorporations - Tukera, Sharushid, Imperiallines, Nasirka or Oberlindes - triggered the Ancient site. It's up to you to find out who the culprit is. From the outset, you will be trailed and attacked by two groups of thugs: the Vemene (Tukera's security force) and prisoners from Huderu. The branch that must be followed to solve the mystery behind the conspiracy is:

1. Interrogate a mercenary thug. He tells you that he was recruited to kill you. He was released from the Huderu prison to hunt you down.
2. If you use truth serum, which can be found on the planet Rugbird, the thugs will tell you that Warden Cruxlic and an anonymous villain planned the attacks against you.
3. Travel to the prison world of Huderu. Find Warden Cruxlic and interrogate him. Be careful, if your Interrogation skill is not adequate, your party will be arrested. Cruxlic will tell you that he is working with a villain named Grazer, who is hiding out on the world of Pscias.
4. Go to Pscias and confront Grazer, but first you must defeat his gang. Grazer offers you the chance to join him and Jayeff Nonnel, Tukera's Lanth subsector chief. Nonnel is the mastermind behind the crisis.
5. Travel to the world of Treece and confront Nonnel. He tells you that he is the villain. Defeat him and he drops a

string of pearls, a journal, a pass to the world of Lewis and a brooch.

*6. Go to Lewis and rescue Gvoudzon. Gvoudzon decodes the brooch and gives you two sets of disks. One can be taken to the Duke of Rhylanor for a reward and the other can be taken to Lie loccocco on Loneseda for a reward.

* This step is not essential to complete the main scenario.

C. Sub-Plots

Below, is a list of the objects that are in the game, who will give them to you and also who will take them.

Weapons

* Scowl Trowl on Pirema in the Startown will sell you grenade Launcher for Cr10,000.

* Glar Venni on Hefry in the Startown will trade you the Victoria pass for a laser rifle.

* Tori Minztealt on Aramanx in Udula will trade you a laser pistol for a TL8 vacc suit.

* A trader on Jesedipere in the Startown will sell you a grenade launcher for Cr700.

* A trader on Lablon in the Starport will sell you a plasma gun for Cr59,000.

* A trader on Lablon in the Starport will sell you a laser rifle for Cr7,200.

* A trader on Lablon in the Starport will sell you a grenade launcher for Cr200.

* A commoner on Heroni in Lunapi Ina will trade you a laser rifle for unrefined sand.

* A merchant on Regina in Marburg will sell you a plasma gun for Cr40,000.

* A merchant on Regina in Khale will sell you an assault rifle for Cr150.

* A merchant on Regina in Gigish will sell you an accelerator rifle for Cr1,100.

* A merchant on Vanejen in the Startown will sell you a laser rifle for Cr5,000.

* A gun smuggler on Regina in Gigish will sell you a plasma gun for Cr100,000.

* A gun smuggler on Alell in the Startown will sell you a laser rifle for Cr24,000.

* A gun smuggler on Wochiers in Girush will sell you a sub-machinegun for Cr3,000.

* A gun smuggler on Sontherth in Ar will sell you a light

assault rifle for Cr3,000.

* A gun smuggler on Icetina in the Startown will sell you a laser pistol for Cr10,000.

* A gun smuggler on Dhian in the Startown will sell you a laser carbine for Cr14,000.

* A gun smuggler on Zila in Irkigaki will sell you a body pistol for Cr1,400.

* A gun smuggler on Junidy in Gamshulu will sell you an auto rifle for Cr5,000.

* A gun smuggler on Natoko in Lakan City will sell you an assault rifle for Cr2,100.

* A gun smuggler on Cipatwe in the Startown will sell you a plasma gun for Cr110,000.

* A gun smuggler on Kinorb in Gangburg will sell you a fusion gun for Cr200,000.

* A gun smuggler on Ivendo in Kadala will sell you an advanced combat rifle for Cr1,600.

** You will also find that some of the enemy NPC's will drop weapons after you have killed them.

* Scout Suhy on Hefry in the Startown will purchase a laser carbine from you for Cr7,500.

* Persby Horand on Aramanx in Uurii Town will purchase a plasma gun from you for Cr5,000.

* Jodice Monelt on Aramanx in Uurii Town will purchase a laser rifle from you for Cr4,000.

* Dontani Standonand on Aramanx in the Startown will purchase a laser rifle from you for Cr6,000.

* A commoner on Yebab in the Startown will purchase a laser rifle from you for Cr10,000.

* A commoner on Yori in Davinci will purchase a grenade launcher from you for Cr600.

* A commoner on Efate in Anlisha will purchase a laser rifle from you for Cr5,000.

* A merchant on Regina in the Startown will purchase a laser rifle from you for Cr11,000.

* A merchant on Yres in Magisburg will purchase a grenade launcher from you for Cr1,200.

* One of Snyder's followers on Sontherth in Ar will purchase a laser rifle from you for Cr12,000.

* One of Snyder's Followers on Sontherth in Ar will purchase a grenade launcher from you for Cr3,000.

Armor

* A trader on Lablon in the Starport will sell you some combat armor for Cr22,000.

* A trader on Jesedipere in the Startown will sell you a vacc

suit for Cr1,250.

* Jyver Stinalt on Aramanx in Ginsberg will purchase combat armor from you for Cr18,000.

* A trader on Junidy in Hikuup will trade you some dust spice for a TL12 vacc suit.

* A merchant on Regina in Imarsh will purchase any combat armor from you for Cr50,000.

ID Tags

* Selljuk the Knife on Huderu will give you some information in exchange for Spiro Taudon's I.D. Taudon can be found on Huderu.

* Big Rolf on Huderu will give you some information in exchange for Ashgar the Ape's I.D. Ashgar can be found on Huderu.

* Grazer will pay you Cr50,000 for Trow Backett's I.D. He will also pay you Cr50,000 for Cocoa's I.D. Backett can be found on Rhylanor in the Startown, while Cocoa can be found on Patinir in the Starport.

* Mark Spearmynt on Kegena in the Starport will pay you Cr1000 for Steve LaTryne's I.D. He will also pay you Cr5 for Don the Winch's I.D. LaTryne can be found on Efate in the city of Anlisha while Don the Winch can also be found on Efate in Gashar.

* King Klem on Dhian in the Startown will pay you Cr25,000 for Carben Nabeth's I.D. Nabeth can be found on Dhian in Hushkim Town.

* Blor the Bounty Hunter on Kinorb in the Startown will pay you Cr10,000 for Razor Evian's I.D. Evian can be found on Dentus in the Startown.

* The Seargent at Arms on Efate in the Startown will pay you Cr12,000 for Dnark Viddi's I.D. Viddi can be found on Efate in Irir.

* Duke Brelsford on Lanth in the Starport will pay you Cr25,000 for Duke Falat's I.D. He will also pay you Cr25,000 for Duke Honeygosky's I.D. Falat can be found on Bevey in the Startown, while Honeygosky can be found on Vinorian in the Startown.

* A Zhodani security agent on Celepina in the Starport will pay you Cr7,500 for the three assassins I.D's. The assassins can be found on Celepina in the Starport.

* Carlos Vivician on Celepina in the Starport will pay you Cr10,000 for the Zhodani Diplomat's I.D. The diplomat can be found on Celepina in the Starport.

* Divis Mti on Echiste in the Starport will pay you Cr10,000 for the saboteur's I.D. The saboteur can be found on

Echiste in the Starport.

* The TAS hotel investigator on Cipatwe in the Startown will pay you Cr50,000 for Ralf Rap's and T.J Hamb's I.D's. They can both be found on Bevey in Manii.

* The Tas assassin on Cipatwe in Kamarne Town will pay you Cr20,000 for Vort Betin's I.D. Betin can be found on Cipatwe in Kamarne Town.

* The Inspector Detective on Inthe in Iracke will pay you Cr35,000 for Bick Nisso's I.D. Nisso can be found on Inthe in Kuurim.

* Doug Litke on Roup in Renoir will pay you Cr45,000 for Harley Fairy's I.D. Fairy can be found on Equus in Kagasish.

Objects

457-973 Pass: Blen Strul on Heroni in the Startown will sell you this pass for Cr8,000.

Addis Folder: Dr Addis on Bevey in Ushan will give you this item. Dr Conta on Bevey in Khagii will take the folder.

Algine Pass: A pass salesman on Jae Tellona in the Starport will sell you the pass for Cr6,000.

Anola Hide: Professor Dairam on Junidy in Aspina Imas will pay you Cr7,500 for a hide.

A trader on Jesedipere in the Starport will pay Cr6,000 for a hide.

Nunema on Junidy in the Startown will pay you Cr8,000 for a hide.

Bulsh Morlorp on Regina in the Startown will pay you Cr15,000 for a hide.

Cyrryliop on Treece in Dishak will pay you Cr10,000 for a hide.

Don the Winch on Efate in Gashar will take an anola hide.

**Anolas can be found mostly on the planet Menorb, but can also be found on other planets.

Antibush Compound: Dr Morvines on Kegena in the Starport will give you this item. Bing Crossbi on Belizo in the Startown will pay you Cr20,000 for it.

Antique Pistol: Aamrhein on Enope in Magik Town will give you this item after you bribe him. Enri Shadashi on Enope in Magik Town will take the pistol. Also, an antique collector on Yebab in Aga Ra will pay you Cr5,000 for the pistol.

Anxiety Drug: Dr. Nellie Bly on Treece in Dishak will give you the drug. Dr. Chip Keebler on Zycoka in the Starport will pay you Cr5,000 for it.

Appointment Slip: Marty Var on Regina in Gigish will give you the slip. Marilyn Monroe on Regina in Khale will give you a special surprise in return for the note.

Ashkashur Pass: Lani Starley on Dhian in Hushkim Town will take this item.

Atmospheric Container: You will find the container outside of the Starport on Pannet.

Badge: Agent 700 on Porozlo in Imudad will give you the badge. Major Jim Dandee on Moughas in the Starport will pay you Cr5,000 for it.

Banned Book: A book Salesman on Wochiers will sell you the book for Cr8,000. Bartle Darcie on Extolay in Yeatsburg wants it.

Basy Toand Letter: Basey Toand on Aramanx in Kirshush will give you the letter. Donali Toand on Aramanx in Udula will pay you Cr5,000 for it.

Benkman Report: Dr Benkman on Roup in Shikii City will give you the report. Davis Powers on Roup in Rudur will pay you Cr15,000 for it.

Bereen Note: Ven Bereen on Rhylanor in Leba will give you the note. Cada Fed on Rhylanor in Hegra will take the note.

Bereen Ring: Cada Fed on Rhylanor in Hegra will give you the ring. Ven Bereen on Rhylanor in Leba will take the ring.

Berfurin Vine: You will find this item outside of the cities on the worlds of Gileden and Pavanne. A chirper merchant will pay you Cr5,000 for each vine.

Beta Resistance Report: A scientist on Alell in Dali will give you the report. Dr. Winky on Yres will give you a seal and Cr5,000 for it.

Bi-Carbon Phosphate: A chirper merchant on Henoz in the Starport will pay you Cr2,500 for it.

Bintara Fur: Bingo the Black Marketer on Kinorb in the Starport will give you the fur. Joby Mortas on Kinorb in the Startown will pay you Cr5,000 for it.

Bonus Check: Commander Crenshaw on Efate in the Startown will give you the check. Victor Dads on Hefry in the Starport will pay you Cr5,000 for the check.

Bra: Quinn the Cross Dresser on Huderu will give you the bra. Don the Winch on Efate in Gashar will take it.

Bronze Star: Dr. Hannibal Canopener on Vreibefger will give you the star as payment.

Brooch: Jeyeff Nonnel on Treece in Witmansburg will drop the brooch after he is killed. Gvoudzon on Lewis in the Startown will take the brooch.

Bust of Emperor Strephon: Kyle Dav on Rhylanor in

Panish will sell you the strephon for Cr5,000. A patron on Rhylanor in Hegra will pay you Cr10,000 for it.

Byssal Fat: A trader on Jesedipere will pay you Cr4,000 for the fat.

Dr. Vinilish on Treece in Witmansburg will pay you Cr7,000 for the fat.

Captain Rehab on Nasemin in the Starport will pay you Cr3,000 for the fat.

**Byssals can mostly be found on Menorb, but can also be found on other worlds.

Cassette Tape: Marilyn Monroe on Regina in Khale will give you the tape. Marty Var on Regina in Gigish will take the tape.

Certificate: Lord Hollis on Rhylanor in the Startown will give you the certificate. The Duke of Rhylanor will pay you Cr1,000,000 for it.

Chemical: Dr. Bynni Acell on Wochiers in the Startown will sell you the chemical for Cr10,000. Omega on Alell in Dali will take the chemical.

Chip Bracelet: Dr. Conta on Bevey in Khagii will give you the bracelet. Dr. Mor on Bevey in Ladashi will take the bracelet.

Cocoa Map: Gyro Cadiz (Cocoa) on Patinir in the Startown will give you the map. This map will show you the location of the Patinir Ancient site.

Coded Disk: Mason on Regina in Imarsh will give you the coded disk. Gino on Regina in Marburg will pay you Cr20,000 for it.

Coffee Cup: Bud Cable on Efate in the Startown will give you the cup. No one in the game is looking for it.

Cogri Disk: President Wallace on Risek in the Startown will give you the disk. Emperor Ranieri on Cogri in the Startown will pay you Cr45,000 for the disk.

Corfu Pass: Dr. Jose Vargas on Uakye will give you the pass.

Courier Case: Blaze Cren on Keng in Pas Town will give you the case. Scowl Trowl on Pirema in the Startown will take the case.

Crate of Food: A merchant on Zivije in Kiakii will pay you Cr1,5000 for a crate of food.

A merchant on Zivije in Kafka Town will pay you Cr9,000 for a crate of food.

A merchant on Zivije in Mikuunki will pay you Cr4,000 for a crate of food.

A merchant on Zivije in Kashar will pay you Cr6,000 for a crate of food.

A merchant on Zivije in Karirbush will pay you Cr4,000 for a crate of food.

A merchant on Zivije in Pusuurk City will pay you Cr2,000 for a crate of food.

A merchant on Zivije in the Startown will pay you Cr2,000 for a crate of food.

One of Snyder's followers on Sontherth in Ar will pay you Cr4,000 for a crate of food.

A merchant on Porozlo in Shununu will sell you a crate for Cr300.

A merchant on Porozlo in Shununu will sell you a crate for Cr250.

A merchant on Porozlo in Maniir will sell you a crate for Cr700.

A merchant on Porozlo in Maniir will sell you a crate for Cr900.

A merchant on Porozlo in Maniir will sell you a crate for Cr500.

A merchant on Porozlo in Maniir will sell you a crate for Cr.900.

A merchant on Porozlo in Maniir will sell you a crate for Cr700.

A baglady on Whanga in Townshend will want a crate of food.

The people on the planet Bevey are starving and want crates of food.

Crutch: Dr. Schpeedy on Dijinni in the Starport will give you the crutch. Dr Jose Vargas on Uakye in the Starport will take the crutch.

Deby Bone Receipt: Deby Bone on Roup in the Startown will drop this receipt after she has been killed. No one wants the receipt.

Deed to Land: Johnny Walker on Junidy in Unsar City will drop the deed after he has been killed. Karnard Foeman on Junidy in Hikuup will pay you Cr50,000 for it.

Deed to Property: Jym Amaretto on Kinorb in the Starport will sell you the deed for Cr30,000. A commoner on Yebab in Shalan Kular will pay you Cr30,000 for it.

Delgado Stock: A stock trader on Junidy in the Startown will sell you the stock for Cr50,000. An investor on Extolay will purchase the stock from you.

Delivery Notice: Scowl Trowl on Pirema in the Startown will give you the notice. Blaze Cren on Keng in Pas Town will take the notice.

Demmimmo Package: Jennifer Demmimmo on Alell in Imuku will give you the package. Paul Demmimmo on Alell

in Agadipa will take the package and arrest one of your characters.

Desulfur Drug: Pottore Tinzand on Aramanx in Udula will take the drug.

Djinni Pass: A merchant on Efate in Anlisha will sell you the pass for Cr9,000.

Dr. Hyton Letter: Dr. Hyton on Yori in the Startown will give you the letter. Dr. Movado on Valhalla in the Startown will take it.

Dr. Movado Letter: Dr. Movado on Valhalla in the Startown will give you the letter. Dr. Hyton on Yori in the Startown will accept it.

Dr. Tuton Letter: Dr. Ben McDermon on Heguz in the Starport will give you the letter. Dr. Tuton on Junidy in Hikuup will take the letter.

Drug: Dr. Fylguud on Huderu will sell this to you for Cr.2,000. Subotai Shnad on Huderu will take the drug.

Dr. Tel Blaakstone on Wochiers in Gagamburg will sell this to you for Cr8,000.

Crazy Bolo on Alell in Dali will take any drugs you have.

Drug Receipt: A drug buyer on Alell in Ekun Town will give you the receipt. A drug dealer on Keanou in the Starport will pay you Cr30,000 for it

Dust Spice: A drug dealer on Keanou in the Starport will give the spice to you. A drug buyer on Alell in Ekun Town will take the dust spice.

Marty the Black Marketer on Kinorb in the Starport will pay you Cr10,000 for dust spice.

A trader on Junidy in Hikuup will trade you some dust spice for a TL12 vacc suit.

Billy Weaver on Junidy in Midriji will give you dust spice.

Martin Stadler will take any dust spice you have and then he will arrest your entire party.

** You can also find dust spice laying on the ground outside of the Starport on Keanou.

Eiswein Wine: Gustav Fireau on Zila in the Startown will give you the wine. Joe Lucci on Efate in Arden will take the wine.

Elecmagno: Simon Cummings on Menorb in Karmel Town will give you the elecmagno. Ian Higgy on Enope in the Startown will pay you Cr40,000 for it.

Elec. Fision Deltis Encoder: Dr. Joe Sciabica on Aramanx in Ginsberg will give the encoder to you. Dr. Tuton on Junidy in Hikuup will take the encoder.

Evan Alba Letter: Evan Alba on Cogri in the Startown will give you the letter. Madre Alba on Risek in the Startown will take the letter.

Fish 40 Computer: Dr. Marketus on Dentus in the Starport will give you the computer.

Froth Teaki: Bick Nisso on Inthe in Kuurim will drop the item after he has been killed. Major Piddish on Rethe in Khidabra will pay you Cr10,000 for it.

Fulacin Pass: Dev Lendl on Rhylanor in the Startown will sell you the pass for Cr8,000.

General Products Stock: A stock trader on Junidy in the Startown will sell you the stock for Cr40,000. An investor on Extolay in the Startown will buy the stock from you for Cr80,000.

Gerome Pass: A pass salesman on Jae Tellona in the Starport will sell you the pass for Cr12,000.

Gold Bracelet: Matvia Mateaz on Junidy in Gagisha will drop the bracelet after he has been killed. Varten Gasteiger will pay you Cr30,000 for it.

Gold Dagger: Selljuk the Knife on Huderu will drop a gold dagger after he has been killed. Big Rolf on Huderu will take the dagger.

Alera Minalt on Aramanx in Bachburg will drop a gold dagger after she has been killed. President Nazera Royalt on Aramanz in Uurii Town will pay you Cr20,000 for the dagger.

Gold Pen: Rilen Yulop on Treece in Kihlam will give you the pen. Dr. Jose Vargas on Uakye in the Starport will take the pen.

Groat Hair: Gunnar Davie on Dhian in Hushkim Town will pay you Cr7,500 for groat hair.

A trader on Jeseperidere in the Starport will pay you Cr7,000 for groat hair.

A trader on Lablon in the Starport will pay you Cr4,500 for groat hair.

** Groats can mostly be found on Menorb, but can also be found on other worlds.

Groat Meat: A trader on Jeseperidere in the Starport will pay you Cr7,000 for groat meat.

A trader on Lablon in the Starport will pay you Cr1,100 for groat meat.

** Groats can mostly be found on Menorb, but can also be found on other worlds.

Gryfyth's Files: You will find the files laying on the floor in a building on Junidy in Aspina Imas. Rocco Villani on Ruie in Sula will pay you Cr100,000 for them.

High Passage Ticket: Bud Cable on Efate in the Startown will pay you Cr9,500 for a ticket.

A trader on Jeseperidere will sell you a high passage ticket for Cr1,000.

Hortalez Stock: A stock trader on Junidy in the Startown will sell you the stock for Cr10,000. An investor on Extolay in the Startown will pay you Cr12,500 for it.

Howood: Baraatsa on Pysadi in the Starport will sell you howood for Cr5,000. Rocco Villani on Ruie in Sula will pay you Cr7,500 for it.

** You will also find howood on the ground outside of the cities on the worlds of Pysadi and Violante.

Huderu Pass: A pass salesman on Jae Tellona in the Starport will sell you the pass for Cr10,000.

Ice Gem: An ice gem buyer on Regina in Imarsh will pay you Cr30,000 for any ice gems you have.

A thug on Regina in Marburg will drop an ice gem after he has been killed.

Pat Statyler on Regina in the Startown will give you a typhus thermostat in exchange for an ice gem.

A merchant on Yres in Ninlish will pay you Cr20,000 for any ice gems you have.

A merchant on Ghandi in the Startown will sell you an ice gem for Cr4,000.

A mechanic on Ghandi in the Startown will give you an ice gem for assisting him in repairing his vehicle.

A merchant on Ghandi in Ambigaze will sell you an ice gem for Cr3,000.

A merchant on Whanga in Townshend will pay you Cr5,000 for any ice gems that you have.

A patron on Rhylanor in Panish will pay you Cr4,000 for an ice gem.

** You will also find ice gems laying on the ground outside of the cities on Ghandi.

Ice Gem Load: A Sharushid executive on Ghandi in Ambigaze will sell you an ice gem load for Cr20,000.

Ice Refrigeration Pack: A merchant on Ghandi in Ambigaze will sell you the pack for Cr10,000.

Invoice Receipt: Joe Lucci on Efate in Arden will give you the receipt. Gustav Fireau on Zila in the Startown will pay you Cr10,000 for it.

Iris Nova Note: Gorje Husan on Patinir in the Startown will give you the note. Iris Nova on Patinir in the Startown will take the note.

Ivendo Map: A map thief on Skull in the Startown will drop this map after he has been killed.

Klee Ring: Boris Klee on Hefry in the Starport will drop the ring after he has been killed. Deneel Clopper on Victoria in the Startown will take the ring.

Kinunir Computer Disk: You will find this item laying on the ground outside of the cities on Boughene. An Imperial inspector on Boughene will take the files. Also, Mil Pred on Boughene will pay you Cr10,000 for the disk.

Kynoff Fossil: A chirper merchant on Henoz in the Starport will pay you Cr20,000 for any fossils you have.

** You will find kynoff fossils laying on the ground outside of the cities on the worlds of Wypoc, Cipatwe and Equus.

Kyt Bereen Letter: Kyt Bereen on Rhylanor in Liduka will give you the letter. Ven Bereen will pay you Cr50,000 for it.

Lanthunum: A trader on Lablon in the Starport will pay you Cr11,000 for any lanthunum you have.

A trader on Jesedipere in the Starport will pay you Cr14,000 for any lanthunum you have.

A lanthunum buyer on Victoria in the Startown will pay you Cr8,000 for lanthunum.

Foreman Quail on 457-973 in the Startown will pay you Cr7,500 for lanthunum.

James Robbyns on Fenetman in the Starport will pay you Cr15,000 for lanthunum.

** You will find lanthunum laying on the ground outside of the cities on the worlds of K'Kirka, Fenetman and Macine.

Latimis Singing Snails: A chirper merchant on Henoz in the Starport will pay you Cr12,000 for singing snails.

** You will find these snails laying on the ground outside of the cities on the worlds of K'Kirka and Jenghe.

Lewis Pass: Jayeff Nonnel on Treece in Witmansburg will drop the pass after he has been killed.

Liquid Gungii: Gamaliel on Ivendo in the Startown will give you the gungii. Assistant Templ on Ivendo in Kadala Id will take the gungii, but will drop it after you kill him. Tripp Hawk on Roup in the Startown will take this item.

Lirnth Clothing: A merchant on Kinorb in the Starport will sell you the clothing for Cr5,000. A commoner on Pannet in the Starport will pay you Cr10,000 for it.

Lisa Fireau Letter: Lisa Fireau on Zila in Irkisaki will give you the letter. Gustav Fireau will pay you Cr20,000 for it.

Luster Bomb Plans: Harley Fairy on Equus in Kagasish will sell you the plans for Cr50,000. Jon Leech on Roup in Lameburg will pay you Cr45,000 for the plans, while Doug Litke on Roup in Renoir will pay you the same price of Cr45,000. Monique Caron on Roup in Renoir also wants

the plans and will pay Cr35,000 for them.

Madre Alba Letter: Madre Alba on Risek in the Startown will give you the letter. Evan Alba on Cogri in the Startown will pay you Cr5,000 for it.

Mass Vertical Equalizer: Dr. Xanthippe on Regina in Gigish will trade you a mass vertical equalizer for Tolans letter. Dr. Modus Tolans on Yres in the Startown will pay you Cr5,000 for it.

Medal of Meritorial Duty: Major Jim Dandee on Moughas in the Startown will give the medal to you.

Minalt Dagger: Alera Minalt on Aramanx in Bachburg will drop the dagger after she has been killed. President Nazera Royalt will pay you Cr20,000 for it.

Minquetwas Cherry Plant: A chirper merchant on Henoz in the Starport will pay you Cr5,000 for the plant.

** You will find the cherry plant laying on the ground outside of the cities on the worlds of Wochiers, Yorbund and Gerome.

Nonnel Journal: Jayeff Nonnel on Treece in Witmansburg will drop the journal after he has been killed.

Note: Sawert Weston on Extolay in Sha City will drop the note after he has been killed.

Oberlindes Files: You will find these files laying on the floor in a building in Hushkim Town on Dhian. Kimbal Saga will pay you Cr15,000 for them.

Olympic Gold Medal: A savage on Efate in Kheker will give you the gold medal. No one in the game wants this item.

Omega Receipt: Omega on Alell in Dali will give you the receipt. A scout master on Garrincski in the Starport will pay you Cr20,000 for it.

Orchid Message: Orchid on Bevey in Manii will give you the message. Mason on Regina in Imarsh will take the message. Organic Compound:

A merchant on Reacher in the Starport will sell you the compound for Cr4,000.

A merchant on Reacher in the Starport will sell you the compound for Cr5,000. A merchant on Reacher in the Starport will sell you the compound for Cr4,000.

Oxygen Factory Blueprints: You will find these laying on the floor in King Klem's palace on Dhian in the Startown. Carben Nabeth on Dhian in Hushkim Town will pay you Cr50,000 for the blueprints.

Palace Pass: Sir Azax Ego on Dhian in the Startown will sell you this pass for Cr5,500. The palace guards in the same town will accept the pass.

Paperweight: Jelika Chan on Junidy in Ragid Town will give you the paperweight. Lee Iococco on Loneseda in the Startown will take this item.

Ph.D. Report: Ph.D. Loss on Victoria in the Startown will give you the report. Professor Cooper on Victoria in Sarik Gi will take the report.

Phos. Stabilizing Controller: Davis Powers on Roup in Rudin will give you the controller. Dr. Benkman on Roup in Shikii City will take the object.

Ping Ore: Two miners on Dinom in the Starport will trade you ping ore for some seafood.

The Gorf mine owner on K'Kirka will pay you Cr25,000 for ping ore.

The Zeezini mine owner on K'Kirka will pay you Cr60,000 for ping ore.

The Blackglaf mine owner on K'Kirka will pay you Cr50,000 for ping ore.

Foreman Wapa on Carsten in the Starport will sell you ping ore for Cr8,000.

Foreman Lolilop on Carsten in the Starport will sell you ping ore for Cr8,000.

A trader on Jesepidere in the Starport will pay you Cr12,000 for ping ore.

A trader on Lablon in the Starport will pay you Cr12,000 for ping ore.

** You will find ping ore laying on the ground outside of the cities on the worlds of Carsten, Patinir, Pavanne, Dinom, Fulacin, K'Kirka and Macine.

Propecting License: Constable Keeper on Heroni in the Startown will sell you the license for Cr10,000. An administrator on Vinorian in Ruliranki City will take the permit.

Pscias Pass: A pass salesman on Jae Tellona in the Starport will sell you the pass for Cr8,000.

Q Probe: Dr. Yvier Tuton on Junidy in Hikuup will give you the Q probe. Dr. Ben McDermon on Heguz in the Starport will take the Q probe.

Rabies Vaccine: Dr. Mark Sereme on Vreibefger in the Starport will give you the vaccine. Dr. Hannibal Canop on Vreibefger in the Starport will take the vaccine.

Rainsy Painting: An art dealer on Keng in Egugur will sell you the painting for Cr25,000. Flor Amstel on Heya in the Startown will pay you Cr27,000 for it.

Rech Fruit: A merchant on Regina in the Startown will pay you Cr5,000 for rech fruit.

A merchant on Regina in the Startown will pay you

Cr4,000 for rech fruit.

A merchant on Regina will pay you Cr4,500 for rech fruit.

A merchant on Regina will pay you Cr5,500 for rech fruit.

A merchant on Inthe will pay you Cr2,500 for rech fruit.

A merchant on Inthe will pay you Cr3,000 for rech fruit.

A merchant on Inthe will pay you Cr4,000 for rech fruit.

** You will find rech fruit laying on the ground outside of the cities on the world of Rech.

RM-14 Chip: Dr. Agis on Vinorian in the Startown will give you the chip. Dr. Conta on Bevey in Khagii will take the chip.

Roux Seal: Dr. Roux on Yres in Magisburg will give you the seal. The Xmont representative on Yres in Magisburg will pay you Cr20,000 for the seal, while the Zonis representative on Yres in Magisburg will pay you Cr25,000 for it. The Kluge representative on Yres in Magisburg also wants the seal and will pay you Cr30,000 for it.

Royalt Pistol: President Nazera Royalt on Aramanx in Uurii Town will drop the pistol after he has been killed. Alera Minalt on Aramanx in Bachburg will pay you Cr20,000 for it.

Sand Mineral(Refined): An administrator on Vinorian in Ruliranki City wants a mineral load.

An administrator on Vinorian in Ruliranki City will pay you Cr5,000 for a load.

A sand buyer on Heroni in Lunapa Ima will pay you Cr12,000 for a load.

A sand mineral buyer on Heroni in Lunapa Ima will pay you Cr20,000 for a load.

** You will find sand mineral(refined) laying on the ground outside of the cities on Heroni.

Sand Mineral(Unrefined): A sand mineral buyer on Heroni in Lunapa Ima will pay you Cr3,000 for a load.

** You will find sand mineral(unrefined) laying on the ground outside of the cities on Heroni.

Sand Separator Machine: A merchant on Heroni in the Startown will sell you this machine for Cr10,000.

Sands Computer Disk: Dr. Sands on Skull in Shoar Town will give you the disk. Assistant Templ on Ivendo in Kadala Id will take the disk.

Sands Ring: Dr. Sands on Skull in Shoar Town will give

you the ring. Samantha Sands on Ivendo in Kadala Id will pay you Cr40,000 for it.

Sapphire Ring: Iris Nova on Patinir in the Startown will give you the ring. Gyro Cadiz on Patinir in the Startown will take the ring.

Schpeedy Report: Dr. Schpeedy on Dijinni in the Starport will give you the report. Dr. Jose Vargas on Uakye in the Starport will take the report.

Scout Report: Victor Dads on Hefry in the Starport will give you the report. Commander Crenshaw on Efate in the Startown will take the report.

Seafood: A trader on Lablon in the Starport will pay you Cr2,000 for seafood.

A trader on Jeseperidere in the Starport will pay you Cr5,000 for seafood.

Two fisherman salesman on L'oeul d' Dieu in the Starport will sell you seafood for Cr1,500.

Miners on Dinom will trade you ping ore for seafood.

Shadashi Message: Eneri Shadashi on Enope in Magik Town will give you the message. Axl Rows on Menorb in Monet will take it.

Sharushid Stock: A stock trader on Junidy in the Startown will sell you the stock for Cr55,000. No one wants this stock.

Shionthy Pass: Aldo Ronco on Algine in the Startown will sell you the pass for Cr9,000.

Skull Map: A map thief on Skull in the Startown will drop this map after he has been killed.

Sonthert Pass: A pass salesman on Jae Tellona will sell you the pass for Cr7,000.

Space 1889 Software: Paul "Blue Chip" on Efate in Kheker will give you the software. Don the Winch on Efate in Gashar will take the software.

Speaking Bird: Deneil Mzain on Junidy in Gamshulu will sell you the bird for Cr5,000. An Ornathologist on Yebab in Shalan Kular will pay you Cr20,000 for the bird.

Sports Ticket: A ticket man on Efate in the Startown will sell you the ticket for Cr200. Bud Cable on Efate in the Startown will pay you Cr100 for it.

Stabilizing Rods: An industrial salesman on Efate in the Startown will sell you the rods for Cr8,000. A foreman on Echiste in the Starport will pay you Cr20,000 for the rods.

Star Debris: A merchant on Whanga in the Startown will pay you Cr1,000 for star debris.

** You will find star debris laying on the ground outside of the cities on Whanga.

Star of Warock: A commoner on Cogri in the Startown will

give you the star. President Wallace on Risek in the Startown will take it.

Straight Jacket: Crazy Bolo on Alell in Dali will give you the jacket. No one in the game wants this item.

Tokajescencia Wine: Barbara St Michelle on Junidy in Miidrisi will pay you Cr50,000 for the wine.

** You will find the wine in the Duke's palace on Lanth.

Tolans Letter: Dr. Modus Tolans on Yres in the Startown will give you the letter. Dr. Xanthippe on Regina in Gigish will take the letter.

Tolans Seal: Dr. Modius Tolans on Yres in the Startown will give you the seal. Dr. Winky on Yres in the Startown will take the seal.

Tree Kraken: Dr. Gash Tryce on Treece in Kihulam will pay you Cr5,000 for tree krakens.

** Tree Krakens can be found mostly on the planet Menorb, but can also be found on other planets.

Tripp Hawk Note: Tripp Hawk on Roup in the Startown will give you the receipt. Deby Bone on Roup in the Startown will take the receipt.

Truth Drug: You will find the truth drug laying around in the university on Rugbird in the Startown.

Tukera Disks: Gvoudzon on Lewis in the Startown will give you the disks. Lord Hollis on Rhylanor in the Startown will take one of the disks, while Lee Iococco on Loneseda in the Startown will take the other disk.

Tukera Pass: Roald Bulolo on Rhylanor in Liduka will give you the pass.

Typhus Thermostat: Pat Statyler on Regina in the Startown give you the thermostat. Dr. Modius Tolans on Yres in the Startown will pay you Cr5,000 credits for it.

V-17 Circuit Diagrams: Dr. Conta on Bevey in Khagii will give you the diagrams. Dr. Niam on Bevey in Ledashi will take them.

Vargas Journal: Candy Wystle on Treece in the Startown will give you the journal. Rilen Yulop on Treece in Kihulam will take the journal.

Vargas Vaccines: Dr. Jose Vargas on Uakye in the Starport give you three vaccines. Dr. Schpeedy on Dijinni in the Starport will take two of them, and Dr. Kuree on Corfu in the Starport will pay you Cr25,000 for the third one.

Viols of Medicine: The Govenor of Bevey Startown will give you four viles of medicine. The Govenor of Usham on Bevey will take one of the viles, the Govenor of Ledashi on Bevey will take one, the Govenor of Khagii on Bevey will take the third and the Govenor of Manii will take one also.

Victoria Pass: Glar Venni on Hefry in the Starport will sell you the pass for Cr10,000.

Vitov Document: Miri Vitov on Tureded in the Starport will give you the document.

Walking Cane: Big Rolf on Huderu will drop this after he has been killed. Selijuk the Knife will take the cane.

White Angel Crystal: A chirper merchant on Henoz in the Starport will pay you Cr2,000 for the crystals.

** You will find white angel crystals laying on the ground outside of the cities on the world of Valhalla.

Winky Seals: Dr. Winky on Yres in the Startown will give you two seals. Dr. Roux on Yres in Magisburg wants one of the seals and one of the representatives in Magisburg will take the other one.

Wooden Nickel: Mark Spearmynt on Kegena in the Starport will give you this item. No one wants it.

Woonis 7 Compound: Dr. Ali Beeni on Yurst in the Starport will give you the compound. Dr. Evan Allabaster on Jenghe in the Starport will pay you Cr10,000 for it.

Woz Lens: A stock boy on Equus in Isliin will sell you the lens for Cr3,000. Dr. Willis Jard on Whanga in the Startown will pay you Cr10,000 for it.

X-Men 2 Disk: Paul "Blue Chip" on Efate in Kheker will give you the disk. Mark Spearmynt on Kegena in the Starport will take the disk.

X-Men 2 Receipt: Mark Spearmynt on Kegena in the Starport will give you the receipt. Paul "Blue Chip" on Efate in Kheker will take it.

Xteran Crystal: Honorable Nort Vanera on Yebab in Aga Ra will pay you Cr30,000 for the crystal. ** You will find xteran crystals laying on the ground outside of the cities on the world of Valhalla.

Z-18 Carbo X7 Report: Dr. Roux on Yres in Magisburg will give you the report. Dr. Winky on Yres in the Startown will pay you Cr5,000 for it.

Zhodani Recording Device: A Zhodani representative on Alell in Imuku will pay you Cr20,000 for the device.

** You will find the recording device laying on the ground outside of the cities on the world of Alell.

Zycoka Pass: Filip Sema on Yebab in the Startown will sell you the pass for Cr10,000.

