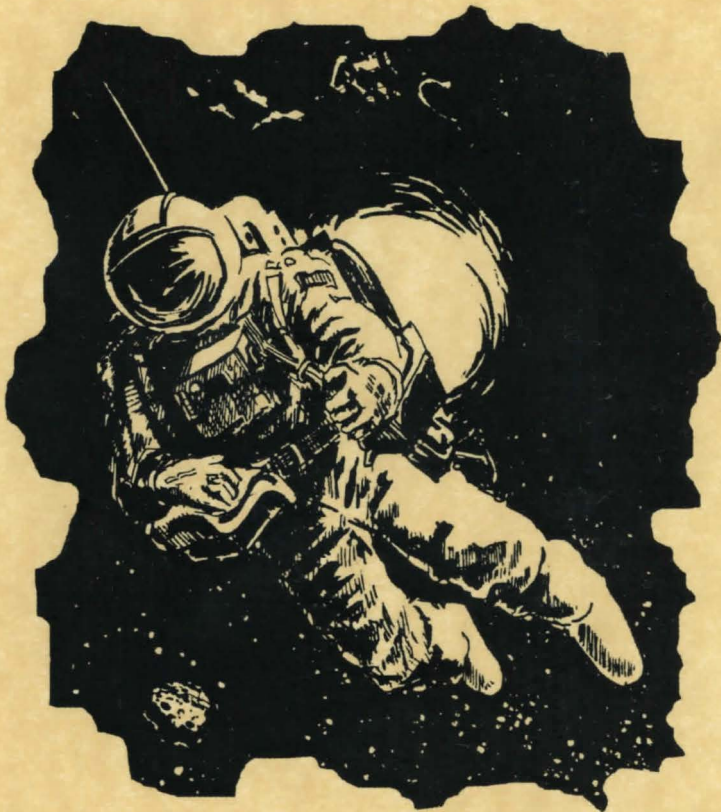


SPACE !

by

Steven W. Pederson

Sherwin A. Steffin



CARGONAUT PRESS

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Credits

This unique epic game series provides a multi-faceted simulation of human life in an interstellar environment. It is designed to represent many of the decisions which would be faced by a member of interstellar society interacting with his complex and demanding environment. Because of the complexity and length of the programs, it is likely that play will extend over several sessions. The six games comprising the series each generate text files which maintain a permanent record of the life of each character in the game.

For Apple II and II-plus computers.
Requires 48k RAM and Disk Drive.

Developed exclusively by:

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Introduction

SPACE I, the authors believe, is something rather unique to the field of Micro-Computers. What makes it unique? Here are some of the differences between SPACE I, and many of the other fine games you have had an opportunity to play:

SPACE I is a Multi Scenario Game

Predicated on a projection of real life situations in a time in the far distant future, it develops, the authors believe, some plausible situations in which the user might conceivably find him/herself. To the degree allowed by the capabilities of the computer, and the skills of the authors, we have endeavored to make each of the scenarios contingent upon potentially real variations in human skills, and the impact of situations over which we have little knowledge, and even less control.

The Results of Later Games are Contingent on Earlier Games

Put another way, our past comes back to haunt us in unexpected ways. While not every variable impacts on every game, all variables come into play in one or more of the games. Variable development is cumulative throughout play of the games.

Risk/Benefit is Part of Every Game

Just as in real life, we assess the decisions we make based upon our judgment of the risks and the benefits, so too, is this the case with each of the SPACE I games. Players have a number of options which may be judged for both their positive values, and the risks they entail.

Randomness is a Part of Every Move

While most of us believe that we have control over our own destinies, there are a few among us who assert that they have total control over their lives. Illness, accident, and loss of income are all a part of our lives over which we have little, if any, control. And, as this is the case in real life, so too, is randomness a determinant in each of the games of SPACE I.

Information is Deliberately Imprecise

While it would certainly be possible to describe all of the games' possible permutations, we have chosen to leave much of this discovery to the player. After all, none of us have perfect information on which to base real life decisions, and yet we nonetheless are required to make them each day of our lives. The authors sought to replicate this condition within each of the games.

Winning is in the Eyes of the Player

In most games with which we are familiar, the goals of the game are explicit. Other than the goal of simply staying alive, other goals are set individually by the player; for some the gathering of wealth is central to the way the game is played; to others, showing their skills as warriors will be the reason for playing to a conclusion. Thoughtful construction of various characters, and their control throughout the games, as well as the sequence of games selected, will serve to enhance the achievement of individual goals.

Exit Points Exist for Some of the Games

Typically, a game has to be finished before the computer is powered down for the night. This is not the case with the SPACE I series. Since some game outcomes are committed to text file, some of the games allow players to resume where they left off.

Characters and Scenarios

The SPACE II series relies on the creation of a number of characters by the player, which are then played through each of the scenarios, or games. Thus, the human player creates one or more characters which represent him throughout play. Each character created has a set of attributes. These attributes, over which the human player has some control, can be divided into several broad categories:

Basic Attributes

All of us are born with, or grow into certain attributes which can serve to quantitatively describe our characteristics. Strength, endurance, dexterity, IQ, social status, and education all may be explicitly described. Yet in most cases are essentially beyond our direct control.

Physical and Psychological Attributes

Having been endowed with some hereditary traits, our development throughout our lives depends upon both genetic makeup, and environmental setting. As is the case in real life, players have the opportunity to make some modifications in the physical and psychological characteristics of their characters, attempting to maximize the characters' attributes for most effective coping with the requirements of the games in which they are participants.

Skill Development

During their stay in the service, characters are given the opportunity to develop specific skills. Some of these are applicable only in context of military life while others are applied in civilian occupations. Players should give close attention to the skills developed for their characters, since these will impact on the character's performance within the games.

Economic Factors

While one measure of the human condition is change, it also seems apparent that a constant of human society is our reliance on an economic framework to oil the societal machine. To the best of the authors' beliefs this condition will prevail into the distant future of man's spread throughout the galaxy. The acquisition of money and its use is thus seen in each of the games, and is central in some.

Interpreting Attribute, Skill, and Economic Variables

Attributes are valued from 2 to 12. A "2" is indicative of an almost total absence of the quality being rated. A "12" implies the maximum possible for the attribute. An intelligence of "6" translates

to an IQ of 100. Each increment of intelligence by 1 equals 10 IQ points with the Standard Deviation of 1.5.

There are 6 physical health variables which are calculated from other factors within the program. Narrative statements accompany each of these numeric quantities, which range from 1 (pathology of that system) to 4 (system in good health).

Personality attributes are calculated by the program, and are displayed as narrative statements within the program. These attributes have both direct and hidden effects within all of the programs. They are only indirectly modifiable by the player.

Skill Ratings

On initial entry, characters are seen as not possessing any skills. All skills at entry are rated as a "0". A rating of "1" implies initial training having been completed. A "2" puts the character at readiness to instruct others in the skill. A "3" is a consultant to instructors, while a "4" and above is a Master at that skill.

Financial Acquisitions

With the shift from an Earth-bound, to a galaxy-wide culture, money is now standardized to the Galactic Credit (GCR) being the normal unit of exchange. Players are cautioned not to attempt to equate the values of this form of exchange with the current U.S. Dollar, which totally collapsed in the Great Depression of 1996.

Age

Characters initiate play at age 18. During various games, age increments a year at a time. Players should be aware that the average life span has been extended to well over 100 years, calculated Earth Standard. Rejuvenation after extensive aging and cloning after death are well established, if expensive, life extension methods.

Scenario Notes

CHARACTERS

Every Earth citizen, having reached age 18, faces a term of service in one of the Galactic Federation's Military Services. Citizens may attempt to enlist in the service of their choice, or failing that, will be drafted to that service having need for their abilities.

As the player develops the character throughout this game, there are many options for having a whole group of characters with different characteristics which best suit them for their roles in later games.

Many players of epoch games report that they become attached to characters they have created, even when those characters are somewhat inadequate for the tasks that face them. The authors have made provision for a wide range of attributes being carried forward by characters into the other games, but truly inadequate characters will be killed by the computer before much time is spent on developing them.

Since the rigors of combat training do pose real risks, players should be aware that continual exposure of the character to these risks may result in death or disabling injury to the character that the player has labored long to build.

At the end of this game, each character is committed to a permanent, locked, essentially un-modifiable (by the player), text file. This file is the basis for the action of the character throughout the rest of the games. File access is by inputting the name of the character when prompted.

FIRST BLOOD

Having faced the rigors of training, the character now faces a real test of his/her abilities to survive in real world, fight-to-the-death combat. The player has a choice of one of three options for the conduct of this game:

Solitaire

In this mode, the player selects any two of the characters, and plays them, one against the other. One of the characters will eventually die (and be subsequently from the text file), while the winning character recovers the money, and possessions of the now departed loser. Any two characters may be played, with the exception of 'Adversary' who is the computer's own character.

Two Player Game

Any two players may participate, selecting any two characters that are available. A soon to be released version of this option will allow

for play to be conducted, in this mode, via modem, over phone lines.

Player vs- 'Adversary'

When this option is selected the player has either a limited number of characters at his disposal, or feels confident that he can destroy the mighty computer generated 'Adversary,' and thus capture all of its possessions. Players should be aware that 'Adversary' is a mighty gladiator and that only the fittest, and the brightest characters can hope to survive this encounter. While all of 'Adversary' material possessions and money accrue to the winner, the character itself is immediately cloned after being killed, and is thus immortal.

As is the case with all of the games, there is no specific requirement that this game be played in any pre-determined sequence. The risks to a character are very high, since only 1 in 2 will survive, with indeterminate benefit. These are a function of the money carried by the losing character, his possessions, (which can be very large), and some intangibles which are only discoverable during play of the game.

DEFEND

A character is assigned as the Administrator on a world in a star-system long distant from the Earth. Since the world is many light years from home, dependent families are housed, and live out their lives on the planet. The calm of day to day life on the planet is suddenly ended with the detection of hostile invaders, who are soon to attack and plunder the colony.

The Administrator is faced with making one of four basic decisions:

Mobilize the Colony for Evacuation

This decision, while it is relatively low in risk and would serve to maximize the potential for all to escape unharmed, also leaves the entire investment in the planet in the hands of the invaders - no small cost to pay for safety.

Mobilize the Base to Fight the Invaders

This choice is fraught with risk; many may die, including innocent children. From the perspective of the Federation, this is the best choice, for which they will well reward the Administrator, should he be successful in his efforts.

Surrender to the Invaders

If this option is adopted by the Administrator, he has the opportunity to minimize risks to himself, while accepting indeterminate benefits in terms of job continuation with a new employer. Players may assess the costs in terms of ethics, making whatever appear to be appropriate judgements. (After all, who will ever know? - Or will they!)

Personal Escape

The Administrator simply leaves the colony to the mercy (sic!) of the invaders. Such behavior, of course, will evoke revulsion in the society of the Federation, and be held in contempt, but then, of course, the survival of the character is at stake. This can be an interesting option!

Console Display

Play of the game begins with a display of the current status of the colony, which is at peace. Suddenly, without any warning, attackers are detected. During the entire attack, display changes are very rapid, and require real time, high pressure decisions to be made by the player, through his character. As soon as the player can make a judgement about the status of the situation, he should immediately go into the Command Mode which allows changes in the capabilities of the colony to respond to the invaders.

Console Data

The console data provides the player with a basis to make appropriate decisions. It consists of:

- Sensors - used by the base to detect the presence of the attackers, their strength, as well as providing input data relative to the status of the rest of the data provided by the console. In the event the sensors are destroyed, the Administrator is "flying blind," in making good judgements about further actions to take.
- Defenses - report on the status of the defensive screens, force shields, etc. available to protect the base from attack.
- Starport - provides information about the ability of the starport facilities to expedite an evacuation, should this option be elected.
- Residences and Population - the status of the physical condition of the population housing is shown, as well as the number of colonists remaining alive at the end of each attack.
- Control Center - it is from this point that all control of the choices, and actions are distributed to various weapons systems, defenses, etc. If the Control Center is destroyed, an automatic switchover to secondary computer takes place. This computer manages the remaining conduct of the battle, but the Administrator no longer can issue commands.

In the event that both residences and Control Center are destroyed, the Administrator is presumed dead, since he could only have been in one of those two locations during the attack. The program will execute the Death and Delete routine for the character.

- Status/Mode - tells the current status of the colony, and the mode in which the colony is responding.
- Energy Bank - provides the energy required for all of the options, including evacuation. If disabled, no additional energy is produced, and after the current energy is expended, the colony is helpless.
- Hits and Misses - are shown using the flash mode over a stricken facility for a hit, and a cross for a miss.
- Action Conditions:
 - Green - normal standard operating procedure.
 - Yellow - minimal damage done by attack.
 - Red - severe damage done to installation, imminent danger of disablement.
 - Blue - facility is destroyed.

Operating Commands

After entering the Command Mode, the player has six command options at his disposal:

- EV - Change evacuation status.
- DS - Change energy defensive shields.
- WE - Change energy to offensive weapons.
- SX - Surrender.
- PE - Attempt personal escape.
- NN - No command - return to display.

Some General Considerations in Playing Defend

While randomness is certainly a part of this game, as it is in all of the SPACE I series, players should be aware that character attributes have a profound effect on the outcome of the game. This is true to a far larger extent than is the randomness within the game. Thus players should have intimate knowledge of their characters, before selecting one of them for this demanding game!

HIGH FINANCE

This fast moving and demanding game of financial manipulation extends the familiar mechanism of stock sales to the far reaches of the galaxy. Eleven stocks are provided in portfolio form to the player. Extensive prompting is available for the conduct of transactions, and the interpretation of the results. As in any financial endeavor, the object of the game is to maximize the character's net worth, through rational economic decision making.

The scenario presumes galaxy-wide investment opportunities for the character who has amassed major levels of wealth during his adventures in earlier games. While this game may be selected at any time during the course of play, players are advised that minimum investment requirements will, in all likelihood, require them to play their characters through some of the more lucrative games to acquire the wealth required.

After call-up of the game, the player is presented with three categories of selections available to him:

- Stock ticker listing for all available stocks.
- Confidential portfolio information.
- Proceeds to the next investment quarter, executes transactions, and provides extra-market data.

Transactions in the game are always initiated from the stock ticker routine. These include buying and selling of stocks, and ending the game, with the payoff of all loans.

Player net worth, Loan obligation, and Cash on Hand are all available to the player during the viewing of the display.

The confidential portfolio display is provided as in-depth informational review to help the player to assess the relative merits of each of the stocks, and the risks he may be assuming in undertaking the purchase of these securities.

When the "Lock in of Investments" routine is called, a variety of information is provided to the player, relative to stock splits, as well as galactic news affecting the financial community. (For those so inclined, this service might be considered the "Wall Street Journal of Space.")

While the program does not put the same kind of real time pressures on the player as do games like Defend, and in the normal course of events, the character is not required to demonstrate his combat prowess; there are nonetheless real risks to the character. He may, for example, be subject to illness and death during the game. Moreover, there are probabilities that the character can be bankrupted by inappropriate investment of the player.

Yet, the potentials for massive acquisition of wealth are indeed there, and this game is capable of providing much in acquisitive satisfaction to the player with money-making inclinations.

EXPLORE

Perhaps the measure of man is his consistent need to seek out new challenges for himself, in the acquisition of goods and services, but even beyond that that, in the search for the ever receding siren call of the frontier. Explore is the authors' attempt to meet that need. It presumes an exploration force, seeking new worlds to exploit for valuable minerals. Players receive limited information about conditions as they exist on three worlds, which are generated by the computer. Based on this information, the player sends his character on an exploration trip to the planet which appears to have the best risk/benefit mix, given the

planetary parameters, and the attributes of the character, which the player believes are most likely to be of importance in achieving survival, and success of the mission.

Play begins with the presentation of the three planets for consideration by the player. As indicated above, the data is incomplete, relative to each planet, but the player must choose, given the information that is available. Such factors as the presence or absence of animal life, climate, the nature of the population living on the planet, the availability of fuel, and the probability of finding minerals are all part of the data the player must sift through.

Having landed on the planet, players determine the amount of fuel supply they will expend for the acquisition of minerals, and the mode they will employ to leave the planet. Players must be mindful that if fuel supplies drop below 50, the exploration party is marooned on the planet, either until rescue arrives, or until new fuel sources are found.

TRADER

After all is said and done the motivation for man moving out to space has been, and the authors believe will continue to be, the motivation for wealth and power. After minerals, drugs, technology, and all the other trappings of civilization have been identified, and exploited, there still is the need to move those goods and services from one place to the other. This, the second oldest profession in the galaxy is what this game is all about.

Characters, have, by this point in their careers moved freely through a number of professions. They have tested their skills in combat; they have had the chance to administer and defend an important colony far from home; some have enjoyed the rigors, and the opportunities inherent in the exploration of new worlds, waiting for exploitation, and plunder. Now comes the opportunity for the player to create the Horatio Alger myth of old – the opportunity to be a trader in the vast emptiness of the shipping lane of space.

The game presumes the need for the acquisition of a ship, with all that this entails. Financing, acquiring, and preparing the ship are demanding tasks of the player and his by now, well familiar character surrogate.

Once having acquired the ship, the character must hire a crew, and, on the planet Xenon-12, buy weapons, and electronic equipment for later sale. At the same time, he tries to fill the passenger space of his ship with the best mix of passengers to maximize his economic gains from the difficult passage.

Passenger accommodations must be negotiated for the ship, while in flight, to provide the best mix of high passage and low passage passengers. High passage passengers are those with stateroom facilities on board ship. Low passage passengers are placed in cryogenic containers for the length of the journey.

During the month long journey through space, the character lives (or in some cases dies) through many experiences, but because of

the technology employed, he is essentially unable to control the events which take place.

Once having landed on the planet Y4732A, the Trader sells his goods, pays off the crew, and has the opportunity, if he wishes, to buy drugs and valuable crystals for use as raw materials by the electronics industry. It should be noted that the two planets exist in a symbiotic relationship to one another. Xenon-12 is the high technology, mineral poor planet, while Y732A is a low technology, raw material rich planet.

The play of the game is rich with prompts, and unacceptable inputs are clearly rejected by the computer.

Getting Into SPACE I

For all of its complexity, **SPACE I** is an extraordinarily easy game to initiate. To play simply boot the game disk and follow the screen prompts which appear in inverse.

There are a couple of logistical facts which you should know.

- In order to accommodate players without Applesoft ROM cards or II+ computers, disk Applesoft is included with the **SPACE I** game. This leaves room remaining for only a couple of character files. Those who do not need the diskette Applesoft should delete it from the disk.
- Because of the limited space for character storage, players will find it advantageous to store their many characters on a separate diskette. (This is a must for those without the ROM.)
- Using a separate disk for character files is fairly straightforward if these procedures are used. In **CHARACTERS**, leave the game disk in the drive until the character is "ready to enter civilian life". Then insert the character file disk. (**CHARACTERS** is actually four games chained together.) In each of the other scenarios, run the game from the game disk until you are asked to input the character's name. At this point, insert the character disk.
- In **FIRST BLOOD**, both characters must be on the same disk.

Back Cover

Venture into the distant future... A strangely altered society populates this galactic expanse, and penetrates to the dim edges of the Universe. **SPACE I**, an Interactive Fantasy, takes you there.

This unique system provides multifaceted simulations of human life in an interstellar environment, both perilous and baffling.

The player first constructs several characters giving each a distinct physical and psychological makeup. The computer will display personality traits as narrative, while skills and physiology are scaled numerically. The player calculates each character's ability to meet impending challenges. The system generates a permanent, locked text file which forms the locus of a character's actions throughout the scenarios. Careful selection of game sequence and characters will prove rewarding. But remember, randomness is a prime determinant. A player may see myriad options before you, but can you assess the benefits and risks wisely?

Six intricate scenarios comprise **SPACE I**:

CHARACTERS

FIRST BLOOD – Now the game is life or death.

DEFEND – On a small planet in a distant solar system, a character administers a colony... Suddenly, it is plundered. Do you evacuate, mobilize, surrender, or abandon the citizens?

TRADER – Recreate the Horatio Alger myth... Exploit the vast emptiness of the galaxy's shipping lanes.

EXPLORE – On the edge of an ever receding frontier, a lone character searches out valuable mineral deposits.

HIGH FINANCE – Galaxy-wide investment opportunities are available for the character who has amassed great wealth during earlier escapades. Your computer supplies a portfolio. Manipulate to your heart's content.

Enjoy. This system's complexity allows play to extend over several sessions.

Getting Into SPACE II

For all of its complexity, SPACE II is an extraordinarily easy game to initiate. To play simply boot the game disk and follow the screen prompts which appear in inverse.

There are a couple of logistical facts which you should know:

- In order to accommodate players without AppleSoft ROM cards or II+ computers, disk AppleSoft is included with the SPACE II game. This leaves room remaining for only a couple of character files. Those who do not need the diskette AppleSoft should delete it from the disk.
- Because of the limited space for character storage, players will find it advantageous to store their many characters on a separate diskette. (This is a must for those without the ROM.)
- Using a separate disk for character files is fairly straightforward if these procedures are used. In **Characters**, leave the game disk in the drive until the character is "ready to enter civilian life". Then insert the character file disk (**Characters** is actually four games chained together.) In each of the other scenarios, run the game from the game disk until you are asked to input the character's name. At this point, insert the character disk.

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Venture into the distant future. A strangely altered society populates this galactic expanse, and penetrates to the dim edges of the Universe. **SPACE II**, and Interactive Fantasy, takes you there.

This unique system, the sequel to the epic **SPACE I**, provides multi-faceted simulations of human life in an interstellar environment, both perilous and baffling.

The player first constructs several characters (or inputs them from the original **SPACE I** files), giving each a distinct physical and psychological makeup. The computer will display personality traits as narrative, while skills and physiology are scaled numerically. The player calculates each character's ability to meet impending challenges. The system generates a permanent, locked text file which forms the focus of a character's actions throughout the scenarios. Careful selection of game sequence and characters will prove rewarding. But remember, randomness is a prime determinant. A player may see myriad options before you, but can you assess the benefits and risks wisely?

Two intricate scenarios comprise **SPACE II**:

PSYCHODELIA - A character enters a world where mind expanding substances are sold in the "shooting galleries" of Psychodelia. Potency? Tolerance? Physical and/or Mental Dependence? Limitations? Hazards? The player must determine a drug's exact nature through experimentation, knowledge of the character, and the clues which the computer provides.

SHAMAN - A professional religious practitioner is set down in the midst of an untamed planet. Traveling from one town to the next, the Shaman lures native converts by administering magic, sacrifices, calendric rituals, oracular prophesy, and fire-and-brimstone sermons.

Enjoy. This system's complexity allows play to extend over several sessions.

CHARACTERS

Every Earth citizen, having reached age 18, faces a term of service in one of the Galactic Federation's Military Services. Citizens may attempt to enlist in the service of their choice, or failing that, will be drafted to that service having need for their abilities.

As the player develops the character throughout this game, there are many options for having a whole group of characters with different characteristics which best suit them for their roles in later games.

Many players of epoch games report that they become attached to characters they have created, even when those characters are somewhat inadequate for the tasks that face them. The authors have made provision for a wide range of attributes being carried forward by characters into the other games, but truly inadequate characters will be killed by the computer before much time is spent on developing them.

Since the rigors of combat training do pose real risks, players should be aware that continual exposure of the character to these risks may result in death or disabling injury to the character that the player has labored long to build.

One major clue is in the form of a two word hallucination. The first word describes the character's emotional state, while the last describes either his/her mental state or a skill acquired by the character in a previous game. Such clues are instrumental in determining whether the situation being experienced is real or merely a side effect of a drug. Correct evaluation of the true nature of the situation may be critical at times when the consequences are perilous.

When a drug wears off, the character will lapse into a mental state ranging anywhere from a coma to cosmic consciousness (it has been rumored that some drug users have come into contact with supernatural beings while in "cosmic consciousness").

Medical Scanner

The Medical Scanner, selection 7 on the menu, evaluates the character's physical and mental status. Note that the Medical Scanner measures only the character's temporary, not permanent, file. This file is the basis for the action of the character throughout the rest of the games. File access is by inputting the name of the character when prompted.

PSYCHODELIA

After playing through some of the **SPACE II** scenarios, the player may wish to ascertain a character's growth and development and update at this point. Drug experience is not accumulated from the game to game.

The game is ended by selection item 8 on the menu, "Come Down and Go Home." The character's lab is paid off and his attributes updated at this point. Drug experience is not accumulated from the game to game.

Ending the Game

SHAMAN

Unlike many other games in the **SPACE II** series, SHAMAN is not played for material benefits. The character assumes the role of a shaman, a primitive religious practitioner, who is set down upon an untamed planet. Travelling from town to town in his ATV, he seeks to convert the natives to the one true faith by using his wits and abilities.

Since this game may be quite involved and extended for many hours of play, provisions are made to stop at almost any point in the six drugs on the menu vary in experience requirements.

The Drugs

The six drugs on the menu vary in experience requirements.

Starting the Game

The Spaceport

At the start of each game, the program asks if this is a new or old game. If new, a planet of forests, mountains, shrines and towns is randomly constructed, and the character is placed outside of the spaceport, and assigned the rank of Which Doctor. The character starts with GCR 2500 and 5000 units of fuel. If this is the continuation of an old game, the program begins at the point where it last ended with that character.

The ATV (All-Terrain Vehicle)

The ATV is used for quickly getting from place to place on the planet. Steering is controlled with paddle 0, direction being displayed by the compass in the lower right hand corner of the ATV control console. Paddle 1 controls the throttle, which ranges in value from 1 to 5. The throttle regulates speed and fuel consumption. The ATV control console also displays the date, fuel remaining, the terrain being crossed, and location (the planet is divided into 9 x 9 grids, each grid being subdivided into 9 x 9 sectors). To stop the vehicle, simply strike any key on the keyboard.

Once out of the vehicle, you may then walk north, east, west, or south to the nearest town, shrine, holy mountain, spaceport, or back to the ATV. By striking the "C" key when asked for the direction to travel, the status of the game is saved onto the disk, and you may later start the game at that point.

Towns

There are four horticultural, three warrior, and three industrial societies on the planet. In each town you may attend the seminary, go to the market, build temples, and administer the necessary skills for being a shaman at the cost of time. At the market, the character may purchase supplies and religious accessories. Constructing temples will increase the character's status in the town but decrease the weight of his coin purse. Administering the faith through the use of black and white magic, sacrifices, drugs, calendaric rituals, preaching, and consulting oracles will affect his popularity, political influence, and believability depending upon the wisdom and timing of his selections. The last three variables gathered. Rank increases with every additional twenty-five disciples.

Shrines

To enter a shrine, you must have the rank of priest. There, keys for entering the holy mountain may be obtained by combating the guardian of the shrine.

The Holy Mountain

You must be a high priest possessing three keys to seek an audience with the Lord of Many Worlds and receive any gifts that he might bestow upon you.

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Put another way, our past comes back to haunt us in unexpected ways. While not every variable impacts on every game, all variables come into play in one or more of the games. Variable development is cumulative throughout play of the games.

Risk/Benefit is Part of Every Game

Just as in real life, we assess the decisions we make based upon our judgment of the risks and the benefits, so too, is this the case with each of the SPACE II games. Players have a number of options which may be judged for both their positive values, and the risks they entail.

Randomness is a Part of Every Move

While most of us believe that we have control over our own destinies, there are a few among us who assert that they have total control over their lives. Illness, accident, and loss of income are all a part of our lives over which we have little, if any, control. And, as this is the case in real life, so too, is randomness a determinant in each of the games of SPACE II.

Information is Deliberately Imprecise

While it would certainly be possible to describe all of the games' possible permutations, we have chosen to leave much of this information to the player. After all, none of us have perfect information on which to base real life decisions, and yet we nonetheless are required to make them each day of our lives. The authors sought to replicate this condition within each of the games.

Winning is in the Eyes of the Player

In most games with which we are familiar, the goals of the game are explicit. Other than the goal of simply staying alive, other goals are set individually by the player, for some the gathering of wealth is central to the way the game is played, to others, showing their skills as warriors will be the reason for playing to a conclusion. Thoughtful construction of various characters, and their control throughout the games, as well as the sequence of games selected, will serve to enhance the achievement of individual goals.

Exit Points Exist for Some of the Games

Typically, a game has to be finished before the computer is powered down for the night. This is not the case with the SPACE II series. Since some game outcomes are committed to text file, some of the games allow players to resume where they left off.

Physical and Psychological Attributes

Having been endowed with some hereditary traits, our development throughout our lives depends upon both genetic makeup, and environmental setting. As is the case in real life, players have the opportunity to make some modifications in the physical and psychological characteristics of their characters, attempting to maximize the characters' attributes for most effective coping with the requirements of the games in which they are participants.

Basic Attributes

The SPACE II series relies on the creation of a number of characters by the player, which are then played through each of the scenarios, or games. Thus, the human player creates one or more characters which represent him throughout play. Each character created has a set of attributes. These attributes, over which the human player has some control, can be divided into several broad categories:

Skill Development

During their stay in the service, characters are given the opportunity to develop specific skills. Some of these are applicable only in context of military life while others are applied in civilian occupations. Players should give close attention to the skills developed for their characters, since these will impact on the character's performance within the games.

Economic Factors

While one measure of the human condition is change, it also seems apparent that a constant of human society is our reliance on an economic framework to oil the societal machine. To the best of the authors' beliefs this condition will prevail into the distant future of man's spread throughout the galaxy. The acquisition of money and its use is thus seen in each of the games, and is central in some.

Interpreting Attribute, Skill, and Economic Variables

Attributes are valued from 2 to 12. A "2" is indicative of an almost total absence of the quality being rated. A "12" implies the maximum possible for the attribute. An intelligence of "5" translates

to an IQ of 100. Each increment of intelligence by 1 equals 10 IQ points with the Standard Deviation of 15.

There are 6 physical health variables which are calculated from other factors within the program. Narrative statements accompany each of these numeric quantities, which range from 1 (pathology of that system) to 4 (system in good health).

Skill Ratings

Personality attributes are calculated by the program, and are displayed as narrative statements within the program. These attributes have both direct and hidden effects within all of the programs. They are only indirectly modifiable by the player.

Financial Acquisitions

With the shift from an Earth-bound, to a galaxy-wide culture, money is now standardized to the Galactic Credit (GCR) being the normal unit of exchange. Players are cautioned not to attempt to equal the values of this form of exchange with the current U.S. Dollar, which totally collapsed in the Great Depression of 1996.

Age

Characters initiate play at age 18. During various games, age increments a year at a time. Players should be aware that the average life span has been extended to well over 100 years, calculated Earth Standard. Rejuvenation after extensive aging and cloning after death are well established, if expensive, life extension methods.

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Credits

This companion to the original package of multi-scenario games provides more unique adventures into the distant future. The games are fully compatible with character text files from the original SPACE I, yet all you need for play is contained in this package.

CHARACTERS builds your files as you enlist in space services. SHAMAN launches your career as a religious practitioner on an untamed planet while the risks and joys of mind-expanding drugs await the character in the Zintarian colony of the game PSYCHODELIA.

SPACE II contains new scenarios which are completely compatible with the character files generated in the original SPACE I. Read further for descriptions of these new scenarios.

For Apple II and II-plus computers. Requires 48k RAM and Disk Drive.

Developed exclusively by:

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