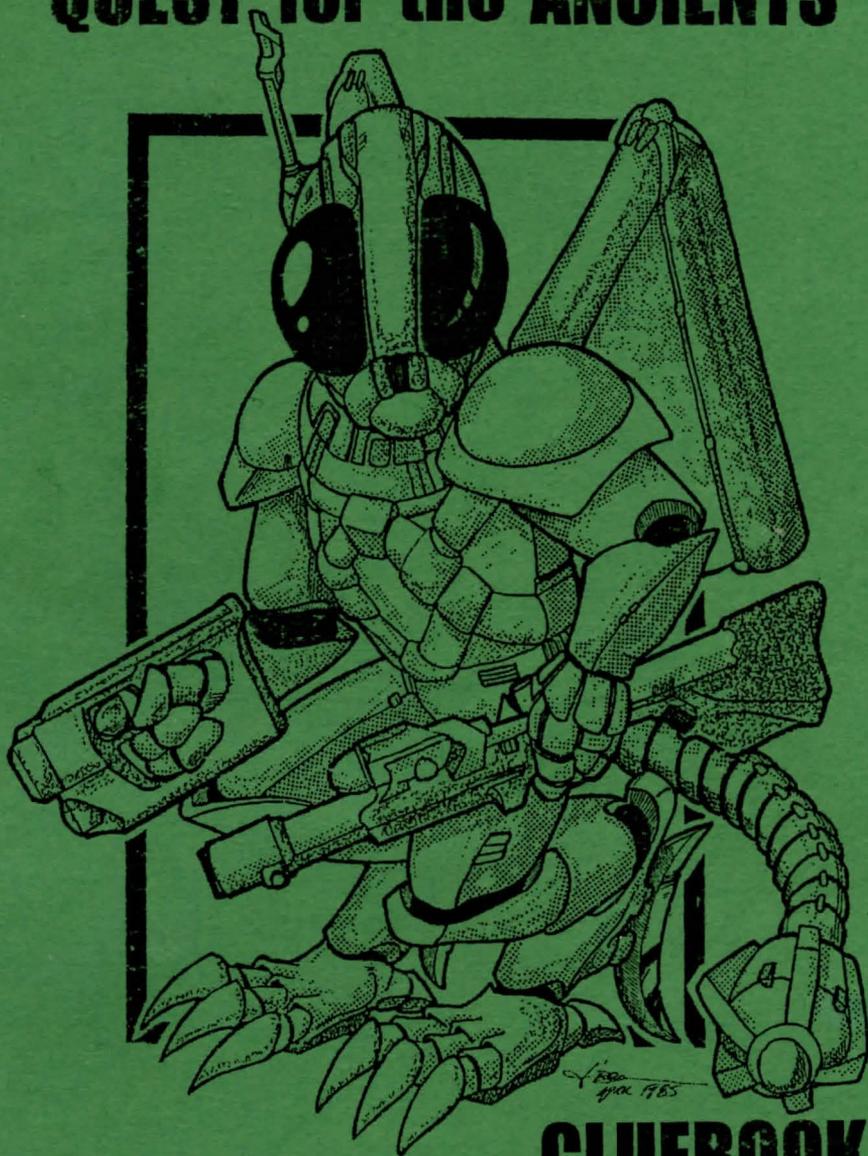
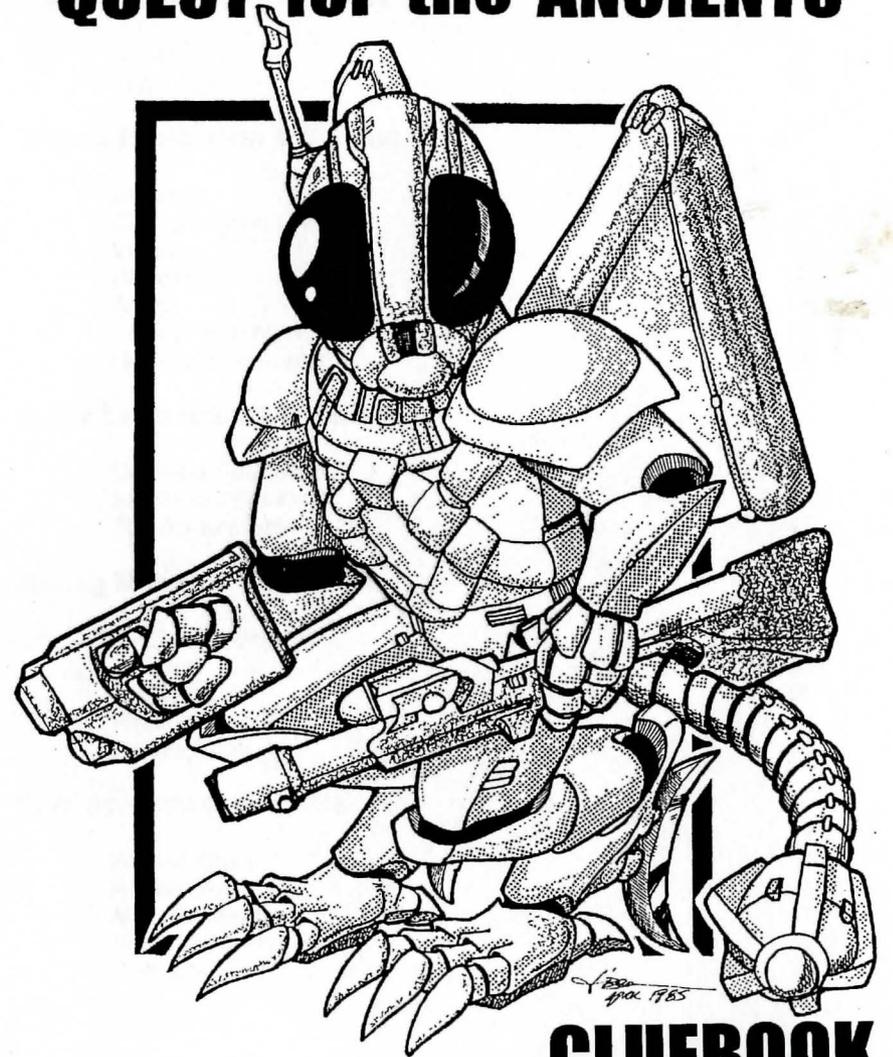


QUEST for the ANCIENTS



CLUEBOOK
MEGATRAVELLER II

QUEST for the ANCIENTS



CLUEBOOK
MEGATRAVELLER II

CONTENTS

Creating Characters & Parties

Careers	01
Skills	02

Ground Exploration & Combat

Buildings	04
Conversing with NPC's	05
Vehicles	05
Weapons	05
Armor	05
Combat with an NPC	06
Healing a Character	06

Space Exploration & Combat

Outfitting Your Ship	07
Interdicted Worlds	07
The Ancient Ship	07

Making Money

NPC's and Objects	08
Trading	08
Gambling	08
Pirating	08
Bounty Hunting	08

Main Scenario & Subplots

Ancient Sites	10
Ancient Artifacts	10
Main Scenario	12
The Tukera Plot	12
Subplots	13

Creating Characters & Parties

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 (assuming the bonus on the money table) and also all careers that offer a starship or a TAS membership as a benefit.

Human Characters

<i>Scout Ships</i>	<i>Far Traders</i>	<i>TAS Membership</i>	<i>Money</i>
Scouts	Nobles	Navy	Nobles
Scientists	Merchants	Marines	Doctors
Belters	Pirates	Sailors	Hunters
	Hunters	Law Enforcers	Belters
		Diplomats	Rogues
		Nobles	Bureaucrats
		Belters	
		Rogues	

Vargr Characters

<i>Scout Ships</i>	<i>Far Traders</i>	<i>Choice of Ship</i>	<i>Money</i>
Explorers	Merchant	Loners	Aristocrats
Belters	Rogue	Aristocrats	Hunters
		Scientists	Belters
		Leaders	Rogues
		Rogues	Loners
		Hunters	Explorers

You will receive a bonus on the Benefit table if you have rank 5 or 6, or are a Vargr with Jack-of-all-Trades skill. You will receive a bonus on the cash table if you have retired or have gambling or prospecting skills. You get one roll for each term of service, plus an additional number of rolls based on your rank.

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.

Admin: Used to increase the chance of successfully smuggling a weapon past customs. See Stealth.

Bribery: The higher your skill in bribery, the more likely you are to successfully bribe someone. You don't need this skill in order to bribe; it merely increases the likelihood of success, and reduces (slightly) the amount needed for a successful bribe.

Brawling: If a Human gets involved in a fight and is not carrying a weapon, this skill is used for the fight. Vargrs don't brawl; rather, they use Infighting (see below).

Broker: This skill is used to improve the purchase and sale price of trade goods at the Commerce center in the same way that Trader does.

Electronics: There is a particular point in the game where a character needs this skill in order to receive payment for assisting an NPC. This skill is only used in one subplot.

Energy Weapons: This skill is used when you are shooting an energy weapon - the PGMP or FGMP. Higher skill levels create higher chances to hit a target.

Engineering: This skill is used when repairing damage sustained to the maneuver or sickbay areas of the ship.

Fusion Gun: Used to fire the FGMP. Higher skill levels result in more accurate shots. Similar to Energy Weapons.

Gambling: Aside from its benefit in the Character Generator, gambling is only used to select the character that will do the gambling in a Casino. It has no bearing on the results you get in a Casino. Note: Some of the "Houses" have been known to cheat! The slot machines on Garrincski have been rigged to pay off. Also, there is one subplot where an NPC will gamble. You can win a deed to some land.

Grenade Launcher: Used when shooting a grenade launcher. It is included by Heavy Weapons. Heavy Weapons - Includes Grenade Launcher and Light Assault Gun. Useful when firing either of these weapons.

Infighting: This is a Vargr only skill. Humans can't possess it. Infighting is the use of a Vargr's natural weapons - teeth and claws - in close quarters. Vargrs use Infighting, whereas Humans use Brawling.

Interrogation: As you might guess, this skill is used when interrogating an NPC. Higher levels of Interrogation increase your chance of success. This is an important skill, as interrogations that fail can lead to serious trouble!

Laser Pistol, Laser Rifle, Laser Carbine: These skills are all used to fire the appropriate laser weapon. Having skill in Laser Weapons is like having an equivalent skill level in all three of these skills.

Laser Weapon: Used to improve combat performance when using any kind of laser weapon.

Legal: Used to increase the chance of successfully smuggling a weapon past customs. See Stealth.

Liaison: This skill is used when negotiating the price for a charter flight. Higher levels of Liaison result in a lower price. If your skill in Streetwise is higher, it is used instead.

Medical: This skill is used in conjunction with a medical kit to heal a member of the party. Higher levels of Medical can cure more serious wounds.

Plasma Gun: This is similar to Fusion Gun, but applies to the firing of a Plasma Gun.

Recruiting: Having this skill increases the chance of successfully recruiting someone.

Stealth: If you have Stealth skill, you will try to smuggle weapons past customs. If you don't have a skill level in this skill, you will not be able to smuggle anything through. Your chance of successfully smuggling a weapon through customs depends on the size of the weapon, the Tech and Law levels of the planet, your skill in Stealth, and, to a lesser degree, your skill in Admin and Legal. Admin is knowledge of bureaucratic "red tape" and the ways around them. Legal is knowledge of various interstellar laws and regulations.

Streetwise: This skill is used when negotiating the price for a charter flight. Higher levels of Streetwise result in a lower price. If your skill in Liaison is higher, it is used instead.

Tactics: Having this skill will increase your chance of hitting an opponent in combat.

Trader: This skill is used to improve the purchase and sale price of trade goods at the Commerce center.

Turret Weapons: This skill is used when attacking an enemy ship during space combat.

Ground Exploration & Combat

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.

Casino: Found on all worlds.

Hypermarket: Found on all worlds. Availability of items coincides with the world's Tech and Law levels.

Shipyards: Found on worlds with an A or B starport. The shipyard is located in the starport. This is where you can buy a ship, sell one, or repair or upgrade one that you have.

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

Customs: Found on worlds with a law level of 1 or higher. If there are no laws, nothing is illegal.

Police Station: Found on worlds with a law level of 1 or higher. If there are no laws, there will be no police.

Commerce Center: Found on all worlds. It is located in the starport.

TAS(Traveller's Aid Society): Found on worlds with an A or B class starport.

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 Rhylanor in the Rhylanor Startown.

Tavern: Found on all worlds. If there are no NPCs in a Tavern, you can't enter it.

Apartments, Offices: Found on all worlds. You will not be able to enter all apartments, only the ones containing NPC's that deal with the main scenario or one of the subplots. The apartments containing NPC's have blue roofs on high tech worlds and are outlined in red on moderate tech worlds. Apartments that may be entered on low-tech worlds are in perfect condition. They aren't boarded up and they don't have holes in them. The latest version of the game sports a YELLOW DOT on top of the ones you can enter.

University: Found on all worlds. You will not be able to enter all universities; only the ones containing NPCs that deal with the main scenario or one of the subplots can be explored. This is similar to the Tavern.

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, or give valuable - or not so valuable - information if bribed or interrogated. 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, s/he turns white. If you speak to an NPC and s/he remains green, you can possibly interrogate the NPC or use truth serum to gain information. Some merchants stay green throughout the entire game.

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:

Gray Vehicle: A grav vehicle is the most efficient source of transportation. Grav vehicles can fly over any buildings and people but are only available on worlds with a tech level of 9 or higher.

ATV: All terrain vehicles are a good source of transportation. ATV's are available on worlds with a tech level of 4 or higher.

Your skill levels in Grav Vehicle or ATV are not used in the game.

Weapons

It is advisable to equip each one of your characters with a weapon. Each character should have a weapon that they know how to use. If they aren't very good with any weapons, give them a shotgun. It is easier to hit an opponent with a shotgun, and they are legal almost anywhere. They don't do a lot of damage, though. The weapons that do a lot of damage (laser weapons, energy weapons, and the Grenade Launcher) are nice to have if you know how to use them. The major drawback is that they are illegal almost everywhere, and their size makes them difficult to smuggle past customs. All of the weapons are described in more detail on pages 60 through 65 of the Game Player's Manual.

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 (HEVC), TL12 Combat Armor

and TL13 Battle Dress. The TL12 HEVC is 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 defeat them, you can take the armor for yourself. There is also a Black Market planet where merchants sell Combat Armor and Battle Dress for a large amount of money. Even though there are skills in Vacc Suit, Combat Armor, and Battle Dress, they are not used in the game. Battle Dress is required to use an Energy Weapon.

Combat With An NPC

With a new and innovative combat system, combating an NPC or a group of NPC's is fairly simple. Just target your opponent, and 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. A character that does not have a weapon (or has run out of ammo) will use either Brawling or Infighting, depending on his race.

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 your characters is too badly damaged for your medic to cure. 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 one jump.

Space Exploration & Combat

Outfitting Your Ship

There are two types of ships available in the game, Scout ships and Far Traders. Scout ships only have jump 1 capability and one turret. Trader ships, however, have jump 2 capability and two turrets. 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.

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.

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

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, it 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.

This ship is capable of 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, but it sure is a great way to travel.

Making Money

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

NPC's and Objects

There are numerous subplots 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 receive a reward. These objects and character locations are listed in section five of the cluebook.

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.

Gambling

A character's Gambling skill is not used in the casino. The results of gambling are purely luck and any skill that you may have. However, there is one casino in the game (on Garrincski) where the slot machine is rigged to pay off. You must be forewarned though, that once you have won Cr 100,000, you are banished from the casino.

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 are determined in the same manner as the section above, under Trading.

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 for capturing. 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 nearby world that has the assassin listed on their wanted list and you will be given the reward.

Assassin	Found On World	Reward	Wanted On
Alosha Mova	Knorbes-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	160,000	Rech
Byn "Sticks" Miffilis	Menorb-Startown	50,000	Zivije
"Club" Allelmor	Ivendo-Startown	60,000	Treece
Derek Teebone	Alell-Imuku	75,000	Aramanx
Don Andrews	Yres-Ninlish	150,000	Rhylanor
"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 Assguy	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	990,00	Zila
Ooryaabb	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 Hatfarin	Icetina-Startown	40,000	Dhian
Xomant	Quopist-Aru Dehu	70,000	Roup
Yaventir	Algine-Jagger	130,000	Kinorb
		Cr3,335,000	

Main Scenario & Subplots

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.

World	Location	Artifacts	Coyns
Gerome	Southeast of Starport	None	1
457-973	Southwest of Startown	Stasis Ray	4
		Statue	
Fulacin	North of Starport	10 Batteries	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	Force Dome	3
Knorbes	North of city Vangogh	Disintegrator	2
Patinir	In Startown University	Fuel Cores	2
Zila	Outside city of Suugadus	Pocket Disk	2
Lablon	North of Starport	None	1

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.

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 artifact to operate. The door to the Fulacin Ancient site can be found in upper part of the yellow cube, by the mountain.

Stasis Ray: This artifact will "freeze" some of the slime, but won't actually destroy any of it, so you won't be able to claim any of the reward from it. Before it can be operated, you must use one of the batteries 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.

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. Once plugged into the locator, it cannot be retrieved.

Force Dome: This artifact can be used to shield part of the planet from the slime. It doesn't actually destroy any of it, so you won't be eligible for a reward if you use it. Before it can be operated, you must use one of the batteries on it. After it is used, it will be covered in slime and will be lost.

Disintegrator: This artifact can be used to destroy some of the slime. You will be able to claim some of the reward after using it. Before it can be operated, you must use one of the batteries on it. After it has been used, you can sell the artifact to Trow Backett for Cr20,000. This artifact can be reused if additional batteries are used.

Fuel Cores: The fuel cores are used to operate the Ancient ship found in the Ylaven gas giant. If you don't have the Fuel Cores, you will be unable to enter the Ancient ship.

Pocket Disk: This artifact can be used to "remove" some of the slime. When you place it on the ground in front of the slime, the slime will start pouring into it, until it gets full. It is similar to the portable hole from the Bugs Bunny/Roadrunner cartoons. After you use it, it will be lost (covered in slime) but you will be able to claim 6 million credits of the reward. This artifact does not require the use of a battery.

Locator: Trow Backett gives this item to you when you first talk to him. Before it can be operated, you must use one of the batteries on it. When you are on a world that has an Ancient site located on it, the locator light will glow green (yellow in some systems).

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. You can sell the artifact to Trow Backett for Cr75,000.

String of Pearls: This artifact can be obtained from the body of Jayeff Nonnel, who can be found in the city of Witmansburg on the planet Treece. You must acquire this object in order to be able to enter the Regina Ancient site. You can sell the artifact to Trow Backett for Cr10,000. Before you can see Jayeff, you must visit Grazer on the planet Pscias (see the Tukera Plot, below).

Each Ancient site photo can be sold to Trow Backett for 150,000 credits.

After you have visited all of the Ancient sites and collected all 36 coyns, you must travel to Shionthy. Using the coyns there will open the porthole to Grandfather's pocket universe. There, Grandfather gives you another artifact, an Ancient terraformer.

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 meager price of 20,000 credits. The terraformer comes with it's own power supply and will not need a battery.

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 visit 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. Once you have collected a full set of 36 coyns, travel to Shionthy and use the coyns.
6. Visit Grandfather and retrieve the Ancient terraforming device.
7. 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 whom 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.

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. If successful, he 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. 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. Take one back to Lord Hollis on Rhylanor. Hollis will give you a pass to see the Duke, who will then give you a reward. The other can be taken to Lie loccocco on Loneseda for a reward. This step is not essential to complete the main scenario.

Subplots

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 and armor used by NPCs will be dropped when the NPC is killed.

Weapons

- Scowl Trowl, in the Pirema Startown, will sell you a grenade launcher for Cr10,000.
- Glar Venni, in the Hefry 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 Tl-8 vacc suit.
- A trader in the Jesedipere Startown will sell you a grenade launcher for Cr700.
- A trader in the Lablon Startown will sell you a plasma gun for Cr59,000.
- A trader in the Lablon Startown will sell you a laser rifle for Cr7,200.
- A trader in the Lablon Startown 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 in the Vanejen 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 in the Alell Startown will sell you a laser rifle for Cr24,000.
- A gun smuggler on Wochiers, in Ginush, will sell you a submachine gun for Cr3,000.

- A gun smuggler on Sonthert, in Ar, will sell you a light assault rifle for Cr3,000.
- A gun smuggler in the Icetina Startown will sell you a laser pistol for Cr10,000.
- A gun smuggler in the Dhian 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 autorifle for Cr5,000.
- A gun smuggler on Natoko, in Lakan City, will sell you an assault rifle for Cr2,100.
- A gun smuggler in the Cipatwe 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.
- Scout Suhy, in the Hefry 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, in the Aramanx Startown, will purchase a laser rifle from you for Cr6,000.
- A commoner in the Yebab 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 in the Regina 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 Sonthert, in Ar, will purchase a laser rifle from you for Cr12,000.
- One of Snyder's Followers on Sonthert, in Ar, will purchase a grenade launcher from you for Cr3,000.

Armor

- A trader in the Lablon Startown will sell you combat armor for Cr22,000.
- A trader in the Jesedipere 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 TL 12 vacc suit.
- A merchant on Regina, in Imarsh, will purchase combat armor from you for Cr50,000.

ID Tags

- Selijuk the Knife, on Huderu, will give you some information in exchange for Spiro Taudon's ID. Taudon can be found on Huderu.
- Big Rolf, on Huderu, will give you some information in exchange for Ashgur the Ape's ID. Ashgur can be found on Huderu.
- Grazer will pay you Cr50,000 for Trow Backett's ID. He will also pay you Cr50,000 for Cocoa's ID. Cocoa can be found on Patinir in the Startown.
- Mark Spearmynt, in the Kegena Startown, will pay you Cr1,000 for Steve LaTryne's ID. He will also pay you Cry for Don the Winch's ID. 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, in the Dhian Startown, will pay you Cr25,000 for Carben Nabeth's ID. Nabeth can be found on Dhian, in Hushkim Town.
- Blor the Bounty Hunter, in the Kinorb Startown, will pay you Cr10,000 for Razor Evian's ID. Evian can be found in the Dentus Startown.
- The Seargent at Arms in the Efate Startown will pay you Cr12,000 for Dnark Viddi's ID. Viddi can be found on Efate, in Irir.
- Duke Brelsford, in the Lanth Startown, will pay you Cr25,000 for Duke Falat's ID. He will also pay you Cr25,000 for Duke Honeygosky's ID. Falat can be found in the Bevey Startown, while Honeygosky can be found in the Vinorian Startown.
- A Zhodani security agent in the Celepina Startown will pay you Cr7,500 for the three assassins I.D's. The assassins can be found in the Celepina Startown.
- Carlos Vivician, in the Celepina Startown, will pay you Cr10,000 for the Zhodani Diplomat's ID. The diplomat can be found in the Celepina Startown.
- Divis Mti, in the Echiste Startown, will pay you Cr10,000 for the saboteur's ID. The saboteur can be found in the Echiste Startown.
- The TAS hotel investigator in the Cipatwe Startown will pay you Cr50,000 for Ralf Rap's and T.J Hamb's IDs. They can both be found on Bevey, in Manii.
- The TAS assassin on Cipatwe, in Kamarne Town, will pay you Cr20,000 for Von Betir's ID. Betir can be found on Cipatwe in Kamarne Town.
- The Inspector Detective on Inthe, in Iracke, will pay you Cr35,000 for Bick Nissi's ID. Nissi can be found on Inthe, in Kuurim.
- Doug Litke, on Roup, in Renoir, will pay you Cr45,000 for Harley Fairy's ID. Fairy can be found on Equus in Kagasish.

Objects

- **457-973 Pass:** Blen Strul, in the Heroni 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 in the Jae Tellona Startown will sell you the pass for Cr6,000.
- **Anola Hide:** Professor Dagiram, on Junidy, in Aspina Imas, will pay you Cr7,500 for a hide.
A trader in the Jesedipere Startown will pay Cr6,000 for a hide.
Nunema, in the Junidy Startown, will pay you Cr8,000 for a hide.
Bulsh Morlorp, in the Regina 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 on Pysadi and Menorb.
- **Antibush Compound:** Dr Morvines, in the Kegena Startown, will give you this item. Bing Crossbi, in the Belizo 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. Eneri 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, in the Zycoka Startown, 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 the Pannet Startown. Beware! Your party must be wearing Ringwaite vacc suits.
- **Badge:** Agent 700, on Porozlo, in Imudad, will give you the badge. Major Jim Dandee, in the Moughas Startown, 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:** Basy 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, in the Henoz Startown, will pay you Cr2,500 for it.
- **Bintara Fur:** Bingo the Black Marketer, in the Kinorb Startown, will give you the fur. Joby Mortas, in the Kinorb Startown, will pay you Cr5,000 for it.
- **Bonus Check:** Commander Crenshaw, in the Efate Startown, will give you the check. Victor Dads, in the Hefry Startown, 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.
- **Brooch:** Jayeff Nonnel, on Treece, in Witmansburg, will drop the brooch after he is killed. Gvoudzon, in the Lewis Startown, will take the brooch.
- **Bust of Emperor Strephon:** Kyle Dav, on Rhylanor, in Panish, will sell you the bust 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, in the Nasemin Startown, will pay you Cr3,000 for the fat. Byssals can be found on Nasemin.
- **Cassette Tape:** Marilyn Monroe, on Regina, in Khale, will give you the tape. Marty Var, on Regina, in Gigish, will take it.
- **Certificate:** Lord Hollis in the Rhylanor Startown will give you the certificate. The Duke of Rhylanor will pay you Cr1,000,000 for what it represents.
- **Chemical:** Dr. Bynni Acell, in the Wochiers 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) in the Patinir Startown will give you the map. This map will show you the location of the Patinir Ancient site when you examine it.
- **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, in the Efate Startown, will give you the cup. No one in the game is looking for it.
- **Cogri Disk:** President Wallace, in the Risek Startown, will give you the disk. Emperor Ranieri, in the Cogri 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, in the Pirema 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 in the Zivije Startown will pay you Cr2,000 for a crate of food.
One of Snyder's followers, on Sonthert 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 bag lady on Whanga, in Townshend, wants a crate of food.
The people on the planet Bevey are starving and want crates of food.
- **Crutch:** Dr. Schpeedy, in the Djinni Startown, will give you the crutch. Dr Jose Vargas, in the Uakye Startown will take the crutch.
- **Deby Bone Receipt:** Deby Bone, in the Roup 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 give you the deed after you beat him in a gambling match. Karnard Foeman on Junidy in Hikuup will pay you Cr50,000 for it.
- **Deed to Property:** Jym Amaretto, in the Kinorb Startown, 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 in the Junidy Startown will sell you the stock for Cr50,000. An investor on Extolay will purchase the stock from you.
- **Delivery Notice:** Scowl Trowl in the Pirema 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, in the Yori Startown, will give you the letter. Dr. Movado in the Valhalla Startown will take it.
- **Dr. Movado Letter:** Dr. Movado, in the Valhalla Startown, will give you the letter. Dr. Hyton, in the Yori Startown, will accept it.
- **Dr. Tuton Letter:** Dr. Ben McDermon, in the Heguz Startown, 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, also 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 in the Keanou Startown will pay you Cr30,000 for it.
- **Dust Spice:** A drug dealer in the Keanou Startown will give the spice to you.
A drug buyer on Alell, in Ekun Town, will take the dust spice. Marty the Black Marketeer, in the Kinorb Startown, will pay you Cr10,000 for dust spice.
A trader on Junidy, in Hikuup, will trade you some dust spice for a TL 12 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 Startown on Keanou.
- **Eiswein Wine:** Gustav Fireau, in the Zila 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 Higggy, in the Enope 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, in the Cogri Startown. will give you the letter. Madre Alba, in the Risek Startown, will take the letter.
- **Fish 40 Computer:** Dr. Marketus, in the Dentus Startown, 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 Lendrl, in the Rhylanor Startown, will sell you the pass for Cr8,000.
- **General Products Stock:** A stock trader in the Junidy Startown will sell you the stock for Cr40,000. An investor in the Extolay Startown will buy

the stock from you for Cr80,000.

- **Gerome Pass:** A pass salesman in the Jae Tellona Startown, 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:** Selijuk 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, in the Uakye Startown, will take the pen.
- **Groat Hair:** Gunnar Davie, on Dhian, in Hushkim Town, will pay you Cr7,500 for goat hair. A trader, in the Jesepidere Startown, will pay you Cr7,000 for goat hair. A trader, in the Lablon Startown, will pay you Cr4,500 for goat hair. Goats can be found on Menorb and Focaline.
- **Groat Meat:** A trader in the Jesepidere Startown will pay you Cr7,000 for goat meat. A trader in the Lablon Startown will pay you Cr 1,100 for goat meat. Goats can be found on Menorb and Focaline.
- **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, in the Efate Startown, will pay you Cr9,500 for a ticket. A trader on Jesepidere will sell you a high passage ticket for Cr1,000.
- **Hortalez Stock:** A stock trader in the Junidy Startown will sell you the stock for Cr10,000. An investor in the Extolay Startown will pay you Cr12,500 for it.
- **Howood:** Baraatsa, in the Pysadi Startown, 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 Pysadi and Violante.
- **Huderu Pass:** A pass salesman in the Jae Tellona Startown 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, in the Regina 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 in the Ghandi Startown will sell you an ice gem for Cr4,000.

A mechanic in the Ghandi 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 Cr5,000 for an ice gem.

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, in the Zil Startown will pay you Cr10,000 for it.
- **Iris Nova Note:** Gorje Husan, in the Patinir Startown, will give you the note. Iris Nova, in the Patinir Startown, will take the note.
- **Ivendo Map:** A map thief in the Skull Startown will drop this map after he has been killed.
- **Klee Ring:** Boris Klee, in the Hefry Startown, will drop the ring after he has been killed. Deneel Clopper, in the Victoria Startown, will take the ring.
- **Kinunir Computer Disk:** You will find this item laying on the ground outside one 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 in the Henoz Startown will pay you Cr20,000 for any fossils you have. You will find kynoff fossils laying on the ground outside of the cities on 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, in the Lablon Startown, will pay you Cr11,000 for any lanthunum. A trader in the Jesedipere Startown will pay you Cr14,000 for any lanthunum. A lanthunum buyer in the Victoria Startown will pay you Cr8,000 for lanthunum. Foreman Quail in the 457-973 Startown will pay you Cr7,500 for lanthunum. Jameses Robbyns, in the Fenetman Startown, will pay you Cr15,000 for lanthanum. You will find lanthunum laying on the ground outside of the cities on K'Kirka, Fenetman and Macine.
- **Latimis Singing Snails:** A Chirper merchant in the Henoz Startown will pay you Cr12,000 for singing snails. You will find these snails lying on the ground outside of the cities on K'Kirka and Jenghe.
- **Lewis Pass:** Jayeff Nonnel, on Treece, in Witmansburg, will drop the pass after he has been killed.

- **Liquid Gungii:** Gamaliel, in the Ivendo 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, in the Roup Startown, will take this item.
- **Lirnth Clothing:** A merchant in the Kinorb Startown will sell you the clothing for Cr5,000. A commoner on Pannet, in the Startown, will pay you Cr10,000 for it.
- **Lisa Fireau Letter:** Lisa Fireau, on Zila, in Irkisasi, 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 Cr45,000. Monique Caron, on Roup, in Renoir, also wants the plans and will pay Cr35,000 for them.
- **Madre Alba Letter:** Madre Alba, in the Risek Startown, will give you the letter. Evan Alba, in the Cogri 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 a letter from Dr. Modus Tolans. Dr. Tolans, in the Yres Startown, will pay you Cr5,000 for it.
- **Medal of Meritorial Duty:** Major Jim Dandee in the Moughas 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 in the Henoz Startown will pay you Cr5,000 for the plant. You will find the cherry plant lying on the ground outside of the cities on 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 in the Garrincski Startown will pay you Cr20,000 for it.
- **Orchid Message:** Orchid, on Bevey, in Mardi, will give you the message. Mason, on Regina, in Imarsh, will take the message.
- **Organic Compound:** A merchant in the Reacher Startown will sell you the compound for Cr4,000.
A merchant in the Reacher Startown will sell you the compound for Cr5,000.
A merchant in the Reacher Startown will sell you the compound for Cr4,000.

- **Oxygen Factory Blueprints:** You will find these laying on the floor in King Klem's palace in the Dhian Startown. Carben Nabeth, on Dhian, in Hushkim Town, will pay you Cr50,000 for the blueprints.
- **Palace Pass:** Sir Azax Ego, in the Dhian 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 loccocco, in the Loneseda Startown, will take this item.
- **Ph.D. Report:** Ph.D. candidate Loss, in the Victoria 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 it.
- **Ping Ore:** Two miners in the Dinom Startown 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, in the Carsten Startown, will sell you ping ore for Cr8,000.
Foreman Lohlop, in the Carsten Startown, will sell you ping ore for Cr8,000.
A trader in the Jesepidere Startown will pay you Cr12,000 for ping ore.
A trader in the Lablon Startown will pay you Cr12,000 for ping ore.
You will find ping ore laying on the ground outside of the cities on Carsten, Patinir, Pavanne, Dinom, Fulacin, K'Kirka and Macine.
- **Prospecting License:** Constable Keeper, in the Heroni Startown, will sell you the license for Cr10,000. An administrator on Vinorian, in Ruliranki City, will take the license.
- **Pscias Pass:** A pass salesman in the Jae Tellona Startown 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, in the Heguz Startown, will take the Q probe.
- **Rabies Vaccine:** Dr. Mark Sereme, in the Vreibefger Startown, will give you the vaccine. Dr. Hannibal Canop, in the Vreibefger Startown, will take the vaccine.
- **Rainsy Painting:** An art dealer on Keng, in Egugur, will sell you the painting for Cr25,000. Flor Amstel, in the Heya Startown, will pay you Cr27,000 for it.
- **Rech Fruit:** A merchant in the Regina Startown will pay you Cr5,000 for rech fruit.
A merchant in the Regina 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 Rech.

- **RM-14 Chip:** Dr. Agis, in the Vinorian 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 refined sand mineral 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 unrefined sand mineral laying on the ground outside of the cities on Heroni.
- **Sand Separator Machine:** A merchant in the Heroni 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, in the Patinir Startown, will give you the ring. Gyro Cadiz, in the Patinir Startown, will take the ring.
- **Schpeedy Report:** Dr. Schpeedy, in the Dijinni Startown, will give you the report. Dr. Jose Vargas, in the Uakye Startown, will take the report.
- **Scout Report:** Victor Dads, in the Hefry Startown will give you the report. Commander Crenshaw, in the Efate Startown, will take the report.
- **Seafood:** A trader in the Lablon Startown will pay you Cr2,000 for seafood. A trader in the Jesepidere Startown will pay you Cr5,000 for seafood.
Two fisherman salesman in the L'oeul d' Dieu Startown will sell you seafood for Cr 1,500.

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 in the Junidy Startown will sell you the stock for Cr55,000. No one wants this stock.
- **Shionthy Pass:** Aldo Ronco, in the Algine Startown, will sell you the pass for Cr9,000.
- **Skull Map:** A map thief in the Skull 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 in the Efate Startown will sell you the ticket for Cr200. Bud Cable, in the Efate Startown, will pay you Cr100 for it.
- **Stabilizing Rods:** An industrial salesman in the Efate will sell you the rods for Cr8,000. A foreman in the Echiste Startown will pay you Cr20,000 for the rods.
- **Star Debris:** A merchant in the Whanga Startown will pay you Cr1,000 for star debris.
You will find star debris lying on the ground outside of the cities on Whanga.
- **Star of Warock:** A commoner in the Cogri Startown will give you the star. President Wallace, in the Risek Startown, will take it.
- **Straight Jacket:** Crazy Bolo, on Alell, in Dah, 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, in the Yres Startown, will give you the letter. Dr. Xanthippe, on Regina, in Gigish, will take the letter.
- **Tolans Seal:** Dr. Modius Tolans, in the Yres Startown, will give you the seal. Dr. Winky, in the Yres 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 on Knorbes and Menorb.
- **Tripp Hawk Note:** Tripp Hawk, in the Roup Startown, will give you the receipt. Deby Bone, in the Roup Startown, will take the receipt.
- **Truth Drug:** You will find the truth drug laying around in the university in the Rugbird Startown.
- **Tukera Disks:** Gvoudzon, in the Lewis Startown, will give you the disks. Lord Hollis, in the Rhylanor Startown, will take one of the disks, while

- Lee Iococco, in the Loneseda Startown, will take the other disk.
- **Tukera Pass:** Roald Bulolo, on Rhylanor, in Liduka, will give you the pass.
- **Typhus Thermostat:** Pat Statyler, in the Regina Startown, will give you the thermostat. Dr. Modus Tolans, in the Yres 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, in the Treece Startown, will give you the journal. Rilen Yulop, on Treece, in Kihulam, will take the journal.
- **Vargas Vaccines:** Dr. Jose Vargas, in the Uakye Startown, will give you three vaccines. Dr. Schpeedy, in the Dijinni Startown, will take two of them, and Dr. Kuree, in the Corfu Startown, will pay you Cr25,000 for the third one.
- **Vials of Medicine:** The Governor of Bevey Startown will give you four vials of medicine to be delivered to the Governors of the other cities on Bevey.
- **Victoria Pass:** Glar Venni, in the Hefry Startown, will sell you the pass for Cr10,000.
- **Vitov Document:** Miri Vitov, in the Tureded Startown, 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 in the Henoz Startown will pay you Cr2,000 for the crystals. You will find white angel crystals lying on the ground outside of the cities on Valhalla.
- **Winky Seals:** Dr. Winky, in the Yres 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.
- **Wooden Nickel:** Mark Spearmynt, in the Kegena Startown, will give you this item. No one wants it.
- **Woonis 7 Compound:** Dr. Ali Beeni, in the Yurst Startown, will give you the compound. Dr. Evan Allabaster, in the Jenghe Startown, 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, in the Whanga 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, in the Kegena Startown, will take the disk.
- **X-Men 2 Receipt:** Mark Spearmynt, in the Kegena Startown, will give you the receipt. Paul "Blue Chip", on Efate, in Kheker, will take it.
- **Xteran Crystal:** Honorable Nord 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 Valhalla.
- **Z-18 Carbo X7 Report:** Dr. Roux, on Yres, in Magisburg, will give you the report. Dr. Winky, in the Yres 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 Alell.
- **Zycoka Pass:** Filip Sema, in the Yebab Startown, will sell you the pass for Cr10,000.

1867
The following is a list of the names of the persons who were present at the meeting of the Board of Directors of the Bank of Montreal, held on the 15th day of January, 1867.

- 1. Mr. J. B. Fraser, President
- 2. Mr. J. B. Fraser, Vice-President
- 3. Mr. J. B. Fraser, Secretary
- 4. Mr. J. B. Fraser, Treasurer
- 5. Mr. J. B. Fraser, Cashier
- 6. Mr. J. B. Fraser, Auditor
- 7. Mr. J. B. Fraser, Director
- 8. Mr. J. B. Fraser, Director
- 9. Mr. J. B. Fraser, Director
- 10. Mr. J. B. Fraser, Director
- 11. Mr. J. B. Fraser, Director
- 12. Mr. J. B. Fraser, Director
- 13. Mr. J. B. Fraser, Director
- 14. Mr. J. B. Fraser, Director
- 15. Mr. J. B. Fraser, Director
- 16. Mr. J. B. Fraser, Director
- 17. Mr. J. B. Fraser, Director
- 18. Mr. J. B. Fraser, Director
- 19. Mr. J. B. Fraser, Director
- 20. Mr. J. B. Fraser, Director

