

You Are Now
**M. J.
TURNER**

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: TWO™
The Clathran Menace

M. J. TURNER

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Character Booklet
STAR SABAL TWO
The Character Booklet

You Are Now

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.

The New
M. J.
TURNER

This is your second chance to get the best of the best. The new M. J. Turner is the most advanced in the "New" line, featuring a new design and a new M. J. Turner in the new line of your.

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

M. J. Turner

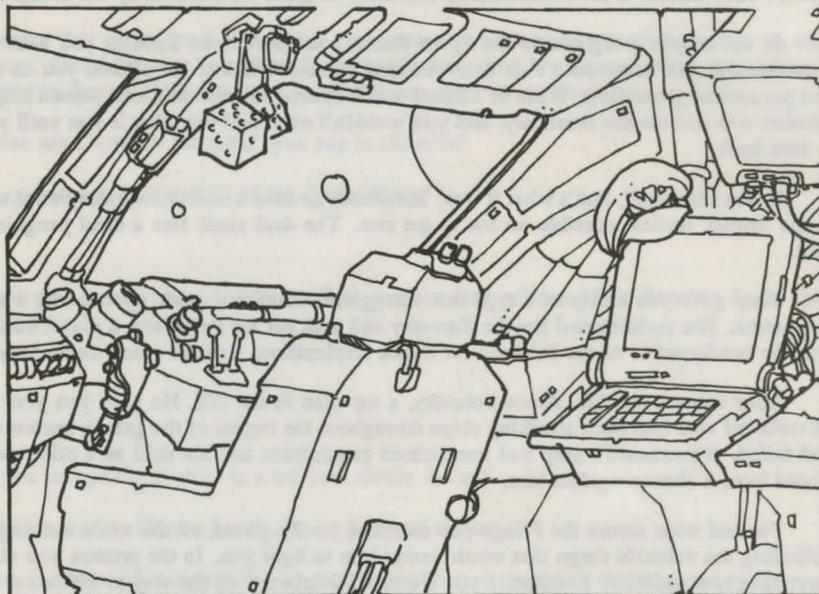
You are M. J. Turner. Before you could walk, you looked at the sky and knew that you were born to fly. At first you dreamed of flying in the air, like the planes that crossed the skies of your home planet Frontier. Growing older, you learned of the wider and deeper realms beyond, and your dreams left the birds behind and soared on rockets into outer space.

But dreams weren't enough. You were determined to become a real space pilot, and fly real spaceships. For a poor kid from the planet Frontier, the most backward of the Nine Worlds, there was only one way to do that. You worked and studied until the Space Patrol Academy couldn't turn down your application for admission.

In the Space Patrol's full-scale simulators, and later in their training ships, you learned to fly. Nothing is more beautiful than maneuvering in a spaceship under hyperdrive. The warp fields fold space around your ship to shorten the distance you travel. Maneuvering is a matter of flexing the warp fields slightly, just as an airplane flexes its wings — except that instead of pushing aside a flow of air you are pushing aside space itself.

You were good at it. You had been right all along: you were born to fly, and at the Academy you proved it. In no time at all you were outmaneuvering everyone on the base, including your instructors. Your coordination and reaction time, as well as your willingness to take a ship to its limits, gave you an edge in every training exercise. Your instructors applauded your successes — but they also cautioned you and reprimanded you many times over. Once, to make an impression, they even sent you to the brig. They didn't like to see their ships "abused" by a hotshot novice pilot. To them, you were a reckless daredevil playing games with expensive equipment.

Your subsequent career in the Space Patrol was sensational and short. You were assigned as helmsman to a standard patrol ship. Your mission was to protect the Nine Worlds by intercepting smugglers trying to break in through the Boundary. This wasn't easy to do. The problem wasn't with your ship or your flying ability. The problem was that the smugglers knew all the standard Space Patrol procedures and how to evade them.



Your frustration at not being able to fly the way you wanted made you insolent and abrasive. You took every opportunity to point out to your ship's commanding officers how ineffective their flight tactics were. You spent a lot of time in the brig.

Once you had your own command, you decided to bend the rules a little. Without permission, you changed patrol patterns and intercept tactics. Eventually, inevitably, you went too far. In your zeal to catch smugglers, you broke too many standing orders. The high brass of the Space Patrol hauled you up on charges of barratry. You'd never even heard of barratry, but the Space Patrol defines it as "disobedience of orders or gross misconduct by the commanding officer of a vessel."

In the brig (the big one at the Space Patrol headquarters on Endaur; you were moving up in the world), while awaiting court-martial, you received a visit from Admiral Roland Wilkins. He offered you an alternative to a probable ten-year sentence and permanent grounding. What he offered was a special mission in a one-person ship of your own. But there was a catch: the mission was outside the Boundary, and you wouldn't even find out what it was until you got there. By then it would be too late to turn back.

It was blackmail, that's what it was. Somebody needed a sucker for a dangerous and thankless assignment and was resorting to the lowest, dirtiest possible means to get one. The deal stank like a dead penguin in a ventilation duct. You took it like a shot.

They gave you a ship of a type that smugglers sometimes used: operated by a single pilot, with cargo bays and advanced computers. You rechristened her the *Barratry* and took off for Para-Para, a planet outside the Boundary. Para-Para, you learned, was the headquarters of the Institute for Space Exploration, a secret space technology research station outside the Boundary.

Your contact was Dr. Amos Schotcky, a top man in the ISE. He gave you your mission: to defeat a human pirate named Silverbeard who had been attacking ships throughout the region of the galaxy known as the Fringe. Many had tried to fight him and failed. Silverbeard's ship had tremendous capabilities and his skill as a pilot was legendary. Only an equally gifted pilot would have a chance against him.

Far and wide across the Fringe you searched for the pirate, all the while building up the fighting capacity of your ship and collecting the valuable cargo that would tempt him to fight you. In the process you visited many alien worlds and learned some surprising new abilities. Eventually you tracked Silverbeard all the way to his secret base on the planet Outpost. This required you to build a tri-axis hyperdrive for your ship, using a rare and valuable Flame Jewel as its key component.

In the end, Silverbeard died defending his base on Outpost. But he left behind a grim secret. Amidst the pirate's storehouses were records left behind by the explorer Vanessa Chang herself. These included an electronic star map giving the coordinates of many planets in the Arm. But with the map, Chang also left a dire warning: in the Arm she had been captured by powerful Clathrans, who have already made one attempt to annihilate the entire human species. If they learn the location of the human worlds, their next attempt will certainly succeed. Unsure about what to do, you returned to Space Patrol headquarters to warn your former commanding officers about what you had learned.

THE SAGA CONTINUES. . .

Now, many months later, you are back in the Space Patrol headquarters. Since no other quarters were available, you are being housed, temporarily, in the brig.

"We're considering the possibility of naming this brig after you," says Admiral Wilkins.

"Don't bother," you reply. "The cadets say they've been calling it 'the Turner' for years."

"I'm tempted to lock you up in here, for protective custody. Schottky has some crazy idea about sending you on a new mission. Sounds like suicide to me."

You find the idea of a new mission intriguing. And you do owe Schottky a favor or three. But you don't think it would be a good idea to admit it to Wilkins. "Nobody's 'sending' me anywhere," you reply. "I'm a free agent now, remember?"

"Don't be so certain," he says. "It seems that in the confusion of the circumstances surrounding your departure, no one ever bothered to file formal discharge papers. Officially, you're still in the Space Patrol. And it's a good thing, too, because otherwise I wouldn't have been able to give you these." He holds out a small flat box open in his hand.

You look at it without taking it. "Those are Captain's insignia," you say in disbelief.

"Indeed they are, Captain Turner. They come with a transfer to the Space Navy."

"There is no Space Navy."

"There is now," he says. "We're going to create one. You're its first commanding officer. The *Barratry* is its first commissioned vessel and, for now, its entire fleet."

"Shouldn't I be Admiral, then?"

"Don't push it, Turner."

"Excuse me, Admiral," says a voice you recognize. A man in a lab coat enters the cell.

"Dr. Schottky," you greet the man. "Do come in. Have a bench. Make yourself at home."

Schottky addresses the Admiral: "I've come to tell Captain Turner that we're finished studying the weapons systems of the *Barratry*. I think we understand them now as well as we're going to."

"Fine," says the Admiral. "Does that mean I can get you ISE folks off my planet and back where you belong before people start asking embarrassing questions?"

"We're leaving tomorrow," says Schottky. "Has Captain Turner agreed to that insane spy mission of yours?"

"He told me it was your idea," you say to Schottky. You're starting to wonder about this mission. If Wilkins and Schottky have teamed up to give you this much of a song and dance, it must be a real whopper.

"We both discussed it, of course," Schottky admits. "There are considerable risks involved, and not just for the stiff — I mean, the brave pilot — who goes out. But I think we're all agreed."

"We need to know where the Clathrans are and what they're doing," says Wilkins. "If the Clathrans plan to survey the whole galaxy, that will take unbelievable numbers of ships. Imagine something like the *Boundary*, only moving, more heavily armed, and stretching across the width of the Spiral Arm. That's what I'm worried about. Have they deployed a survey fleet? Where is it? How fast is it moving? Can it be avoided or penetrated? What are the capabilities of their ships?"

"And let me guess," you continue. "You need an excellent pilot with a lot of deep-space experience and a fast well-armed ship, who also happens to be familiar with smuggling and ship-to-ship combat and has no respect for superior life forms. Just to fly out there and find out for you."

"Without getting caught," adds Schottky.

Wilkins was right the first time. It does sound like suicide. "It sounds too easy," you say. "Are you sure you need me for this one?"

"No, we're not," says the Admiral. "There's something else I need. I need an agent who I can really trust with this mission, not some cocky fool space hero. I need your word that you'll go out there and do the job. That means taking a few orders if I decide to give them. You promise me that, or else by my soul I WILL lock you in this very cell, impound your ship, and send someone else."

"You're bluffing," you protest. "Who else have you got?" Wilkins only grins, and you realize you're the one whose bluff has been called.

"I take it that means you do accept this mission?" says Schottky innocently.

"Yes. I'll do it," you say. You are ready for anything that would get you away from Wilkins, Schottky, and all the others who think they have to manipulate and badger you into doing what needs to be done.

The next day you start off for Outpost. The *Barratry* is in top condition. Her cargo bays are empty, because you know you can pick up material on Outpost from the stockpiles there. Her tri-axis drive system is ready, though you won't need it until you near the Density Barrier. All the weapons and special modifications you made are fully tuned and working perfectly, as are all of your personal arms and equipment. You have brought along one new device: an improved Universal Translator that will allow you to understand and talk to most aliens regardless of their language or form of communication. And of course there is your ship's computer, ready to answer with the familiar "Hi, Boss!" as soon as you turn on the voice unit.

"Avast there, matey! Weigh the anchor and we'll sail with the tide!" says the computer. "We're in the navy now. Foc's'le the mizzenmast, reef the scuppers, and swab the poop deck! Har, har, har!"

You sigh, and watch the stars drift past on the wind. It's going to be a long trip. But the first part, across the Fringe, is uneventful. After a voyage of several weeks, you draw near the Arm, and approach your first destination: the planet Outpost.

YOUR GOAL: Gather intelligence about the Clathrans.

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, 442-R (for red) and 520-G (for green). Some trisectors have planets in them, indicated by a large black dot in a trisector with a white center. Most of the planets in the game have no name. When you land on 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 three 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: Crystals, Culture, Fiber, Food, Medicine, Munitions, Phase Steel, Radioactives, Super Slip, Synthetic Genius, Tools and Warp Core. There are also some other types of cargo that are harder to find.

Your spaceship has 10 (or possibly more if you carry a character over from *Star Saga: One*) cargo bays in which to carry the cargo you acquire. 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.

Drones

Drones provide a convenient means for trading. They are robot ships, which can visit any commodity market you have visited, or any player in the game. They do so instantly, and can arrive at nearly any valid destination within one turn, using a special *Jump Engine* technology. You can find an explanation of how drones work in the *Host Guide and Player Reference Manual*.

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*.

Combat can result in damage, either to your ship, or to your person. Your health and ship condition is represented by a number, varying from 0 (dead) to 100 (perfect). In some instances, you can partially heal your person or ship by leaving phases unplotted in a turn. To completely heal yourself or your ship, visit a medical or ship repair facility. Health and ship condition have an impact on your combat results as well; for instance, with a health of 50, you would fight at half your normal effectiveness.

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 three 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 by placing your ship token in space on the green trisector numbered 387. You are travelling to the planet Outpost, where you discovered Vanessa Chang's log just six years ago. At this moment, you are just days away from your destination.

To plan the final leg of your trip to Outpost, 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	Y	R	L	—	—	—	—
2	—	—					

Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is R. This will put you in the trisector containing the planet Outpost, so you plot "L" for Land. Note that this will use the rest of your phases for this turn and borrow against 2 of your next turn's phases.

How To Enter Plots For Turn 1

Now you are ready to go to the computer and tell it what moves you wish to make. First, you must log on by typing in M for M. J. Turner. 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."

Next you will type in the letters you have written on your plotting sheet, namely Y, R, and L.

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 and land on a new planet. You should move your token to its new location in trisector #389. We wouldn't want you to become lost in space!

The computer will send you to two pieces of text — the first, **Text #26**, is for your landing on Outpost, and the second, **Text #30**, is to help you with your next turn. Write these numbers 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 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!

**M. J. Turner
Barratry**

STAR SAGA: TWO™ 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

Crystals	Medicine	Super Slip
Culture	Munitions	Synthetic Genius
Fiber	Phase Steel	Tools
Food	Radioactives	Warp Core