

Dear Player,

Welcome to *STAR SAGA: TWO™ The Clathran Menace*. You are about to embark on a fun and exciting space adventure. In the game, you become one of six characters living in the year 2821 AD. In your role, as one of the few galactic pioneers of your time, you journey deep into the galactic Arm and, in order to save all you hold dear, face The Clathran Menace.

As you travel in the arm, you explore exotic and bizarre planets. You trade with other players and in-game entities for vital information and valuable commodities. You battle familiar enemies and strange alien monsters. You fly farther and farther in pursuit of the enemy. . . dreading all the time the dark moment when you may find them.

A computer will serve as your moderator and coordinator during the game. The Computer Game Master keeps track of your actions, accomplishments and acquisitions. It will tell you the results of your moves, handle your transactions, and even remind you where you parked your spaceship.

STAR SAGA: TWO™ is a long-lasting game, but you may stop whenever you like and start up again where you left off. You may choose not to play the game in a single sitting: to do so would take approximately sixty hours.

Now it's time to get started! Read the following description of the game's setting and characters. You will use this information to choose a character. Then, follow the instructions at the end of this letter.

The World in 2821 A. D.

The year is 2821 A.D. Most of the human race lives in the Nine Worlds, a community including Earth and eight colonized planets. They are located on the outskirts of the galaxy, in a region called the Galactic Fringe.

The invention of the dual-axis hyperdrive in 2257 made it possible to travel among the stars. Great pioneers forged deep into this frontier. A new era, called the "Great Expansion," had begun. Vanessa Chang, perhaps the greatest explorer of all, singlehandedly discovered more than forty planets.

The Great Expansion came to an abrupt halt in 2490. The Space Plague killed more than half the population and brought civilization to its knees. After discovering it was brought by an unknown space explorer, Humanity reacted by decreeing no spacefarer may approach the Nine Worlds. They called this new border around their home worlds "The Boundary." They hoped this would forever protect mankind from dangers such as the plague.

Alas, you are one of the few who know better. As a space traveller, you left the Nine Worlds, and explored the vastness of the Fringe. On a planet called Outpost, you discovered a shipwreck. Inside, you found the log of the great Vanessa Chang. The terrible secret you learned there forever changed your life:

The Plague was no accident. It was sent to Earth by an intractably hostile race of green-skinned reptilian beings called the Clathrans. For reasons not yet understood, the Clathrans seem dedicated to the destruction of Humanity. They are surveying the galaxy, intending to find the Nine Worlds and complete the extermination of man. And they have the means to do so.

Mankind, blissfully ignorant of this grave threat, has no plan or means to defend itself. Instead, the human race hides its collective head inside the apparent safety of the Boundary. All, save a few intrepid explorers. . .

Choosing Your Character

Read the character summaries below and choose one you would enjoy playing. Flip a coin to decide who will play a character if there are conflicts with other players.

Next, find the *Character Booklet* with your character's name on the cover. At this time, open the booklet and follow the directions inside.

Your *Character Booklet* contains a complete biography, including your character's background and goals. It also contains a summary of the *Star Saga*™ rules and directions for playing the first turn of the game. Your character booklet is secret, though you may share any information you like with the other players. It is not a good idea to let anyone else read it.

At least one player should also refer to the beginning of the *Host Guide and Player Reference Manual*. There you will find directions on how to set up the game components, some helpful hints, a comprehensive version of the rules, a Computer Game Master user's guide, and a glossary of terms used in the *Star Saga*™ Universe.

Laran Darkwatch — A mystic Disciple of the Final Church of Man, and one of their leading theologians, Laran violated Church dogma in search of the truth. Retracing the voyages of the Church's mysterious Founders in the ship *Jihad*, the disciple has made discoveries that will change the Church forever.

Jean G. Clerc — A down-to-Earth engineer, Clerc pursued the dream of building the ultimate spaceship. Now, with the most formidable ship in the galaxy, the *Run Amok*, Clerc is still no match for the Clathrans. Clerc now seeks new technological discoveries to even the odds.

Valentine Stewart — Heir apparent to the Stewart Family trading and smuggling "business," Stewart has sought adventure and fortune in space. Far more than just the honor of the Family depends on whether Valentine, and the ship *Holly Roger* can fulfill a new contract: to find the source of a rare and powerful material.

Corin Stoneseeker — Sent to the stars on a quest which has spanned twenty generations, Corin has found the mysterious Core Stone. Now, exploring the galaxy in the *Quest's End*, Corin must discover the secret of the Stone, and complete the quest of his ancestors.

M. J. Turner — The best pilot in the Space Patrol, Turner and the ship *Barratry* were "reassigned" to explore beyond the Boundary and rid the Fringe of a dangerous space pirate. Now the human worlds face the threat of the Clathrans, and Turner is needed more than ever.

Professor Lee Dambroke — A well-known xenobiologist, Dambroke studied a mysterious and powerful new form of energy that conveys unusual powers. With his research ship, the *Black Abyss*, Dambroke hopes to discover its secrets.

Let the Saga Begin!