You Are Now

M. J.
TURNER

**Do Not Open
Until Instructed
To Do So!**

Character Booklet

STAR SAGA: ONE™
Beyond the Boundary

M. J. TURNER

This is your secret character booklet. Do not let anyone else read it. You should have already read the "Dear Player" introduction sheet, and chosen M. J. Turner as the character you want to play.

The first part of this booklet is your secret character biography. The biography describes your character's background, motivations, and goals — in short, your persona for the duration of the game. Read it carefully. You will find it helpful to re-read your character biography from time to time as you play the game.

Feel free to embellish your character, adding personality and detail. For example, it is up to you to decide whether your character is male or female. If you are playing with other people, you can have a lot of fun play-acting how you think your character might behave in real life.

After the character biography is a rules summary. This summary gives you a general sense of how the game is played. Following the rules summary you will find a section entitled "How to Play Turn 1." This section contains directions for playing the first turn of the game, customized especially for your character.

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

You are now M. J. Turner. Turn the page and begin.

M. J. Turner

You are M. J. Turner, and you've always wanted to fly among the stars. When you were a kid you glued stars to your bedroom ceiling, trying to duplicate the night sky outside your window. Your relatives joked that you were the easiest one in the family to buy gifts for because all you ever wanted were models of spacecraft. Your parents thought you were going through a phase. What kind of kid from a poor neighborhood grows up to be a space pilot? A determined kid. You worked and studied hard to get an appointment to the Space Patrol Academy. And the first time you took over the controls of an Academy training jet you knew that for all those years you had been right. You were born to fly.

For the next four years your reputation at the Academy grew. You could fly any machine faster, and maneuver it more deftly, than any other pilot on the base, including the instructors. Your reflexes were faster, your coordination better. You seemed to be able to gauge exactly how much stress a ship could take. And then you'd take it to that limit. In your hands a flight vehicle performed to its fullest potential. You were the hottest pilot on the base. The best pilot in the Force.

But that's not how the Space Patrol saw it. To them you were a hotshot, a daredevil. A punk kid who liked to play games with multi-million dollar equipment. You were reprimanded so often your files took up a whole drawer in the personnel department. Eventually you and the Academy managed to accommodate each other. You graduated and received your first commission as helmsman on the *New New Haven*.

The *New New Haven* was a Patrol Ship. One of hundreds of Patrol ships that carry out the Space Patrol's primary mission of protecting the Boundary and the Nine Worlds from outsiders. Whenever the robot marker buoys of the Boundary report an intrusion, Patrol ships respond and fend off the intruder.
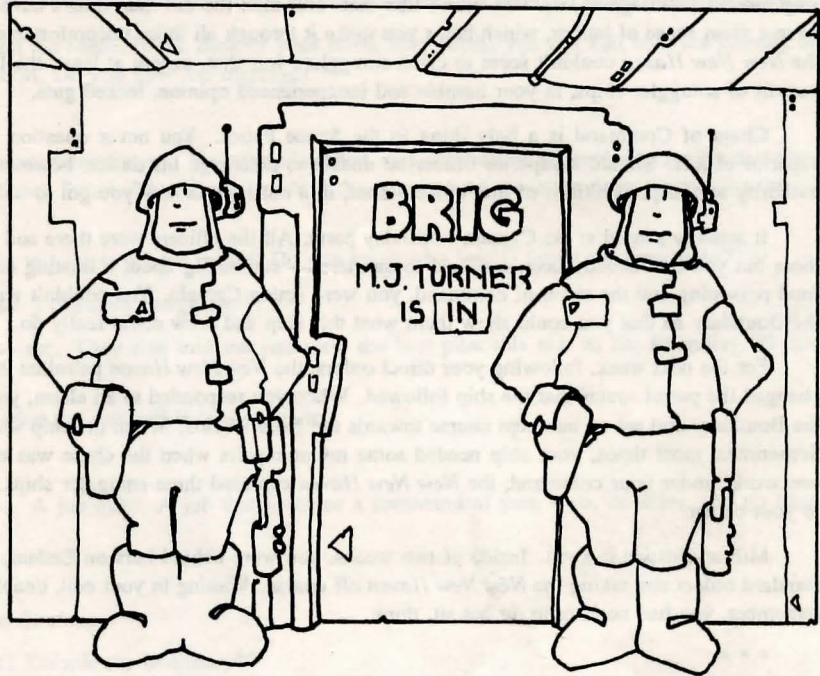
Your tour of duty on board the *New New Haven* was frustrating. Time after time the ship would respond to a buoy's intrusion alert only to find that it had arrived too late to intercept the smuggler. Some of the problems stemmed from the fact that the *New New Haven* never seemed to be in the vicinity of an activated buoy. Every alert you received was from some buoy located in a quadrant that was as far away as possible from the one you were in. It was so predictable that once when the Captain asked you "What's the first action you take upon receiving an intrusion alert, Helmsman?" you answered, "Swing the ship around 180 degrees, sir." He didn't like that. But then the old man didn't have much of a sense of humor. Luckily you have a great sense of humor, which helps you make it through all those uncomfortable nights on brig cots. Another reason why the *New New Haven* couldn't seem to catch smugglers was that, to you at least, the Captain didn't seem to try very hard. The pursuit of smuggler ships, in your humble and inexperienced opinion, lacked guts.

Chain of Command is a holy thing in the Space Patrol. You never question the direct orders of your duly appointed superior officer. Should a superior officer be unable to discharge his duties, however, his immediate subordinate assumes the authority and responsibilities of that officer. That, in a nutshell, is how you got to be acting Captain of the *New New Haven*.

It actually started at the Captain's birthday party. All the officers were there and so was salmonella. You would have been there but you had already been confined to quarters — something about a floating crap game. By the next day, following the food poisoning and the chain of command, you were acting Captain. You couldn't wait for smugglers to try and break through the Boundary so that you could show them what this ship and crew could really do.

For the next week, following your direct orders, the *New New Haven* patrolled its section of the Boundary like a fox. You changed the patrol routes that the ship followed. When you responded to an alarm, you assumed the smuggler was already past the Boundary and set an intercept course towards the Nine Worlds. When the ship was in full pursuit you opened all the stops. Sometimes, most times, your ship needed some minor repairs when the chase was over. But the important thing was that in one week, under your command, the *New New Haven* captured three smuggler ships. And you'd never been in bigger trouble in your career.

Military justice is swift. Inside of two weeks, you were behind bars on Endaur, awaiting a courtmartial for not following standard orders and taking the *New New Haven* off course. Waiting in your cell, unable to see the sky for the first time you can remember, you had nothing to do but sit, think...

* * *

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

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

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

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

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

* * *

The sound of someone entering your cell awakens you. You sit up, startled, and are even more startled to realize that your visitor is Admiral Roland Wilkins of the Space Patrol. The Admiral nods at the guards, who close the door, leaving the two of you alone.

"Turner, the conversation we're about to have is off the record. Do you know why you're being courtmartialed?"

"Yes sir, because I broke the rules, sir. I captured smugglers."

"Well, they told me you were a wise ass. They also told me you were the best pilot this side of the Boundary. Is that true?"

You pause for a second, wondering what the Admiral is leading up to.

"Yes."

"Then I've got a proposition for you. A job offer. A job that involves a command of your own, no rules, and no boss. Interested?"

"Sounds too good to be true."

"It is. There's no such job inside the Boundary."

"Then. . . what do you mean? Exile? Outside the Boundary?"

"A place called Para-Para. Outside the Boundary."

You don't say anything.

"Turner," the Admiral continues, "You are guilty of Barratry."

"Never heard of it."

"You can look it up in the Regulations, under 'Mandatory Ten-Year Sentence.' Ten years, Turner, and a lifetime grounded after that."

"I won't become a smuggler."

Wilkins laughs. "Who said anything about smuggling? It's the Space Patrol's job to stop smugglers — inside the Boundary. Outside, we have other interests and problems. I can't tell you any more than that. But we. . . they. . . need you out there."

Another silent minute passes.

"My own ship?" you ask.

"Yes."

"Crew?"

"Crew of one. Yourself. It's possible, you know, with the latest equipment."

You're not sure if you're being blackmailed or being offered a deal that is beyond what you thought possible. And there's only one way to find out.

"Admiral Wilkins, you've got yourself the best pilot in the galaxy."

"Maybe. That remains to be seen, Turner."

Three weeks later, the courtmartial procedures against you have been dropped. You've been reassigned to the Admiral's personal staff and secretly outfitted with a ship and cargo — one unit each of Crystals, Food, and Iron. You lovingly christen your ship the *Barratry*. The Admiral has explained to you that you're to bring the cargo to Para-Para. You're to report to Dr. Schottky and tell him you've brought the cargo as contracted. He'll recognize your name and explain the specifics of your new job.

NAME:	M. J. Turner
SHIP:	*Barratry*
CARGO:	1 Unit Crystals
	1 Unit Food
	1 Unit Iron
GOAL:	Go to Para-Para and find Dr. Schottky.
	When this is accomplished, he will
	give you your new assignment.

Rules Summary

This is a brief summary of the *STAR SAGA: ONE*™ rules. For a more comprehensive version of the rules, see the *Host Guide and Player Reference Manual*.

Your Spaceship

Your spaceship will be represented by one of the six colored tokens that come with the game. You can choose any color you wish.

The Map

The map is divided into colored triangular spaces called trisectors. Trisectors are referred to by both number and color, for example, 115-R (for red) and 65-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center. At the beginning of the game, all planets are labelled by name. Later, however, you will find planets with no name. When you land on such an "undiscovered" planet, the computer will tell you its name and instruct you to write the name on the map.

The location of your spaceship is indicated by the position of your colored token on the map. If your ship is parked on a planet, then your token should be placed on the planet dot. You move through the galaxy by travelling from one trisector to another. You may move only through the sides of the triangles, never through the points. The thick black lines separating some trisectors are known as "Space Walls." You may not move through Space Walls.

The Computer

The computer is the game's braintrust, or game-master if you will. From now on, we'll refer to the computer as the "CGM," short for Computer Game Master (or Chubby Grey Monitor). The CGM keeps track of all options chosen by the players and determines the effect of these options on the *Star Saga*™ universe. As a player, you must visit the CGM at least once per turn. After planning your options for the turn, you go to the CGM and enter them. For each option entered, the CGM will give you a "result." The result can simply confirm movement or it can be something more complicated. Often, the CGM will direct you to read a piece of text. When everyone has gotten all their results for a turn, the CGM advances to the next turn.

If the procedure for using the CGM is still a little unclear, don't worry. We'll be helping you through the first five turns of the game to show you exactly how it works. Also, you can refer to the *Host Guide and Player Reference Manual* for a more detailed explanation.

The Saga Text

The *Star Saga*™ story is broken down into short pieces of text ranging in length from a paragraph up to a few pages. Each piece of text describes the result of some action you can take, and is identified by a number ranging from 1 to 888. The text is compiled in thirteen separate booklets for your convenience. When the CGM directs you to read a given text entry, find it in the appropriate booklet.

Time

Star Saga™ is played in turns. Each turn represents one week of time in the *Star Saga*™ universe. A turn is divided into seven phases, or days. During a turn, each player performs one or more "options" of their choice. Each option takes some number of phases to do. When you plot your options for a turn, you may choose options until you *reach or go over* the seven phases in the turn. If you do go over, the number of excess phases will be deducted from subsequent turns.

Options

When planning a turn, you choose from the various types of options available. These are:

Movement. You can move from one trisector to another any time you are not parked (landed) on a planet. A move is denoted by the first letter of the color of the triangle you wish to move to (blue, green, orange, red, violet, or yellow), and takes one phase.

Land and Takeoff. You can land on a planet any time you are in a trisector that has a planet dot in it. You can take off from a planet any time your ship is parked on one. The land and takeoff options are denoted by the letters L and T respectively. The first time you land on a planet it takes 7 phases. Later landings on the same planet take only 1 phase. A takeoff takes 1 phase.

Action Codes. Once you are parked on a planet you will have one or more "action codes" particular to that planet to keep you busy. The text you read when you land on the planet will describe these actions to you. Each action is denoted by a six-letter code (for example, "FGJOCQ" might mean "visit the commodities market on the planet Blarr"). The text that gives you the action code also tells you how many phases the action takes. Almost all action codes cause the CGM to give you a piece of text describing what happens. Some actions can be performed more than once, but most are one-time-only. If the piece of text the CGM gives you for an action says "You may select this option again," then you can repeat the action later.

Meetings. You can meet with other players any time you are in the same trisector on the same turn. Meetings allow players to trade cargo and items back and forth between themselves. To arrange a meeting, all players involved must go to the same trisector, then plot M (it doesn't matter whether you're on a planet or in space). The meeting takes one phase and ends your turn. Note that it is *not* necessary to have a meeting in order to talk to another player, only to trade cargo and items.

Acquisitions

As you play the game, you will acquire many "things." These things fall into two categories: cargo and items/abilities. Cargo is the basis for most of the trading you will do during the game. The twelve most common types of cargo, called "commodities," are valued just about anywhere in the galaxy. They are: Computers, Crystals, Culture, Fiber, Fluids, Food, Fuel, Iron, Medicine, Munitions, Radioactives, and Tools. There are also some other types of cargo that are harder to find.

Your spaceship has 10 cargo bays in which to carry the cargo you acquire, and it begins the game with 3 units of cargo already on board. Note that this cargo is for trading purposes only. Your life support supplies are sufficient for several years of space travel, so you need not be concerned about them during the game.

Items and abilities are different from cargo in that they do not take up space in your cargo bays and you can collect as many of them as you want. Items are physical objects that you can carry around, either on your ship or on your person. If an item is useful in combat, it is either a ship-to-ship combat item or a hand-to-hand combat item. Otherwise it is a non-combat item. Abilities are skills that you learn. They can also be ship-to-ship, hand-to-hand, or non-combat. Most items can be traded, while abilities cannot be.

Combat

Some of the creatures you will run into while exploring the galaxy may be hostile towards you. You can get into a combat either in person (while you are on a planet), or in your ship (while you are in space). In either case, the text will describe the situation and send you back to the CGM. The CGM will then determine the result of the combat. If you are interested in how to improve your chances in combat, you can find an explanation of how the CGM decides a combat in the *Host Guide and Player Reference Manual*.

You have now read a summary of all the rules needed to start the game. The summary is not intended to be a full explanation of the rules, so you may wish to consult the complete rules in the *Host Guide and Player Reference Manual*. The first five turns of the game have been pre-planned for you, to help you get the hang of playing. Turn the page for directions to play turn one.

How To Play Turn 1

Before playing turn 1, you should set up the game as described in the *Host Guide and Player Reference Manual*. This includes booting up the Computer Game Master Disk and telling the CGM what characters are playing. When you are done with this the CGM screen should read "TURN 1" in the upper right hand corner. You are ready to play turn 1.

How To Plan Turn 1

You begin the game with your ship token placed on your home world of Endaur in the green trisector marked "Nine Worlds." You, like most people in the Nine Worlds, know almost nothing about the area of space beyond the Boundary. You do know, however, that there were several colonized planets that either chose not to be included inside the Boundary as it was being constructed, or were callously abandoned by the government because they were just a bit too far away. These "Ghost Worlds," as they are called, are marked on your map. Para-Para is one such planet, and since you need to speak with Dr. Schottky, that will be your first destination.

To plan your journey to Para-Para, first study the map to see where you want to go. Next, take a sheet of paper and, using the recommended format you see below, fill out the plots for turn 1 as follows:

	Plotting Sheet						
	Phase 1	**Phase 2**	**Phase 3**	**Phase 4**	**Phase 5**	**Phase 6**	**Phase 7**
TURN							
1	T	O	V	Y	R	V	O
2							

The first thing you want to plot is "T" for takeoff. Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is O, V, Y, R, V, O. You have now used up all seven of your phases for this turn and cannot do any more plotting.

How To Enter Plots For Turn 1

When it is your turn to go to the computer, you will first enter M for M.J. Turner to identify yourself. You have now "logged on" to the computer and are looking at the computer screen where you can enter your moves. This screen is called the "plot editor."

When the screen asks you what moves you wish to make, simply enter the instructions you have written on your plotting sheet, namely T, O, V, Y, R, V, and O. You have just instructed the computer to send your ship flying into the immense vastness of outer space.

Next, you must press either the Return or F (for Finished) key to tell the computer you accept the moves you've typed, or the X key if you see you have made a mistake (you just delete each entry until the error is gone, then retype your moves from there).

When you finally hit the Return or F key to signify you are happy with your plots, you end the input part of your first turn.

How To Get Results For Turn 1

Now the computer will evaluate your move and let you know at least part of the outcome. In this case, you have successfully managed to fly across part of the galaxy. You should move your token to its new location in trisector #100. We wouldn't want you to become lost in space!

The computer will send you to **Text #540**. Write this number down. Then hit Return or **F** so the screen will be ready for the next player.

After you have seen how the computer looks and acts, we think you will be able to appreciate a few of the computer functions you have available to you. Below is a selection of the most common CGM commands, along with a brief explanation of each. If you have any questions after reading this, you should refer to the *Host Guide and Player Reference Manual* for a more detailed explanation.

Finished: is the command you use when you are done using the current computer screen. Use this command only when you are through with the portion of your turn to which the screen pertains.

Escape: allows you to leave the computer without actually finishing your turn. Use it when you need to leave the computer (to reread some text, get your notebook, or whatever) but you aren't ready to commit to any moves, yet. Your friends will like this feature a lot.

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

Status: takes you to the computer screen designed specifically for your character. Here you will be able to find any data regarding things like your ship, your cargo, your location in the galaxy, as well as the type of weapons and abilities you have picked up along the way. If you are feeling lost, look at your Status screen, it will help!

Undo: is a great command. It allows you to change your mind and cancel that entire screen's plots, moves and trades.

These are the major commands you will be using in the game. If you still have questions about them, or don't understand any other command, just read the "CGM Guide" section of the *Host Guide and Player Reference Manual*.

Now, on with your adventure. Find the text given to you by the computer and "live" what happens next!

STAR SAGA: ONE™ Reference Card

Player Character Options

Option	Code	Phases
Move Plus	R	1
Move Circle	C	1
Move Triangle	Q	1
Move End	E	1
Move Wide	V	1
Move Vector	Y	1
Draw	D	1 or 7
Operate	T	1
Play Piece	M	End of Turn
Action	A + Activity table	Varies

Computer Game Master (CGM) Codes and:

ARROW	Highlight the next choice up or down, left or right.
KEYLIN	Select the currently highlighted choice.
HELP	Display explanations of current choice.
FINISHED	Execute action and return to prior choice menu.
ESCAPE	Program actions: SAVE, RESTART, reset...
UNDO	Cancel all actions of the current action.
STATUS	Display your current game status.

Combat Categories

Defense
Armor
Mobile
Shield

Attack
Direct
Missile
Special

Planetary Commodities

Commodity	Trade	Machine
Crystals	Fuel	Minerals
Culture	Fuel	Exploration
Flora	Ion	Tech

STAR SAGA: ONE™ Reference Card

Player-Character Options

Option	Code	Phases
Move Blue	B	1
Move Green	G	1
Move Orange	O	1
Move Red	R	1
Move Violet	V	1
Move Yellow	Y	1
Land	L	1 or 7
Take Off	T	1
Meet Player	M	Ends Turn
Action	A + *six-letter code*	Varies

Computer Game Master (CGM) Commands

ARROW	Highlight the next choice up, down, left or right.
RETURN	Select the currently highlighted choice.
HELP	Display explanations of current choices.
FINISHED	Execute actions and return to previous screen.
ESCAPE	Postpone actions, UNDO, if appropriate, and return.
UNDO	Cancel all actions at the current screen.
STATUS	Display your current game status

Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

Planetary Commodities

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