

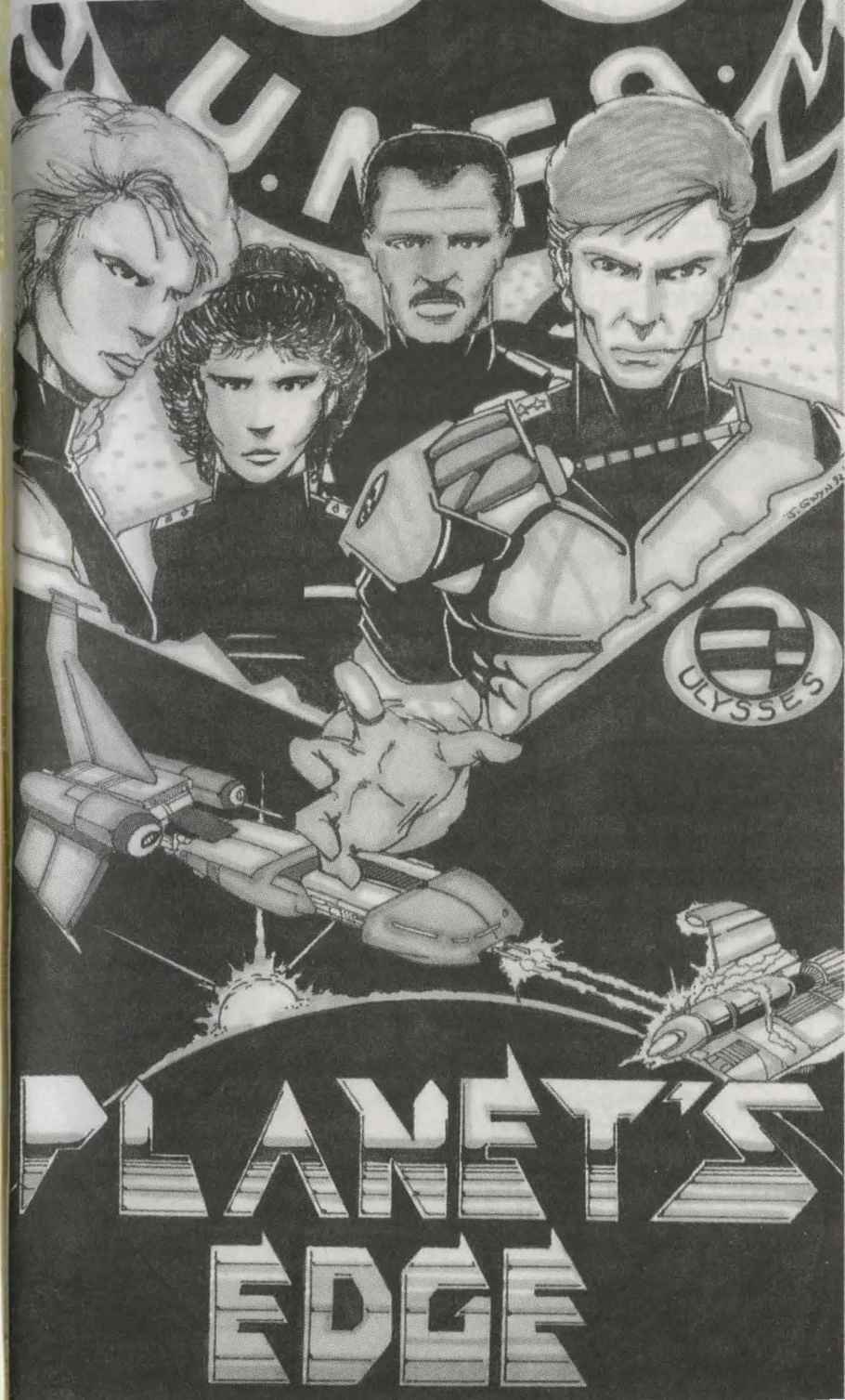
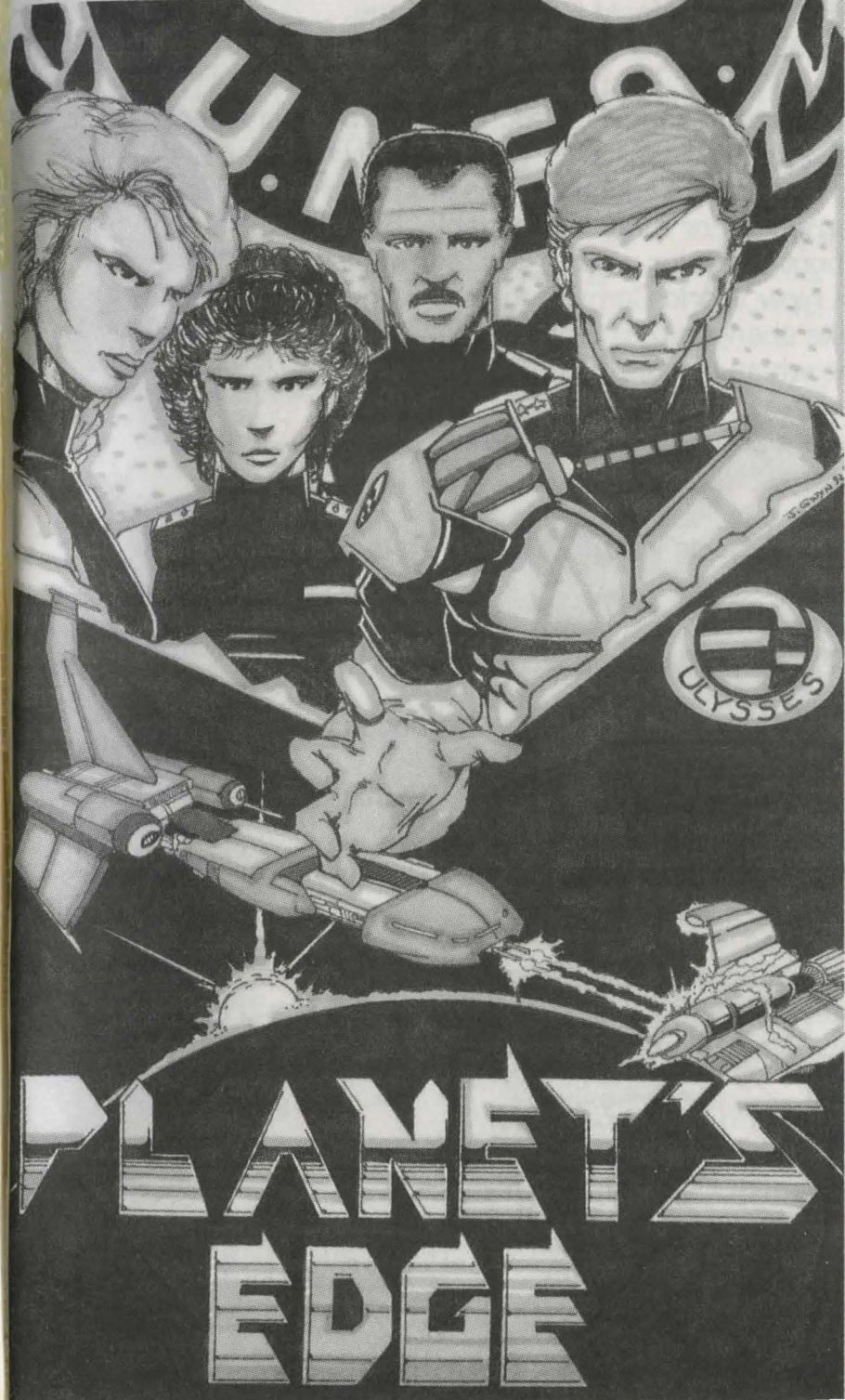
# PLANET'S EDGE™

THE LIBERATION CHRONICLES



NEW  
WORLD  
COMPUTING™

Cluebook





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## **WARNING!!! This cluebook gives explicit instructions on how to beat Planet's Edge.**

The solution of each separate scenario is spelled out in detail with little left to the imagination. If you want vague hints and misleading red herrings, this cluebook will not satisfy your appetite for confusion. On the other hand, if you are looking for the answer to all your burning Planet's Edge questions, you have come to the right place.

The cluebook is broken into eight chapters—one for each sector—and an appendix. The first scenario you should visit, First Contact, has been put in front of the rest of the scenarios to make it clear to the beginner to go there first. The sectors are arranged in the order you should visit them, and the scenarios within the sectors are arranged in the order we recommend you try. Like most New World games, you are free to go where you want, when you want, so feel free to break out of the mold anytime you wish.

The appendix at the end of the book includes ship and item statistics, a list of mineral worlds, and two articles with advice on how to win the game and the battles quickly. If you just want to win the game quickly, and you don't mind killing a lot of aliens to do it, the article on how to win the game was written with you in mind.

One more thing: Although you can find out where each part to the Centauri Device is by reading the individual sector write-ups, we think you should know up front that there is one piece per sector. There are also ship plans in every sector except Alnasl and Ankaq, and technical plans in Algieba, Coroli, Zaurak, and Izar sectors.

Good luck!



# First Contact

**Sector:** Izar  
**System:** Alpha Centauri  
**Planet:** Alpha Centauri II  
**Danger Level:** Low

This base was an alien observation post for the Centauri experiment that swallowed the Earth. The post was attacked recently by unknown aliens, and many of the robots were damaged. The robots have been instructed to watch for humans coming from Earth and aid them if possible. Some of the station's security 'bots are still hostile, however, so you will have to be careful.

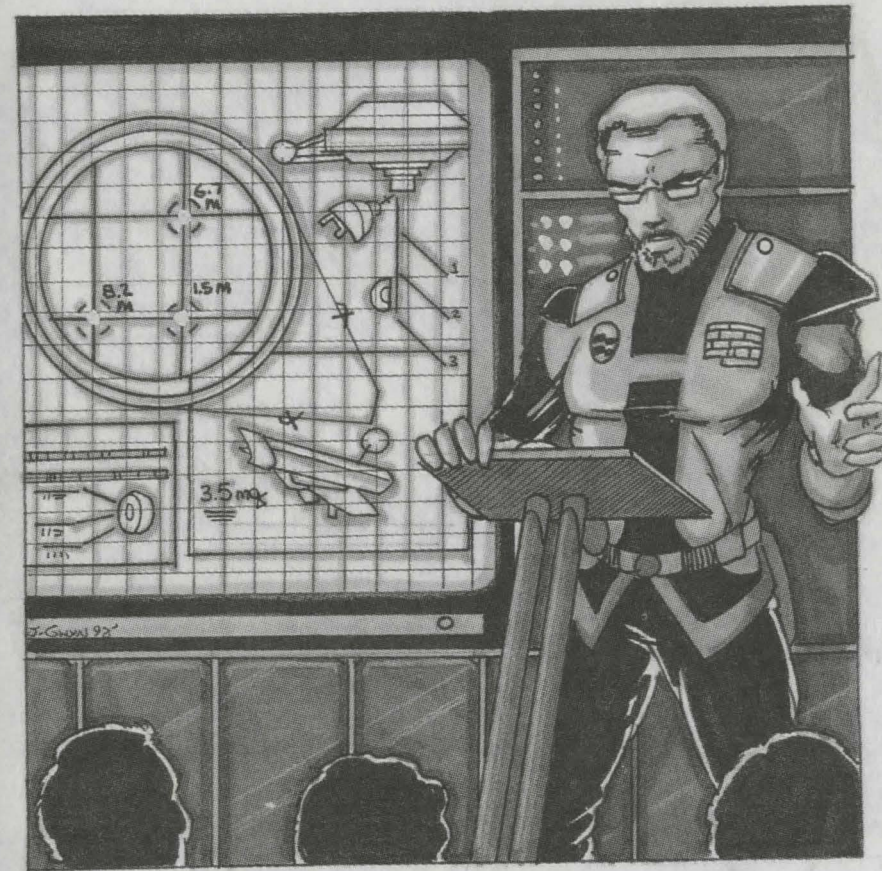
There is nothing that you will gain here that you must have for other scenarios in the game, except for information. Since this is the first scenario you should complete, you are not expected to have any special equipment to finish it.

When you first land, you will find yourself under attack. The robots you are facing are pretty easy to take out, and they don't do much damage. Just hit the 'a' key for attack, cursor over to the robot you hate the most and push 'enter'. Your character will take a shot at the robot. If you get wounded, have Osai (your doctor) do the healing. Select 'u' for use an item, and then cursor down to a first aid kit and push 'enter'. Next, push the arrow key that points to the character that you want to cure. Make sure you are standing next to the wounded character before you do this!

Located in the bottom left part of the complex (once you are inside) is an android that will give you an android tool. Use the tool on any of the many globes you will come across in this scenario, and you may get some information. Good luck!

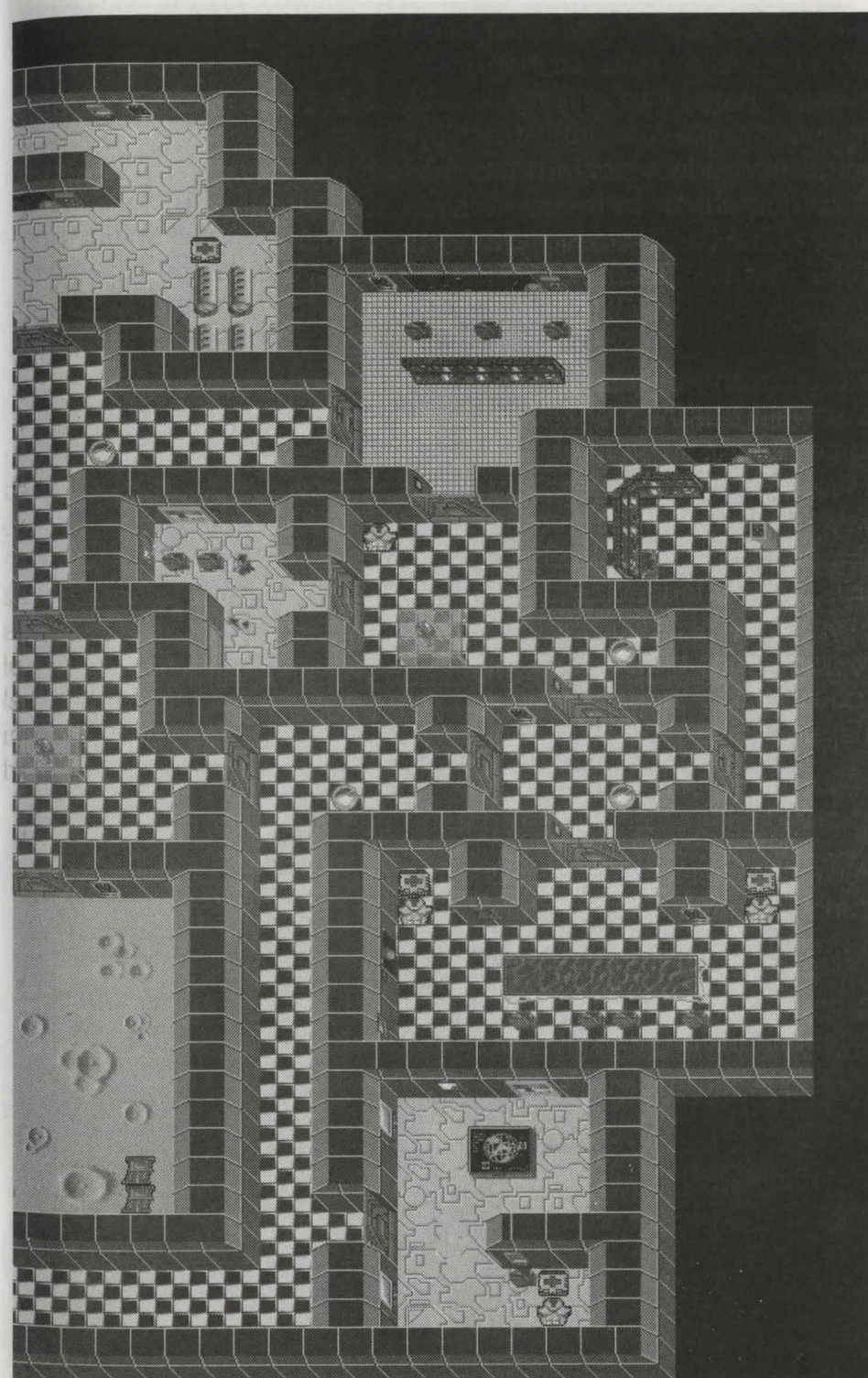
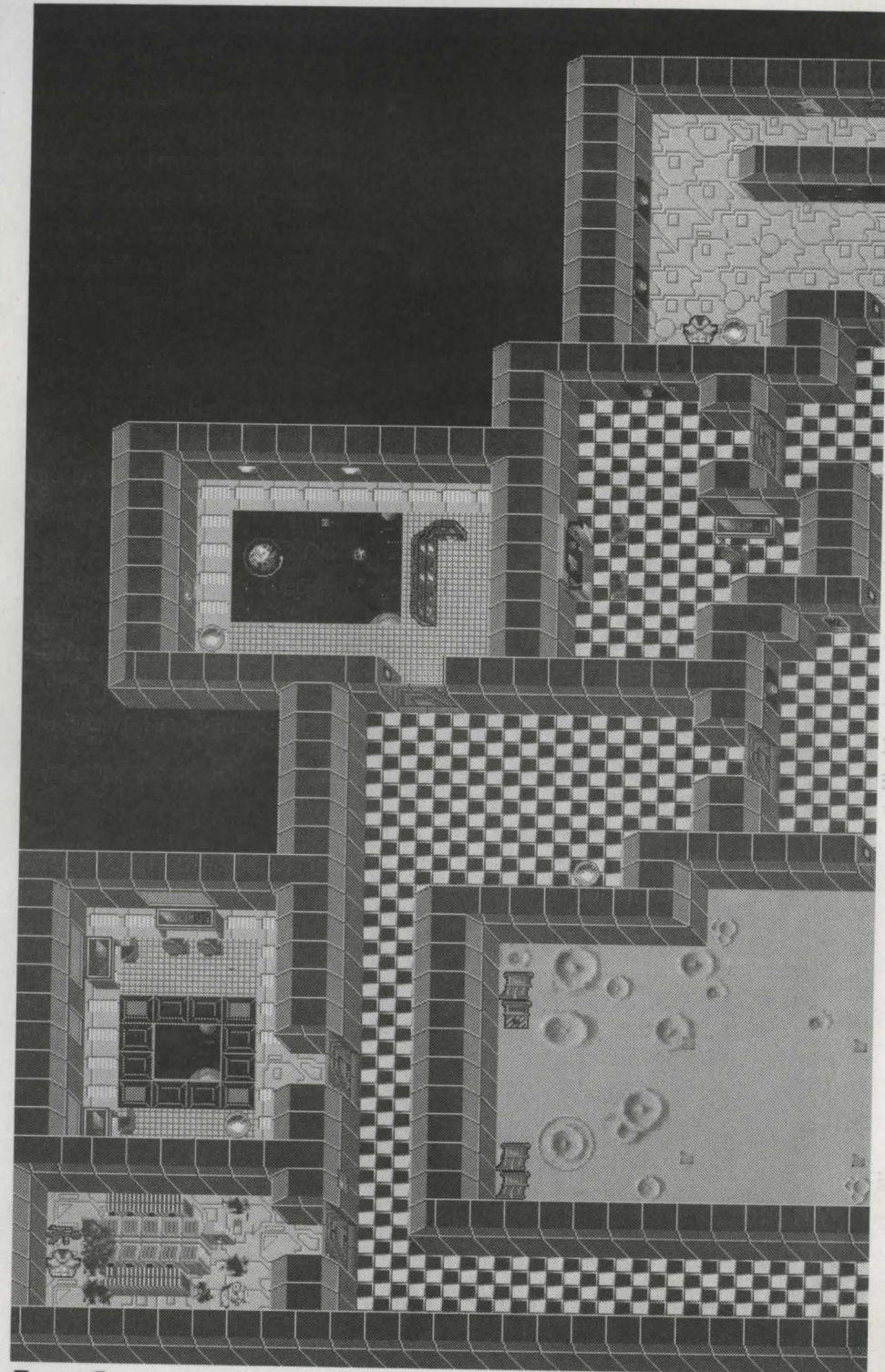
## Hints and Suggestions:

*Not everything is hostile. Before you shoot at it, make sure it is shooting at you. Getting into a battle with a healthy android will be hazardous to your health. Most, but not all, of the Mk I robots are hostile, and they will make their murderous intentions clear without delay if they are. If you find armor, wear it! It is probably better than the flak jackets you start with.*



Commander Polk briefs the crew of the Ulyssess on the finer points of interstellar travel.

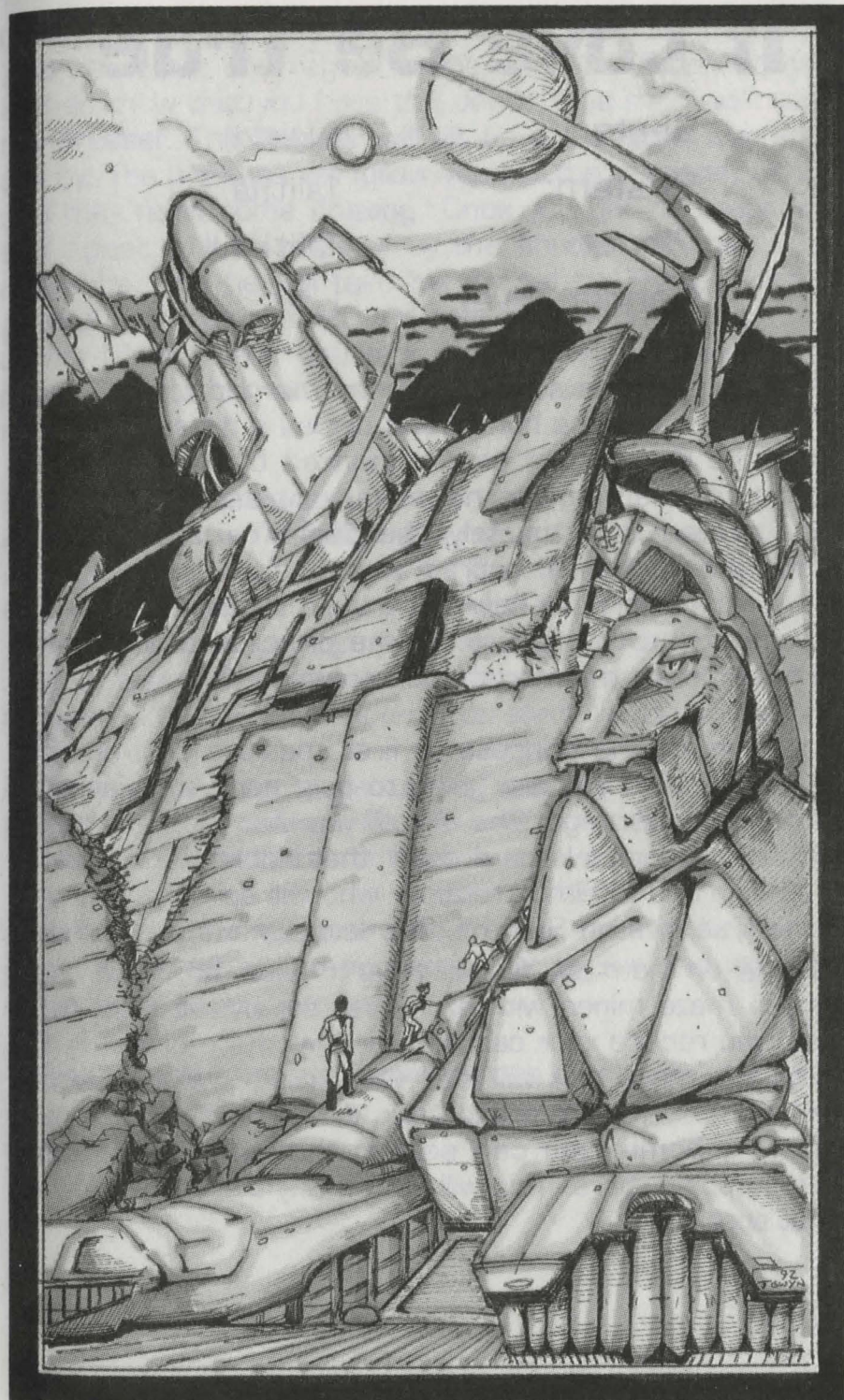






# Algieba Sector

Sector Algieba is the lowest technology sector in the game. All ships generated in this sector will be size one ships, and the merchants have a limited carrying capacity. The first scenario you should do here is "If Love Be True" on Talitha II, then "Gift of the Magin" on Subra II, then "Inauguration Day" on Algieba IV, and finally "Solitaire" on KooShee I. You need to rescue the princess on Talitha and get the Algiebian invite on Subra so that you can get onto Ishtao station at Algieba without bloodshed. You will find an Algiebian Crystal at Algieba.





# If Love Be True

**Sector:** Algieba  
**System:** Talitha  
**Planet:** Talitha II  
**Danger Level:** Low

The royal princess is scheduled to be married to the prince of an alien race whose homeworld circles a distant sun. Her mother, the Queen, has been convinced by Geal A'nai that the political marriage is necessary to secure peace in Algieba sector. Unfortunately, the Geal A'nai are conniving reptiles who seek only to bring misery upon the people of Talitha II. The Geal A'nai have set bombs around the fountain in the courtyard to assassinate the princess and her husband to be during the marriage ceremony.

You can rescue the princess by first speaking with her and assuring her that you are going to help her get away from the unwanted marriage. She will tell you that you need to get a levitator to move a large dresser that blocks the way to an escape ship and a faithful retainer who will spirit her away to her one true love on Subra II. The levitator can be found at location ④ on the map. You will have to pass through a deadly garden maze mined with explosives set by the Geal A'nai. To help you reduce your casualty rate, we have drawn in the path on the maze that will lead you through without setting off any bombs. If you are uncertain whether or not a square contains a bomb, you can search the spot you suspect before stepping there. This will set off any traps that may be on that spot.

Once you have the levitator, place it in the inventory of your lead character and return to the princess. Speak to her to let her know that you have the device, and then walk toward the dresser. The dresser will lift up out of your way and let you by. The princess will follow you out the passage, although she may need some coaxing. Once you get her outside, go and speak to her retainer by the shuttle with her in your presence, and he will take her to safety. The princess will give you a trinket that you will need for the next scenario, Gift of the Magin. After you pick up the trinket, beam up right away. The guards will have become hostile and will shoot on sight.

## *Hints and Suggestions:*

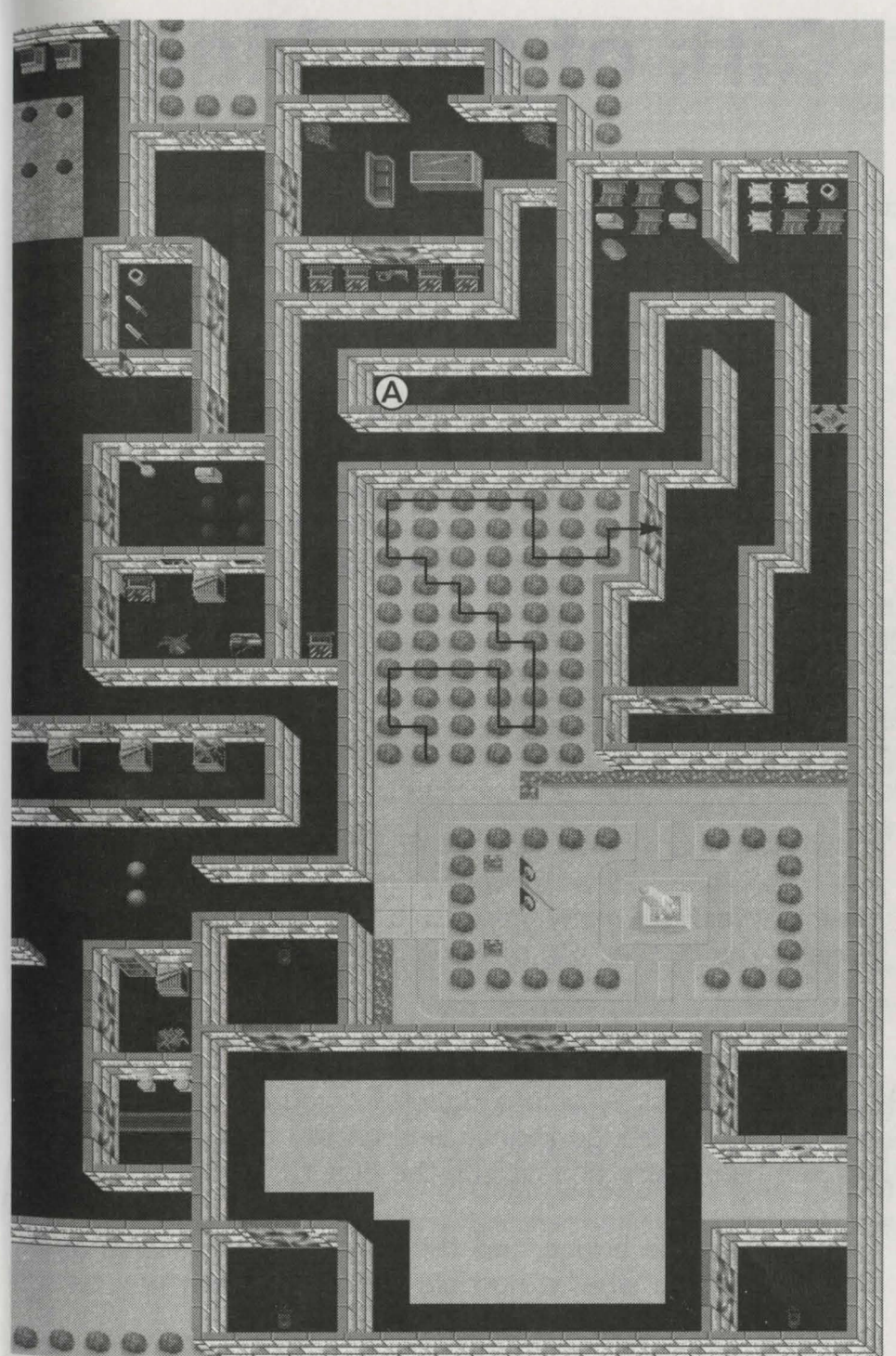
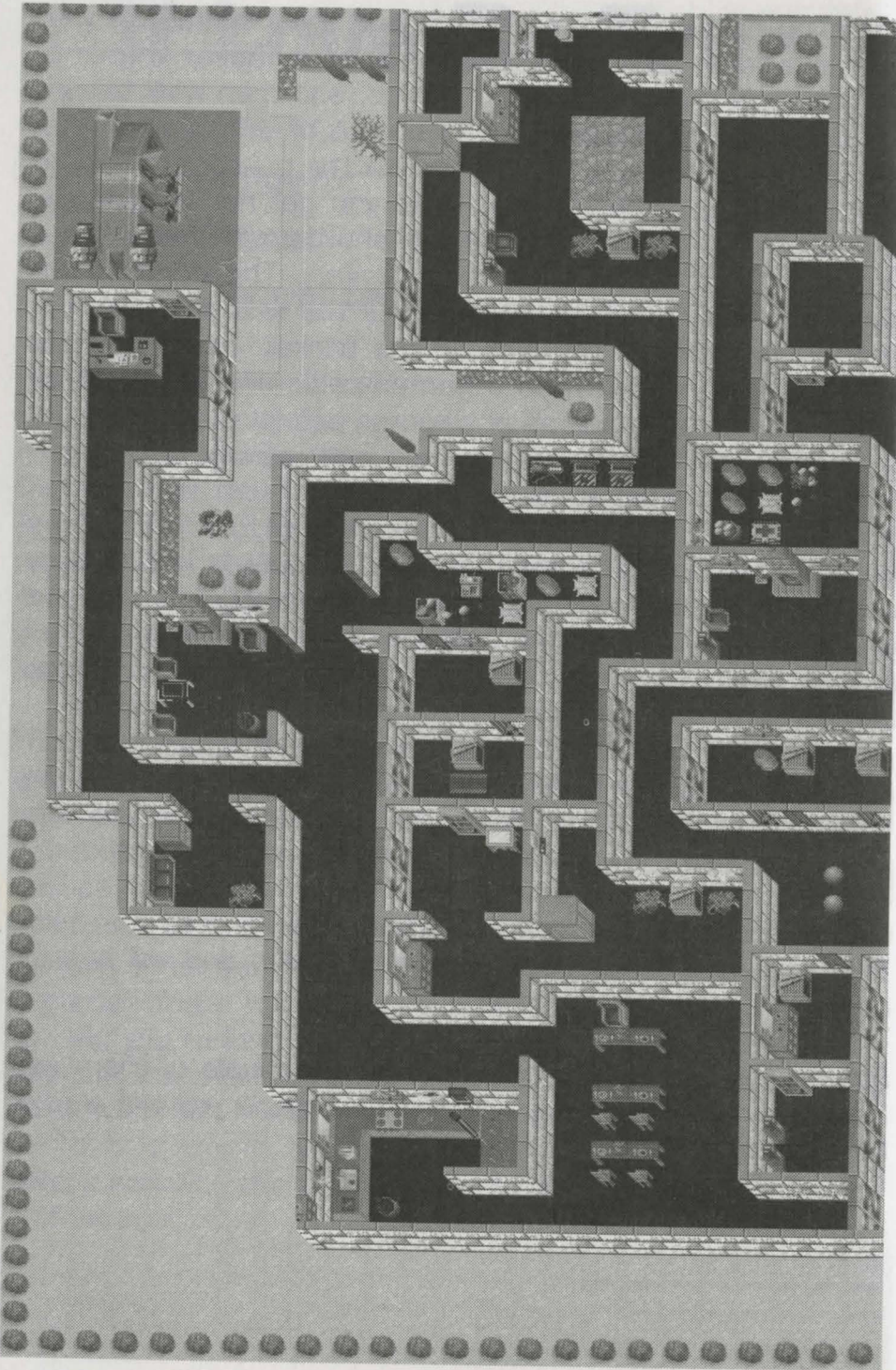
*Find the match in the kitchen and use it on one of the banners. If the banner catches on fire, the guards will become confused and start moving around randomly. This will give you a chance to get up into the billiards room and get an assault laser. The assault laser is a vastly superior weapon compared to the pea shooters you start the game with.*

*If you feel lucky, try to get one of the guards away from the rest and gun him down. He will have a machine gun on him. These are also a lot better than weapons you start with.*

*Under no circumstances should you search the fountain. This will set off all the bombs in the garden and will almost certainly kill your entire party.*

*Search the barrels you come across. A couple of them will have trauma kits in them—a medical miracle you will always be in short supply of.*







# Gift of the Magin

Sector:	Algieba
System:	Subra
Planet:	Subra II
Danger Level:	Medium

Subra II is the home of a primitive race of plants that are unable to speak. The aliens instead communicate by writing on the ground with sticks called Imastyls. In spite of their low technology, the people of Subra II have been contacted by the Algiebians and are invited to President Ishtao's Inauguration Day ceremony.

To complete this scenario, you will need a trinket. If you don't have a trinket, you can get one by rescuing the princess on Talitha II. You will be able to get an Algiebian Invite here for use in Inauguration Day.

When you beam down, you will find yourself in the top left of the map. There will be a river to your right. Stick close to the river to avoid the many traps that have been set by He Who Speaks, the mutant son of the leader of this world.

Be on the lookout for a blood beast. If you see it, shoot it and pick up the carcass. You'll need to give the carcass to the bridge keeper at Ⓐ before he will let you across. While you are seeing the bridge keeper, search the dead tree that you will see near there and pick up the Imastyl you will find.

Once across the bridge, use the Imastyl on the Magin at Ⓑ. She will tell you what a horrible person her son has turned

out to be, then ask you to dispose of him and retrieve the "Talking Stick" – an ancient artifact of her people. Once you return the Talking Stick to her, she will give you an Algiebian Invite.

To get the Talking Stick you should go across the bridge just to the north of you and walk to the tree at Ⓒ. Once again, be sure to stick close to the edge of the river to avoid the traps. Also, be on the lookout for any aliens on this side of the river – they are all hostile. When you get to the tree, step inside. You will find yourself in the secret, underground den of He Who Speaks.

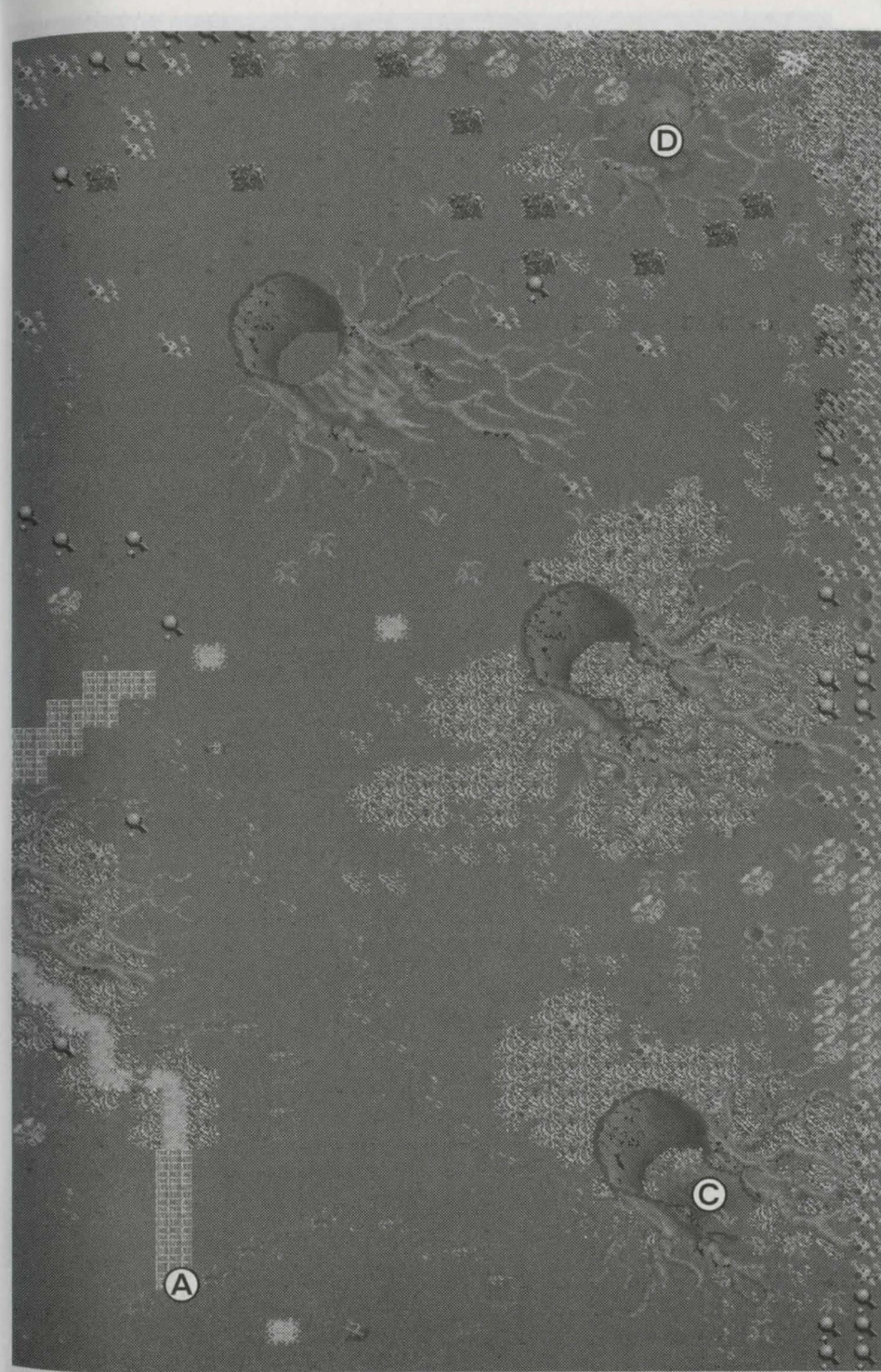
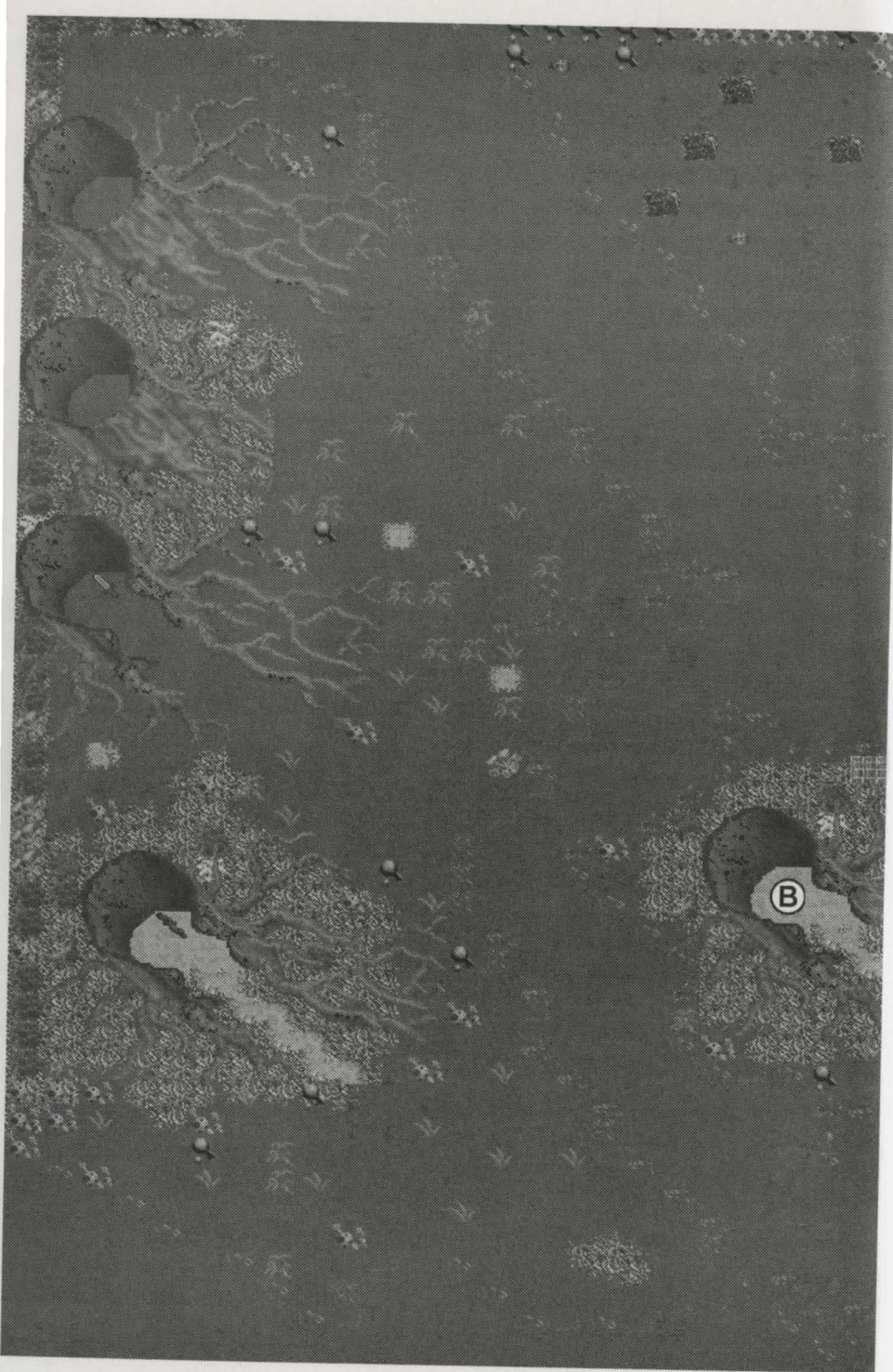
Use your Imastyl on He Who Speaks and assure him that you are not going to kill him. Then use your trinket on him so that he will open up a secret passage to the place he has hidden the talking stick. Walk down the passage, get the Talking Stick, and quickly return. If you delay too long, you will be attacked by the Bladderclaw. Return to the surface and take the Talking Stick back to the Magin at Ⓑ. Make sure that your lead character has both an Imastyl and the Talking Stick in his inventory, then use the Talking Stick on the Magin. She will give you an Algiebian Invite. Beam up, you are done with this scenario.

## *Hints and Suggestions:*

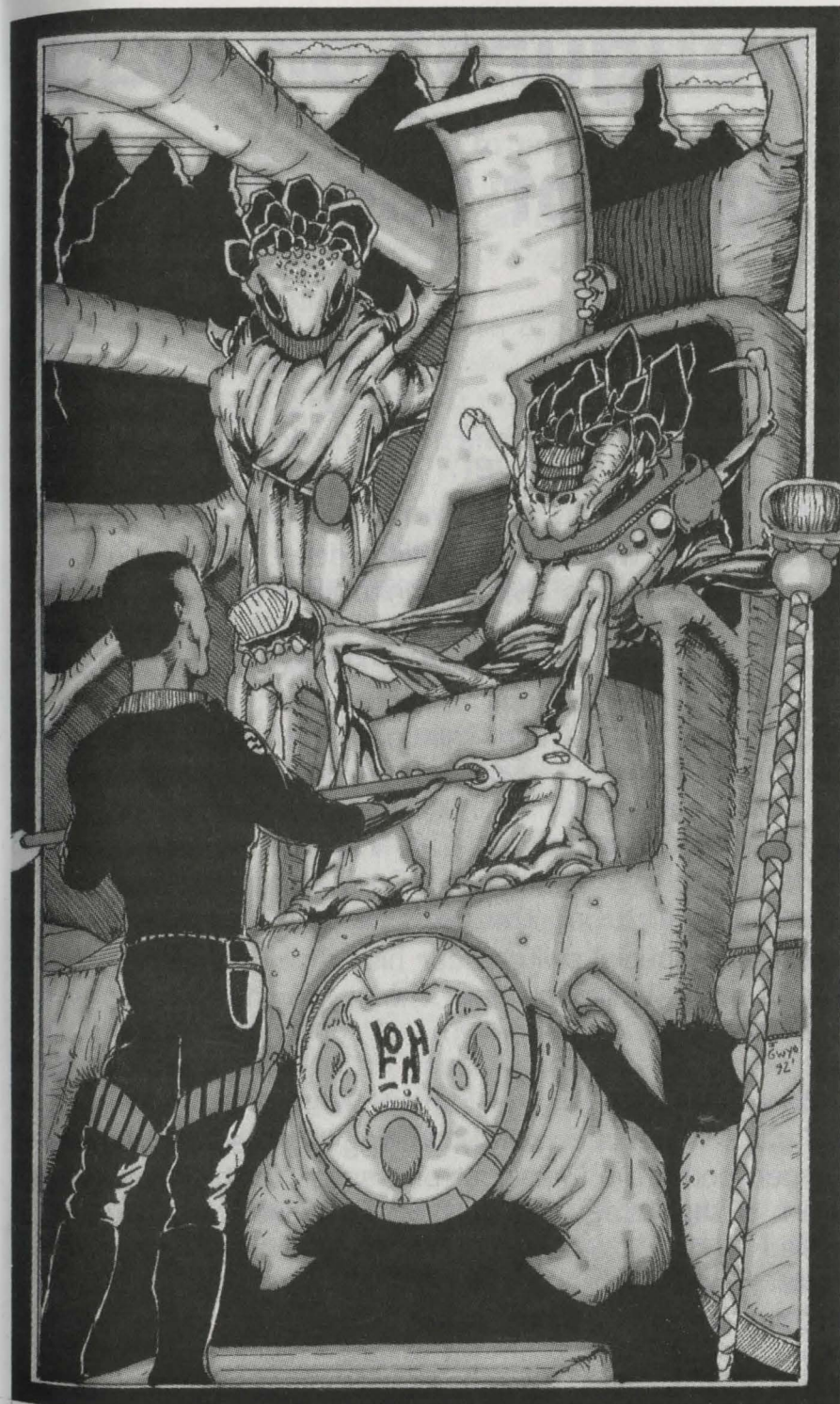
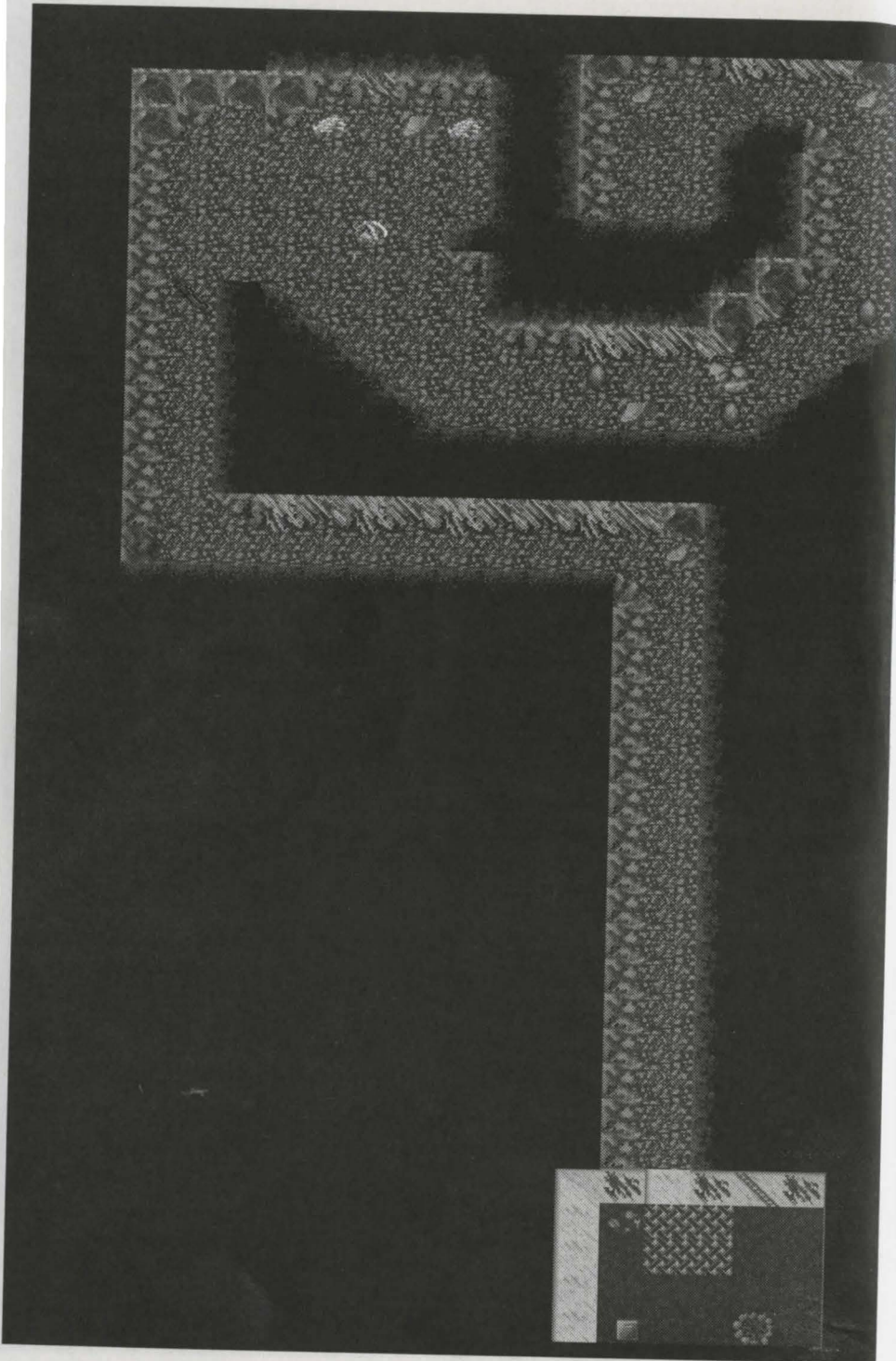
*Be sure to be wearing your flak jacket or Kevlar suits while you are visiting Subra II. These armors offer the best resistance to the damage you will receive on this planet.*

*If you don't have a trinket you can go and fight the Bladderclaw for the Talking Stick by entering the tree at Ⓒ. If you choose to do this, the best weapon to use is the grenade launcher. This is the hardest way to complete this scenario.*











# Inauguration Day and Flight of the Attagi

Sector:	Algieba
System:	Algieba
Planet:	Algieba IV
Danger Level:	Low to Medium

President Ishtao will be holding his second inauguration ceremony shortly, and has invited dignitaries from all across the sector to join the celebration. The Geal A'nai didn't get an invitation, but they came anyway. Predictably, they plot to assassinate the president, kill innocents, and destroy as much property as they can while pinning the blame on someone else.

Their plot has two parts to it. The first part involves releasing a monster into the President's office just before the ceremony. They plan on using the Sixth Seal (An ancient religious artifact) on a special switch near his office (Marked Ⓐ). If the switch is pulled while you have the key in your inventory, the President will die.

The second part of the plot involves destroying the luxury liner Attagi, which is currently orbiting Algieba. The Geal A'nai will impersonate the President and speak to the hapless passengers of the Attagi, telling them that Geal A'nai have been detected on the Attagi, and the whole ship is being sacrificed for the good of the sector. If the Geal A'nai succeed in destroying the Attagi, President Ishtao will surely be blamed for it.

Here is how you rescue the President, save the Attagi, and get the Algiebian Crystal:

First, give your Algiebian invite to one of the guards in the room that you beam down in. If you don't have an Algiebian invite, you can find out how to get one by reading the sections on If Love Be True and Gift of the Magin in this book.

Once you have given your invite to a guard, they will wander away from the doors, allowing you to roam the base. Take the door on your right, and find your way up to the Algiebian at Ⓑ. Talk to her and she will transport you to the Attagi.

The Geal A'nai have shut down the engines of the ship and some of the doors and transporters. The transporter that leads to the other side of the ship (where the engines are) is broken, and you will need a gravity bar to fix it. You can get the gravity bar by playing Choassqa.

Talk to the Choassqa robot (location Ⓒ) to get a set of cards. You will use the cards on the slots of the northern wall to play. The order to place them, from left to right, is card 3, 5, 2, 1, 4. Once you do this, a gravity bar will appear in the room. Take it, and go to the engineer at Ⓓ. Don't forget to talk to the robot to get another set of cards — you will need them later.

Use the gravity bar on the Engineer so that he will fix the teletrans pad that is in his room, along with a couple of the doors that you haven't been able to get into. Step onto the teletrans to get to the other side.

Once there, go out the door and down. If you go as straight as you can, you will get a message from the ship that tells you how to get the engines restarted. Just below that message you will see a door that leads to another room with slots in it. This is the engine room. The Geal A'nai have set two bombs in the room that are unavoidable, but you can



take the damage if you go slow and heal characters that are damaged before setting off the other one. The order to place the cards here is 1,5,4,3,2.

1,2,4

When you have used the cards properly, you will get a message telling you that you need to go and fix the other engine. Go to the other side of the wall with the slots and collect your cards and a couple of goodies you will find lying on the ground there.

Just above this room is a room with two Geal A'nai that need shootin'. To the left of their room, at ⑥, is an Algiebian you should talk to. He will give you two Algiebian Tals that you will need later on.

After you have your Tals, go to the teletrans at ⑦. This teletrans leads to the second engine room and a really nasty fight with more Geal A'nai. Be sure to grab one of their amulets. After you are done with them, go down to the second engine room and use your cards one more time on the slots in the wall. Again, the order is 1,5,4,3,2. When you finish your work here, the Attagi command code will appear in the room. Take it and go and use it on the Algiebian at ⑧. He will open the door to the escape shuttle at ⑨. When you step inside here, you will be sent back to Ishtao Station.

After defeating the Geal A'nai and saving the Attagi and the lives of everyone aboard her, search the cage at ⑩ and pick up the sixth seal of the Geal A'nai. Then go up the ladder just outside the cafeteria (search it) to get to the second level of Ishtao Station.

The significant people on this level include President Ishtao ⑪, the Editor ⑫, the Curator ⑬, and the Bartender ⑭.

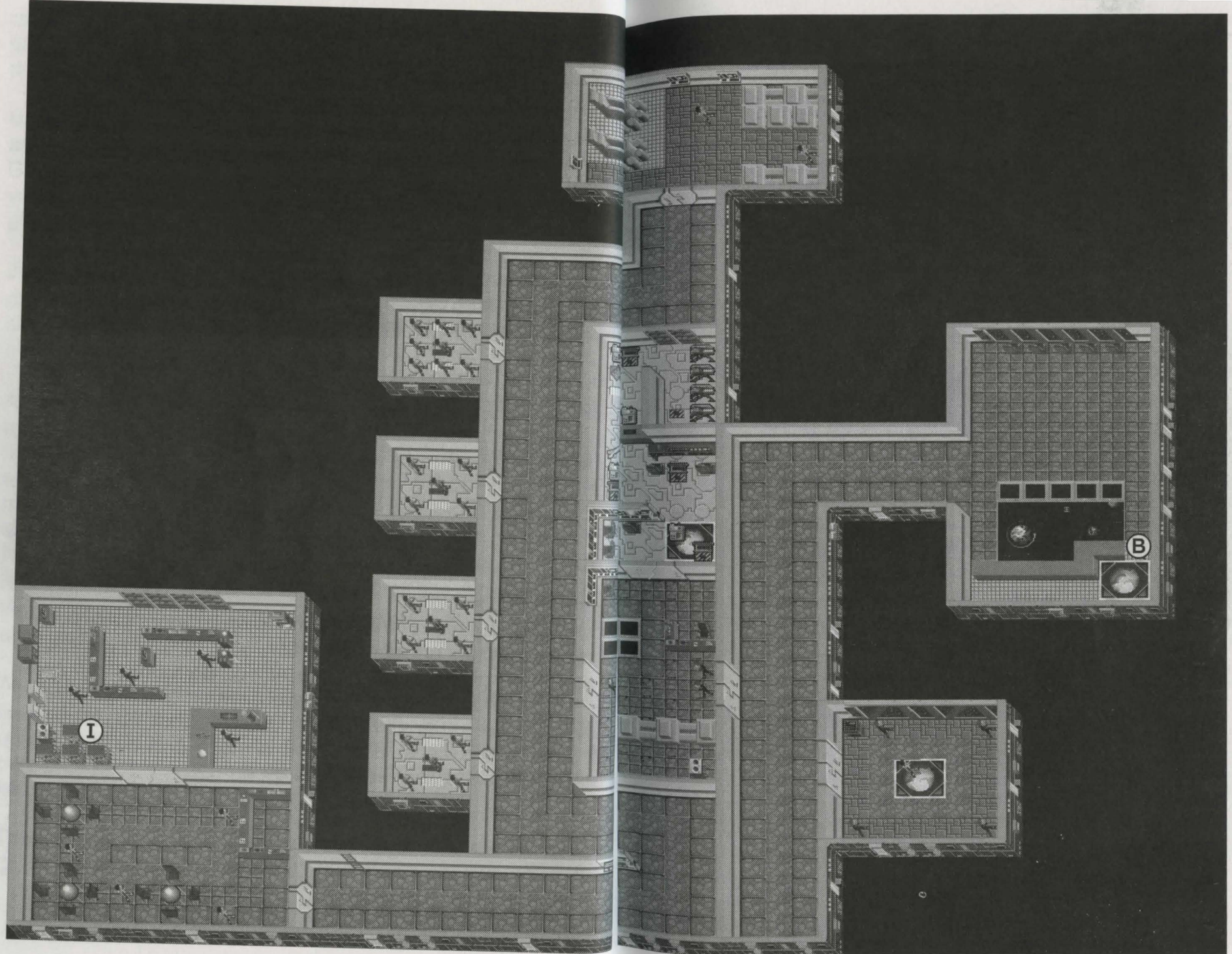
First talk to the editor. He will give you a press pass. Next, go talk to the bartender, then give him a Tal. He will give you a bottle of Vegan wine. Take the bottle of wine to the Curator. She will wander away after a bit, giving you access to the room she was standing in front of. In that room is a switch that needs pulling. Pull it. The force fields around the statues in the Hall of Shame will go down. SEARCH THE UPPER LEFT STATUE IN THE HALL OF SHAME AND YOU WILL FIND THE ALGIEBIAN CRYSTAL!!!!

The crystal is one of the eight items you will need to complete the Centauri Device and win the game. Once you have the crystal, go visit President Ishtao. You will have to show the press pass to the guards in the room to the left of the garden to get by them. Use the amulet of the Geal A'nai and the Sixth Seal on Ishtao. He will give you a security pass and the presidential amulet. The presidential amulet will be needed for Solitaire, and the security pass will get you by the locked door in the room where you first beamed down onto Ishtao Station. In that room is a whole pile of goodies, including some ship plans. Be sure to pick this stuff up before you beam up.

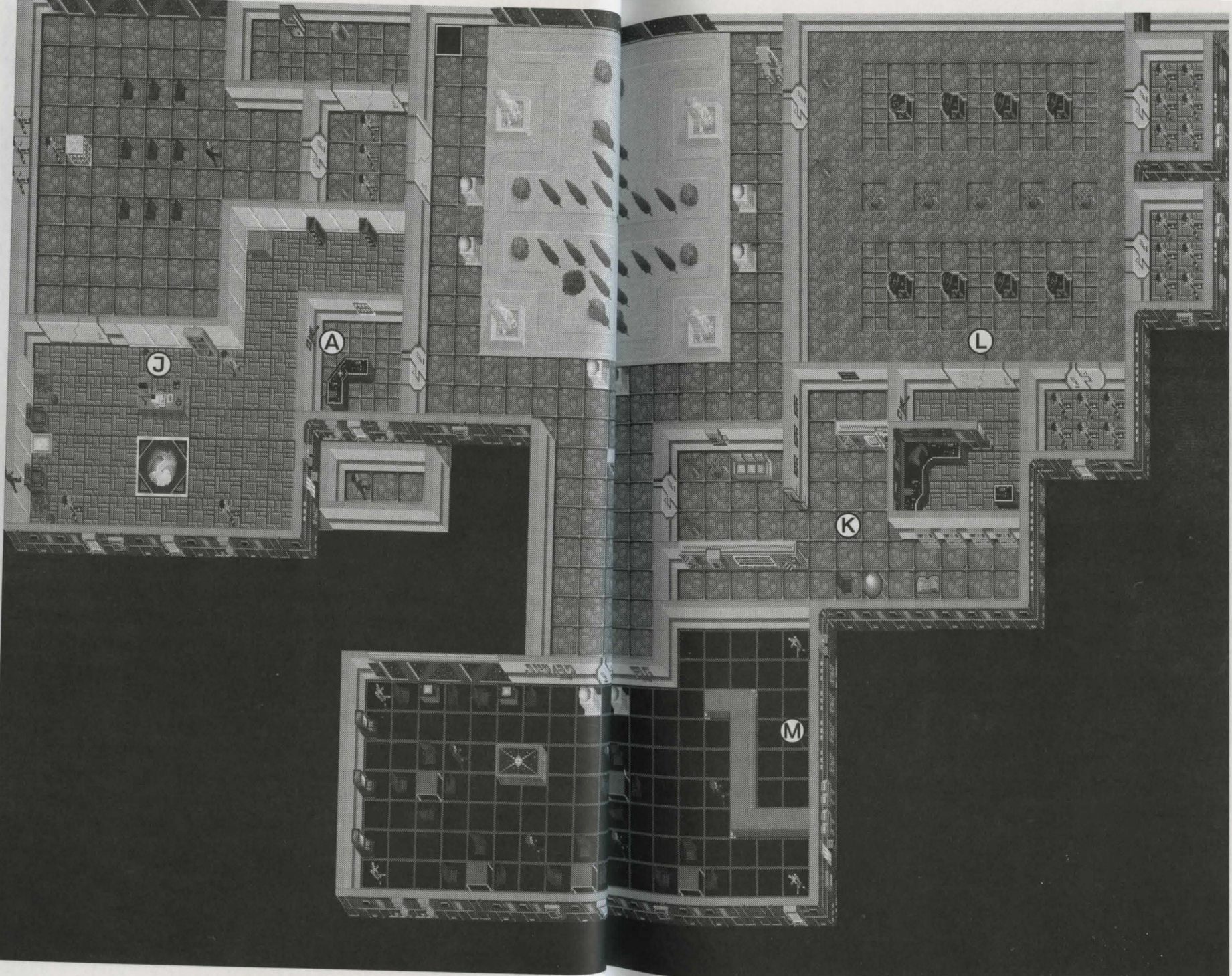
*Hints and Suggestions:*

*Get the eye glasses on the Attagi and bring them back to the correct Algiebian on Ishtao Station and he will give you a weapon. Search the beds on the Attagi. Some of them have junk hidden under them. If you have it, wear reflec or ceramic armor while you are in these scenarios. Just about everyone uses lasers here, and these armors provide the best protection against such weapons.*

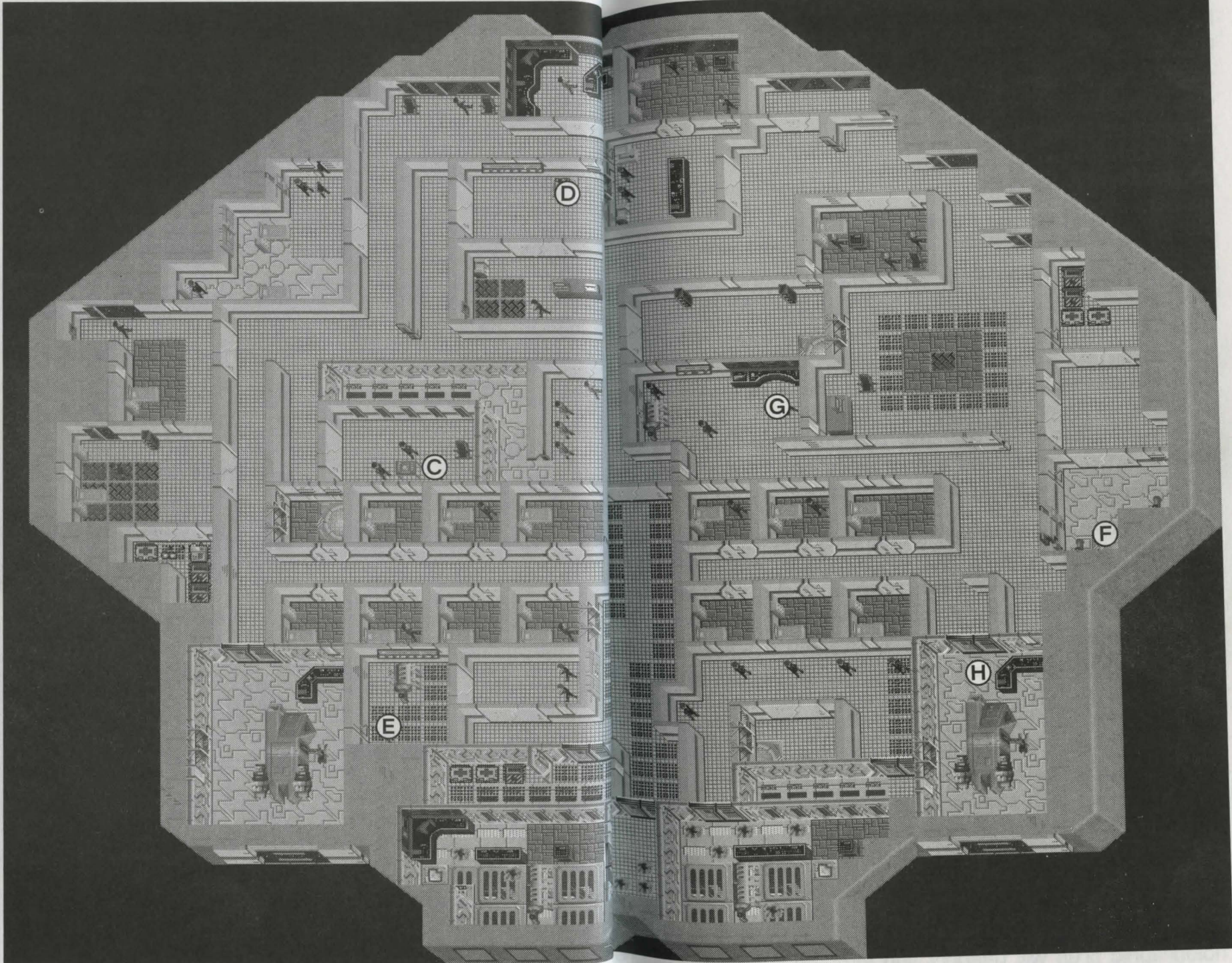














# Solitaire

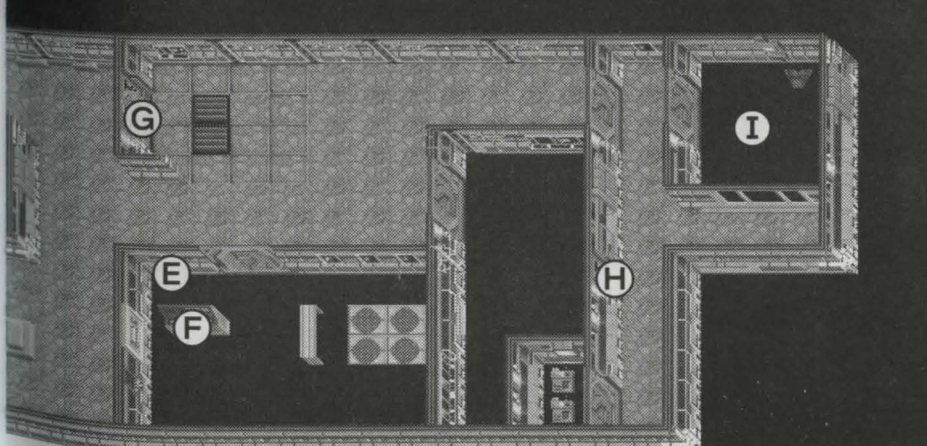
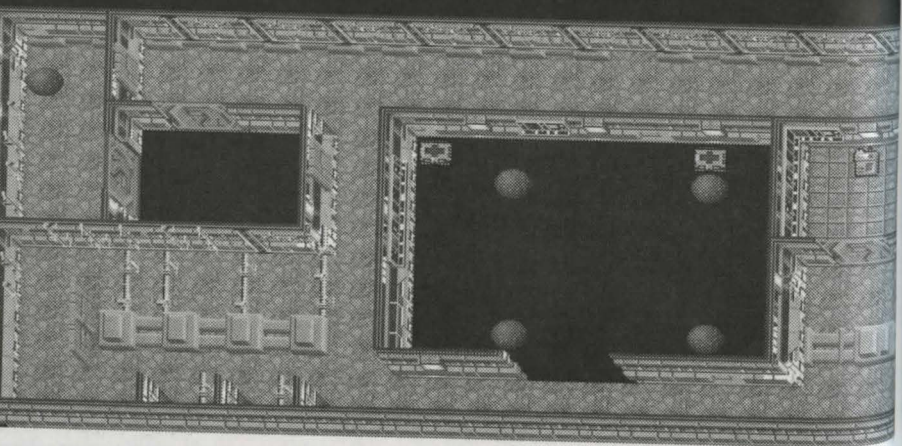
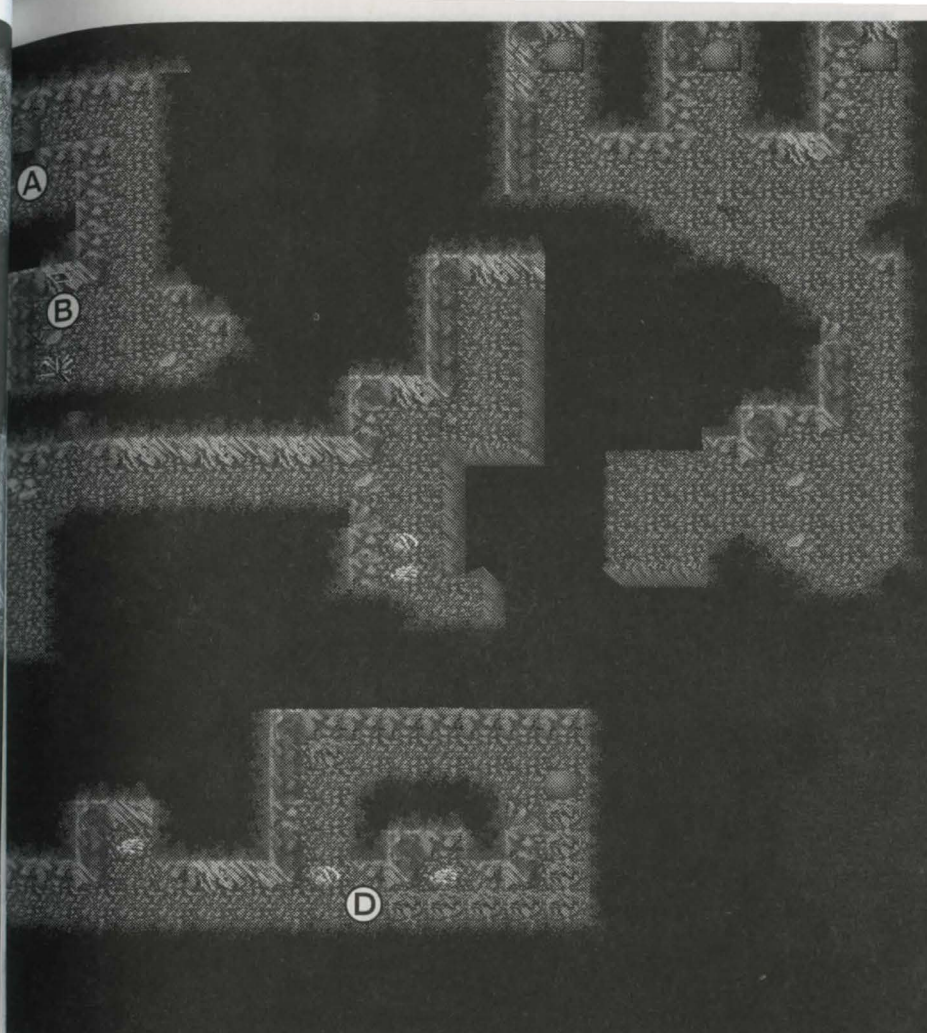
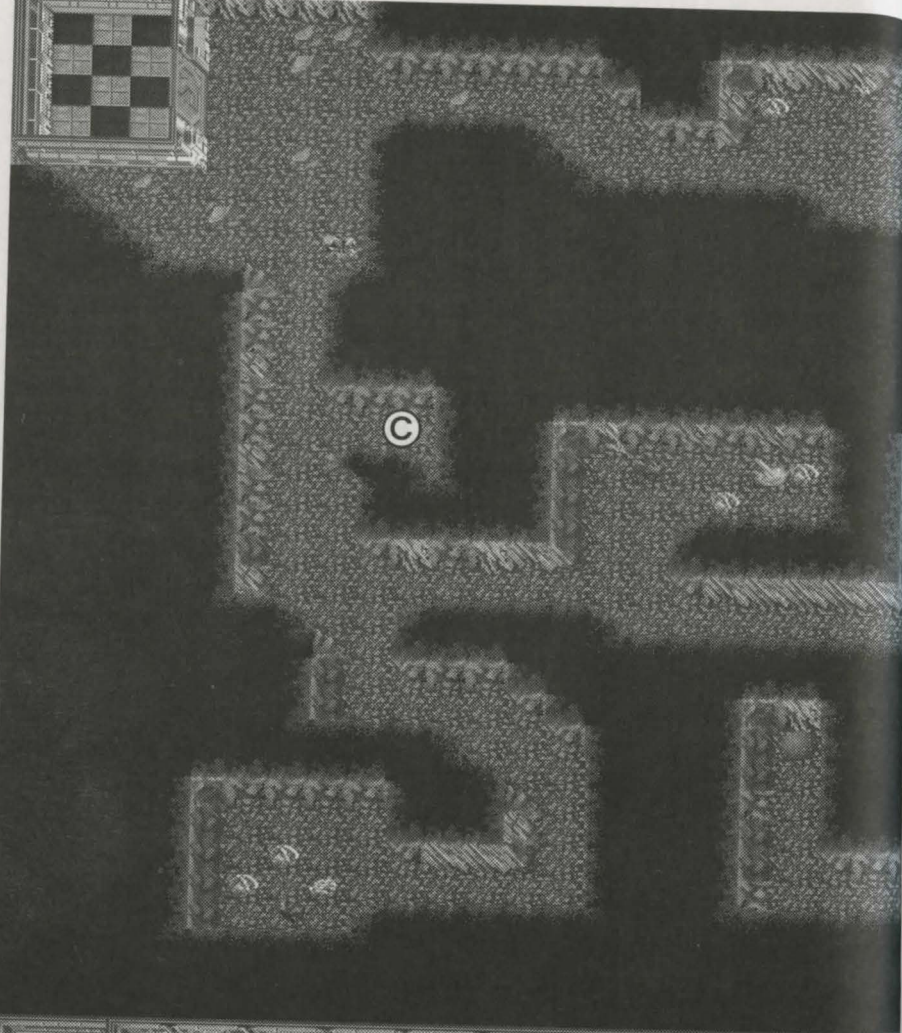
<b>Sector:</b>	Algieba
<b>System:</b>	Kooshee
<b>Planet:</b>	Kooshee Prime
<b>Danger Level:</b>	Low

In the dank caverns of this planet lives a renowned researcher who's forte is security systems. President Ishta has left technical plans with the researcher. This is something extra that President Ishta wants to reward you with for your efforts on Algieba IV. The President's Amulet which he gave you on Algieba IV for returning the Sixth Seal to him, is needed to get into the complex. You'll probably want Katya to have it on arrival since she's usually the best shot; and you'll be doing a little shooting.

As you enter the cavern, moving east (right), you'll trip the security system causing the landing party members, other than the party leader, to be trapped at the far end of the cavern. Therefore the remaining character will be handling this scenario alone. Search at (A) to open a secret passage across the stream, then proceed to (B) where you should search the switch. This switch opens the wall that allows you to cross the large bridge later on. Pick up the mirror shard at (C) then cross the large bridge holding to the left most of the three corridors. Visit all three of the teletransport pads, starting with the west (left) most, using the shard to allow access to it, then visit the middle pad and finally the eastern most pad which will beam you into a new section of the cavern. Proceed to (D), the intervening fire holographic images won't hurt you, but the first one has a trap so you should search it to disarm the trap. The teletrans past the holographic fires will teleport you into the research laboratory.

Proceed to (E), search the switch, then search the control panel at (F). A docile, four armed, creature will appear on the pads. If a blood beast appears, kill it, then search the lever at (E), and reactivate the panel at (F) to create the correct alien. The four armed creature will follow you harmlessly. In area (G) is a device which can transfer your mind into the four armed alien. Search the control panel while the alien is standing on or near the pad to initiate the transfer. Now it is easy for you to pull the four lever switch at (H) which deactivates the security system, restores you to your own body, and opens the door to the researcher (I) so you can reunite the crew and acquire a new set of technical plans. With the security system deactivated your ship's teletrans will now function.







# Kornephoros Sector

Kornephoros sector is the second sector you should visit. The merchants and the pirates here will all be size class two ships. First visit "Spawn" at Rutilicus II, then "Loki's Sun" at Sabik I, then "A Narrow Thread" at Eltanin VII, then "Universal Concern" at Kochab II, and finally "Cognito Engineering" at Kornephoros III. You'll need to go back to 'Conceal' to get the Mass Converter after you have visited 'Cognito'.





# Spawn

**Sector:** Kornephoros  
**System:** Rutilicus  
**Planet:** Rutilicus II  
**Danger Level:** High

Nowadays, this once rich colony has a distrust of traders since some unscrupulous group brought the Cin-Sae Spawn and let them loose on the Rutilicus Colony, seeking profit through conspiracy. The Rutilicans need help uncovering the conspiracy, but the threat of the Cin-Sae Spawn destroying the colony requires immediate interdiction!

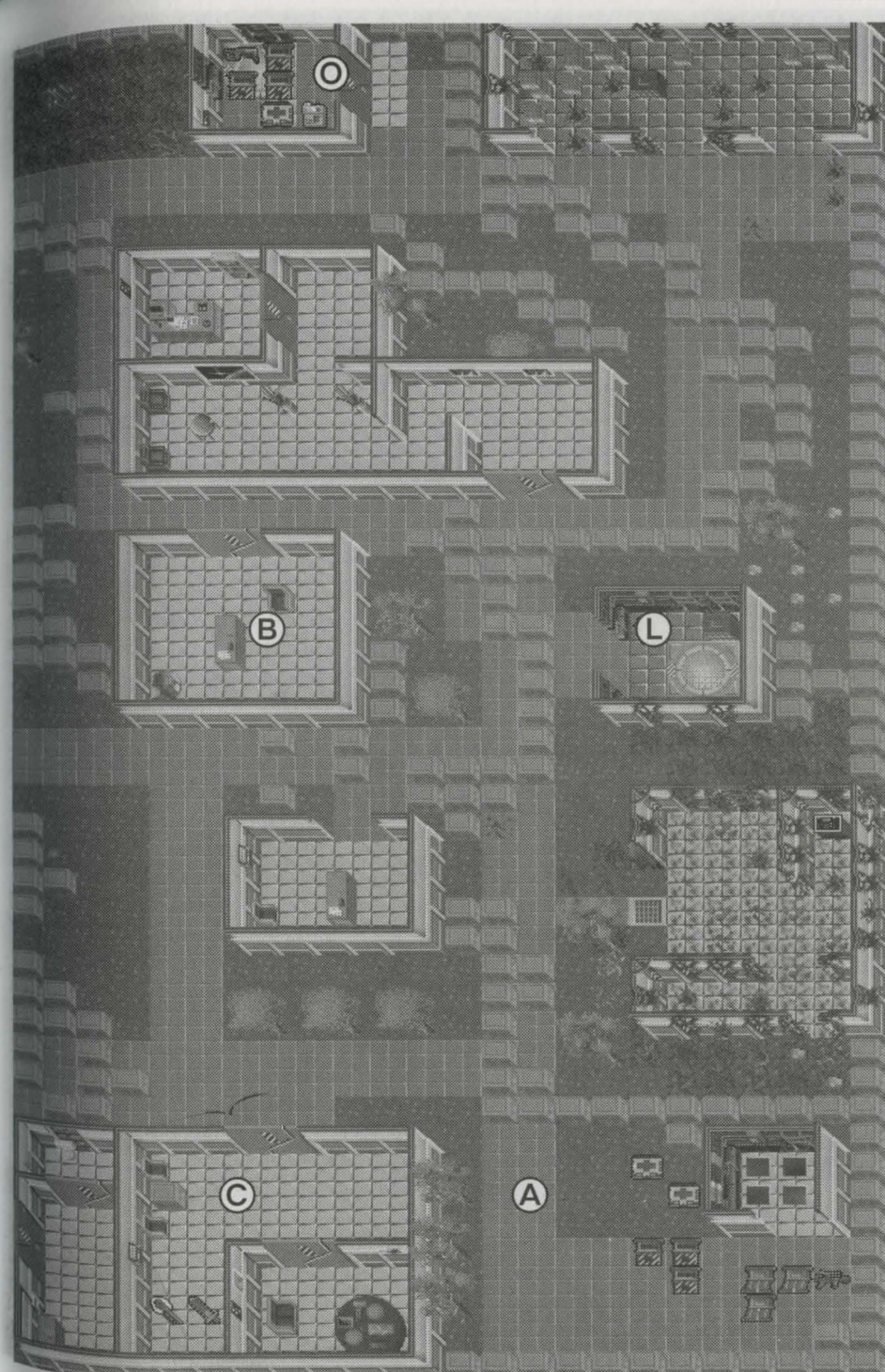
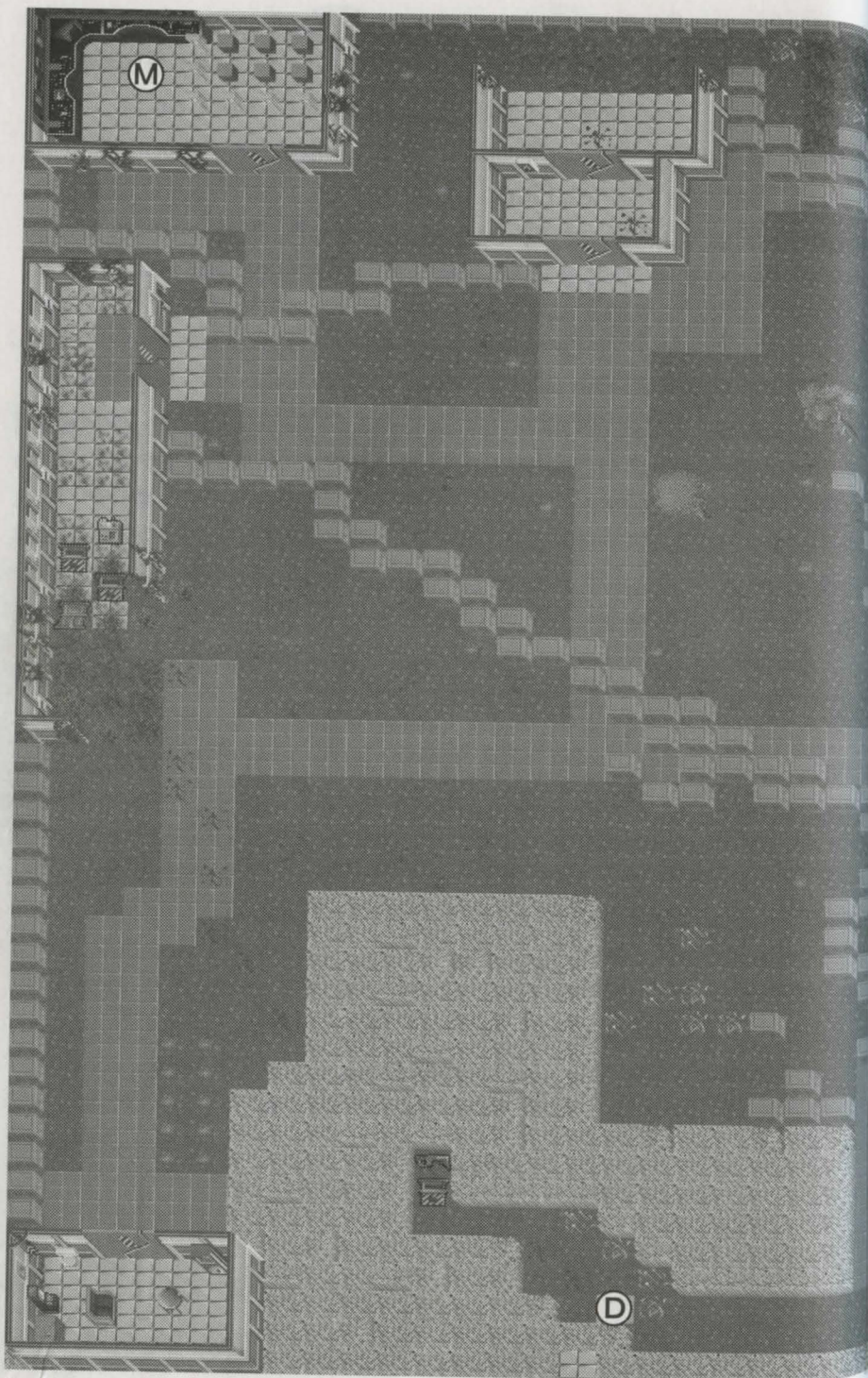
Upon beaming down, make sure to get the termite launcher a few steps to the south east; wield this in the colony's sewers to improve your fire power against large groups of Cin-Sae Spawn. The young alien boy at ④, who asks if you're a trader, should be told "no" or he'll attack you. Once all Cin-Sae on the surface are killed (which means some shooting over crates), then the colonist at ⑥ will give you the generator (used on Eltanin 7). The Colony leader ③ needs you to find the transformer so they can restore power to the colony. Enter the sewer at ⑩. There's an assault laser about eight squares to the upper left of ⑩. Consider taking it into the sewer also. Two or three shots from this will toast a Cin-Sae Spawn!

In the sewers there are a few switches you'll need to pull to open walls allowing deeper access. The switch at ⑤ opens the wall at ①. The switch at ⑥ opens the wall at ②. The switch at ③ opens the wall at ③. The switch at ④ opens the wall at ④. Get the Planet Deed at ① for use at the auction on Kochab II. The switch at ③ opens the wall at ⑤ where you'll have the biggest battle you've yet seen on this planet! This is the battle where you'll probably want to wield the termite launcher for firing into groups of spawn. Termite launchers need heavy magazines as ammo. Eventually, you'll want to exit the sewer (search the ladder to exit) at ⑧ to get the transformer from the surface at ④. Return to the sewer the way you exited, return to the original entrance, and take the transformer to the engineer at ⑨. Finally, the Colony leader at ③ will give you a visitor's badge to help you deal with the conspirators on Sabik I. Now that the power is on you can go to the room at ③ where you'll get a few nice goodies; take these before leaving the Rutilicus Colony!

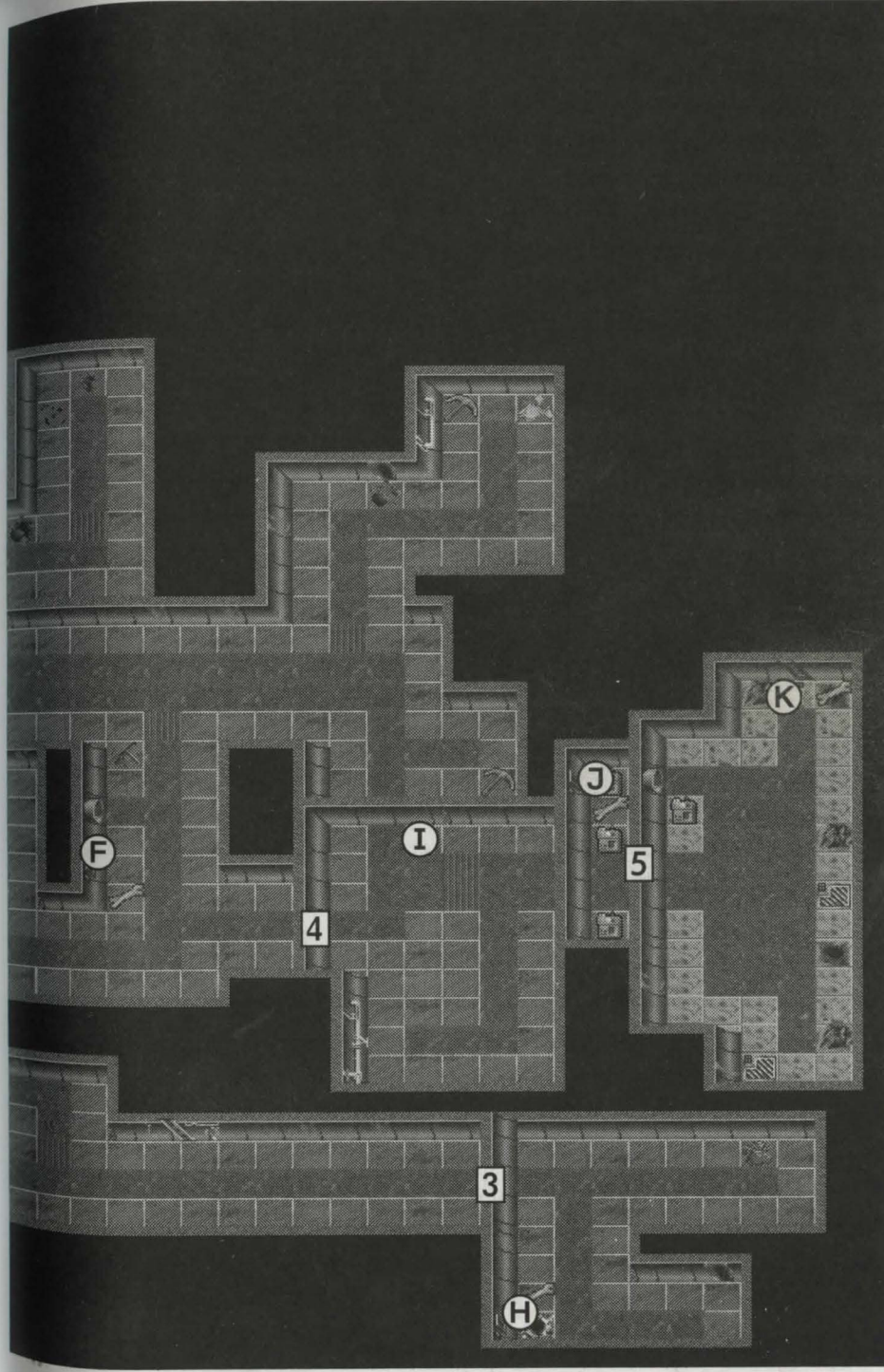
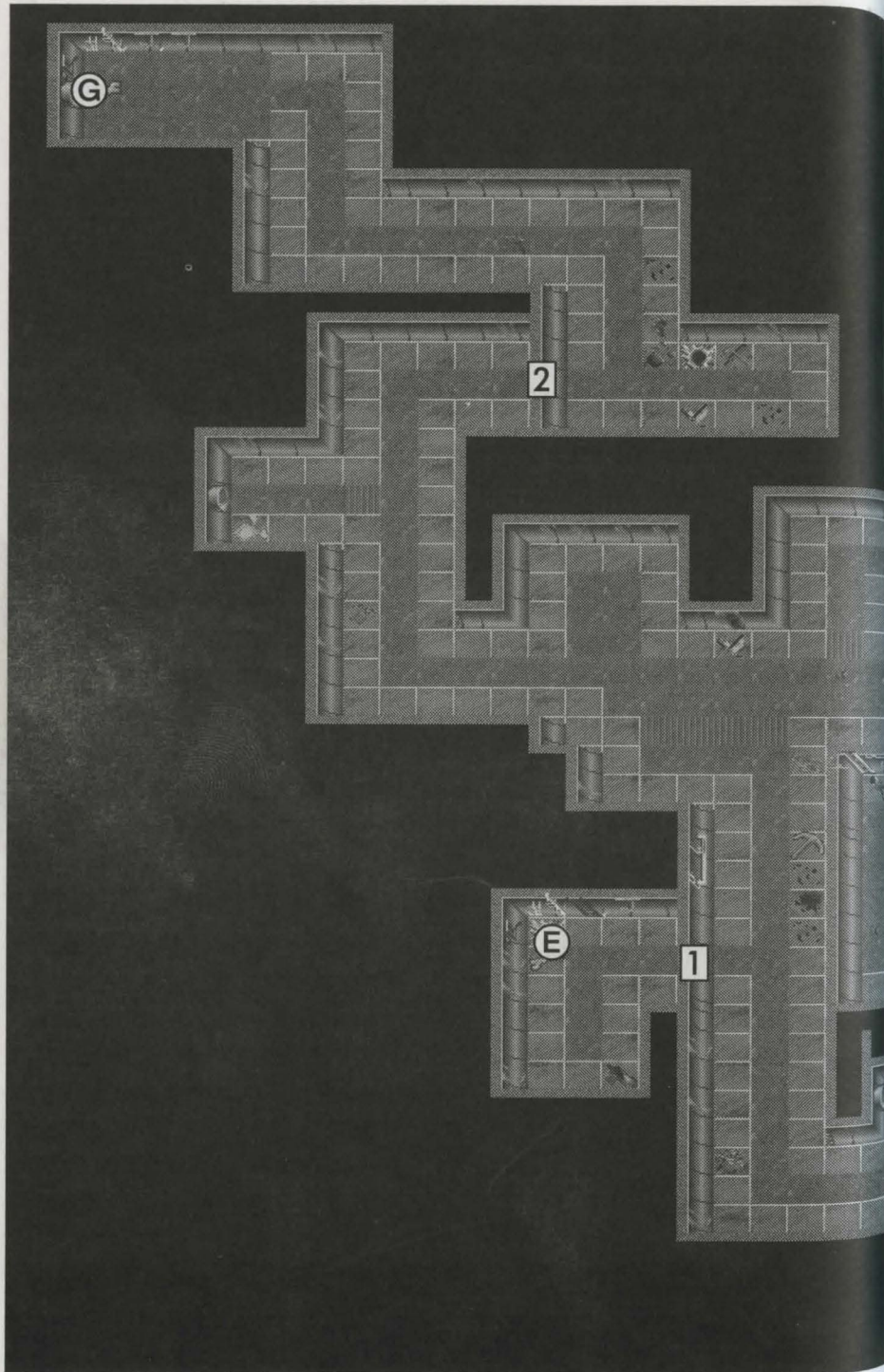
## Hints and Suggestions:

*This scenario is a constant blood bath, but careful placement of your characters (don't let the Spawn get too close), judicious use of first aid, and careful selection of weapons should render the battles easy (albeit long) to win!*











# Loki's Sun

<b>Sector:</b>	Kornephoros
<b>System:</b>	Sabik
<b>Planet:</b>	Sabik Prime
<b>Danger Level:</b>	Medium

In this scenario you'll be able to foil the conspiracy disrupting the Kornephoros sector planets by traders spreading the Cin Sae Spawn. Your teletrans only functions between the surface and the ship so you must return to the surface level to beam out. To activate the elevator, search its control lever ①.

Use your visitor's badge on the registrar ⑧ to get the guards at ③ to allow you to pass (or just kill them). The special defense probes at ④ can be a problem if you open their room's door by stepping next to the door. You might want to use combat movement for a couple of rounds to carefully walk by this door.

The view screen at ⑤ teleports you to level 2. Get the items here and in the room out the left door, down a few steps, then right about 18 more steps. At room ⑥, or nearby along the corridor, you'll find an alien who'll help you if you bring him some diamonds. Get the diamonds by picking up a skocho root, of which there are several in the cavern leading to ⑦. This cavern has low levels of radiation, so move quickly through. Return to level 1 at the teleporter at ②, and give the skocho root to the Alien at ⑧. He sometimes moves around so you might have to find the genderless looking alien who asks for credit verification or food. Use the diamonds on the alien at ⑦ and he'll make you an industrial badge. Use

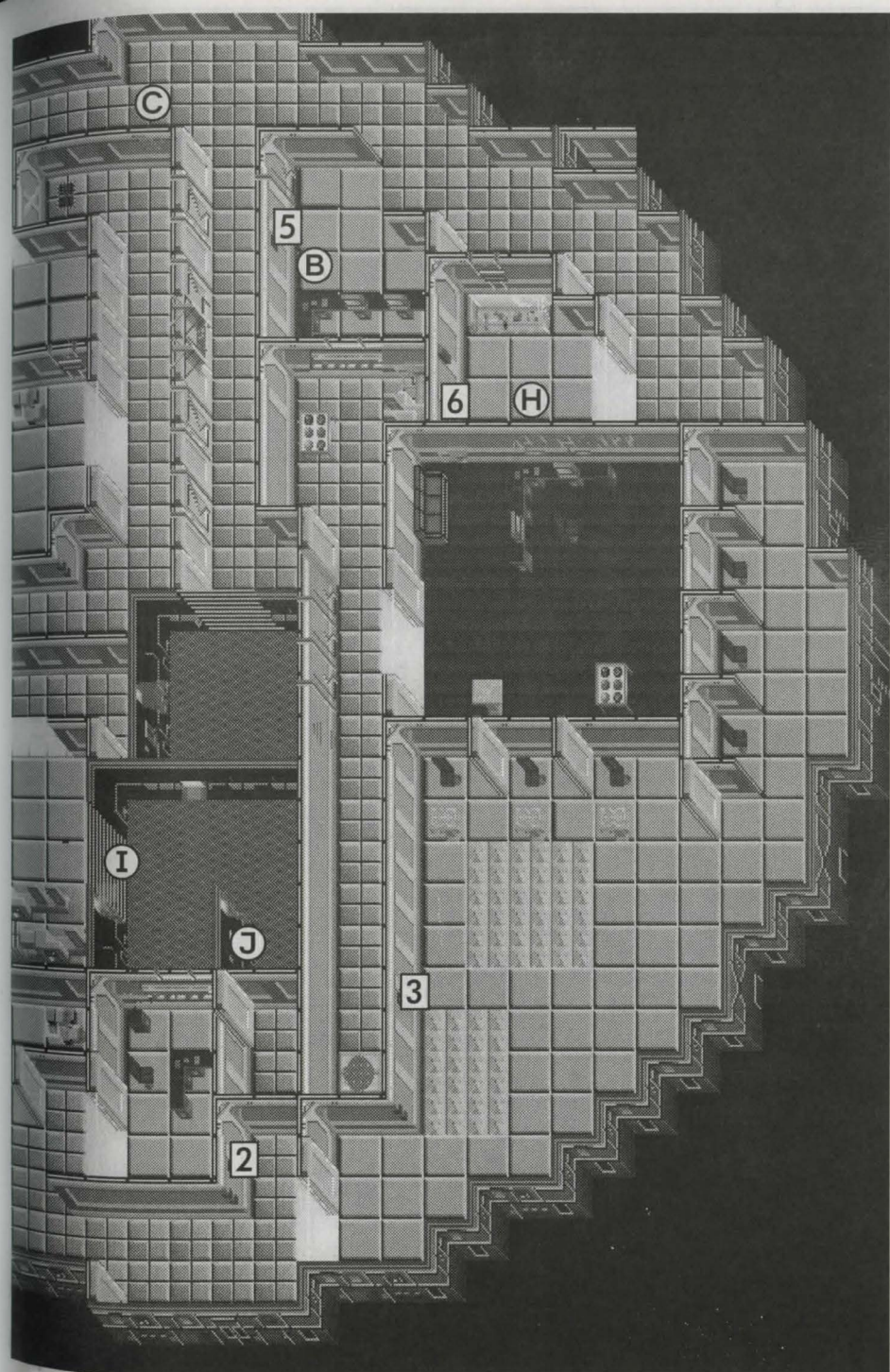
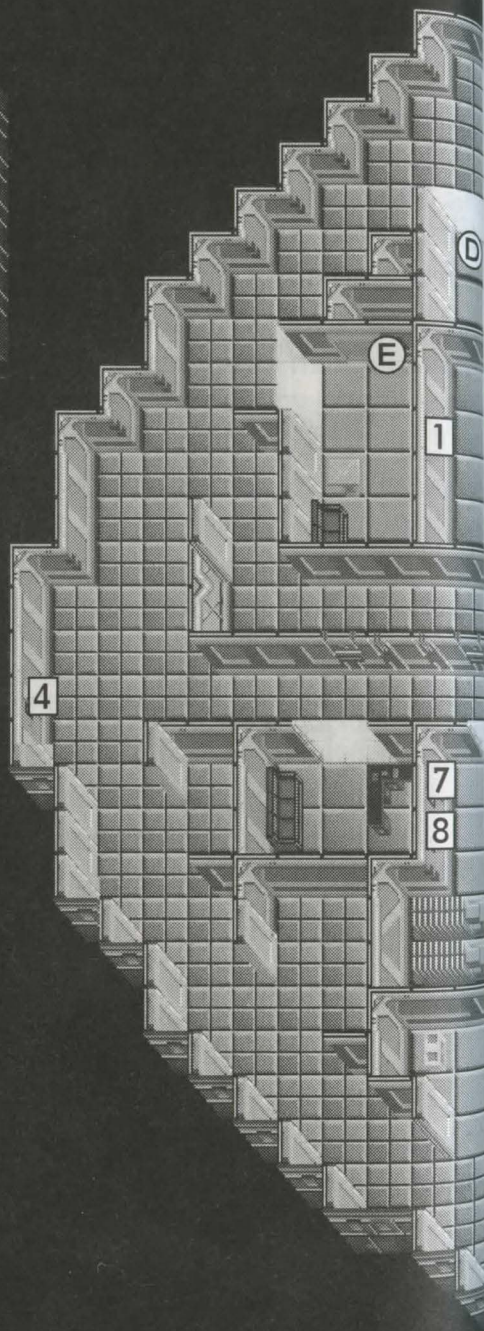
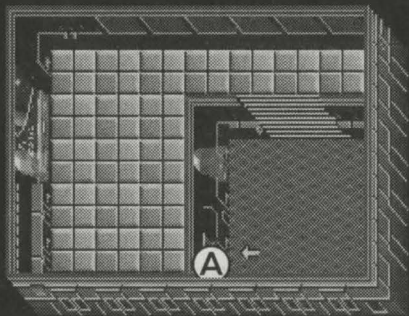
the industrial badge on the registrar ⑧ to get the door spiker you'll need later in level 2.

You can destroy the installation's launch silo, thus foiling the plot to spread Cin Sae Spawn, get a sector clearance (used on Eltanin VII to get ship plans), and acquire one of the two spare parts you need on Kornephoros III by first setting the levers marked ① through ⑧ to read "Our ships wait in hiding until your awakening" which unlocks the door at ①. Search lever ③ which teleports you to a new section of level 2. The lever where you arrive teleports you back to level 1, which you'll want to do after you get your sector clearance. Use the door spiker to unlock the door at ④. Get the spare parts in the lower left corner of the silo. To destroy the silo, pull the levers at ⑤, kill the technician and the three robots to gain access to the guarded door on the north side of the silo. Return to the surface and beam out.

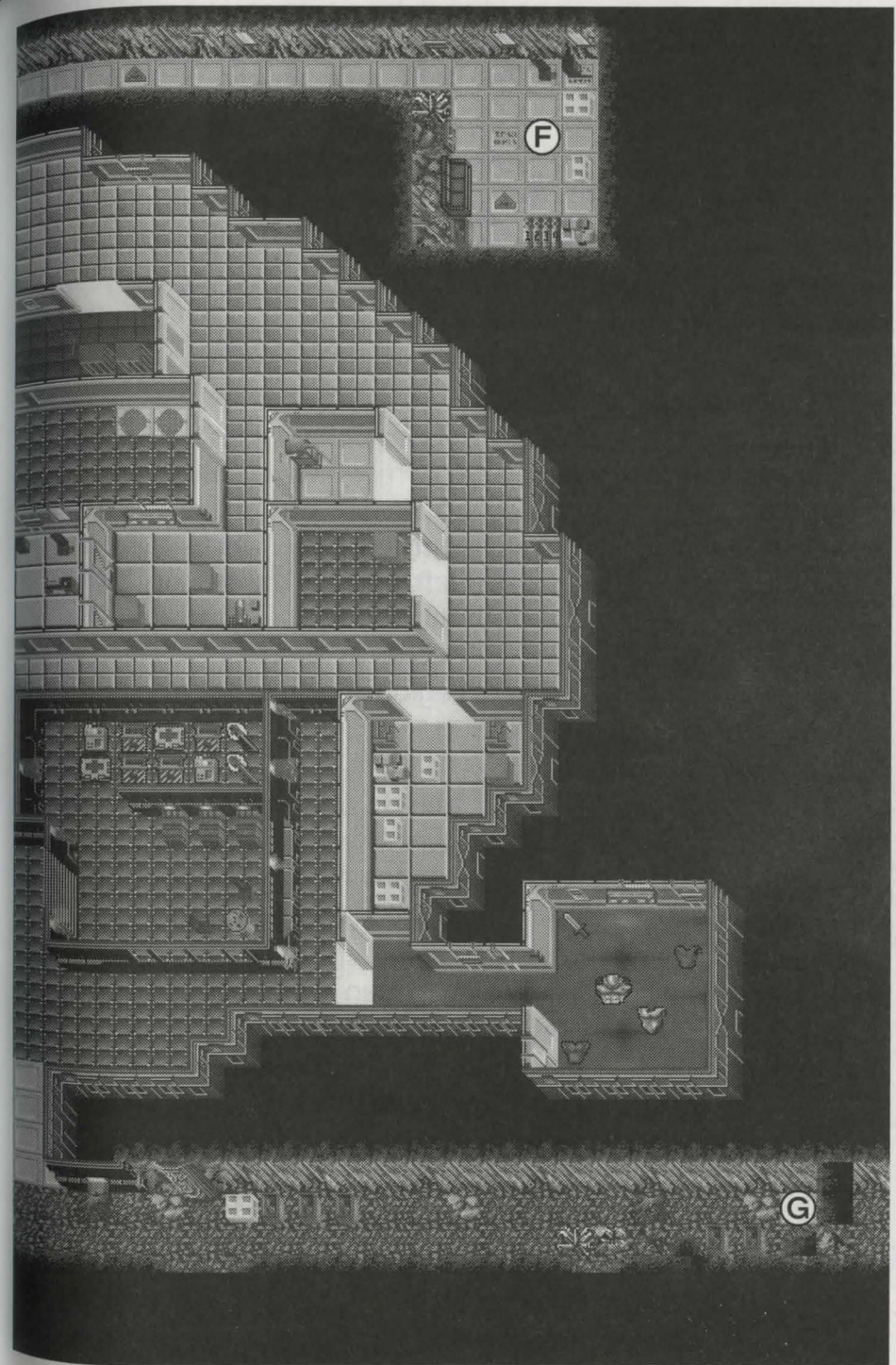
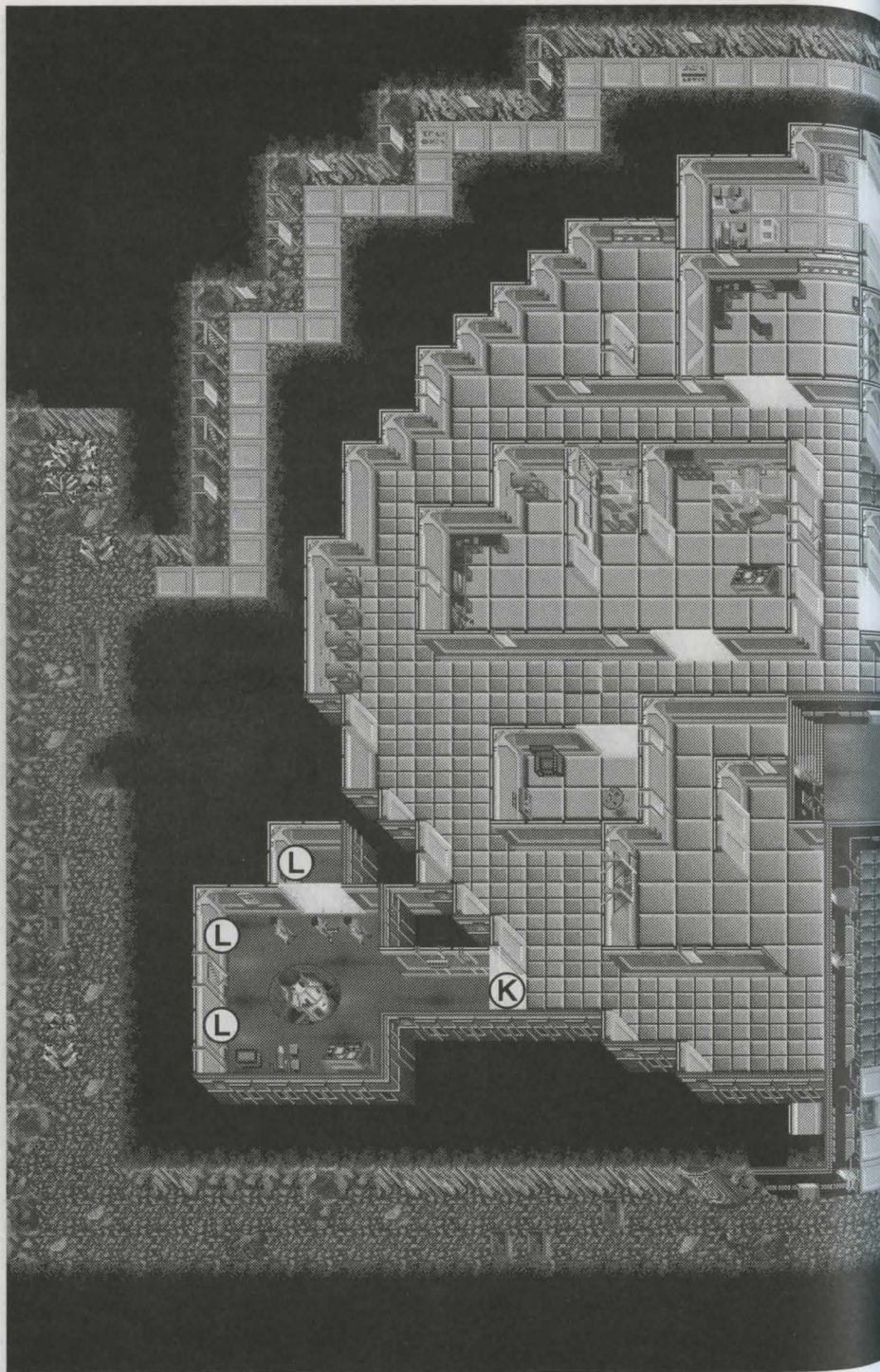
## *Hints and Suggestions:*

*Although there are a few Cin-Sae Spawn lurking in the lower levels, and the defense pods at ③ are a good fight, casualties should be easily avoidable so you won't need too much in terms of medical supplies for this scenario.*











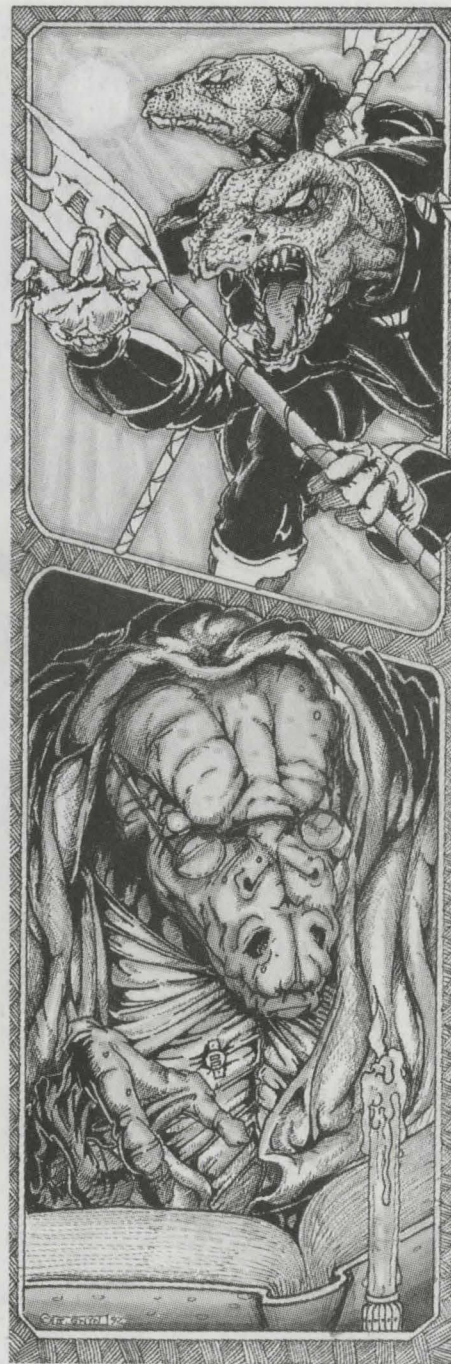
# A Narrow Thread

Sector: Kornephoros  
System: Eltanin  
Planet: Eltanin VII  
Danger Level: Medium

On this frozen world the Cin-Sae Spawn can't survive outdoors for long, nor can you! Armor will slowly deteriorate, and then your bodies, so don't get caught far from the entrance if your condition becomes bad. There is someone lost in the snow in the upper left part of the region; hopefully your armor will last long enough to rescue him. There are a few Cin Sae around, and a group of them in a field at the south western edge of the region if you'd like to eradicate them.

Eltanin VII's generator has failed, and the Alien at ④ will trade you the sonic pinchers (which you need on Kochab II at the auction as part of the payment for the mass converter) for the generator you got from the Rutilicus colony.

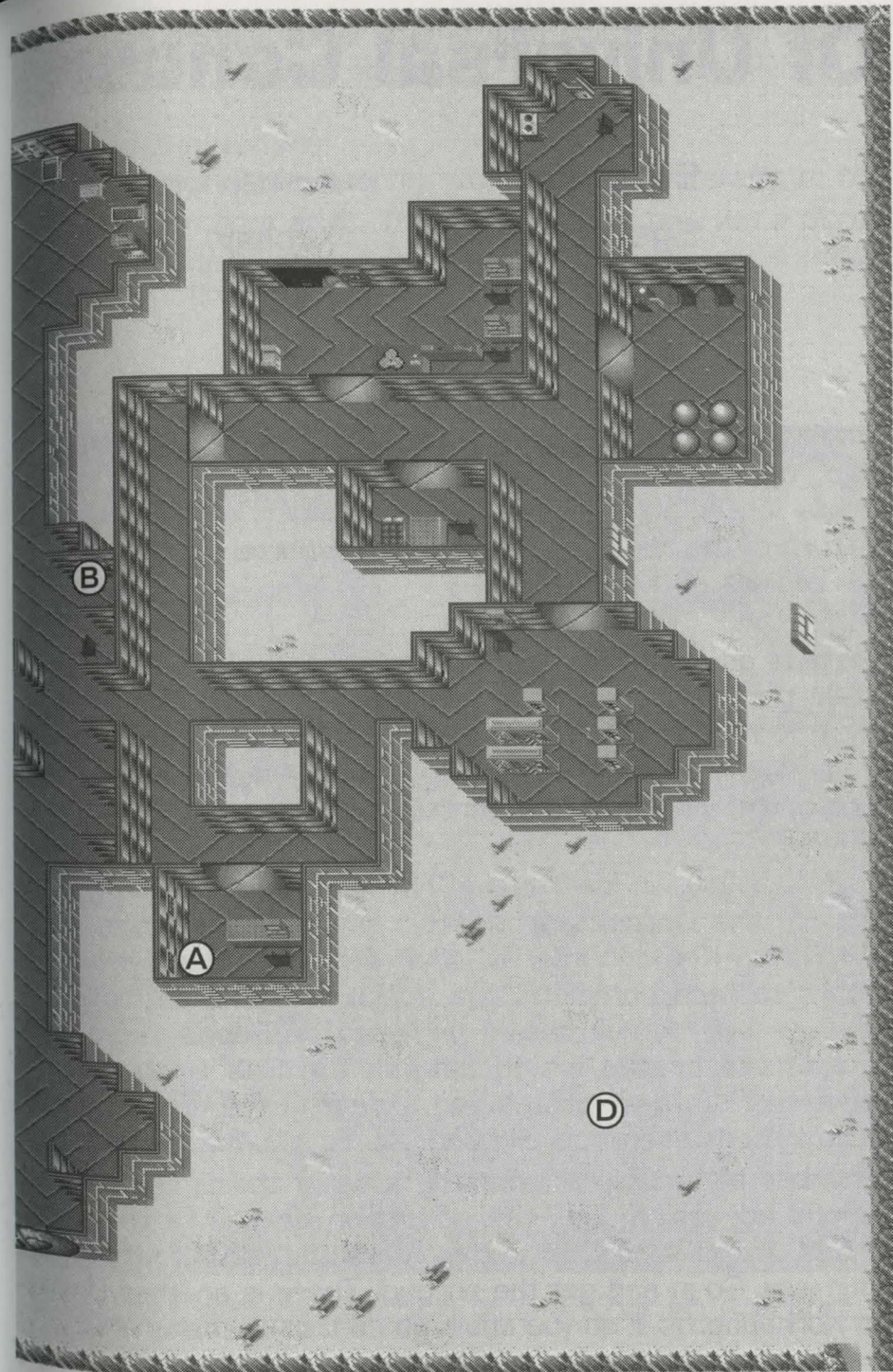
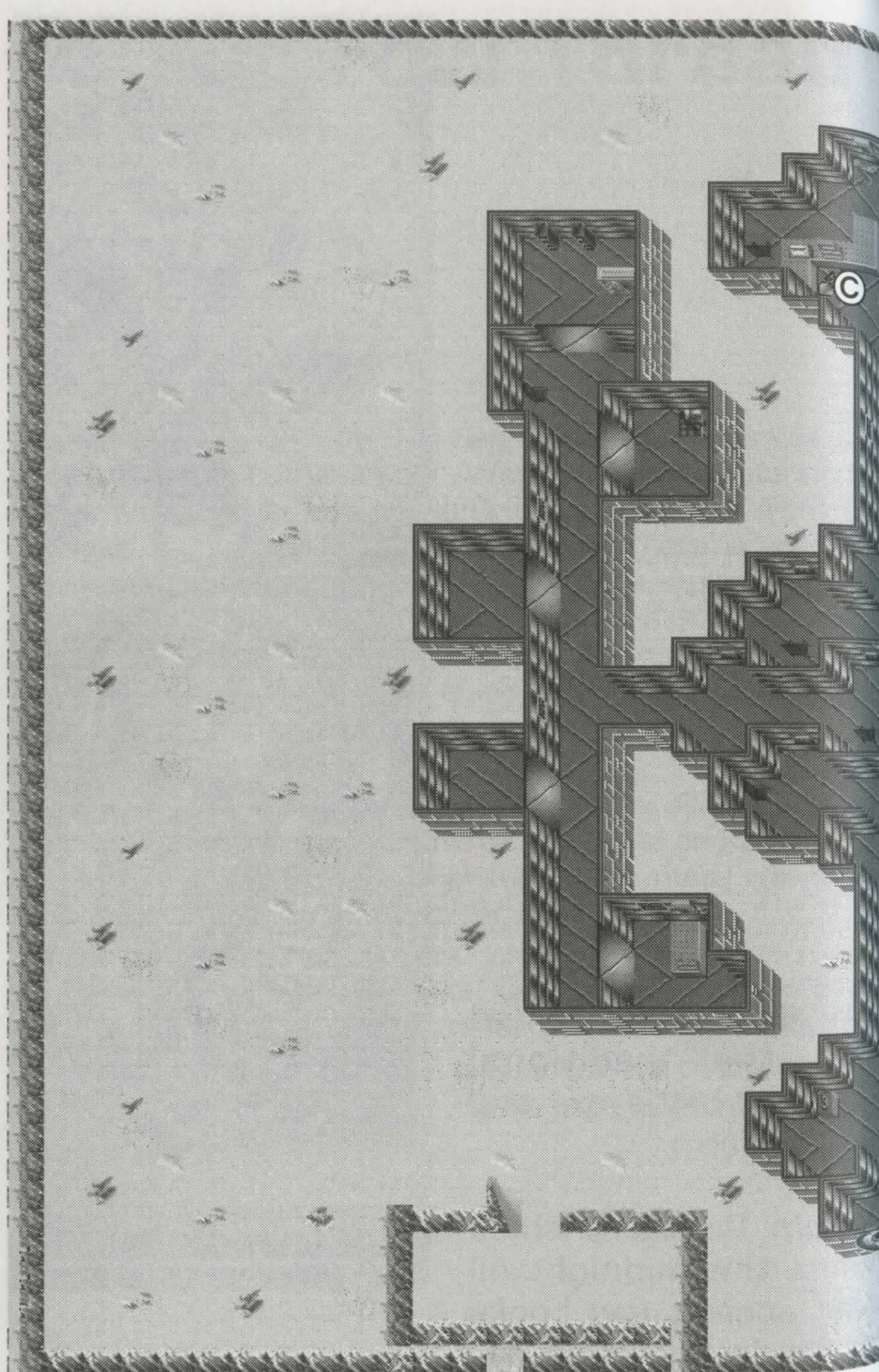
At the empty console at ⑥ you can use your sector clearance to get a set of ship plans for the next size class ship! You must first get a thermaul at ③ and use it on the communications array at ⑤. This will clear the snow off the array so that you can send a message.



Top: Geal A'nai armed with the traditional Algiebian battle axe and black uniform.

Bottom: President Ishtao burns the midnight oil over ancient law books for his inauguration day speech.







# Of Universal Concern

Sector:	Kornephoros
System:	Kochab
Planet:	Kochab II
Danger Level:	Low

On Kochab II there is enshrined an ancient relic which, it is said, can restore life to the dead. The reputation of the relic's incredible powers has done much to increase the stature of the traders who deal with exporters from the various regions of the galaxy.

There is an auction currently in progress (A) where you can trade the sonic pincers (from Eltanin VII), the Cyber credit (from Kornephoros III), and the planet deed (from the sewer under the Rutilicus II's colony) to acquire the Mass Converter (one of the 8 parts to the Centauri device).

Visit and talk to the trader named Movrin Sepo (B) to acquire the Unilock and second set of spare parts (both needed on Kornephoros III). After acquiring these you could return to, and complete, the scenario on Kornephoros III; however the Unilock should be "used" in Sepo's room near one of the crates which causes Cin Sae Spawn to be released from their crates and a door in the upper right of Sepo's room opens up allowing you to get the items in the chamber at the top of room B. One of these items is the shroud admission. Use the admission on one of the guard robots at the shroud exhibit to make the robot move out of your way. Go in and get the shroud. There is another Unilock on Kornephoros III so you could go do that scenario first.

There are several other aliens who will trade for various items or give you clues, so talk to everyone on this planet.

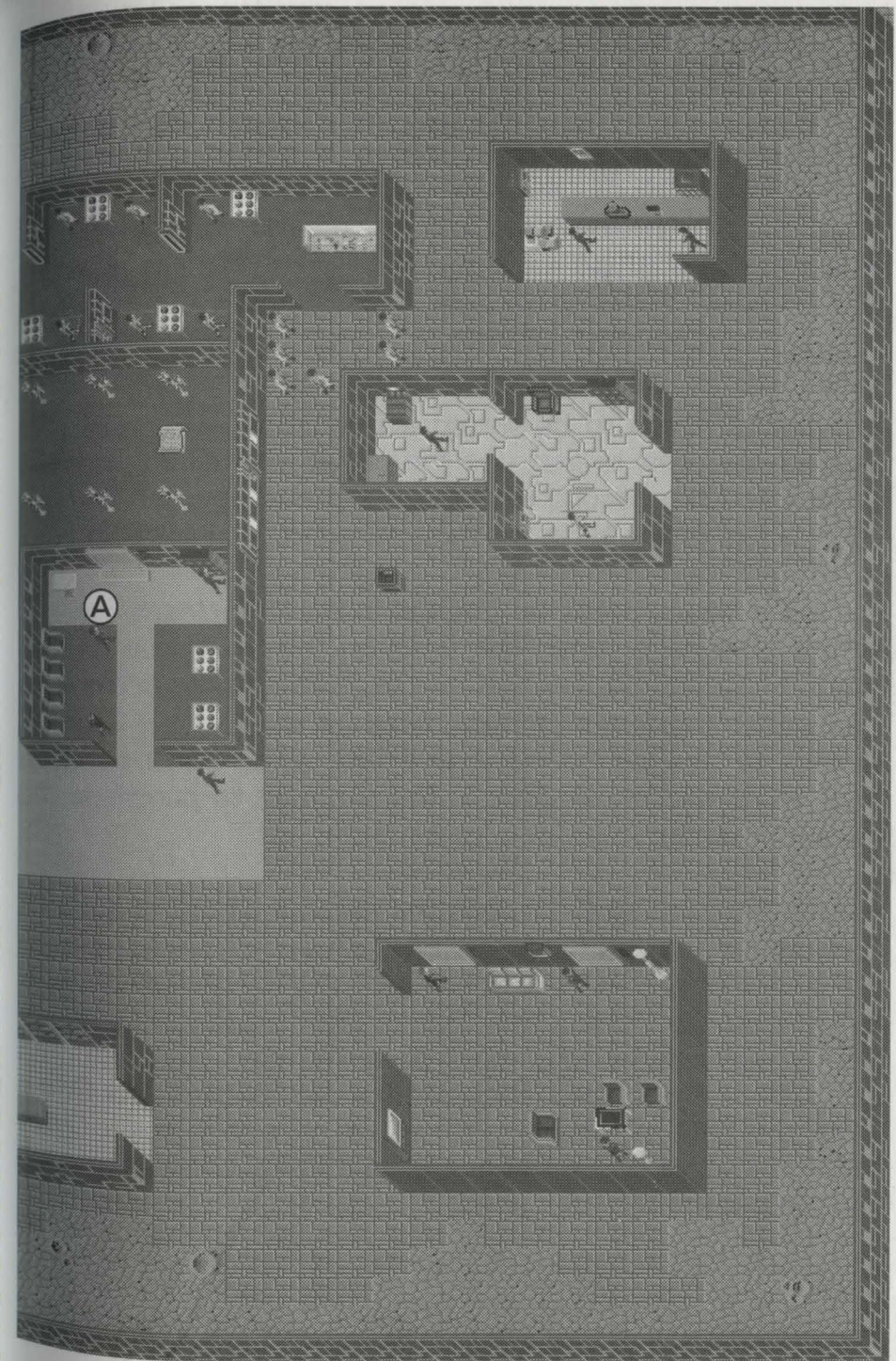
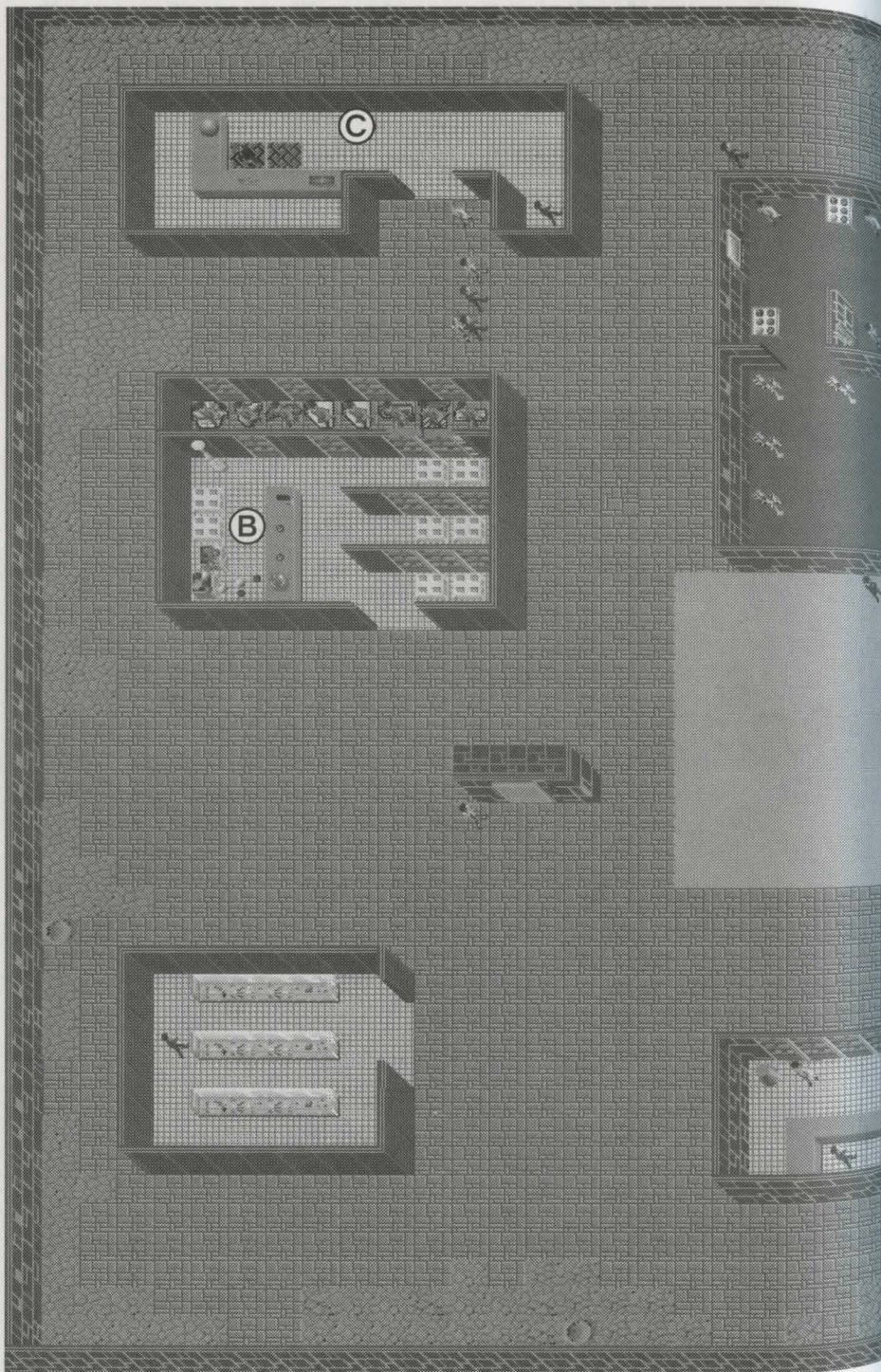
## Hints and Suggestions:

You can get a battle laser by giving a starport credit to the weapons merchant at C. The merchant will give you a Scroe Special (Junk!) so give it back. He'll then give you a battle laser.



Slave and android auction at the Kochab starport.







# Cognito Ergo Sum

<b>Sector:</b>	Kornephoros
<b>System:</b>	Kornephoros
<b>Planet:</b>	Kornephoros III
<b>Danger Level:</b>	Low to Medium

This planet needs to be visited a few times, so it might be best for the crew to first visit the planet Kochab II to get the Unilock and the second set of spare parts. You can find the other set of spare parts that you will need on Sabik Prime.

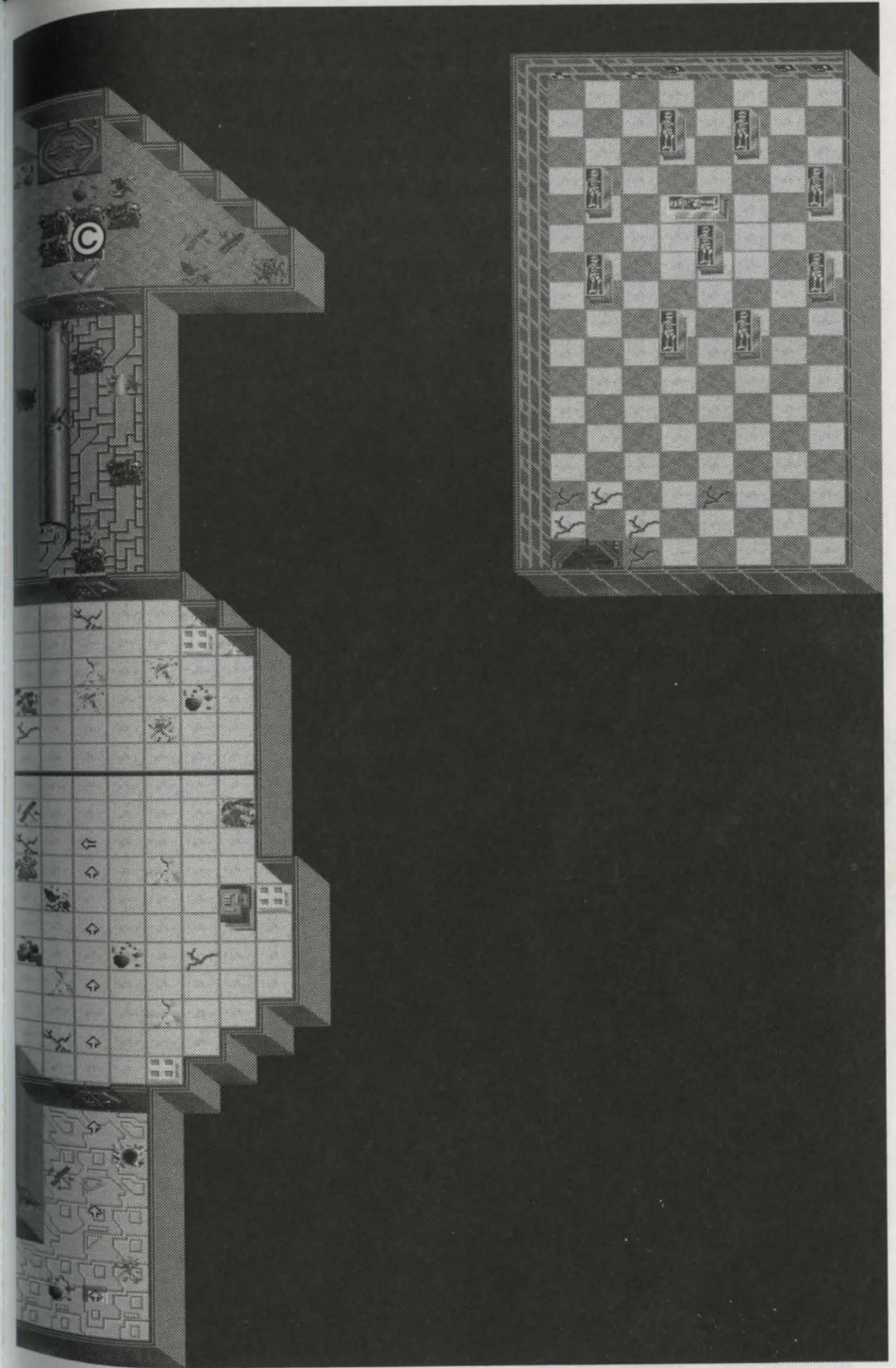
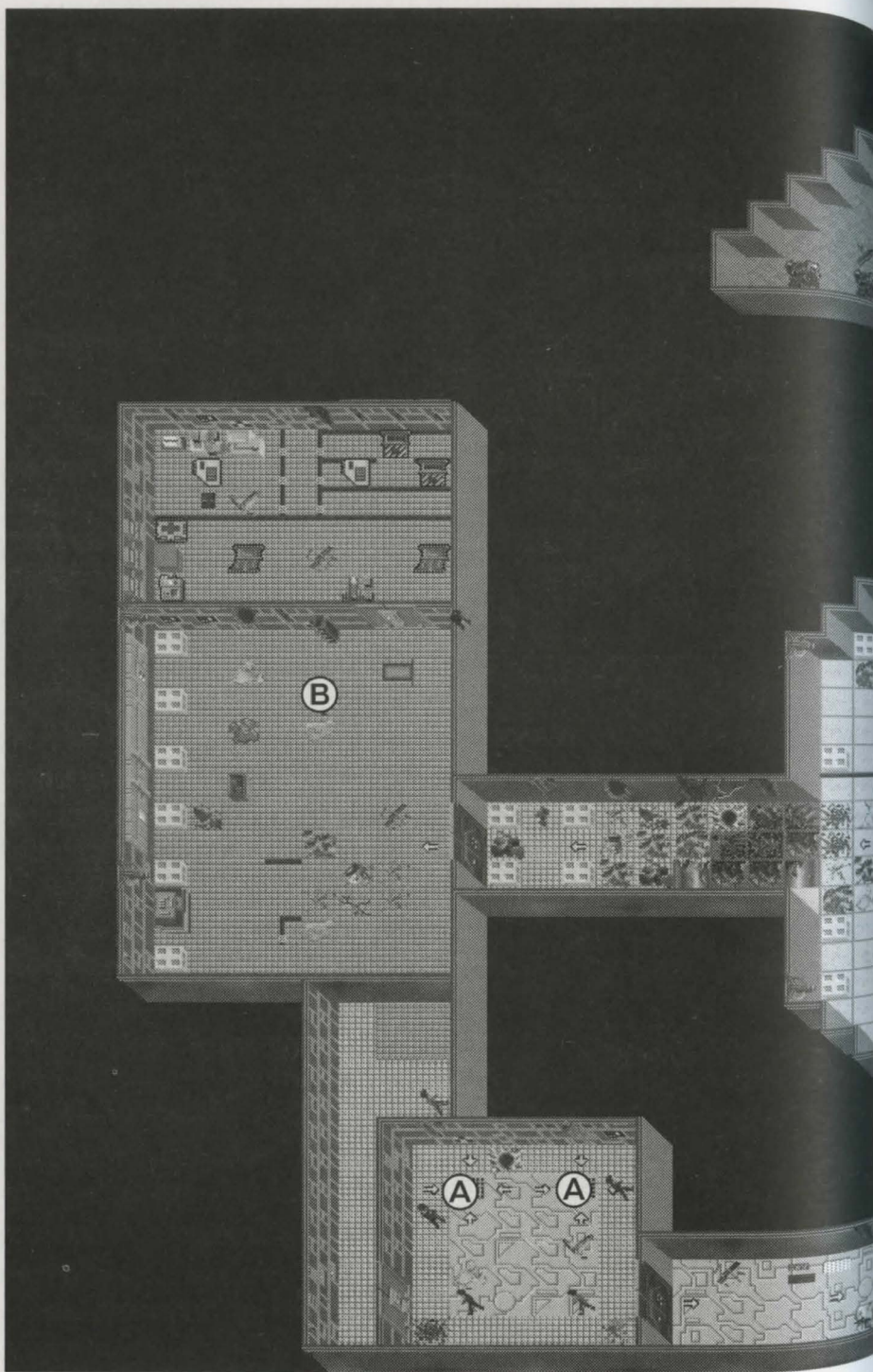
Place the spare parts on the two pads (A), clearly marked by the arrows, to open the door on the right side of that room. Proceed into the next rooms, following the arrows, to lead you to the Robot (B) who asks for the Unilock. Use the Unilock to acquire your Cyber credit which you'll need on Kochab II's auction as part of the payment to purchase the Mass Converter.

Search the ruins at C to open the hatch a couple of squares north of C. This leads to the Tomb where you should search the coffins to get an item from each. The center coffin needs to have an item called the "last stanza" placed on it to get the Cygnus cannon (the most powerful hand weapon!). The last stanza is acquired in sector Izar on Vindematrix Prime while the Cygnus cannon is needed on Izar II itself. Since these are some of the last scenarios, simply come back here later to get the Cygnus cannon.

## Hints and Suggestions:

There are a few spawn here, so be careful. There are some guard robots who want to keep you away from the tomb, they'll have to be destroyed. Get the Mayfield armor from the upper right coffin since, except for the dreadnought suit, it is the best armor in the game. You need to have acquired 2 sets of technical plans to be able to reproduce this armor at Moon Base (the first you got on Kooshee from the researcher, the second you'll be getting in the Caroli Sector at Denebola IV).







# Caroli Sector

Caroli sector is the third sector you should visit. The merchants and pirates you find in this sector will be size class three. You will need to go back and forth between Forsake the Wind, Harvest, and A Small Matter. You will not need to visit Life Gallery to complete the other scenarios, but you may want to visit it later in the game because it adds flavor to the story. We recommend that you start this sector at Forsake the Wind and find the tractor part before you do the other scenarios. The Gravitic Compressor is in A Small Matter.





# Forsake the Wind

Sector:	Caroli
System:	Denebola
Planet:	Denebola IV
Danger Level:	Medium to High

Denebola IV is the home world of the Eldarin. The Eldarin have a peculiar life cycle requiring them to hibernate for long periods during the colder seasons. When they awaken, they are very hungry, and will kill for food if none is available. Some of the Eldarin stay awake during this time to manage affairs and watch over the sleepers.

You will need to take the tractor part from this scenario and come back later with the Ysaf note to get what you need here. There are ship plans and technical plans available here.

The expected lozam shipment from Alula IV has not arrived, and this spells disaster. In order to get the shipment here, you have to take a tractor part to Harvest so that you can get in to see the controller. By coincidence (wow!) there is a tractor part on this world. You can find the tractor part at ④ but you'll need to open the east gate, first.

To open the gates, you have to find the two orbs that should rest on the posts of the east gate. They are at ③ and ⑤. Take these orbs and use them on the posts at the east gate (⑤). Doing this will open the gate and let you get the tractor part. While you are outside the gates getting the tractor part, pick up the Eldarin pot at ⑥, too.

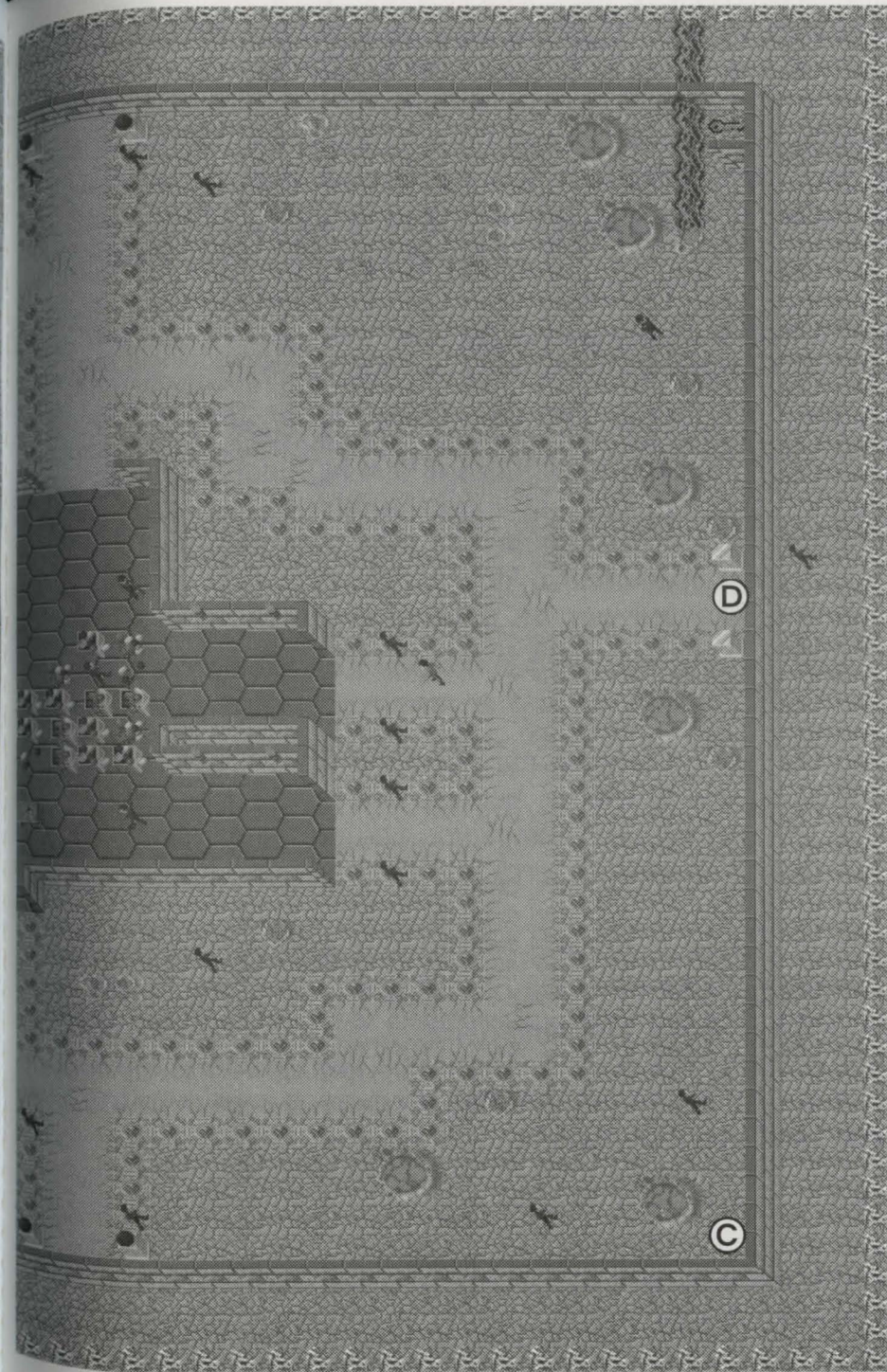
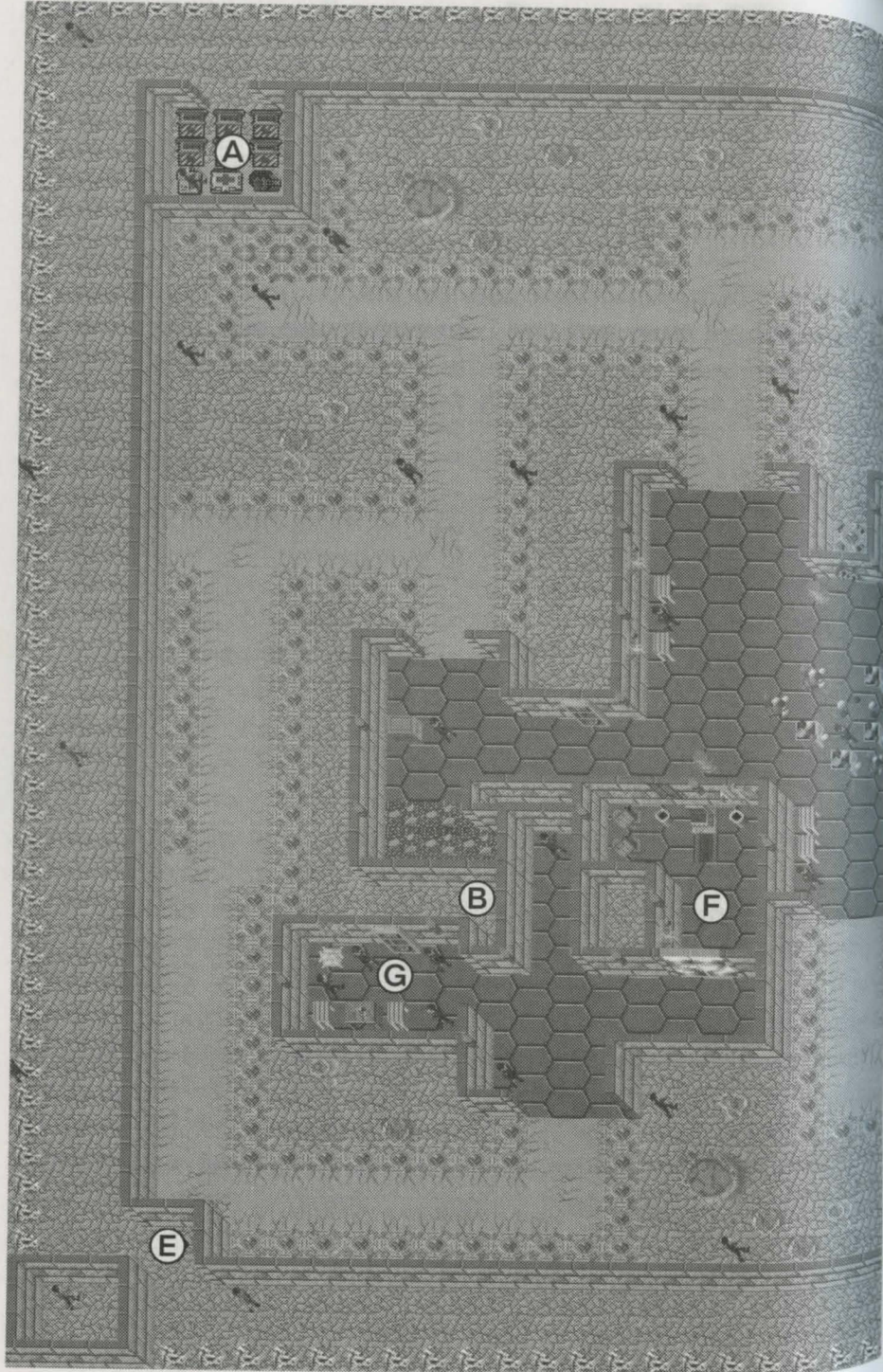
When you get the part and the pot, you should beam up and complete Harvest and A Small Matter. Come back when you have the Ysaf note.

Once you have the note, take it to Ysaf. Ysaf is the alien you first see when you beam down to this planet. Ysaf will tell you that it is OK to loot the treasury at ⑥. First go to the Eldarin at ③ and talk to him, then use the pot on him. This Eldarin is a museum curator, and the retrieval of the pot will make his day. He will open the door to the treasury, allowing you to get the ship and tech plans that are there.

## Hints and Suggestions:

*If any member of your party steps next to an Eldarin outside of the temple, it will awaken and try to burn you down for your intrusion. If you step next to a volcanic vent, a fire worm may appear and breathe on the party. The trouble with this scenario is that you MUST step next to a vent or sleeper to get the stuff that lies outside the walls. Sleepers and fire worms use two different kinds of weapons and you may have to fight both creatures at once. Choose the armor that protects you from the creature that you think will do the most damage. It is pretty close. You can minimize attacks by having only one character go to get the orbs to open the east gate. Accomplish this by using the 'c' key to control your other party members. If you take your entire party out to get the orbs, someone will surely brush against a sleeper or a vent. There is no way to avoid a fight if you want to get the Eldarin pot. If you are losing a fight, beam up! You will be able to heal yourself on ship and beam back down to the surface in a safe location, since there are no hostiles in the temple. This is a difficult scenario. Be well armed and armored when you come here, and save before you begin.*







# Harvest

Sector:	Caroli
System:	Alula
Planet:	Alula IV
Danger Level:	Low

Alula IV is an agricultural world. The primary crop is Lozam, a plant similar to wheat. Lozam is in high demand across the galaxy, and the biggest local consumer of Lozam is the Eldarin race of Denebola IV. Unfortunately, the ship that takes the Lozam from Alula to Denebola is grounded for repairs, and will not be able to make the trip without a ComNav Sq 2345-8. Without the shipment the Eldarin will suffer terribly.

You will need a tractor part and the ComNav Sq 2345-8 to complete this scenario, but you will need to visit this world with the tractor part before you can go for the ComNav. You will get the requisition form and the Ysaf note here.

When you land, go and talk to the alien at ①. This is the manager of the harvest. He will give you a few simple tests to pass, and the first one requires you to find a bag of lozam and bring it back to him. There is a bag hidden in a pot at ②. Search the pot to get the bag, then bring it back to the manager and use it on him.

Next, he will ask you to go into the room above him and pick out the object that you don't want to hike around with. The correct object is a stone, so find that and use it on him to make him happy.

Once you have used the stone on the manager, a couple of aliens will move from the doorway they have been blocking and start complaining about their damaged tractor. Use your tractor part on the tractor. The tractor will go out of control and bulldoze its way through part of the lozam. Walk over to the alien at ③ and speak to it. The alien will give you a key to get into the locked door at ④.

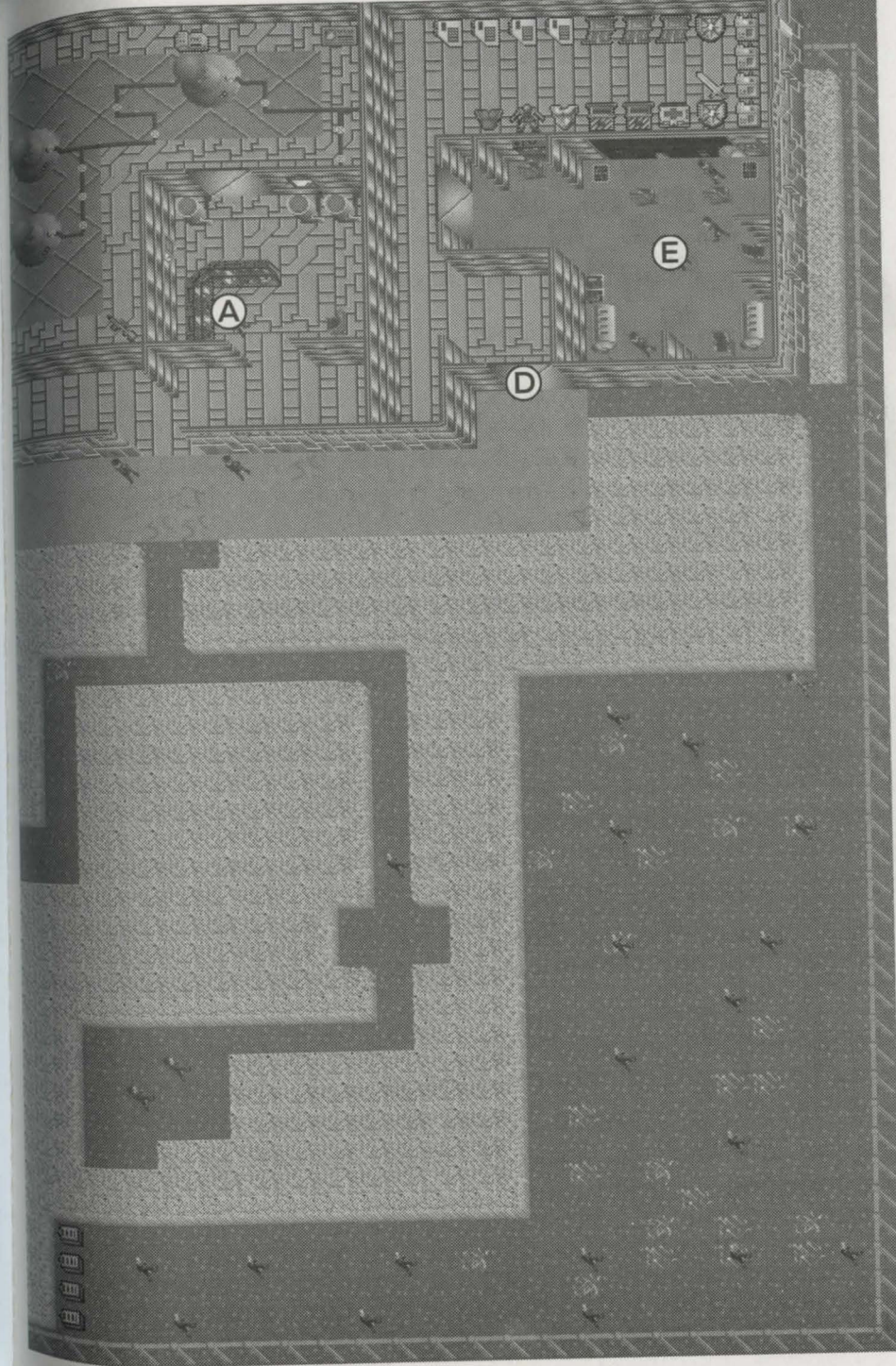
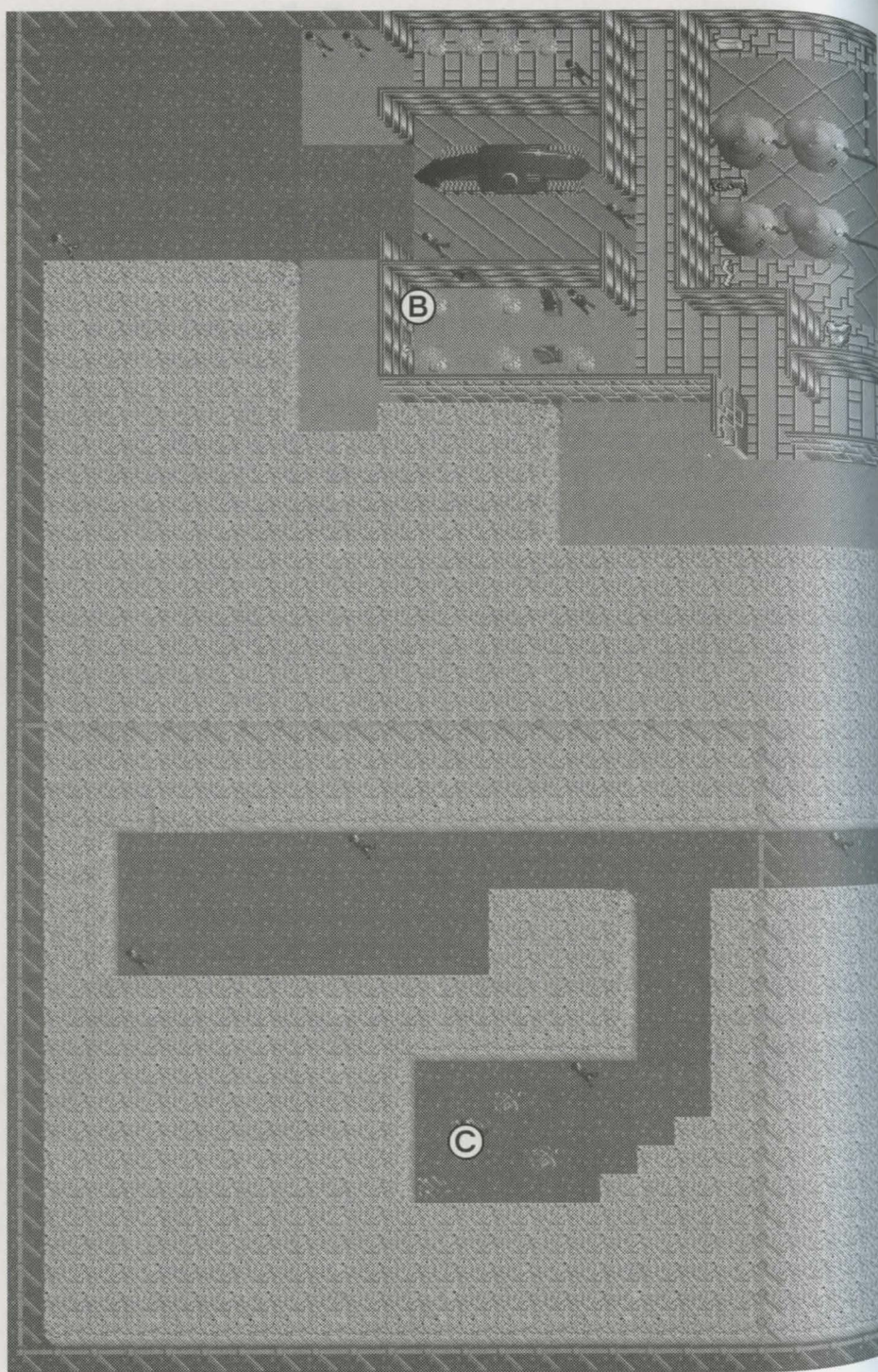
Use the key on the door and go inside. You will find a nice pile of junk to sort through, so take what you want. After you are done looting, speak to the controller at ⑤. He will tell you about his problems with the grounded ship and will give you a requisition form to take to Ominsayda on Cor-Caroli I. The requisition form is for a ComNav, and you will be able to get it in A Small Matter.

When you have returned with the ComNav, give it to the controller so he can get his ship off the ground. He will give you a note about the good news to give to Ysaf on Denebola. Once he has given you the note, you will be done with this scenario.

## Hints and Suggestions:

*Shoot the Noch Wolves on sight. None are friendly, and if they get close to you, they will do a lot of damage. Be sure to take the Ysaf note back to Ysaf so that you can collect your reward for all this work! Take a caged Noch with you for Life Gallery, if you want. It is not necessary to complete Life Gallery to win the game.*







# A Small Matter

Sector:	Caroli
System:	Cor-Caroli
Planet:	Cor-Caroli Prime
Danger Level:	Low

Oortizam labs is the most advanced laboratory in local space. Operated by the Ominar, the lab harbors the most complex experiments in genetic manipulation, diminution, and gravitics. Tours are available.

You will need a requisition form to complete this scenario. If you don't have one, you can get one on Harvest. The Gravitic Compressor is here, and so is the ComNav Sq 2345-8.

There are two parts to this scenario. The first is the actual grounds of the lab complex. The second is the inside of the miniaturization computer. Ominsayda, the scientist you are supposed to give the requisition form to, has been sucked into the computer during an lab mishap. You will have to go into the computer and get him to sign the form so that you can get the part everyone in the sector needs so badly.

The door to the miniaturization lab at Ⓐ is locked, so you will need to get a pass from the Ominar at Ⓑ. Just speak to him and he will hand it over. When you have the pass, walk into the lab and take a couple of steps. You will be stuffed into the machine.

Welcome to the circuit maze. The first thing you should do is speak to Ominsayda at Ⓒ. Use your requisition form on him to get his signature. Now all you have to do is get out. You do this by switching the logic circuits you will find at Ⓓ and Ⓔ. Just take the circuits, then **drop** them on the square they belong, only make sure you put alpha where beta was, and vice versa. You can get into the rooms by firing at the walls marked "weak". It may take a few shots, but you will get through.

When you have switched the circuits, walk to Ⓕ. If you have switched the circuits properly, you will be transported out of the circuit maze and back to Oortizam.

As soon as you get back, grab the Gravitic Compressor and the microtic injector you will find there. Be careful not to walk toward the entrance, or you will be put back in the circuit maze. Use the back door to get out of the lab.

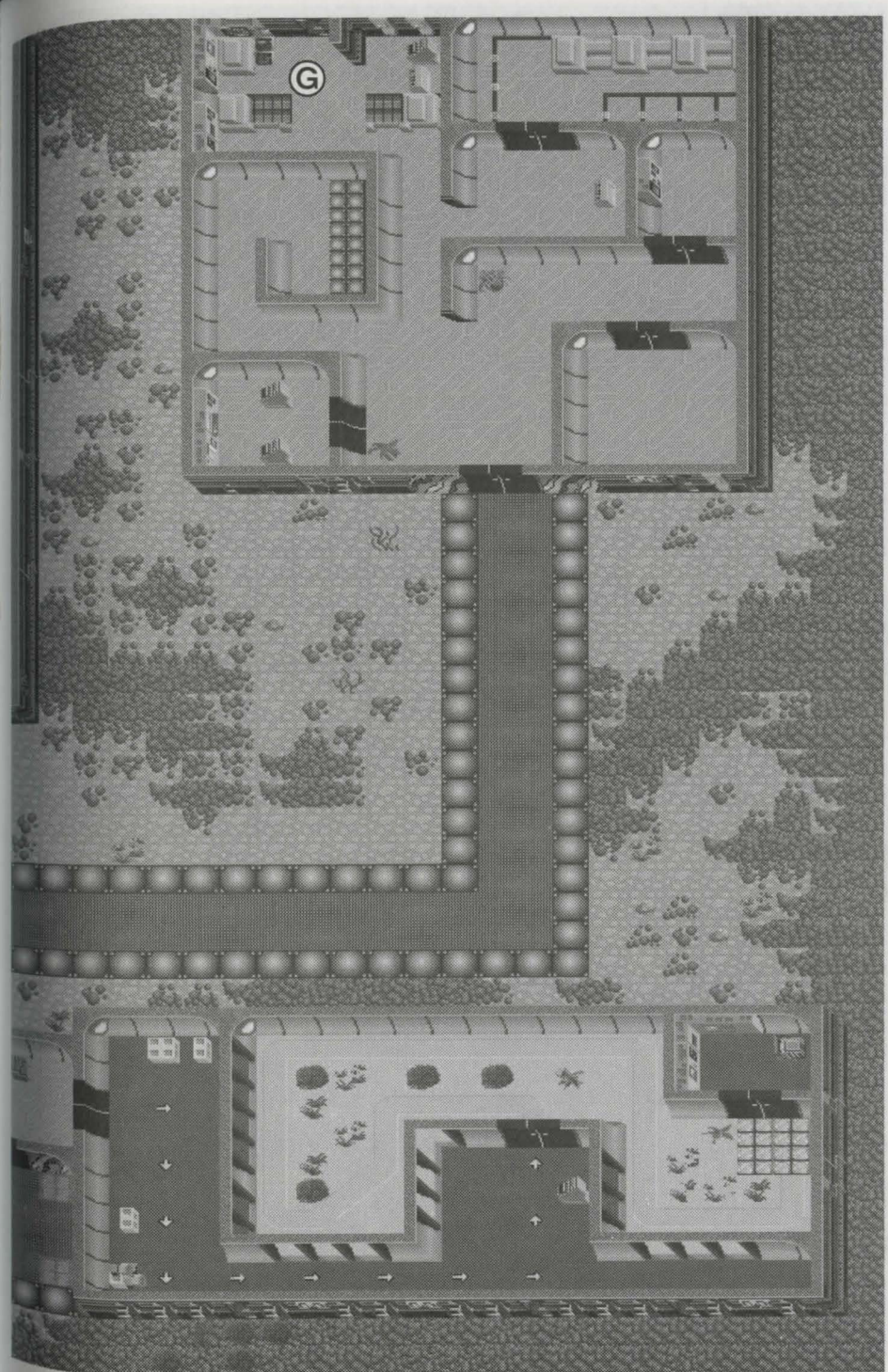
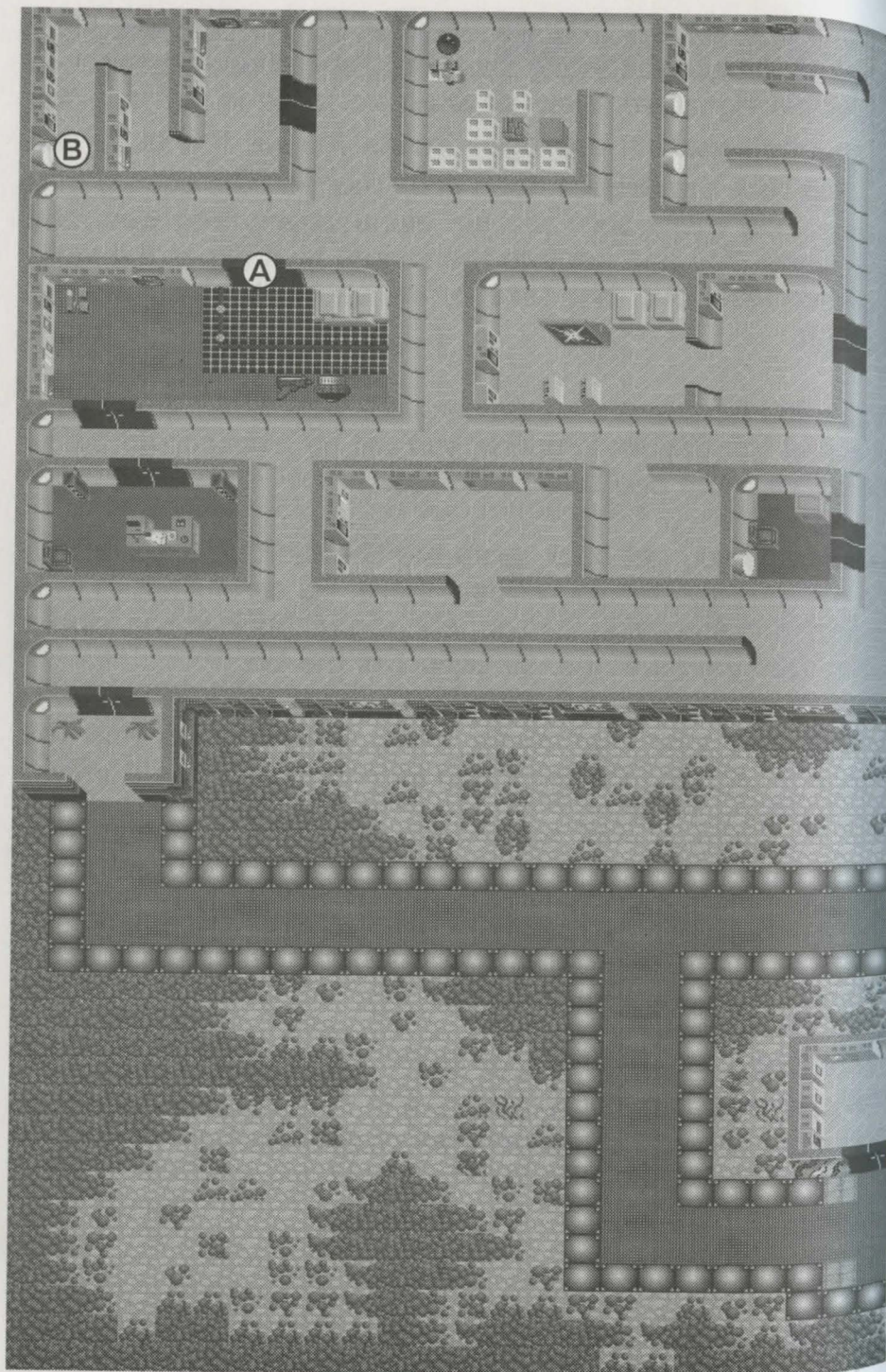
Armed with your authorized form, you can now visit the Ominar at Ⓒ. Use the form on him and pick up the ComNav that will appear nearby.

## *Hints and Suggestions:*

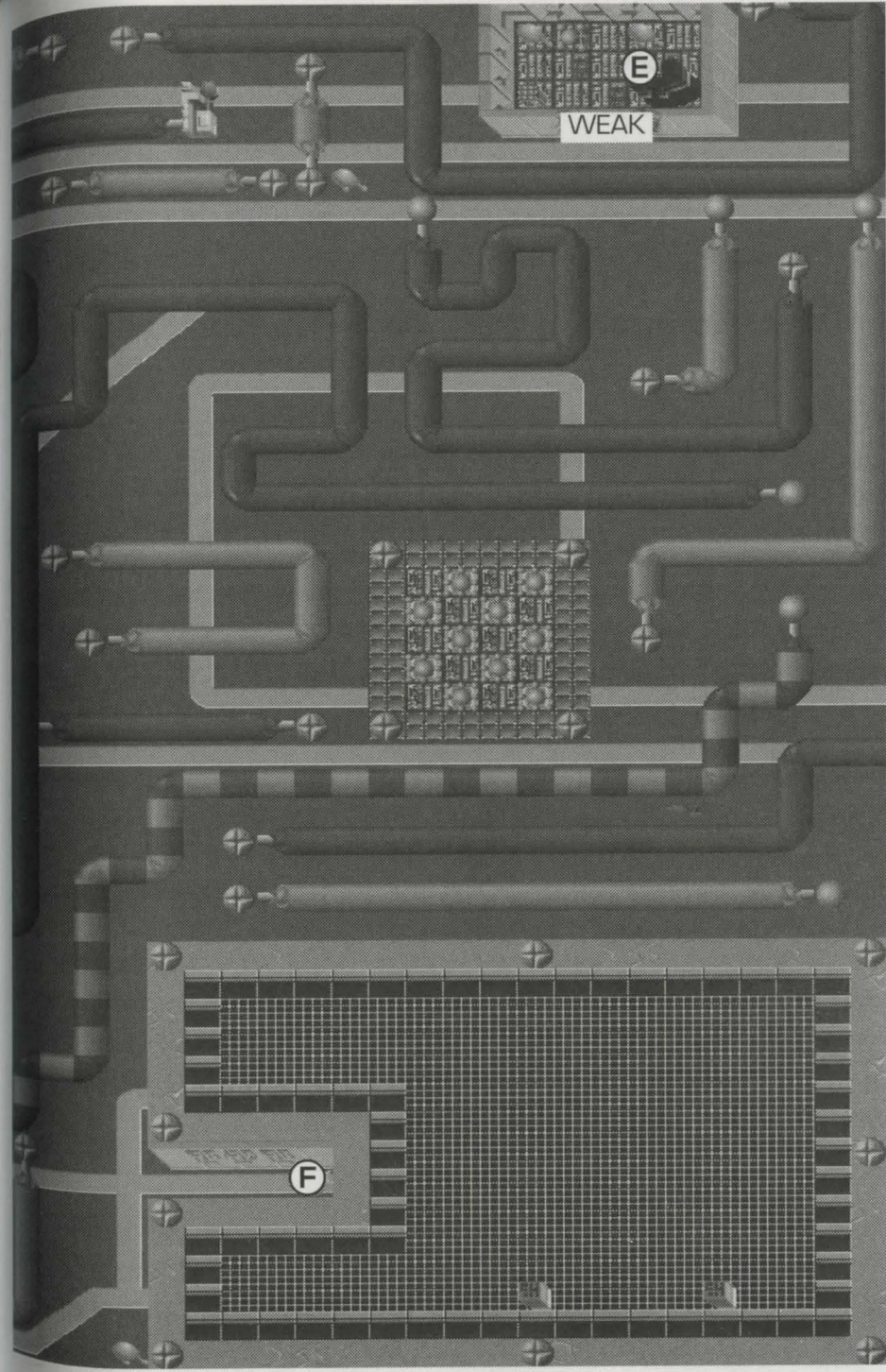
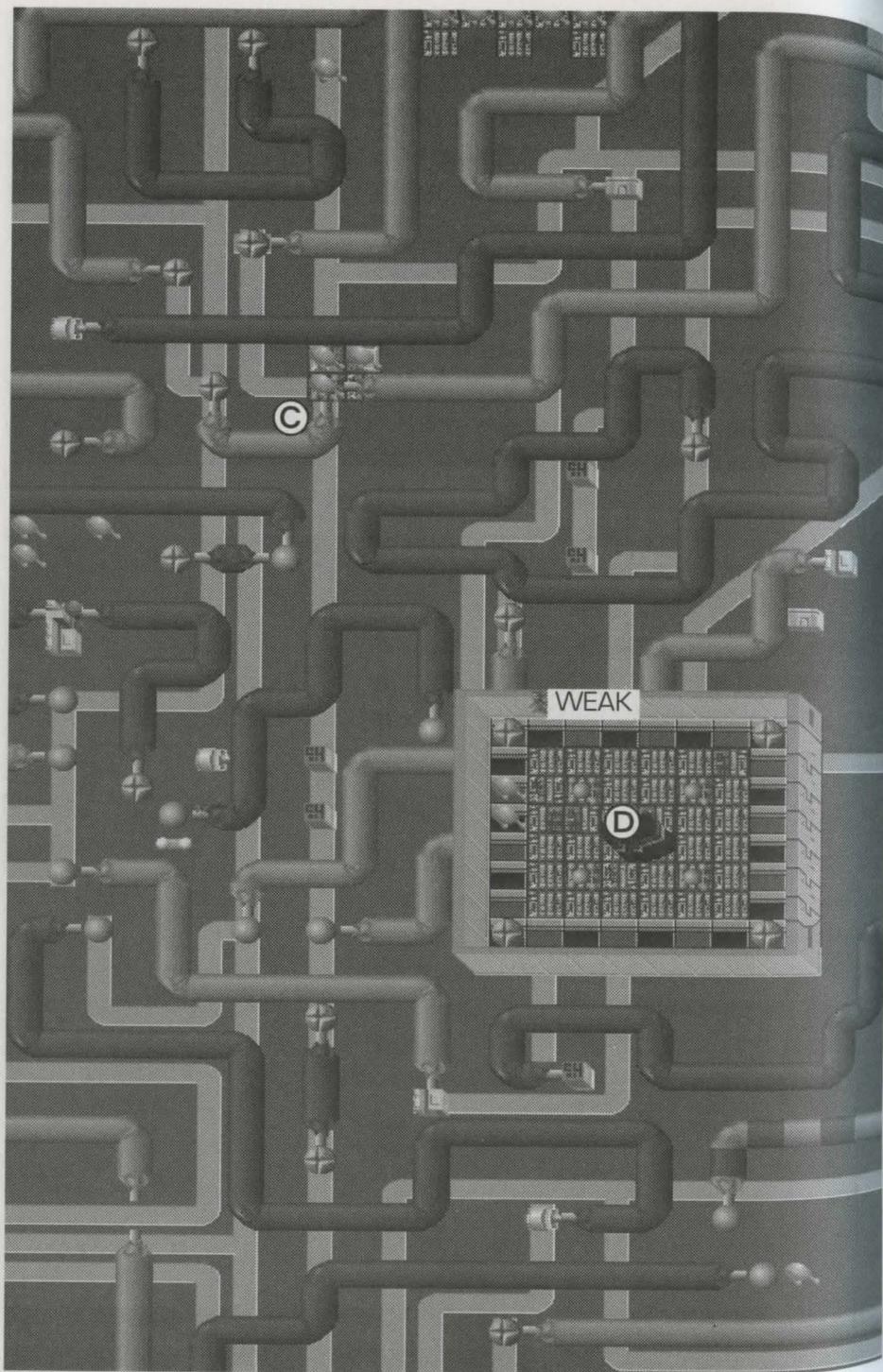
*There isn't much real danger in this scenario, but you should save before entering the circuit maze, and be sure you use a different save once you are inside it.*

*Kill the Microts when you see them. They die pretty easy, so there is no reason not to open fire. If they get close to you and turn hostile, they can do a lot of damage.*











# Life Gallery

<b>Sector:</b>	Kornephoros
<b>System:</b>	Merak
<b>Planet:</b>	Merak Prime
<b>Danger Level:</b>	Low to Medium

The Chytti are a race of bad poets. They operate the sector zoo on Merak I where they get to charge people who come to view the animals and force them to hear their irritating rhymes. Now you, too, can go to Merak Prime and enjoy the poetry.

You will need a Gallery Admission, a caged Noch, and a Sleith egg to complete the scenario. You won't get anything you need to win the game from here.

When you first beam down, the door to the rest of the zoo will be locked. In order to get in, you have to use your gallery admission on the Chytti in the room. He will unlock the door and drop another admission ticket on the ground. Be sure to take it for later use.

Once inside, tour around until you find the Noch pen at (A). If you have your caged Noch with you, drop it on the empty square inside the pen. Nothing will happen immediately, but you will have made the zookeepers happy.

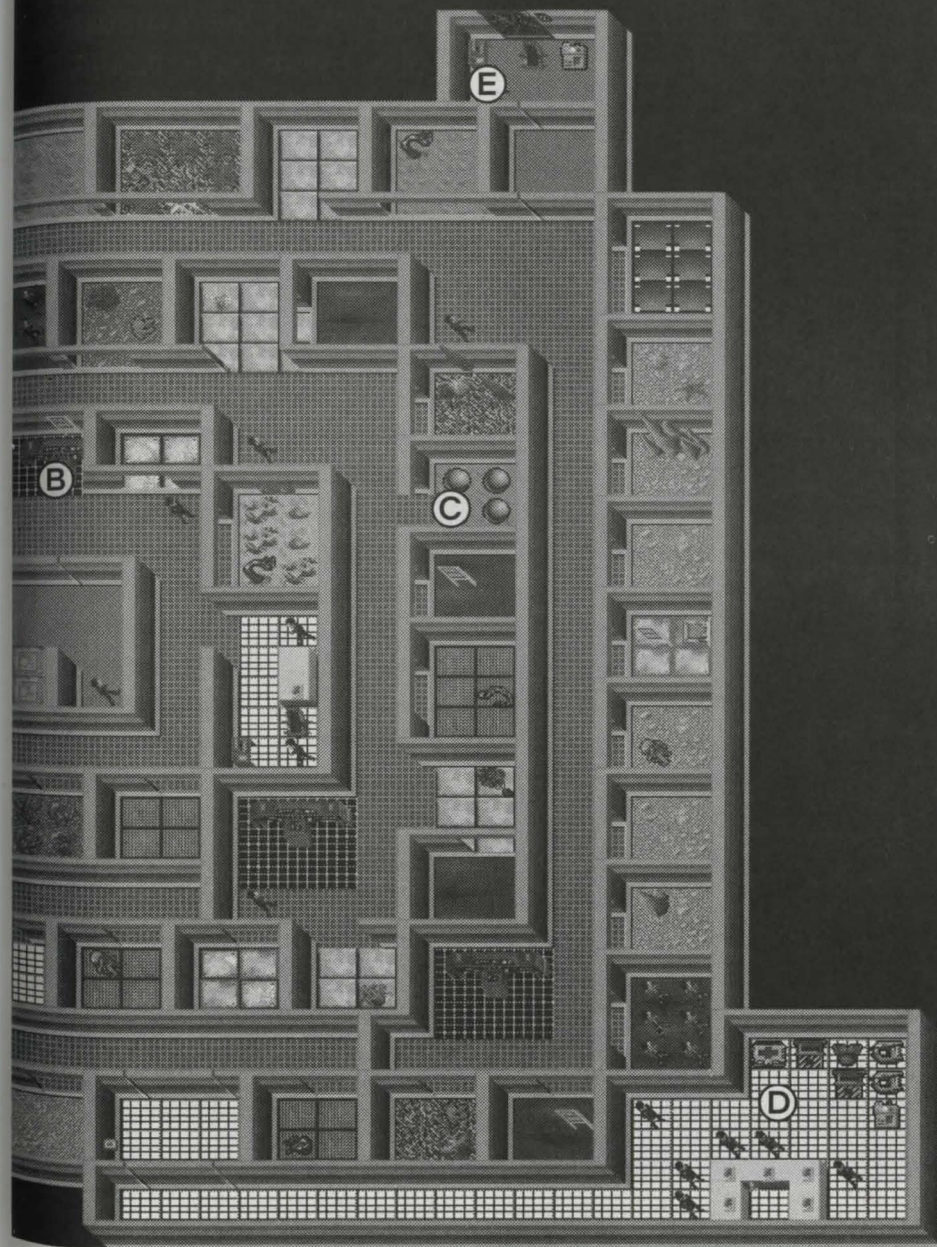
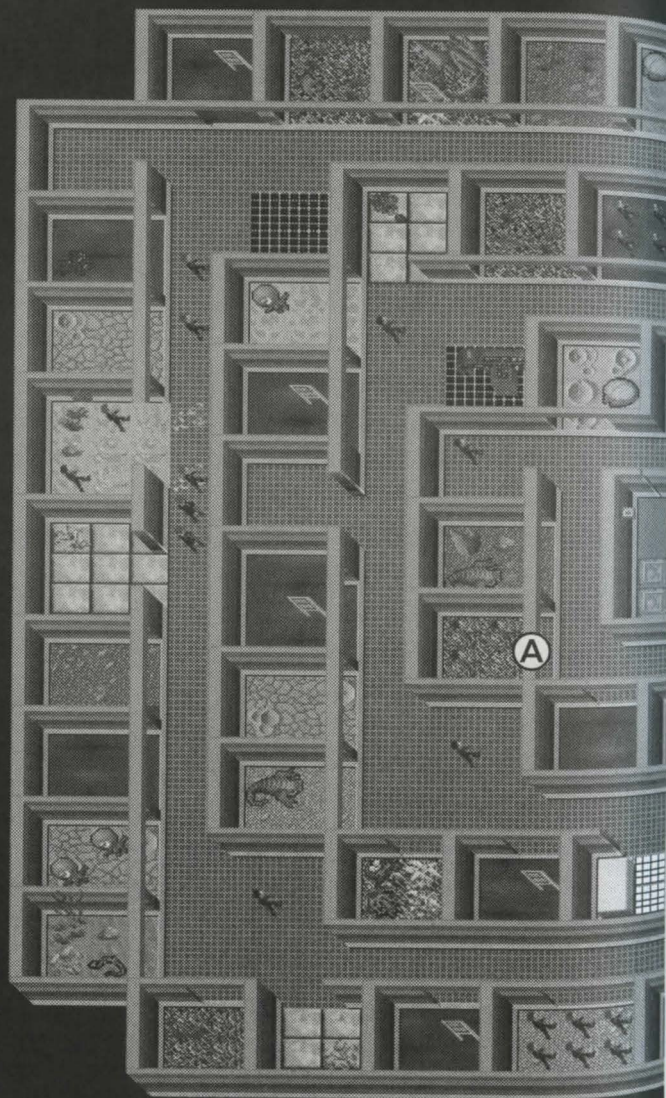
Now go to location (B) and have Nelson (this will only work with Nelson) search the control panel there. It will transport you to the second level. On this level, you should find the pen with the Sleith eggs in it. Drop your Sleith egg on the empty spot (C). This will make the zoo keepers even happier.

Make your way to location (D) and talk to all the Chytti you find in the room. One of them will give you an orb. Take the orb to the Eldarin at location (E) and use it on him. He will give you a Tac nuke rifle.

*Hints and Suggestions:*  
*You don't have to complete this scenario to win the game.*

*The Tac nuke rifle is definitely worth getting. It is one of the best weapons in the game.*

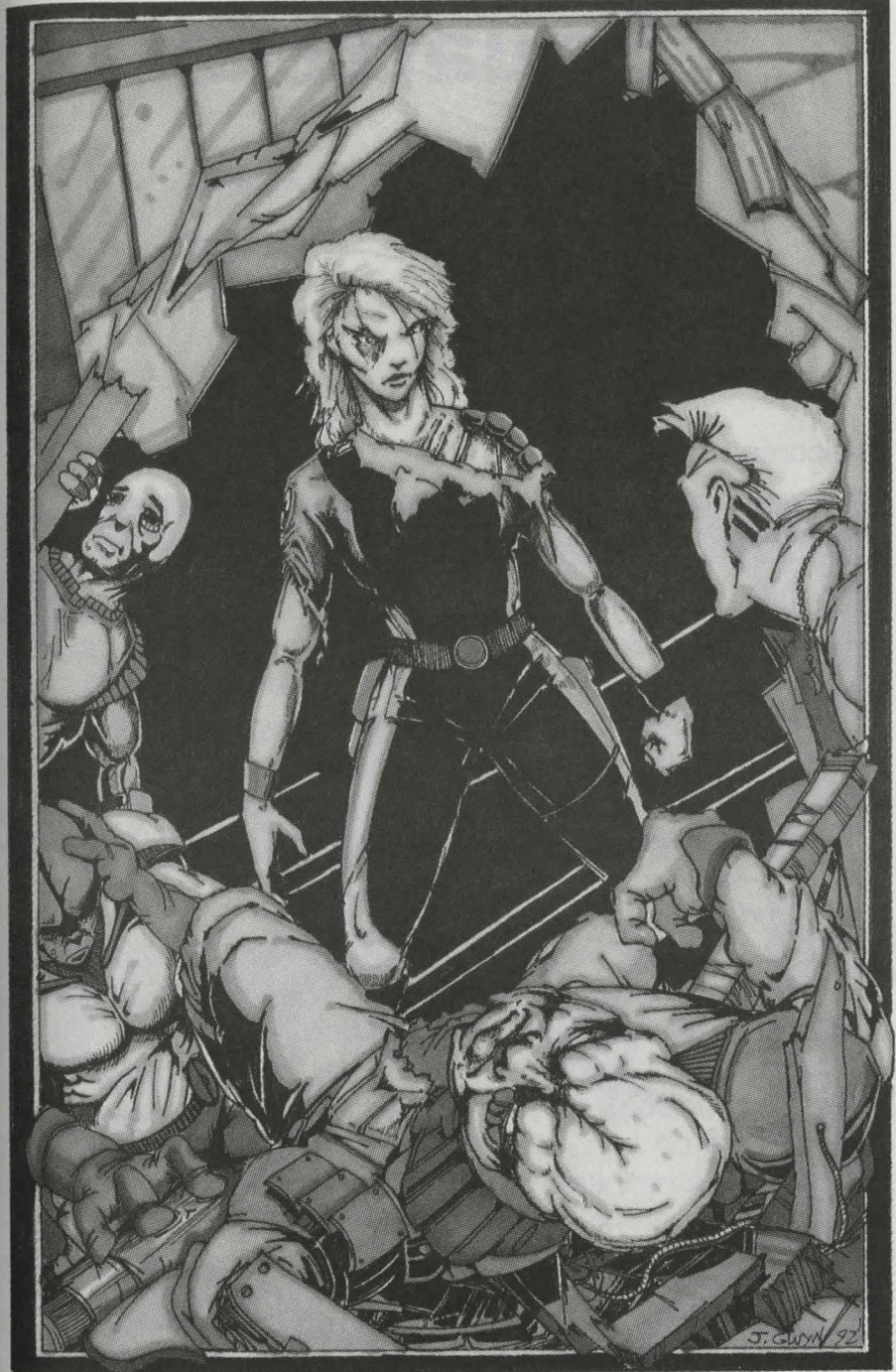






# Alhena Sector

Alhena sector is the fourth sector you should visit. The merchants and pirates here will be size class four. Visit Squatters first to get the Dhoven Deed, then visit When Titans Fall, then Catalog #38791, then Peace Offering. You will find the Krupp shields on Peace Offering, along with a set of ship plans.





# Squatters

Sector:	Alhena
System:	Procyon
Planet:	Procyon
Danger Level:	High

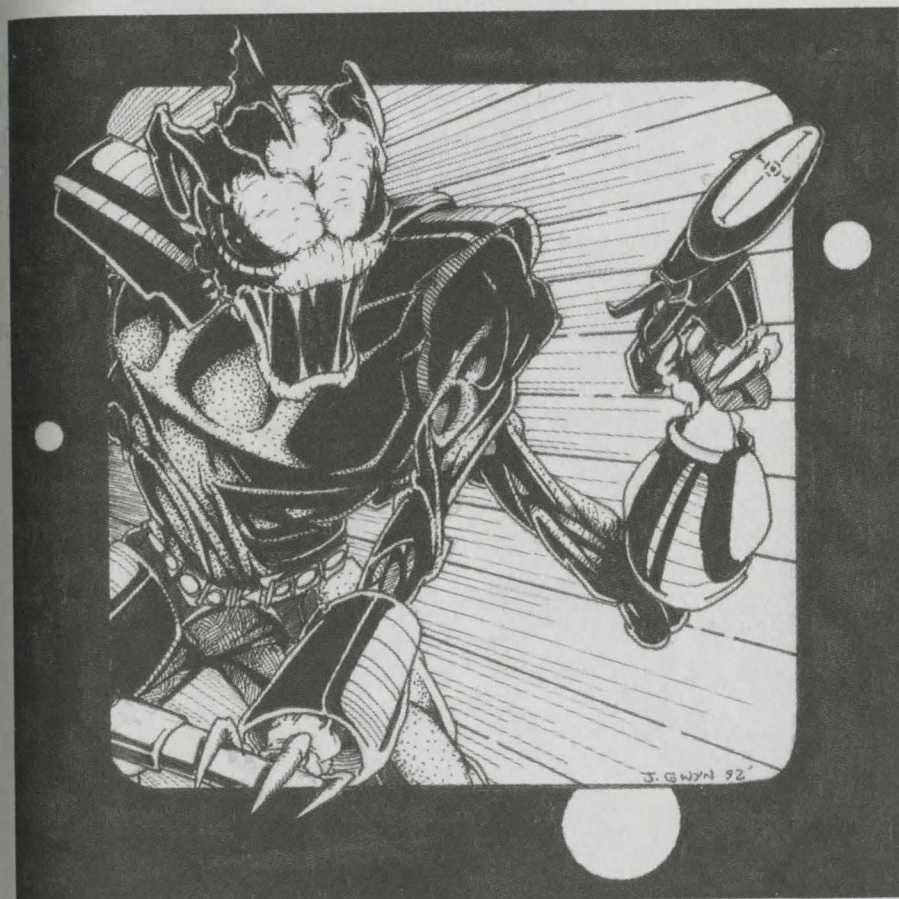
Welcome to sector Alhena.

The ownership of this world is disputed by two aggressive races: the Scroe and the Evians. The Dhovens, a peace-loving race, are trying to mediate the dispute but both the Evians and the Scroe hold the pacifistic Dhoven in utter contempt. They will only accept proven warriors as diplomats. Your job is to go and talk to the Dhoven at Ⓐ. He holds a deed that needs to be taken to the Numistat on Alhena VIII for final approval. All you have to do is walk up the canyon and get the deed.

## *Hints and Suggestions:*

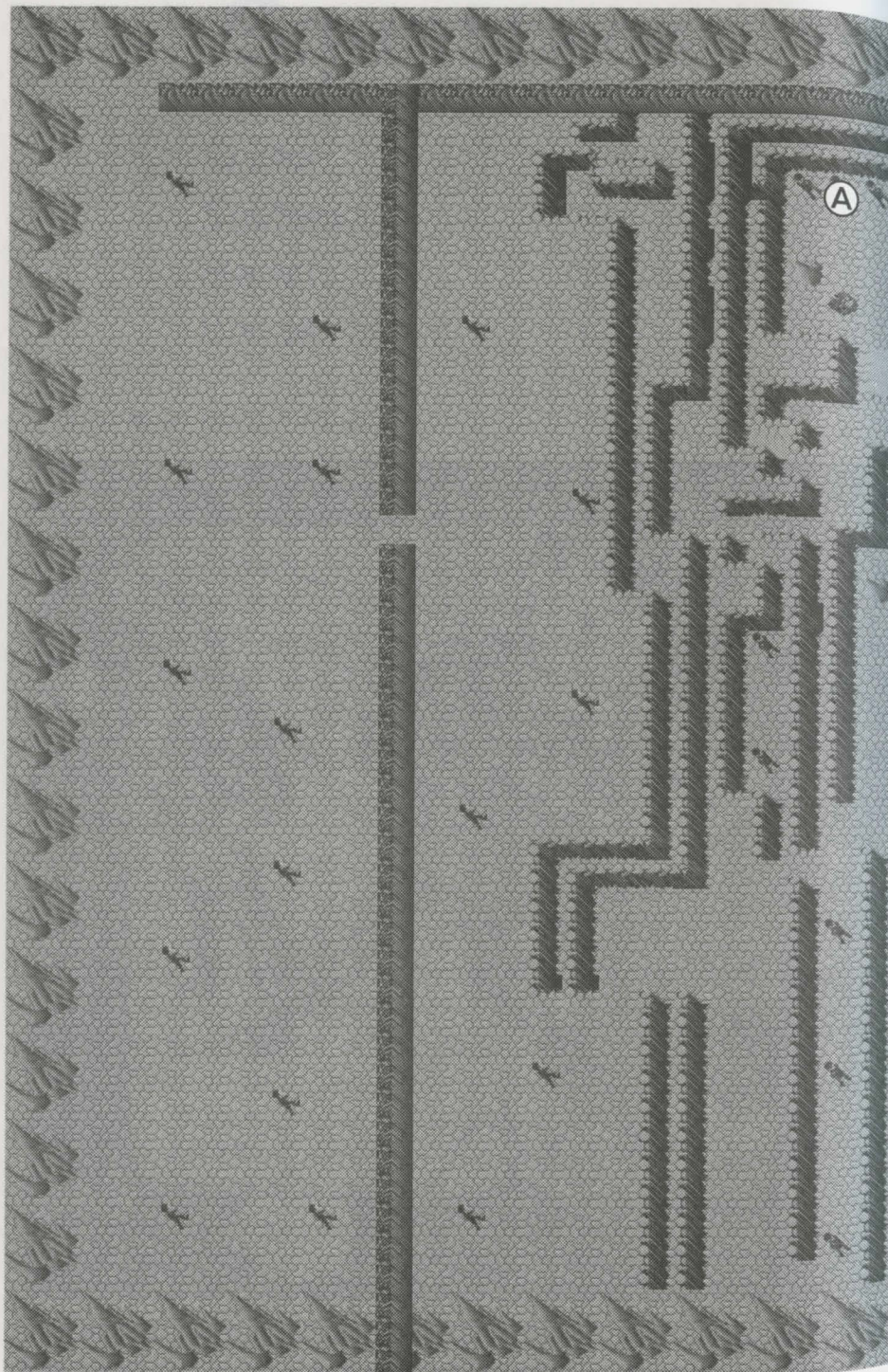
*Prepare to die. If you don't have the right equipment when you come here, you will find this scenario VERY difficult. Make sure you have at least a battle laser and ceramic armor when you get here. Have your best fighter fire on the Scroe immediately to your left when you first arrive. If you concentrate on him, you may be able to take him out before any more Scroe arrive. The Scroe are wearing shielded reflec, an excellent armor. Once you kill a couple of Scroe, take their armor and wear it. If you can get the armor and their battle lasers, you will stand a much higher chance of survival.*

*One more thing... Don't wander around here. Just get your deed and get out. There is nothing on this world but Death.*

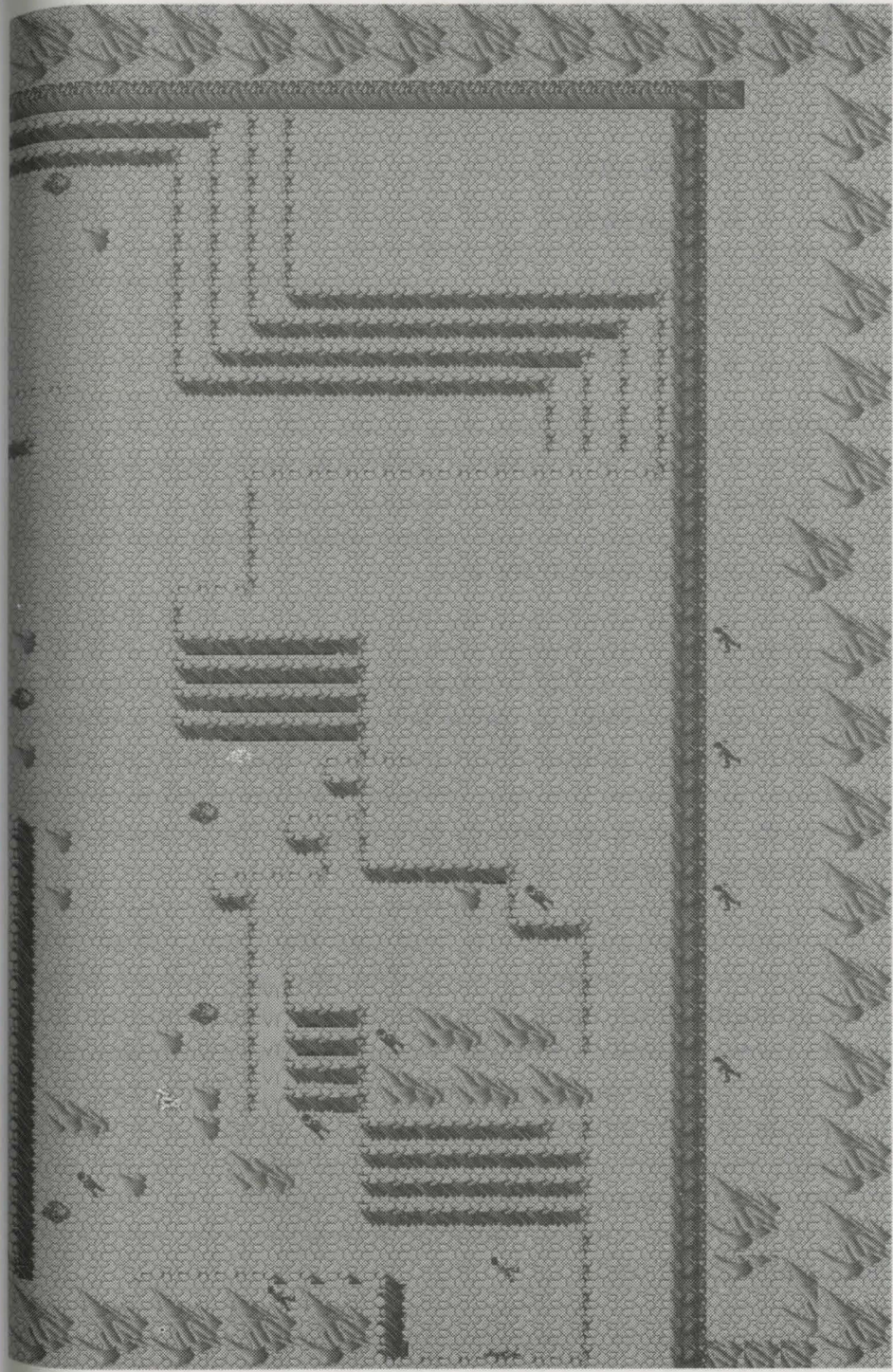


A Scroe raider practices his aim in a zero-G shooting range.





A





# When Titans Fall

Sector:	Alhena
System:	Capella
Planet:	Capella Prime
Danger Level:	High

The Scroe have shot down the Cebis Alban, a colony ship. The ship crashed on Capella I, and the wreckage is spread over a wide area. The survivors are troubled by noch wolves, sickness, fire, and a few hyper aggressive scroe who beamed down to search for loot.

You need to carry away two things from this world: A leader's stone and a flight recorder. In order to get to either of them, you will need to get a fire extinguisher. You can find one in the cave marked ④ on the map. You can't get lost in the cave, just follow the only possible path and kill everything you meet. The extinguisher is just lying on the ground. Once you have it, go back to the surface.

If you want to get rid of a fire, just use the extinguisher on it. Most fires will go away if you do this, and you will be able to pass through that spot. Do this to the fires next to your beam down location and go through the wreckage of the ship. Enter the cave marked ⑥ on the map. This cave leads to an island the captain is standing on. Just go all the way through the cave and search the ladder on the far side. When you get outside, talk to the captain. He has some important information about locked doors and flight recorders to tell you.

Speaking to the Captain gets you access to the password door at ③. In this building lies the flight recorder. You will need the flight recorder for Catalog #38791.

To get the leader's stone, you will need to use your fire extinguisher to put out the fires in front of the cave at ⑤. At the end of this cave is a little alien girl who is about to be torn limb from limb by noch wolves. There is nothing you can do to save her, so just shoot the wolves and get the alien doll that is lying on the ground. Return the doll to the alien at ⑥ and he will give you the leader's stone.

## *Hints and Suggestions:*

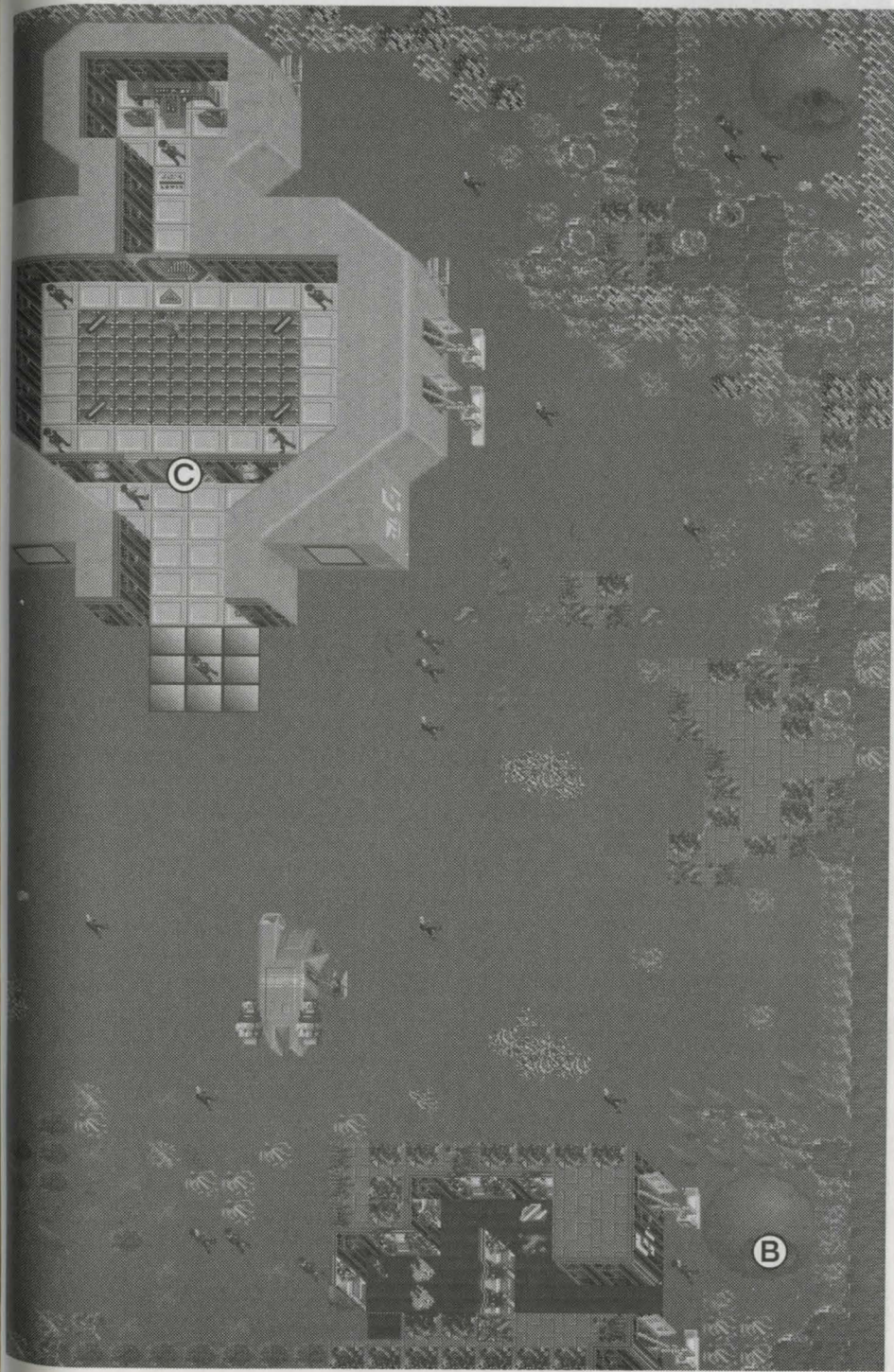
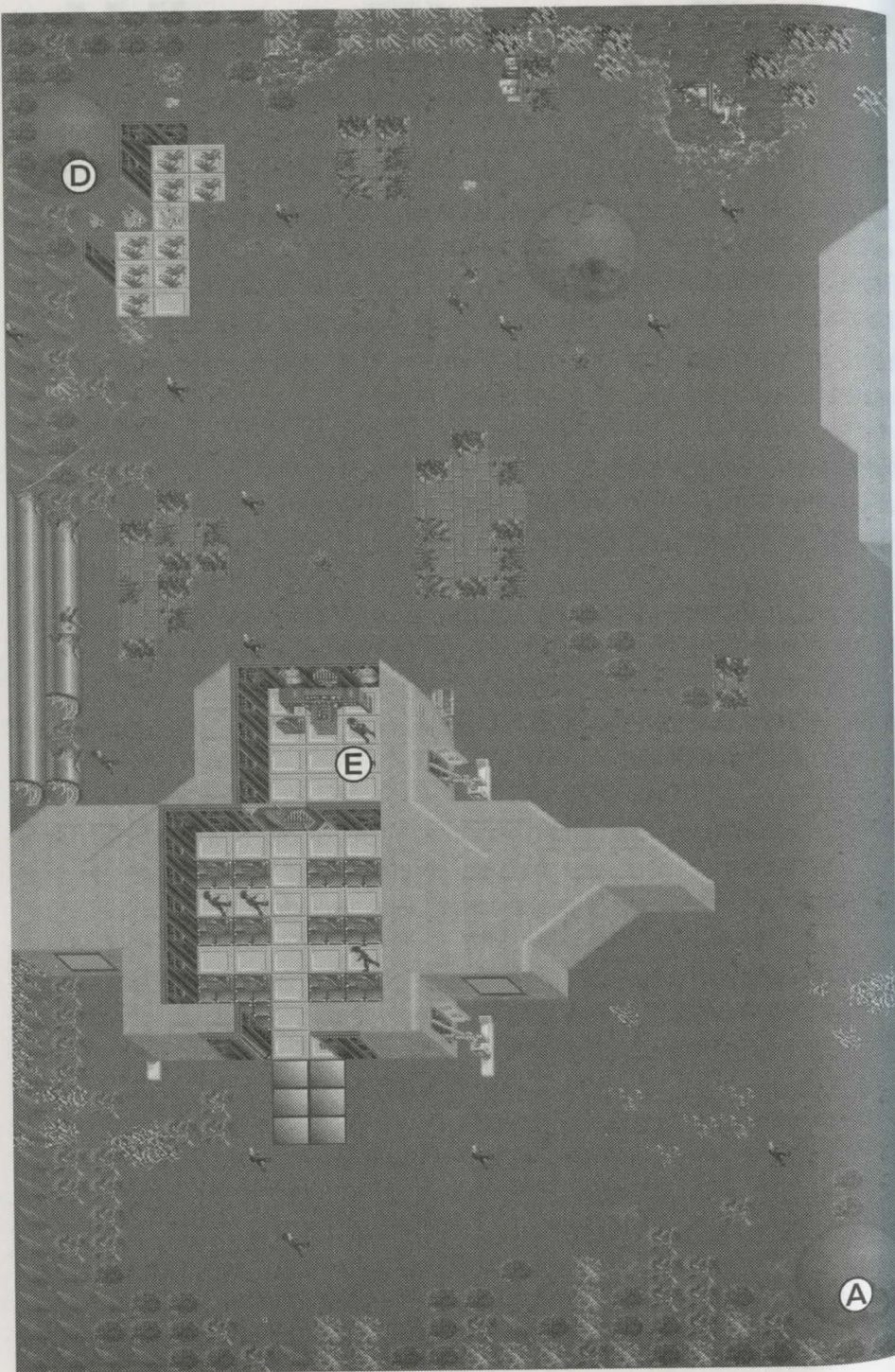
*If you find any alien medipacks, give them to a doctor on this world. He will turn them into mini-aid packs for you.*

*The noch wolves are very dangerous. If you are moving quickly, you will find that they can be upon your party before you can react. Just move slowly and shoot all the wolves you see. They die easily, but hit REAL hard. They are also hard to see in the caves.*

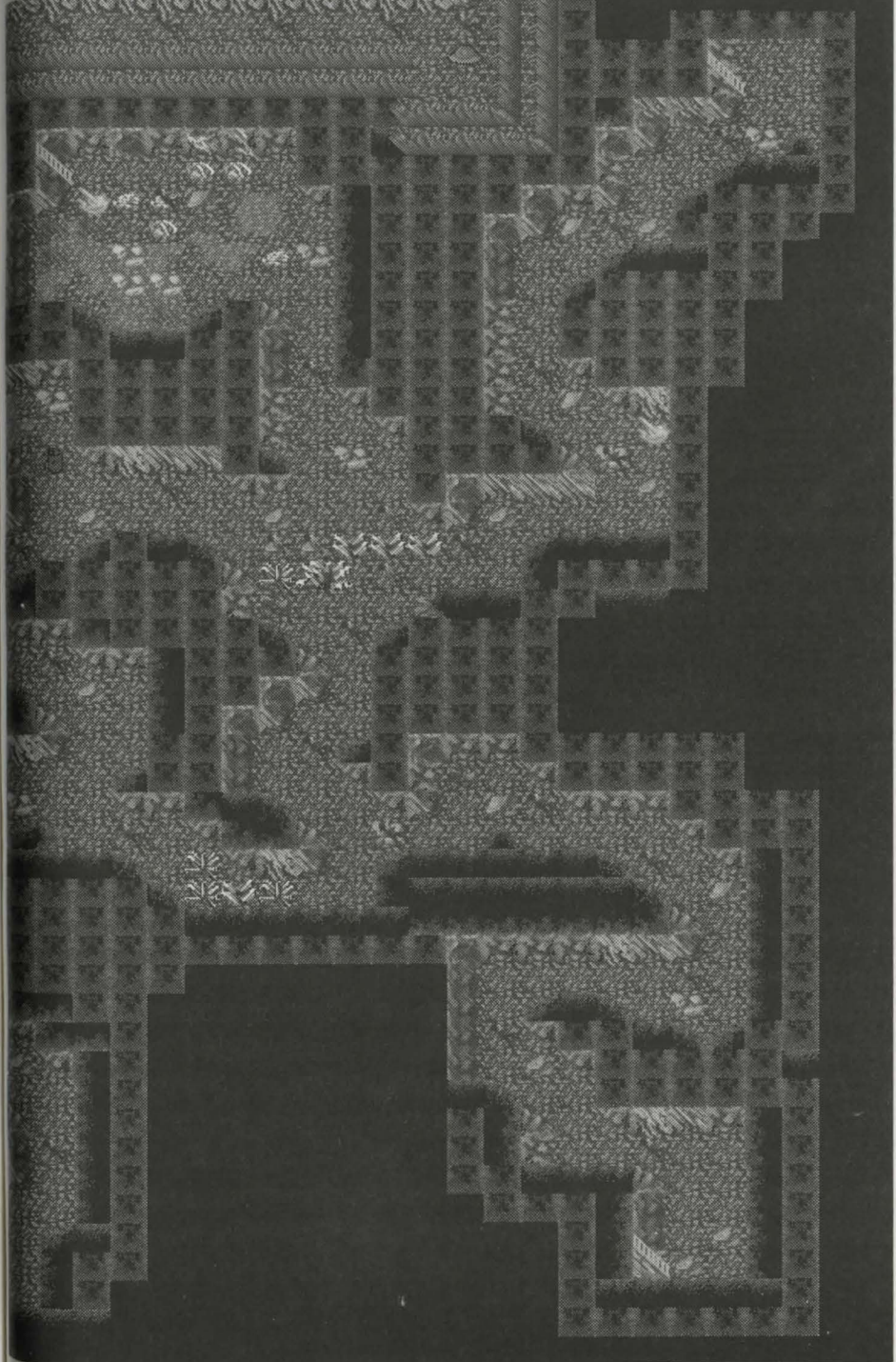
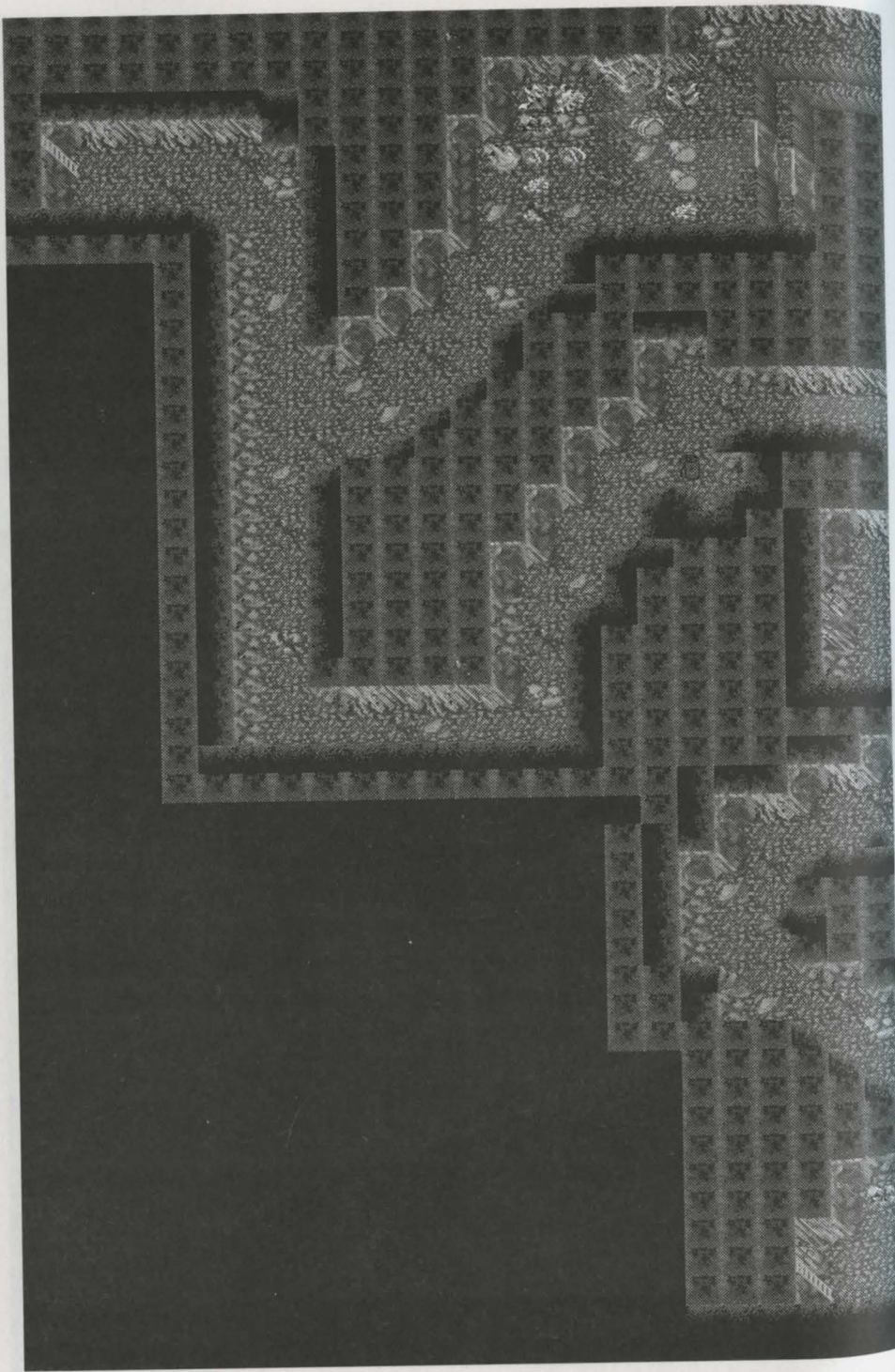
*As in Squatters, the Scroe battle lasers do a lot of damage to characters who are in the wrong kind of armor. If you take the armor they are wearing, you will do OK.*

*If you want to get out of a cave quickly, beam up and then beam back down. This will put you on the surface at your original beam down location.*











# Catalog #38791

**Sector:** Alhena  
**System:** Alhena  
**Planet:** Alhena VIII  
**Danger Level:** Low

The Numistat of Alhena sector is the only living being on Alhena VIII. It is his job to approve any planetary ownership changes in this sector.

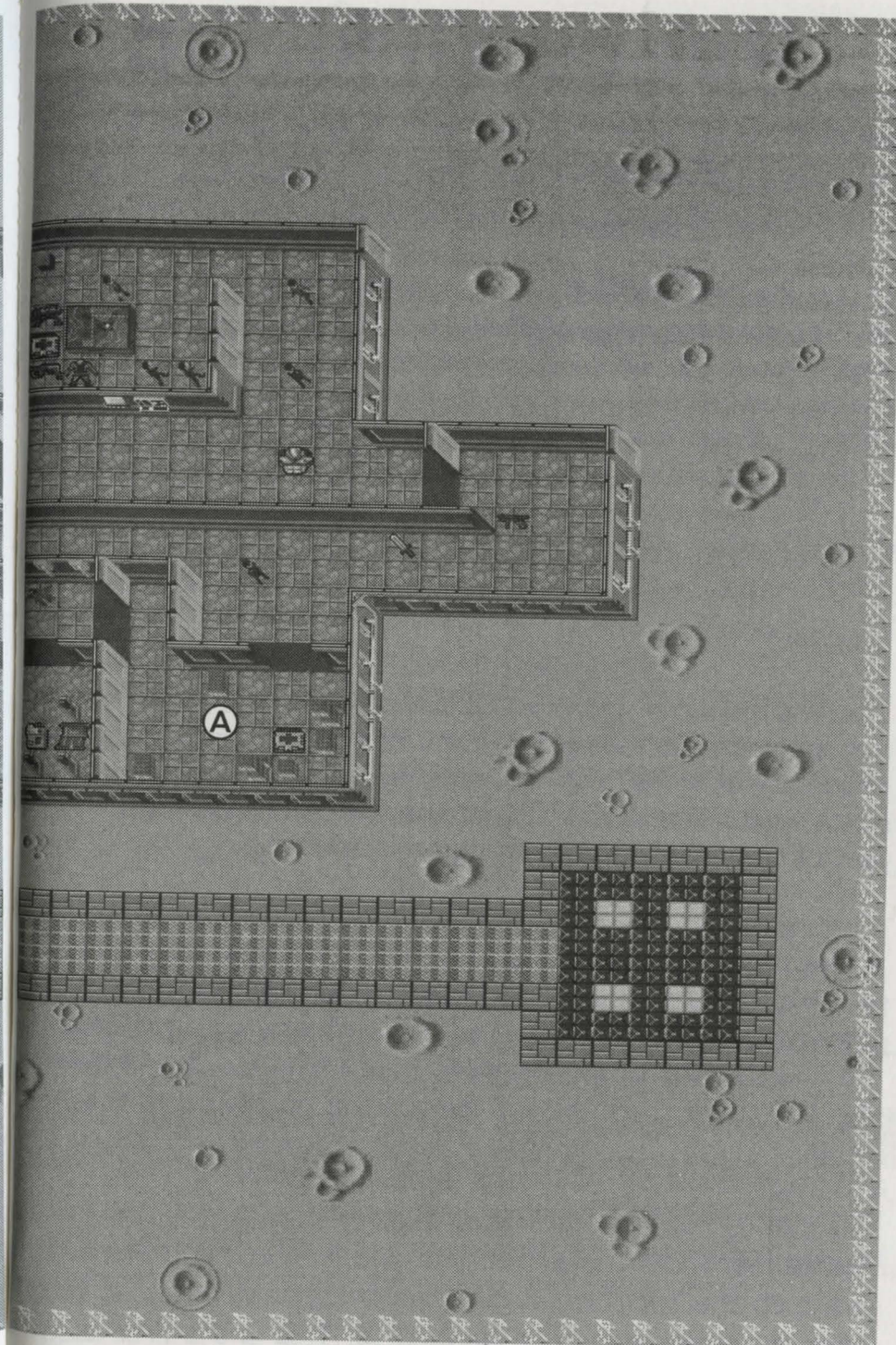
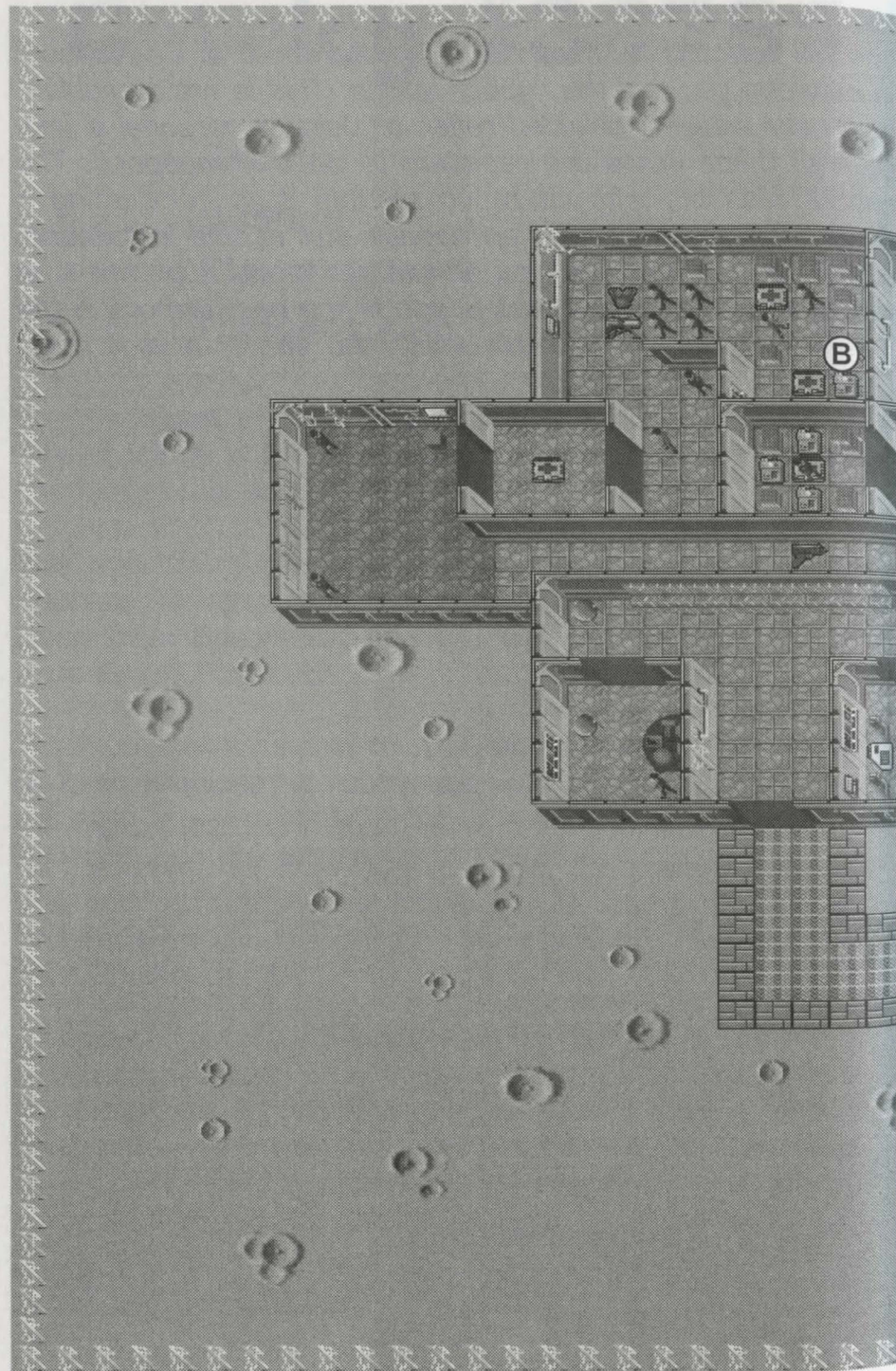
The only thing you need to get here is the Numistat's approval on the Dhoven Deed. You will need the Dhoven Deed from Squatters, and you will need a flight recorder from When Titans Fall.

The Numistat is unable to process your application because he has misplaced his rubber stamp. All you need to do is use the flight recorder in room ④ to open the door and get the rubber stamp at ⑤. When you have the stamp, make sure that your lead character has both the stamp and the deed on him, then use the deed on the Numistat. He will approve your Dhoven Deed.

## *Hints and Suggestions:*

*You will notice that there are a large number of killer robots in between you and the rubber stamp. This is not a problem if you are wearing shielded reflex or using a personal shield. Both of these items are resistant to neutron weapons. The robots also die without much trouble if you are using a decent weapon. There is an Assault suit at this installation, too. If you feel up to it, you should get it and duplicate it at Moonbase. The Assault suit is one of the best armors in the game. Electron guns aren't worth the space in your pack. Don't bother with this junk.*







# Peace Offering

Sector:	Alhena
System:	Hyades
Planet:	Hyades Prime
Danger Level:	Low to Medium

The Scroe have invaded the Dhoven installation on Hyades I in order to disrupt the peace conference in progress there. The elaborate security system has kept the Scroe out so far, but the same system that keeps the Scroe out serves to keep the party out, as well. If you have the proper identification and papers, however, you may fare better than the invaders.

You will need the approved Dhoven Deed and a leader's stone to complete this scenario. If you don't have these items, you need to get them in *Squatters*, *When Titans Fall*, and *Catalog #38791*. You will get the Krupp shields and another set of ship plans for completing this scenario.

Getting in to see the Ambassadors is a complicated, but relatively peaceful process. The first thing you must do is set a series of slider switches. They are labeled [1] through [4] on the map. Go to each one and search them. This will unlock a few doors. One of the unlocked doors leads to the Dhoven at [A]. Talk to him, and he will tell you the password to the door at [B].

Go through the [B] door and talk to the Dhoven at [C]. He wants identification, so use your leader's stone on him. This will turn the robots guarding the security console at [D] off. Now move the switch at location [E]. This is the first step to

opening the door at [F].

After you have moved switch [E], go back up to the numbered [1] - [4] switches and do them all over once more. This will open the walls up so you can get to switch [G]. Move that switch and you will be able to get through the [F] door.

Now step onto the teletrans at [H]. This will teleport you to the right side of the map. If you follow the passage up, you will find a door to your left and a room full of robots a little further up and to your right. If you have shown the leader's stone to the security officer, the robots will not be hostile. Just search the glowing security console [I] to switch it off.

Find your way back to teletrans pad [I]. Pad [H] will be off if you searched the security console. Stepping on [I] will put you on the left side of the map. You need to search security console [J] here. This will turn off teletrans [I].

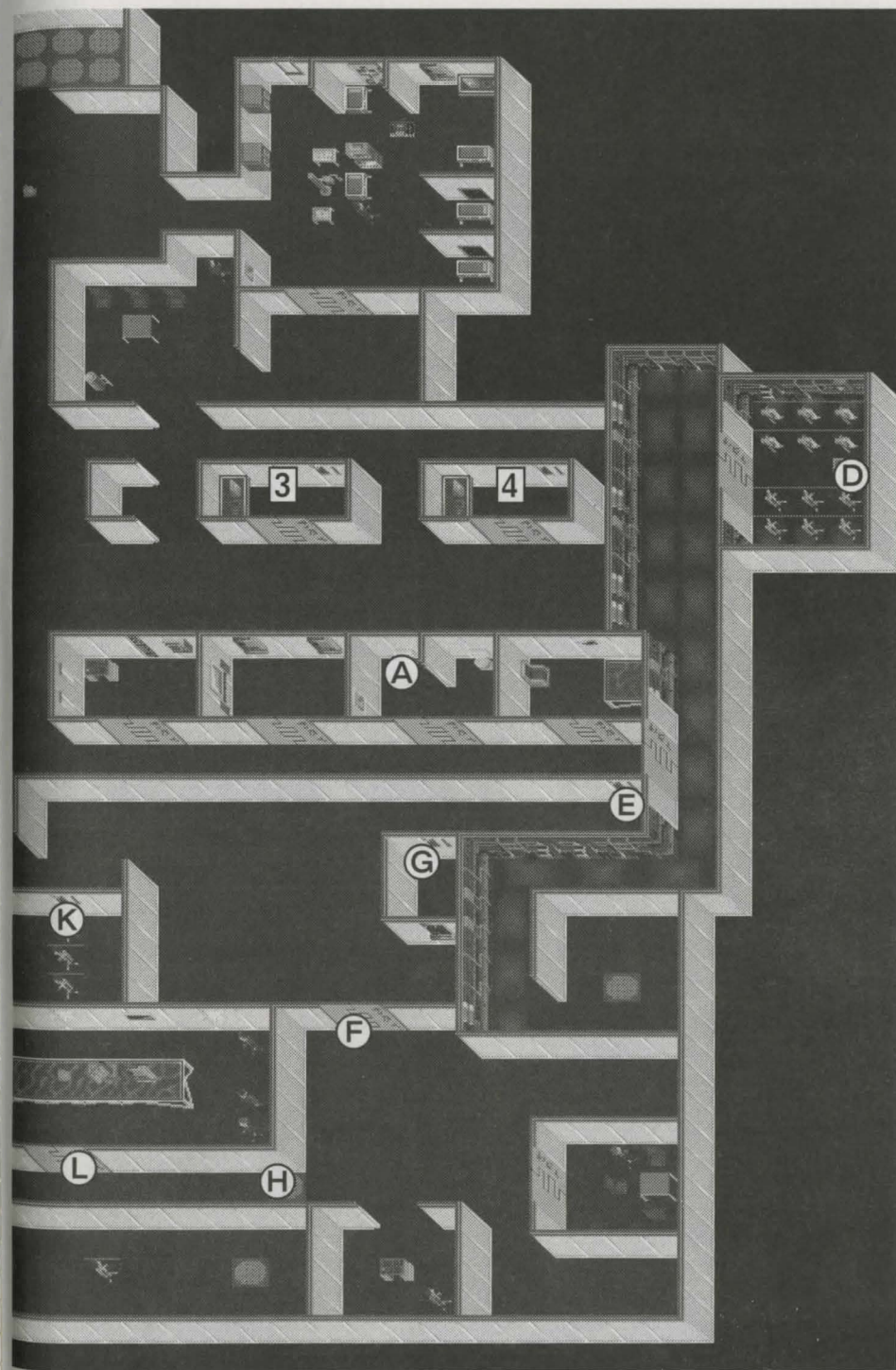
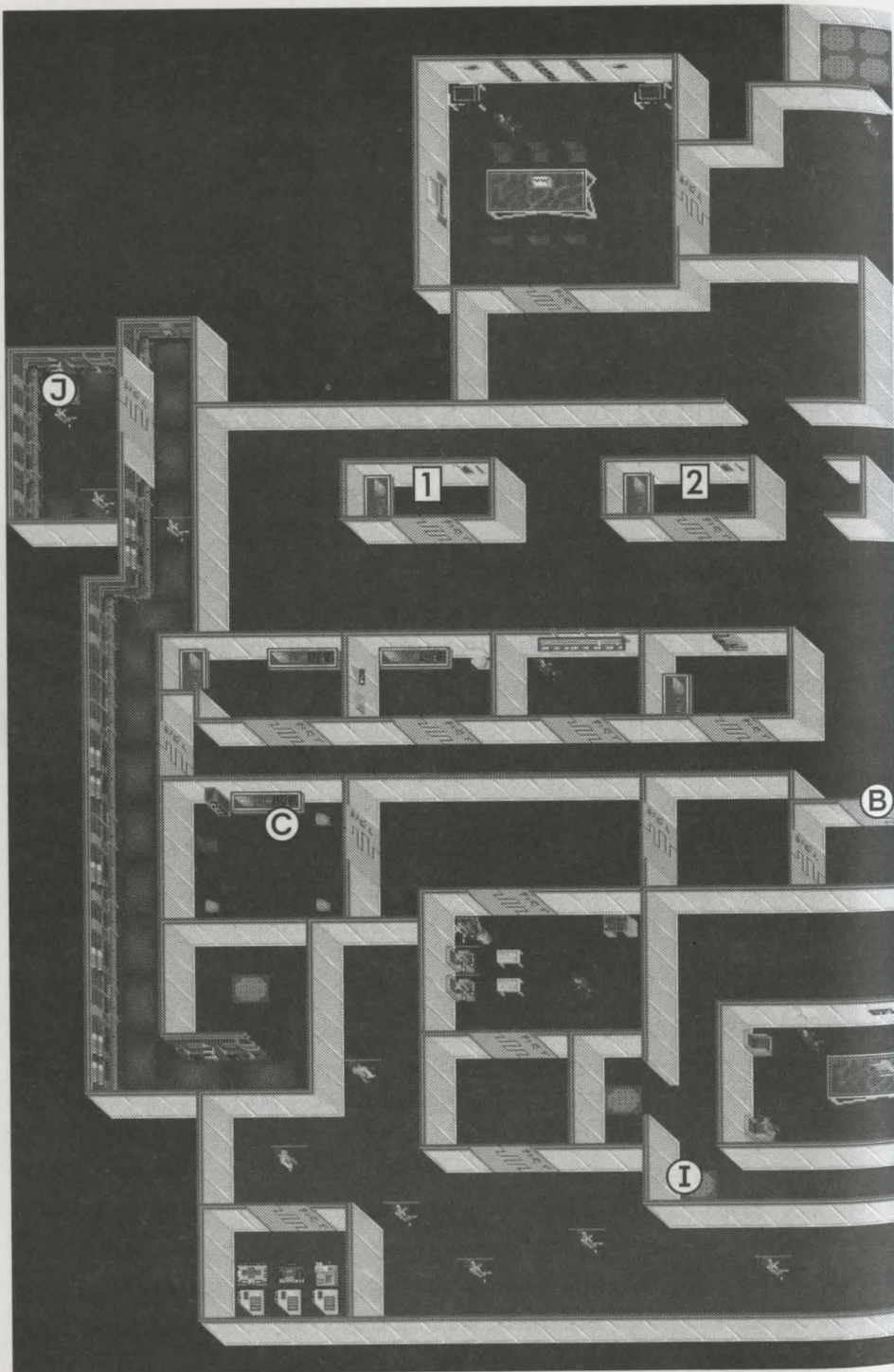
Find your way to switch [K]. If you follow the corridor you had to take to get to teletrans I, you will see that [K] is at the end of it. There are three Scroe guarding it. Kill the invaders and search the switch. This will open the final door at [L]. A quick walk around the corner puts you in the Ambassador's room.

At this point, all you have to do is use the approved Dhoven Deed on the Dhoven in the upper left part of the room, and he will give you the Krupp Shields. Don't forget to take the ship plans that are lying on the table on your way out.

## *Hints and Suggestions:*

*The only unusual thing here is the Alien Regen device. This will resurrect most aliens from the dead, but they will almost always be hostile or non-communicative. The device has no affect on game play, so don't worry too much about it.*







# Zaurak Sector

Zaurak sector is the fifth sector you should visit. The merchants and pirates here will be size class five or six. Try visiting Error Factor Ø first, then Edge of Twilight, Stormy Weather, and Matter of Conscience in any order, then return to Error Factor Ø. You will need to drop off a grav buoy in a certain place in the other three scenarios before you return. The Gate of Rana in Error has the K-beam, and will give it to you as a reward for dropping off the buoys.





# Error Factor Ø

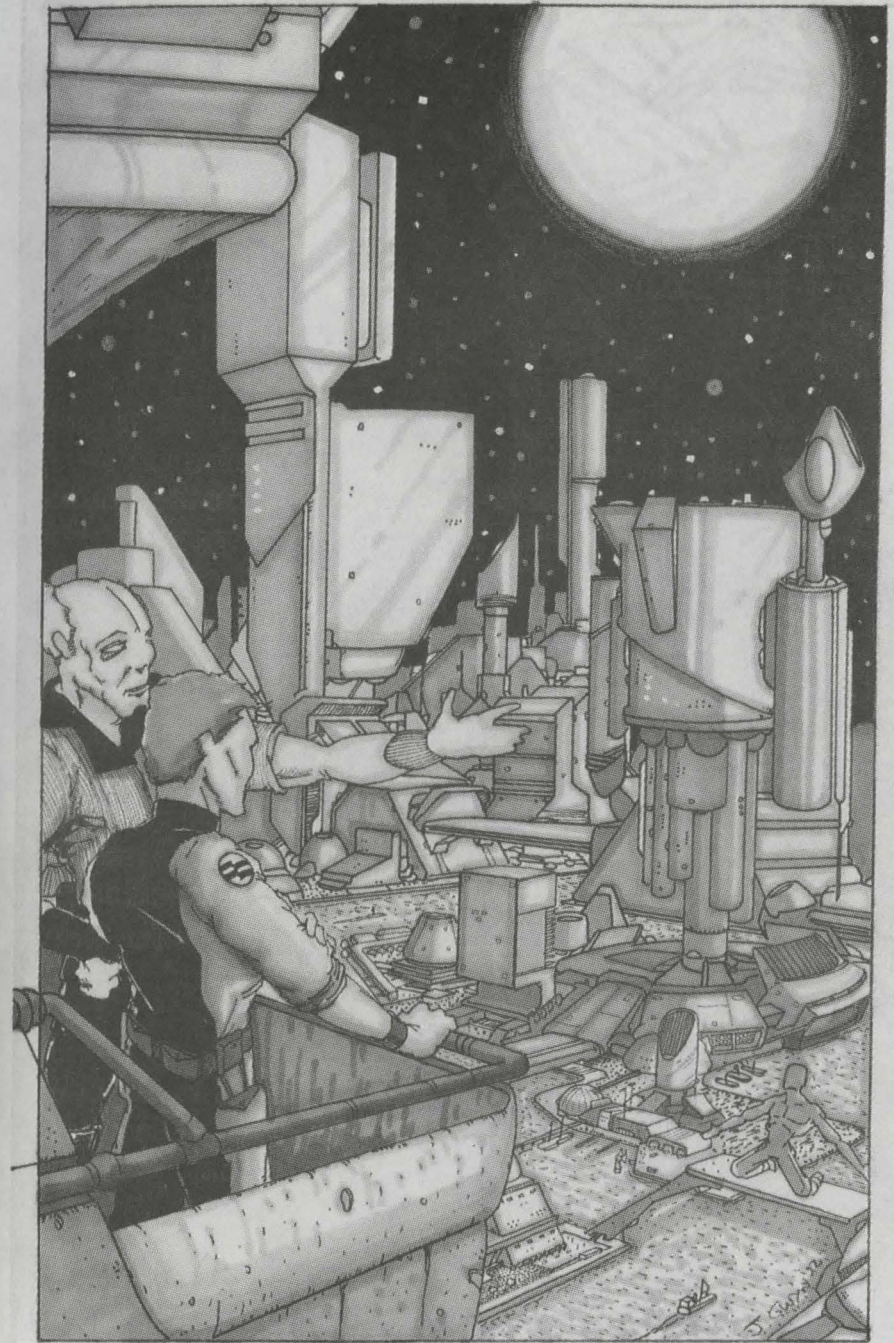
Sector:	Zaurak
System:	Rana
Planet:	Rana Prime
Danger Level:	Low

A white hole has appeared in Zaurak sector, threatening life in several systems. The Ranan government is dealing with the problem, but they need to place some grav buoys around the sector as part of a device designed to stabilize the hole. The Giate of Rana is offering a K-Beam as a reward for placing the buoys.

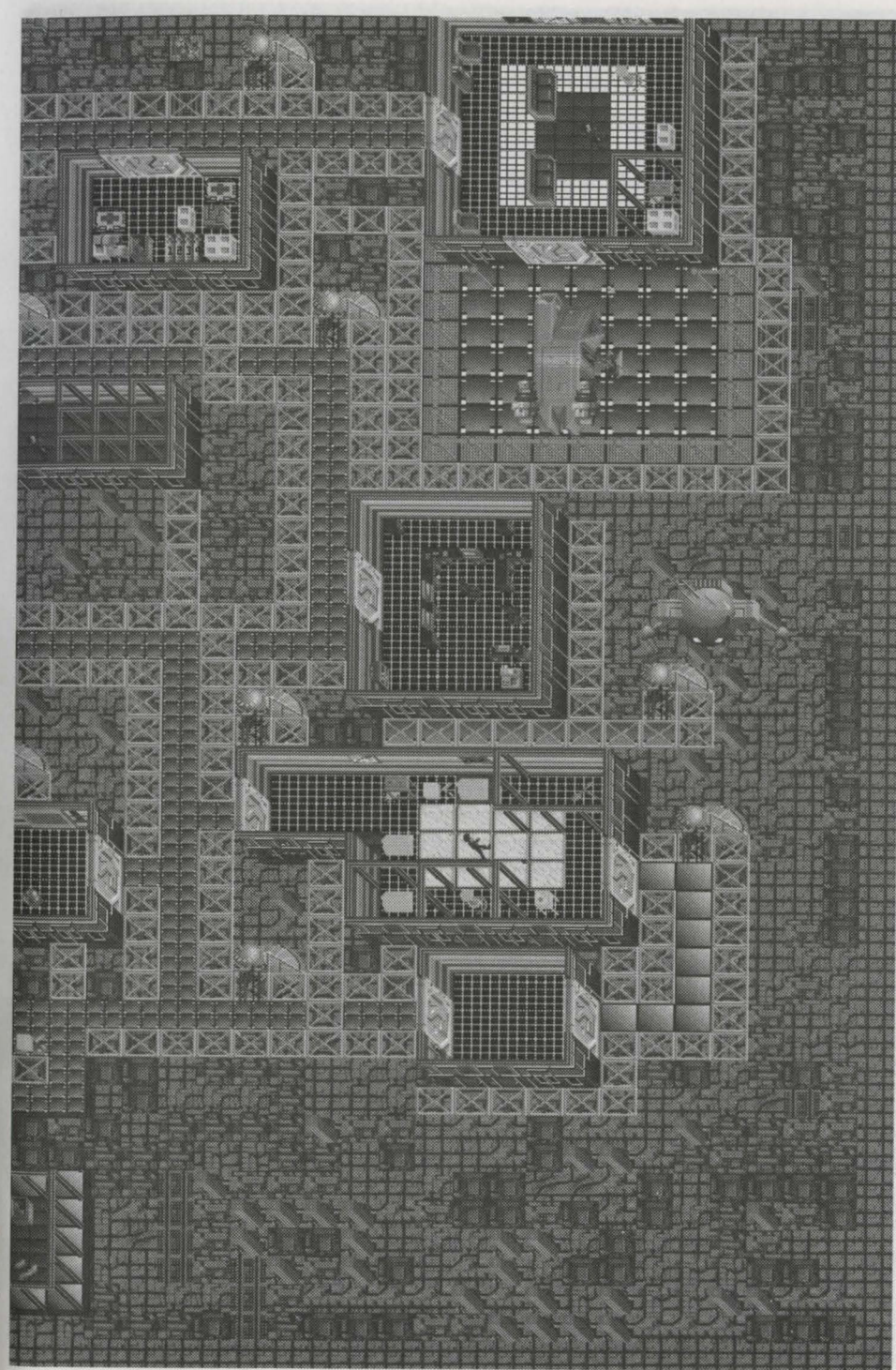
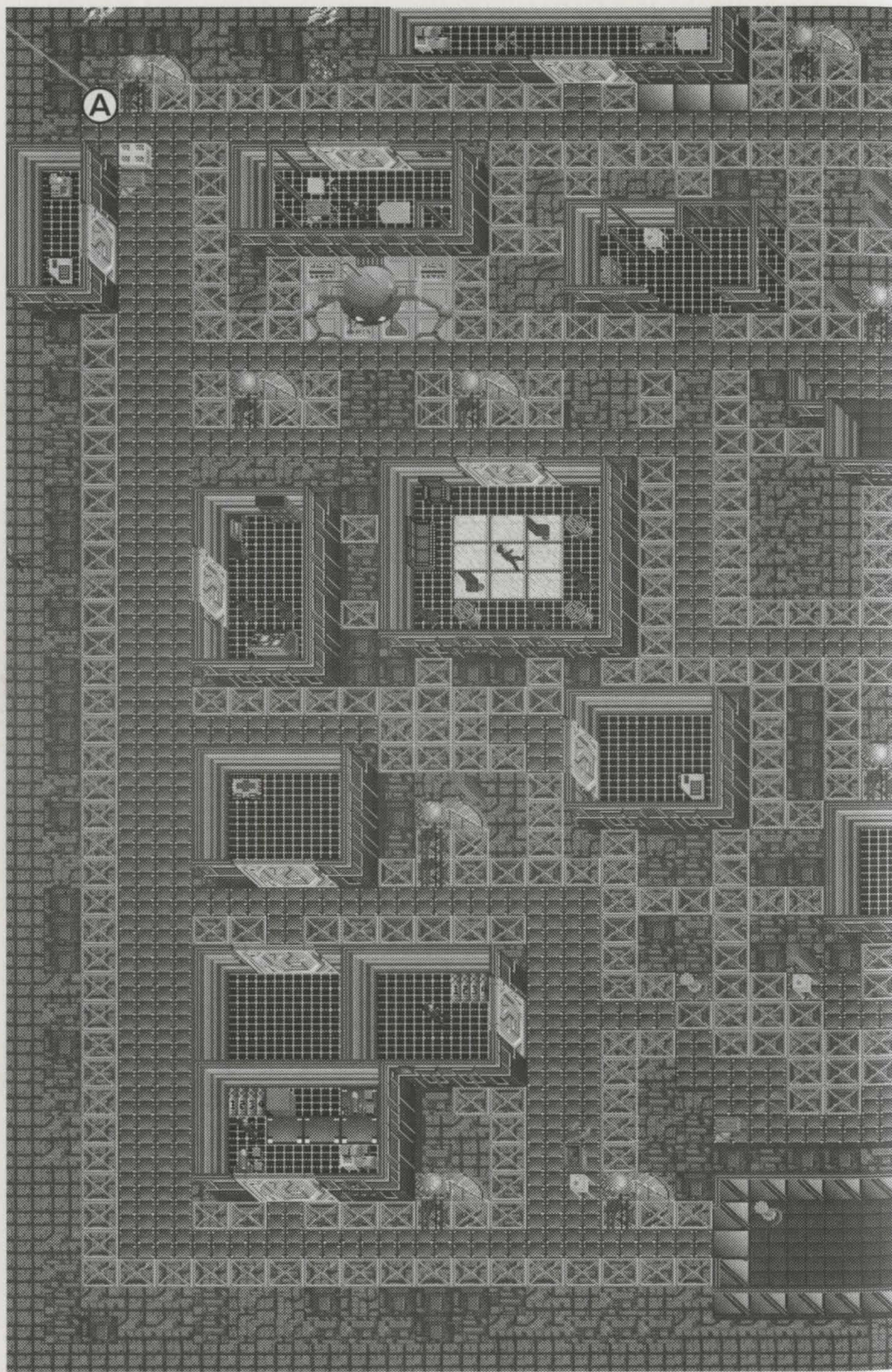
This is a very simple scenario. There are two levels, and the way up to the second level is located at ④. Speak to the man on the second level at ⑥ and you will get three grav buoys. Be sure to keep these buoys in your lead character's inventory at all times. When you have finished placing the grav buoys around the sector, come back to this scenario and visit the Giate at ③. He will give you the K-Beam, and you will be done with this sector.

## Hints and Suggestions:

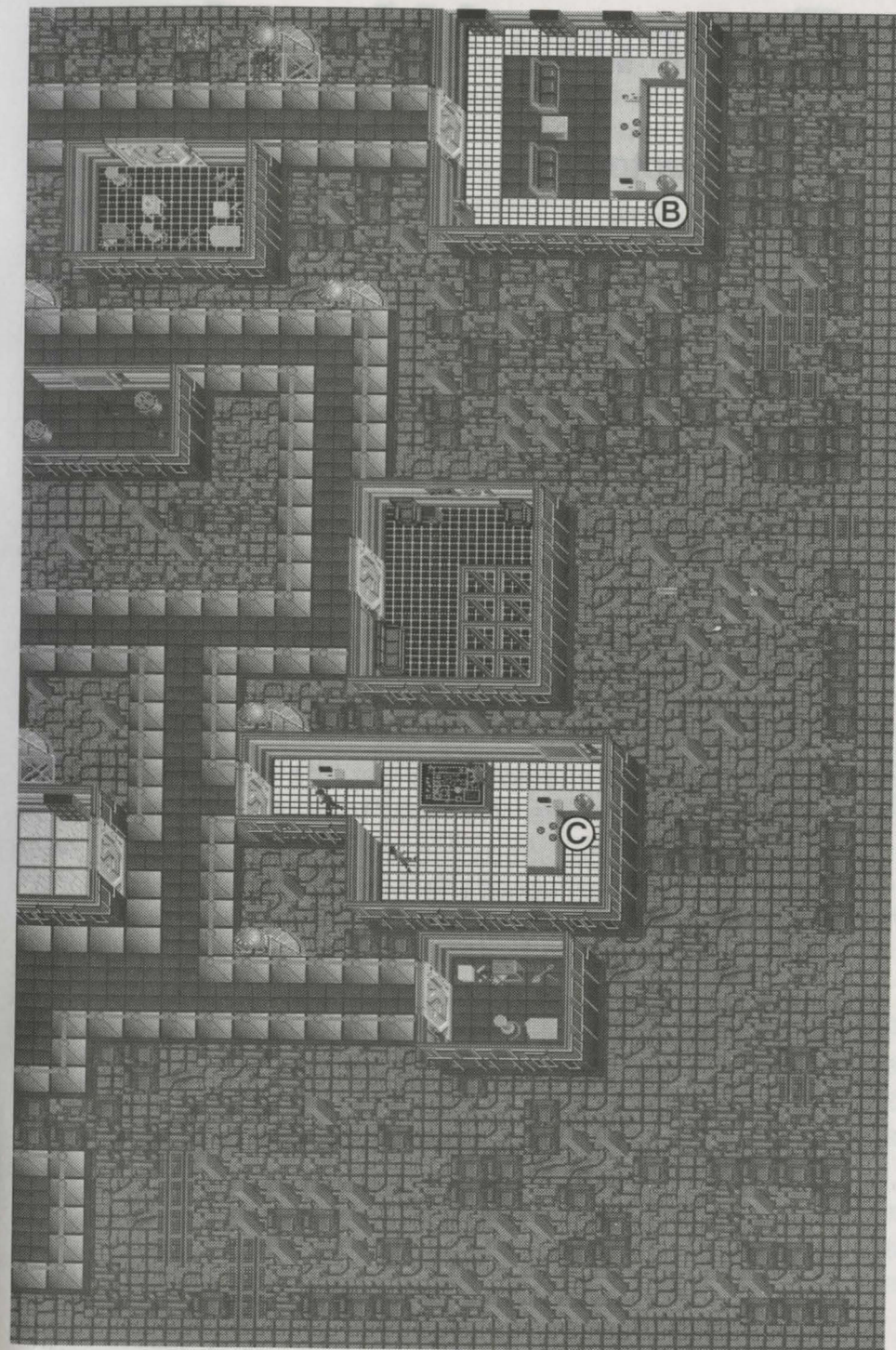
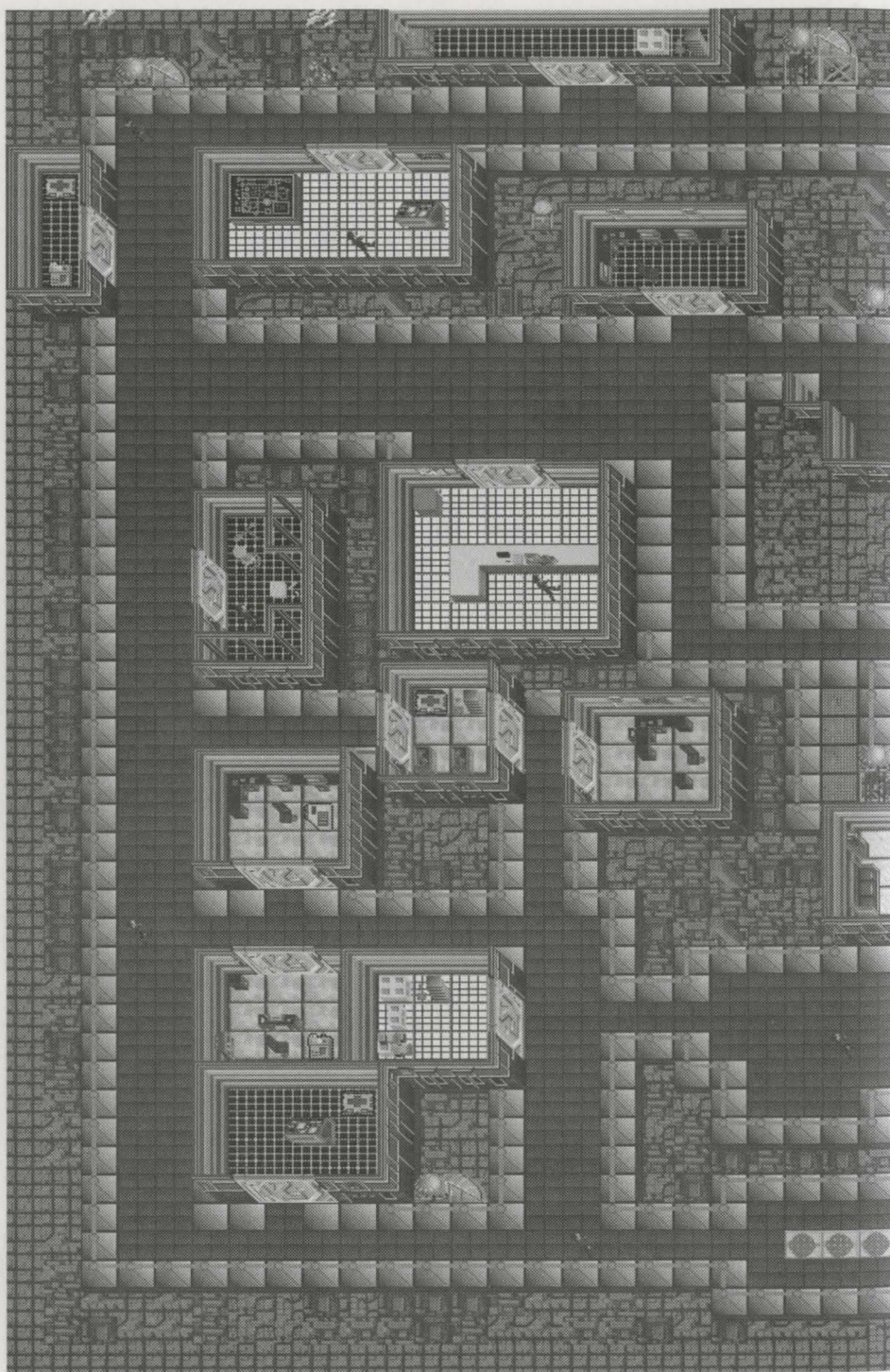
*Search the scenario carefully. You will find a few trauma kits lying around. If you are inclined toward violence, corner some poor citizen and mug him for his mono-mol disc gun and Modu armor. This is good equipment for the fights you will face in this sector.*













# Stormy Weather

<b>Sector:</b>	Zaurak
<b>System:</b>	Rasalthothal
<b>Planet:</b>	Rasalthothal V
<b>Danger Level:</b>	Medium to High

The white hole in this sector is disrupting the weather patterns on Rasalthothal V. A few Eldarin are here trying to fix the weather control station, but they are having trouble getting to the top of the pyramid to make their repairs. This world is a grav buoy placement site. It is also the home of the fabulous Sleith bird. Besides gaining a brownie point with the Giate on Rana, you will also find a pair of Cyber boots and another set of tech plans. If you don't have a grav buoy, you can get one in Error Factor Ø.

The first thing you should do is get the door to the main complex open. To do this, you need to fight your way to point ①. Search the blood spattered square there and answer "yes" to the question about the wires. Next, search the slider switch at ②. This will open the door to the complex.

The next thing you need to do is turn off some security systems. At least two characters must be alive to do this. You have to move the slider switch at ③. This will open the wall just a couple of squares above it, but it will also set off a bomb trap at the brown square near the switch. Use the 'C' command to move your characters individually so that only one person is moving the switch and the rest are safely out in the corridor.

Once you have opened the wall, you will see another slider switch just up the corridor. Search that switch and another

wall will open down below you. This time, however, an object will block one of your characters off from the rest. Have your other characters go to the newly opened area and move the switch you will find there. This will permit the blocked off character to go a couple more spaces up to another slider switch. You will have to do this see-saw stuff a couple more times before you are done, but it will be obvious how to do it once you have begun.

After you have passed the shifting wall problem, you will find a room with four crates in it (④), and a pressure plate at ⑤. If a character steps onto the plate at ⑤, the crates will explode and kill everyone in the room except for the character who set off the trap. Once again, you should use the 'C' command to keep the rest of your characters out of the room while one character steps on the trap.

Just past the crate room is a chute at ⑥. Have any character step onto it and everyone will be teleported to ⑦. Follow the landscape to the ladder at ⑧, making sure to pick up the Cyber boots on the way there. Search the ⑧ ladder to get back to the main level of the pyramid, and walk back to the chute. This time, use the Cyber boots to get over the chute. The Cyber boots jump one square, so when you use them, they will jump you in the direction you indicate. Once over the chute, you will have to turn off the security console at ⑨.

Now jump back over the obstacles and make your way to the rope at ⑩. This rope will take you to the second level. Make sure your lead character has the Cyber boots, and the best weapon and armor. Have just this character go to set off the switch at ⑪. This will make all the traps on the level explode, and is why you want to keep all of your other characters around the rope leading up to this level. Remember that the squares with red dots on the floor are traps, so use the Cyber boots to jump over them.



Once you have set off all the traps, you will need to get past a door at ①. All you have to do is drop an item at ②. It doesn't matter what your drop. When you drop the item, you will be able to walk through the door. There you will find a way up to the next level.

This next level has three traps right next to the entrance. Have your toughest, best armored character step on a square while the rest all cower around the corner. Hopefully, this character will survive. The rest of the characters will now be able to step on this square safely. Lead them past carefully.

You have arrived at the claw puzzle. Save the game before you step on the puzzle, because you must follow these directions carefully. If you make a mistake, you can go on your own to solve it, or you may reload. Step on the yellow square and follow these directions exactly:

- |    |       |    |       |
|----|-------|----|-------|
| 1  | Down  | 18 | Down  |
| 2  | Right | 19 | Down  |
| 3  | Right | 20 | Right |
| 4  | Up    | 21 | Right |
| 5  | Up    | 22 | Up    |
| 6  | Up    | 23 | Up    |
| 7  | Left  | 24 | Up    |
| 8  | Left  | 25 | Left  |
| 9  | Down  | 26 | Left  |
| 10 | Down  | 27 | Down  |
| 11 | Down  | 28 | Down  |
| 12 | Right | 29 | Down  |
| 13 | Up    | 30 | Right |
| 14 | Up    | 31 | Right |
| 15 | Up    | 32 | Up    |
| 16 | Left  | 33 | Up    |
| 17 | Down  | 34 | Left  |

- |    |       |    |       |
|----|-------|----|-------|
| 35 | Up    | 52 | Left  |
| 36 | Right | 53 | Down  |
| 37 | Down  | 54 | Right |
| 38 | Down  | 55 | Right |
| 39 | Left  | 56 | Up    |
| 40 | Left  | 57 | Left  |
| 41 | Up    | 58 | Down  |
| 42 | Right | 59 | Left  |
| 43 | Up    | 60 | Up    |
| 44 | Right | 61 | Right |
| 45 | Down  | 62 | Right |
| 46 | Down  | 63 | Down  |
| 47 | Left  | 64 | Left  |
| 48 | Up    | 65 | Up    |
| 49 | Right | 66 | Up    |
| 50 | Down  | 67 | Up    |
| 51 | Left  |    |       |

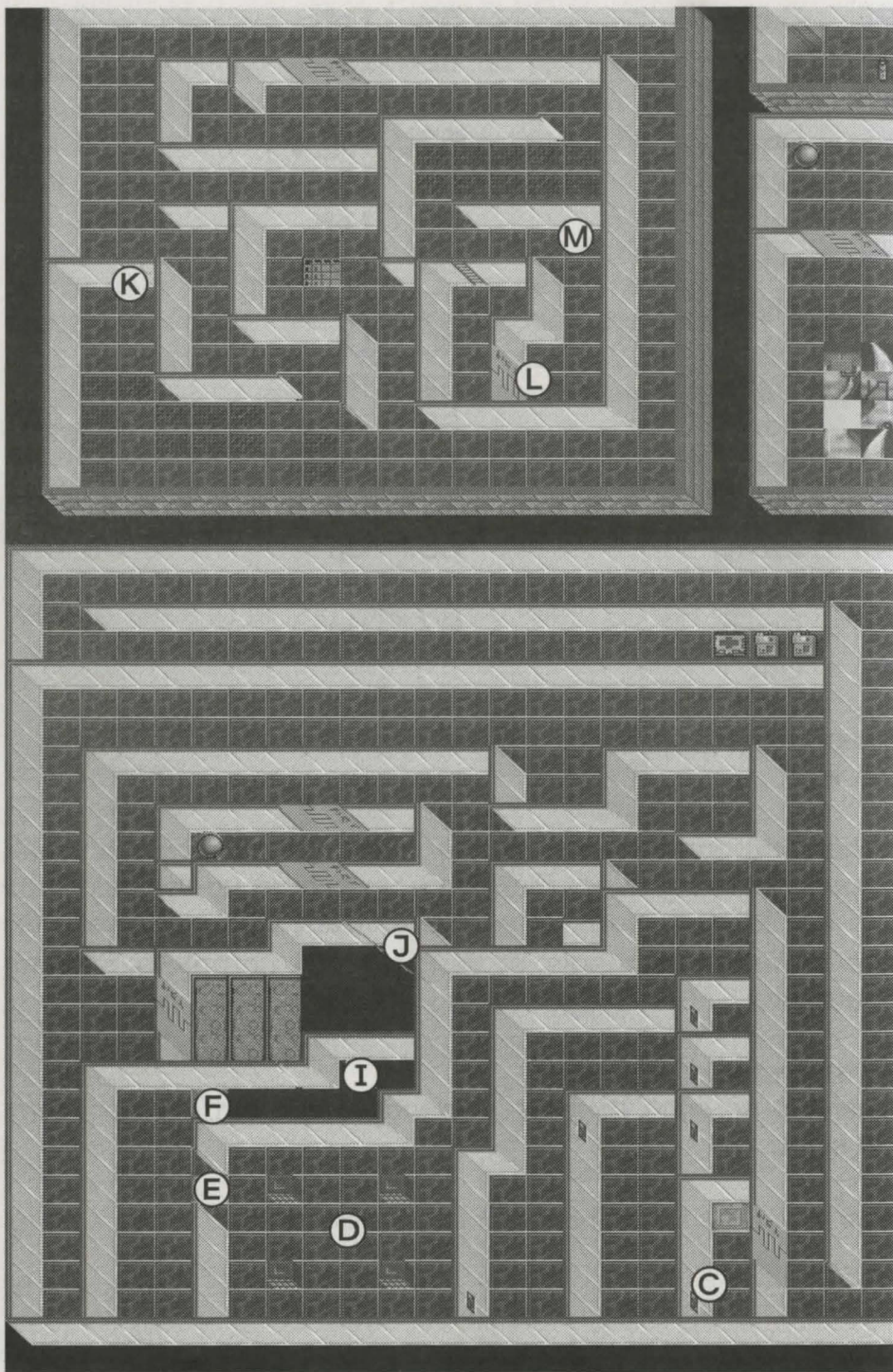
There may be a shorter solve for the puzzle, but this one works.

When you complete the puzzle, a set of technical plans will appear on the ground. Pick them up and go up the ladder to the last level. If you have your Grav Buoy with you, use it on the computer console at ③. This will complete Stormy Weather.

*Hints and Suggestions:*  
*There is no such thing as a friendly Sleith bird. Shoot them on sight.*

*Get a Sleith egg for later use on Life Gallery.*







# Matter of Conscience

**Sector:** Zaurak  
**System:** Zaurak  
**Planet:** Zaurak II  
**Danger Level:** Medium

Zaurak II has one of the biggest libraries in this spiral arm. Unfortunately, the citizens of Zaurak are xenophobic in the extreme and do not permit aliens to land. Many of the citizens will shoot aliens on sight. To make matters worse, the three largest districts hate each other, too. This planet is a grav buoy placement site. The site lies somewhere behind the walls of one of the districts.

The only thing you will need here is a Grav Buoy. If you don't have one, you can get one in Error Factor Ø. There are no items here that you will need that you can't get elsewhere. The Buoy must be placed, however, to get the K-Beam from the Gate on Rana.

The first thing you should do is talk to the alien at ④. He will tell you about the quarrel between the districts and ask for your help. To give it to him, you need to turn the water on for the third district.

There is a locked door at ⑥ that can be opened by pulling the lever at ③. Do so, then pick up the pair of sonic pincers at ⑤. Use the pincers on the wall at ⑤. The water is now on.

Next, you have to get through the telemaze. Use your sonic pincers on the hatchway at ⑥. This will put you in the telemaze. The telemaze is a series of rooms with teleporters instead of doors. This is the way to get through it from the

starting point:

1 Right  
2 Up  
3 Left  
4 Down  
10 Left

5 Up  
6 Right  
7 Left  
8 Left  
9 Down

It is possible for some of your characters to set off a teleporter by wandering into it without your intending them to. If this happens, you will have to start from the beginning of the telemaze. The beginning of the maze is the room in the top left of the screen when you view the big map with shift-m. Just wander around, checking each room, until you find it.

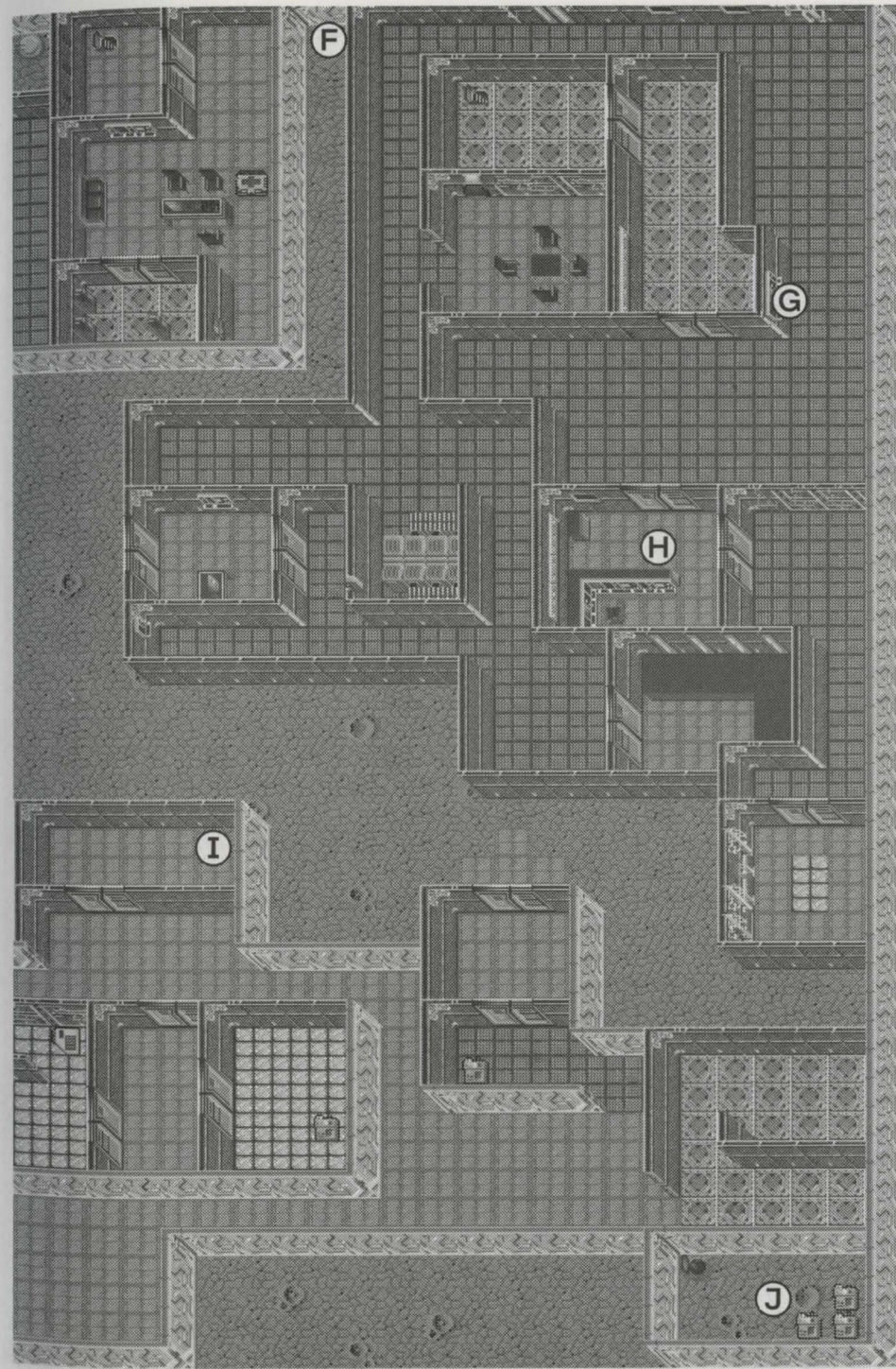
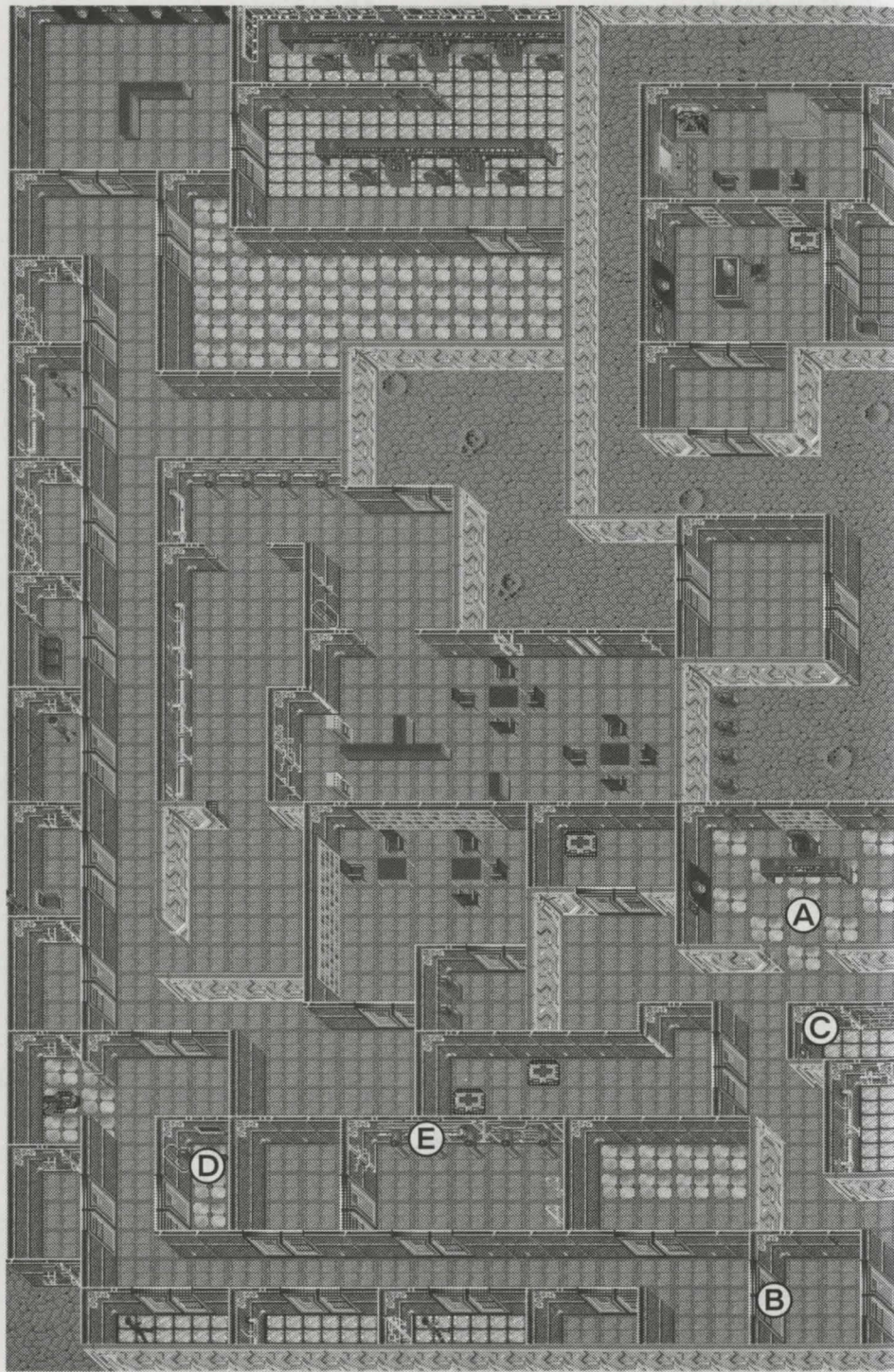
When you complete the telemaze, turn it off by searching the computer at ⑥. It will be right around the corner. Just a bit below you, you will find Sharok at ④. Talk to him twice. The first time you speak with him, he will tell you about the water problems of the third district. If you have fixed the water, you will need to speak with him again to let him know that you have done so. After he thanks you for your work, you should go back to the alien at ④ and tell him the good news. He will give you access to the "treasure room". The treasure room can be found by going through the hatchway at ①. There are only three trauma kits there, but it is also the location you should place your grav buoy. Use it on the spot marked ③ on your map.

## *Hints and Suggestions:*

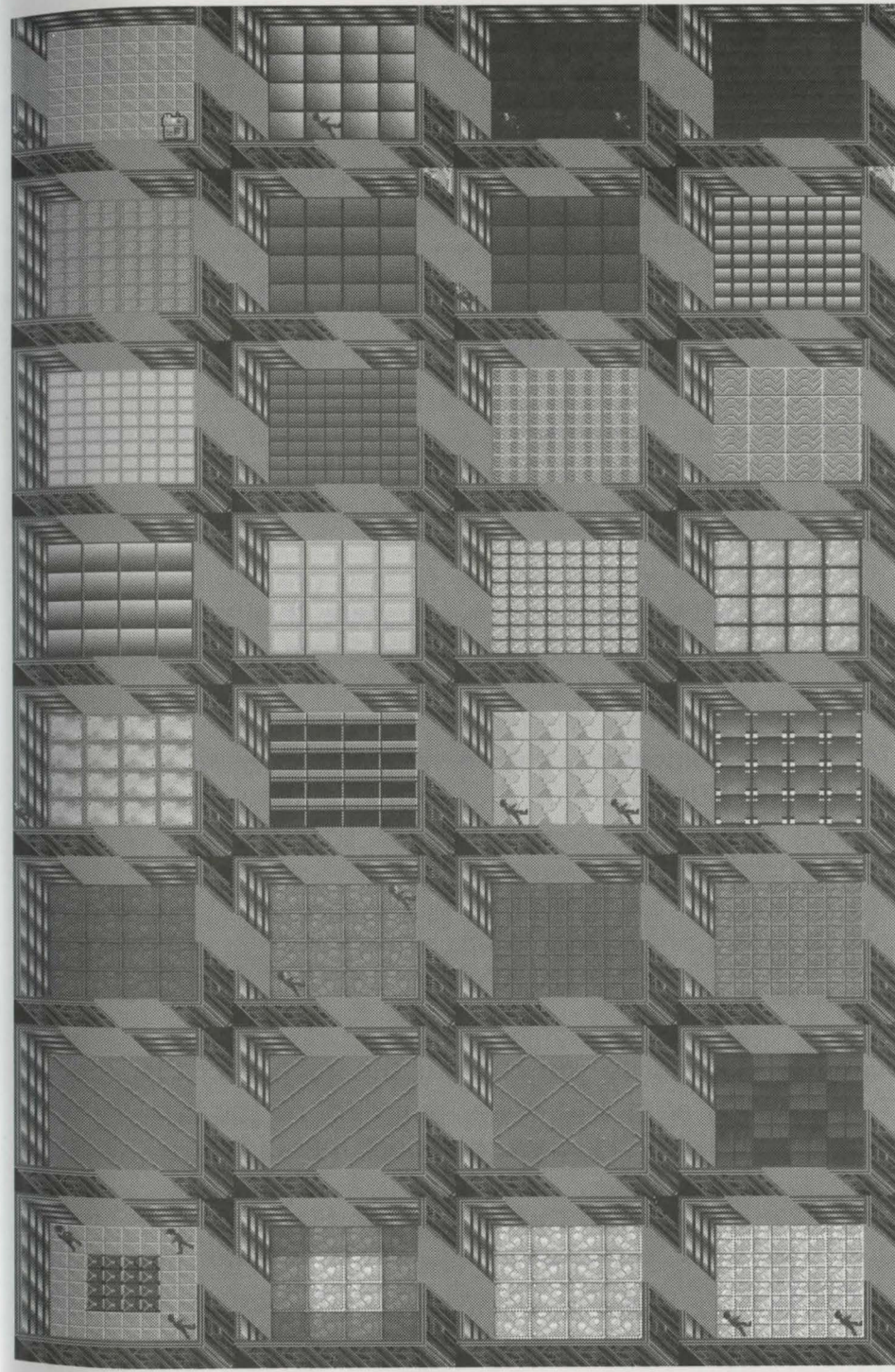
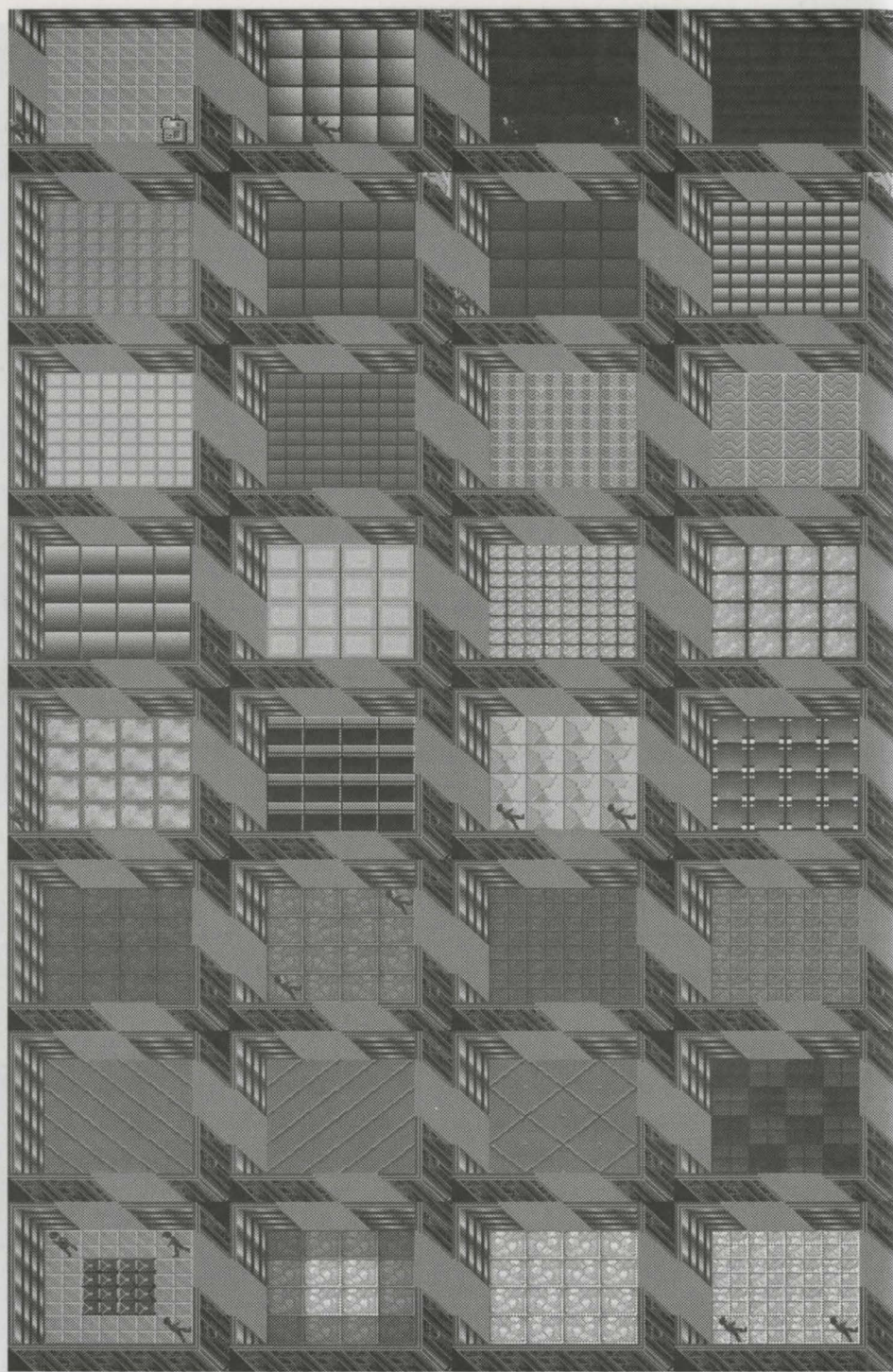
*Most of the aliens are armed with mono-mol disc guns. These guns can penetrate most armor, so your causality rate will be high. Be careful!*

*It is possible that the alien at ④ will not open the door. If this happens shoot him, and the door will open.*











# Edge of Twilight

Sector:	Zaurak
System:	Diphda
Planet:	Diphda IV
Danger Level:	Low to Medium

Diphda IV is an Evian trading post. The world is very cold and few venture outside for any reason. This world is the home of the barbaric Scorch game, and is also a Grav Buoy placement site.

You will need a grav buoy to complete this scenario. If you don't have one, you can get one in Error Factor Ø. You will get a set of ship plans for completing this scenario.

To get the ship plans, you need to win a game of Scorch. Being the puny human that you are, you don't stand a chance unless you cheat. First, talk to the Evians at Ⓐ and Ⓑ. The Evian at Ⓐ is the reigning Scorch champion, and will issue a challenge to beat the Scorch. The alien at Ⓑ needs to be talked to before he will get out of the way of the Scorch machine at Ⓒ.

Next, go outside so you can cut the voltage of the Scorch. The switch is at Ⓓ and is well guarded. All you have to do is search the switch. How you go about that is your problem...

Once you have moved the switch, the Scorch is safe to play. Just walk up to it and search it. When you win, go and talk to the Evian at Ⓐ again. He will reluctantly give you his suit of

Evian armor. If you give him back the armor, he will be profoundly grateful, and will give you a set of ship plans he has been working on.

The cheat switch also lowered the force fields in the scenario. You will now be able to get to point Ⓔ, but you will have to fight to get there. Once you make it, use your Grav Buoy on Ⓔ and you will have placed your buoy.

## *Hints and Suggestions:*

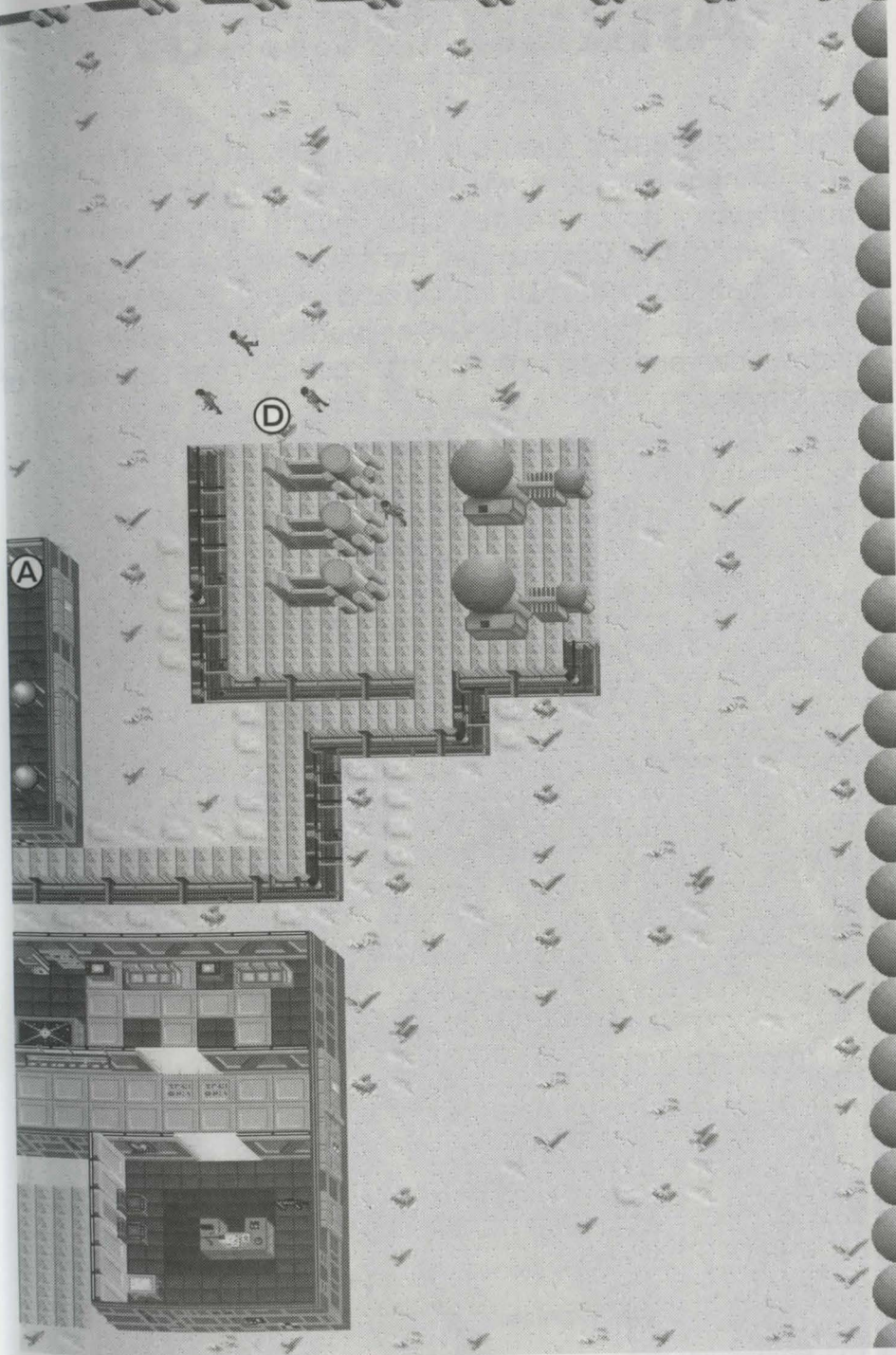
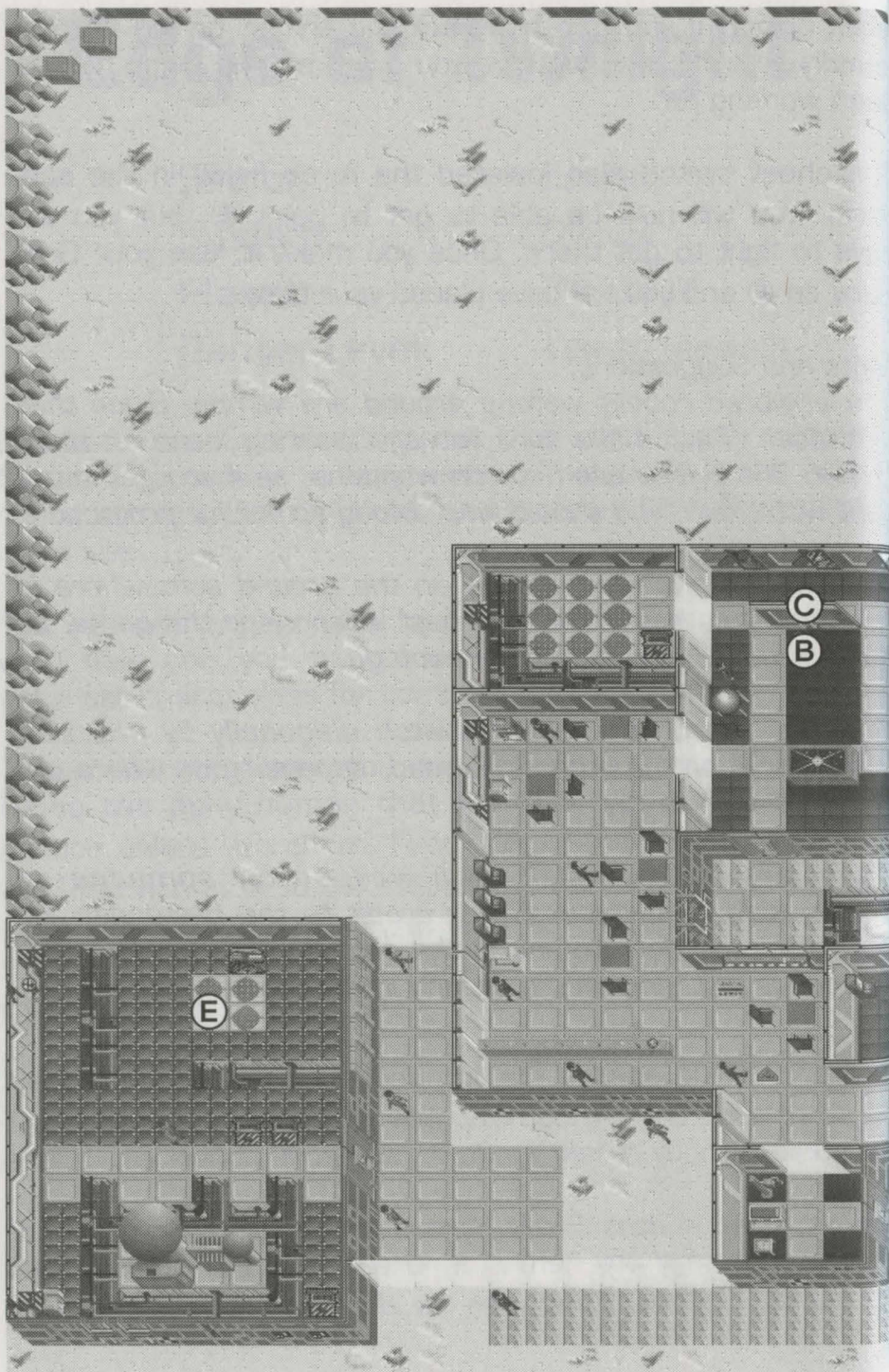
*The armored robots walking around are wimps. Since they use laser rifles, make sure you are wearing laser resistant armor. The Evians use neutron weapons, so if you get into a fight with them, you should wear Modu armor for protection.*

*A super laser is lying around on the ground somewhere in this scenario. It is one of the best weapons in the game, so don't forget to pick it up before you go.*

*You can search the cheat switch diagonally by pressing 7,9,1, or 3 on the numeric keypad, depending on where you are in relation to it.*

*If you are here to pick up a weapon for someone on Shadowside, show your Cyber credit to the bartender. He will unlock the door to one of the offices in the building. The weapon is just lying on the ground in the office.*







# Ankaq Sector

Ankaq sector is the sixth sector you should see. The ships you will encounter here will be size six and seven. First do the Apocalypse Factor to get the optical key, then go to the Instrument of the Gods to get the Utrician key and comet. You will have to return to Instrument of the Gods to pick up the Harmonic Resonator after you visit Double Blind Shadowside, and Pearl of Price to get the four spheres of the Ethnys.





# Apocalypse Factor

Sector:	Ankaq
System:	Fomalhaut
Planet:	Fomalhaut VI
Danger Level:	High

The queen of the Ethnys is dying. With no queen to lead them, and none foreseen in the near future, workers are rebelling in the nest. Many of them will be hostile, and they are well armed.

You will not need anything but good armor and weapons for this scenario. The only thing you will get is an optical key which you will need to get into the Ethnys temple on Ankaq I.

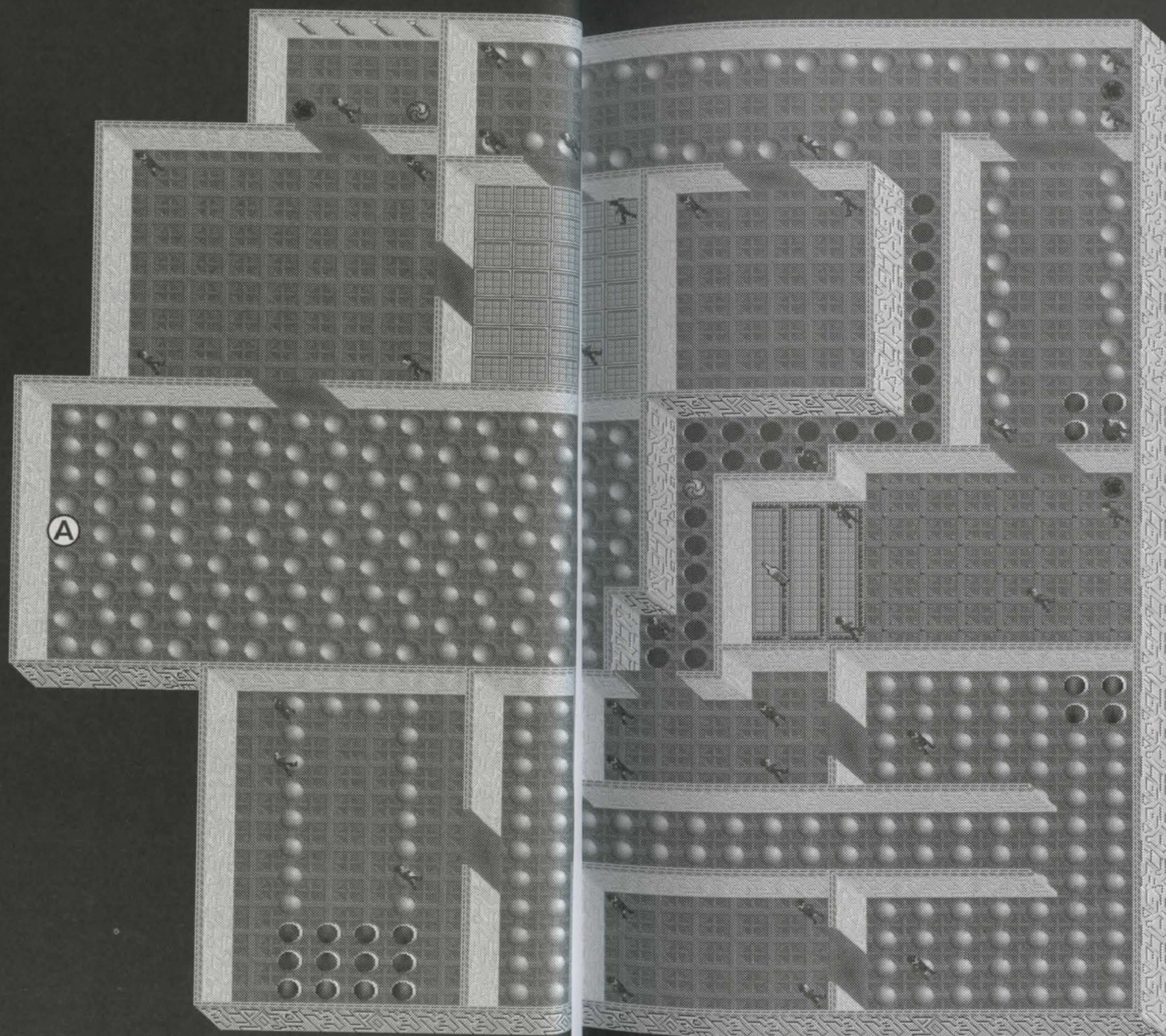
The Ethnys Queen is located at ①. Just fight your way to her and talk. She will hand over the key.

## *Hints and Suggestions:*

*The hostile workers are armed with turbo lasers. These lasers will cut through most armors, so take a lot of medical equipment and fixit kits for your armor. Assault suits will entirely resist their lasers, so if you have them, wear them!*

*There is nothing else of interest here, so don't explore if you want to keep your skin intact. There is plenty of hot photobombs and death in the more out of the way areas of this scenario.*







# Instrument of the Gods

**Sector:** Ankaq  
**System:** Ankaq  
**Planet:** Ankaq Prime  
**Danger Level:** High

The four spheres of the Ethnys have been lost. Strange integral to the reproductive cycle of the Ethnys, the spheres loss spells the end of the race. The nest is in revolt, and many of the workers will attack anything that moves.

The Harmonic Resonator can be found here, but only if you cooperate with the local nest queen. You will need to bring the four spheres: The Sphere of Harmon, Awa, Rhyth, and Them. The Spheres are spread about the sector, so you will have to visit the rest of the sector before finishing this world. You will need an optical key to get in, and that is available in Apocalypse Factor. There is a ComNet lying on the ground inside the complex that you will need for Shadowside and the Utrecian key near the front door.

Make sure that you have the optical key before you come here—you will have to use the key on the front door to get open. Inside, you will find a ComNet lying on the floor. Without the spheres, there is nothing more you can do here and Shadowside should be your next destination.

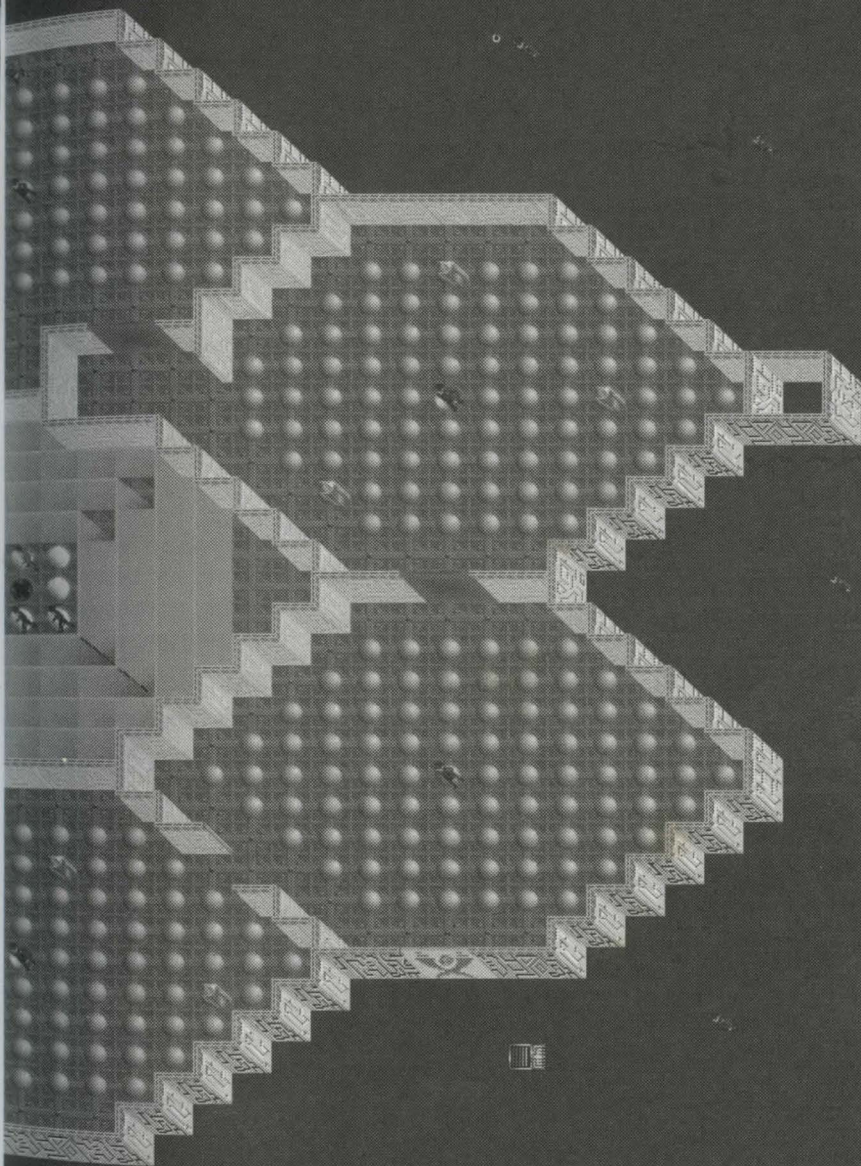
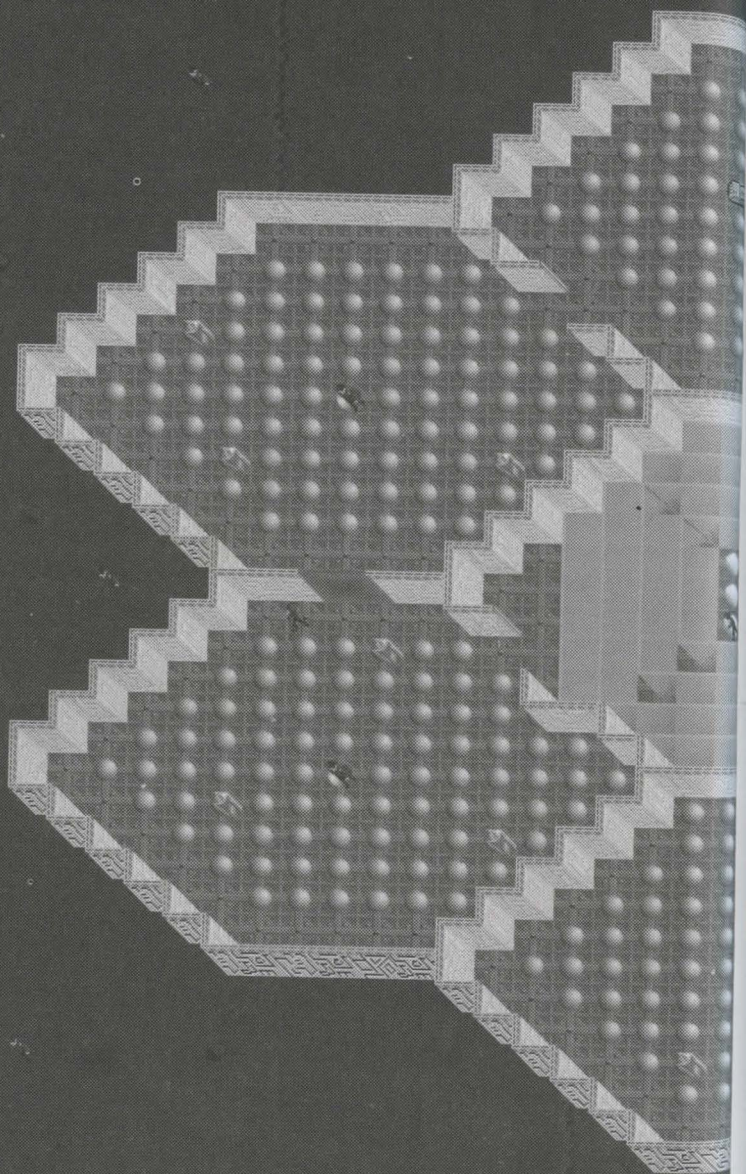
If you have all four spheres, you will be able to finish the scenario and get the Resonator. All you have to do is use a sphere on each of the four depressions you will find on the floor. There is a force field around the queen that will progressively reduce to nothing as each sphere is placed. Once the fourth sphere is in position, you will be able to talk to the queen. She will give you the Harmonic Resonator.

One more thing: Don't kill any of the "children" that will appear as you place the spheres. If you do, the queen won't give you the Resonator until you present her with a jar of Uru. Uru can be found in Apocalypse Factor and Pearl of Price.

## *Hints and Suggestions:*

*Once again, you will face turbo lasers. If you have assault suits you will be safe from the laser fire. If not, well, good luck. The front door is on the opposite side of your beam down point. Since there are guards all the way around the temple, you will have to pick a side to walk around. When you return, pick the same side. You will avoid some fights this way. There is no reason to return to Instrument of the Gods until you have all four spheres.*







# Shadowside

Sector:	Ankaq
System:	Deneb
Planet:	Deneb II
Danger Level:	High

Shadowside is an urban battleground world. All the really bad stuff has happened here: Toxic pollution, urban decay, civil war, tyranny, etc. There are two major factions fighting for control at this time, and well-established borders in the cities are guarded constantly. Movement of all persons is severely restricted.

You will need a ComNet to complete this scenario. The Sphere of Harmon is here, and you will need that to complete Instrument of the Gods. You will also need the four wetsuits that are scattered about the scenario for Pearl of Price.

The first thing you should do is get the mindtap at Ⓐ. This is one of the two items you will need to give to Codebreaker. Codebreaker's door is at Ⓑ. She won't let you in until you use the mindtap and the ComNet on her door. (Every other thing she says is garbage or nothing, so look at the clue she gives you—there are four words in it, the letters of the words coming up every fourth letter.) Codebreaker is just inside the door, so speak to her and she will give you a datatape.

There are a couple of people asking for the datatape, so you

will have to take sides. If you give it to Bit [©] you will be able to avoid a little more violence. Bit will give you an eyeball for your services. A strange present, but better than a poke in the eye with a sharp stick. Take the eyeball to Socketball at Ⓒ. He will be so grateful that he will open the warehouse door at Ⓔ. The Sphere of Harmon is inside the warehouse.

## *Hints and Suggestions:*

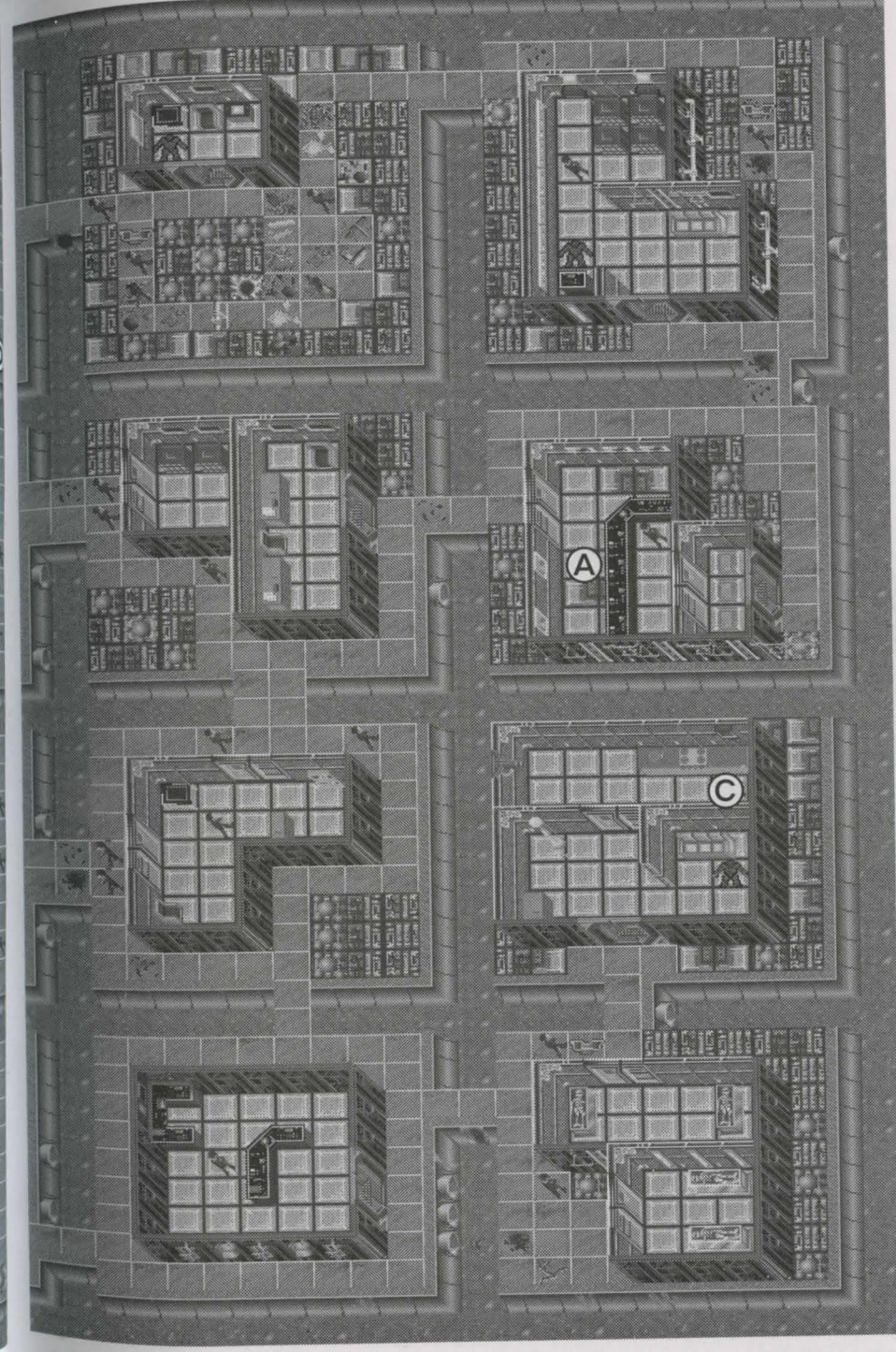
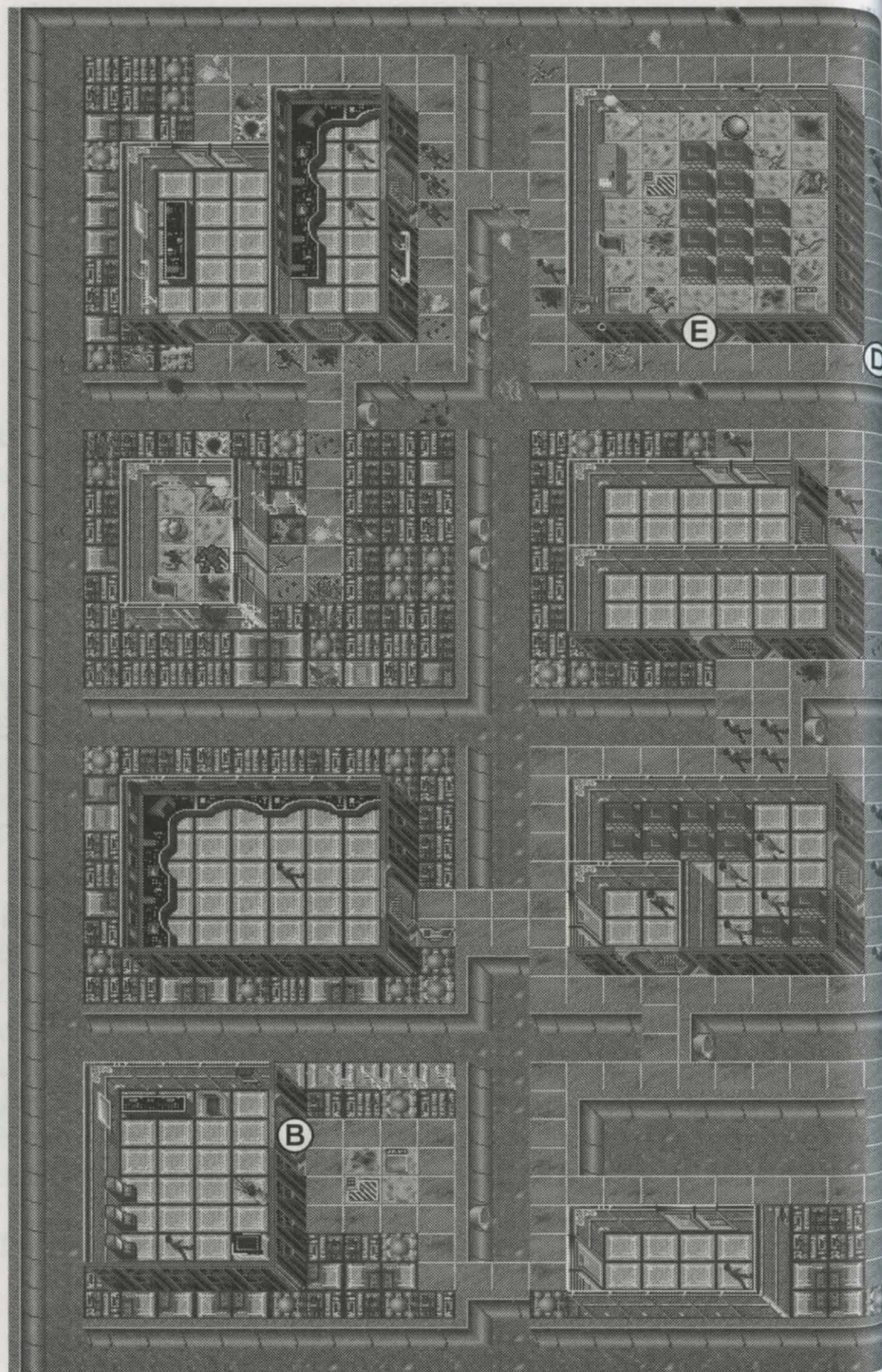
*It is very difficult to move around here peacefully. Cyber boots will help a lot, if you have them. If you don't, you will HAVE to shoot some guards. The guards are well armed, and they are wearing assault suits, so be careful. If you shoot at a guard in the presence of others, the guards that saw you will start shooting. One thing to try is to shoot near a guard. If the guard saw the shot and didn't see the shooter, he will go to "investigate" you. This will get him out of your way. Since the guards are using assault suits, you should try to get one. Get a guard in a lonely place where you can murder him unseen. Once you all have assault suits, their lasers won't hurt you.*

*If you want, you can give someone else the datatape. This will send you on a quest to get a mass cannon from Edge of Twilight, a very powerful weapon. If you do this, however, you will either have to kill Bit to get the eyeball, or kill Wiretap and Socketball to get in to the warehouse to get the sphere.*

*Don't trust Wiretap.*

*Don't forget to get at least one wetsuit. There are four on the scenario, but you don't have to get them all if you go back to Moonbase and manufacture three more. These suits are needed to complete Pearl of Price. There is one wetsuit in Bit's building.*







# Pearl of Price

Sector:	Ankaq
System:	Nashira
Planet:	Nashira III
Danger Level:	Low to Medium

The civilization of this world is entirely underwater. The native population worships the Sphere of Them, which is one of the spheres you will need for Instrument of the Gods. There is nothing of interest on the surface of the planet.

You will need wetsuits for this world, one for each living character. Make sure that each character has a wetsuit in inventory. If you don't have a wetsuit, you can get one in Shadowside. The wetsuits are tech level one, so they can be easily duplicated at Moonbase. You will also need a fake sphere. The fake sphere can be found in Double Blind. The Sphere of Them can be found here.

When you beam down, you should first distribute the wetsuits to all your characters. Then go to point ① and answer yes to the question there. This will put you into the underwater city. Once in the city, go and search the trident at ②. This will transport you into the arena, where you will have to kill a few overgrown fish. They die real easy, so don't worry too much about them. Follow the corridor leading out of the room and you will be transported back to the main city. Don't forget to take the trident before you step on the last square.

Next, go and use your trident on the door at ③. This will open the door. Walk over to the sphere stand at ④ and search it. The sphere of Them is yours. In order to get out, you will have to use your fake sphere on the stand. Go to one

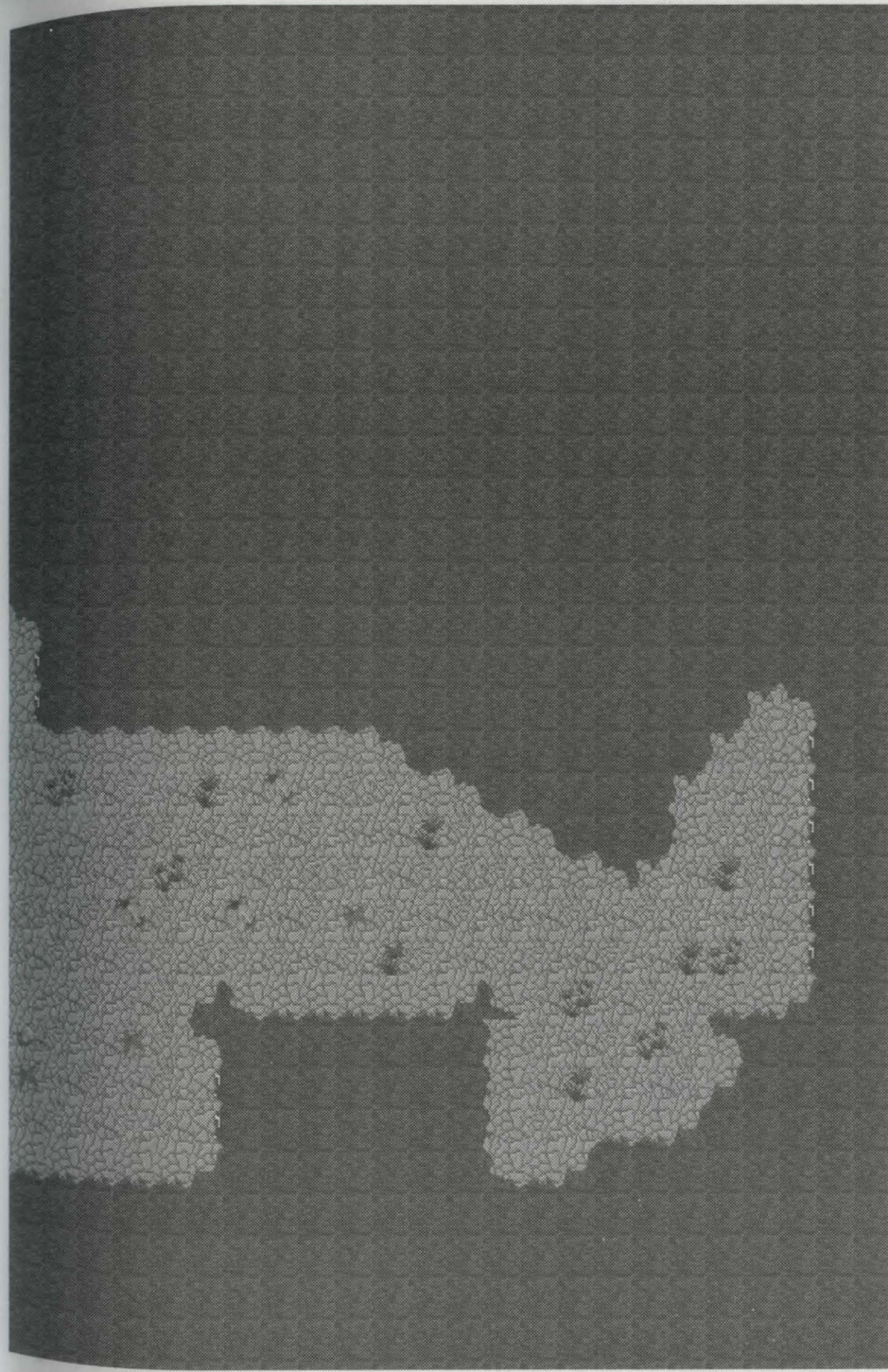
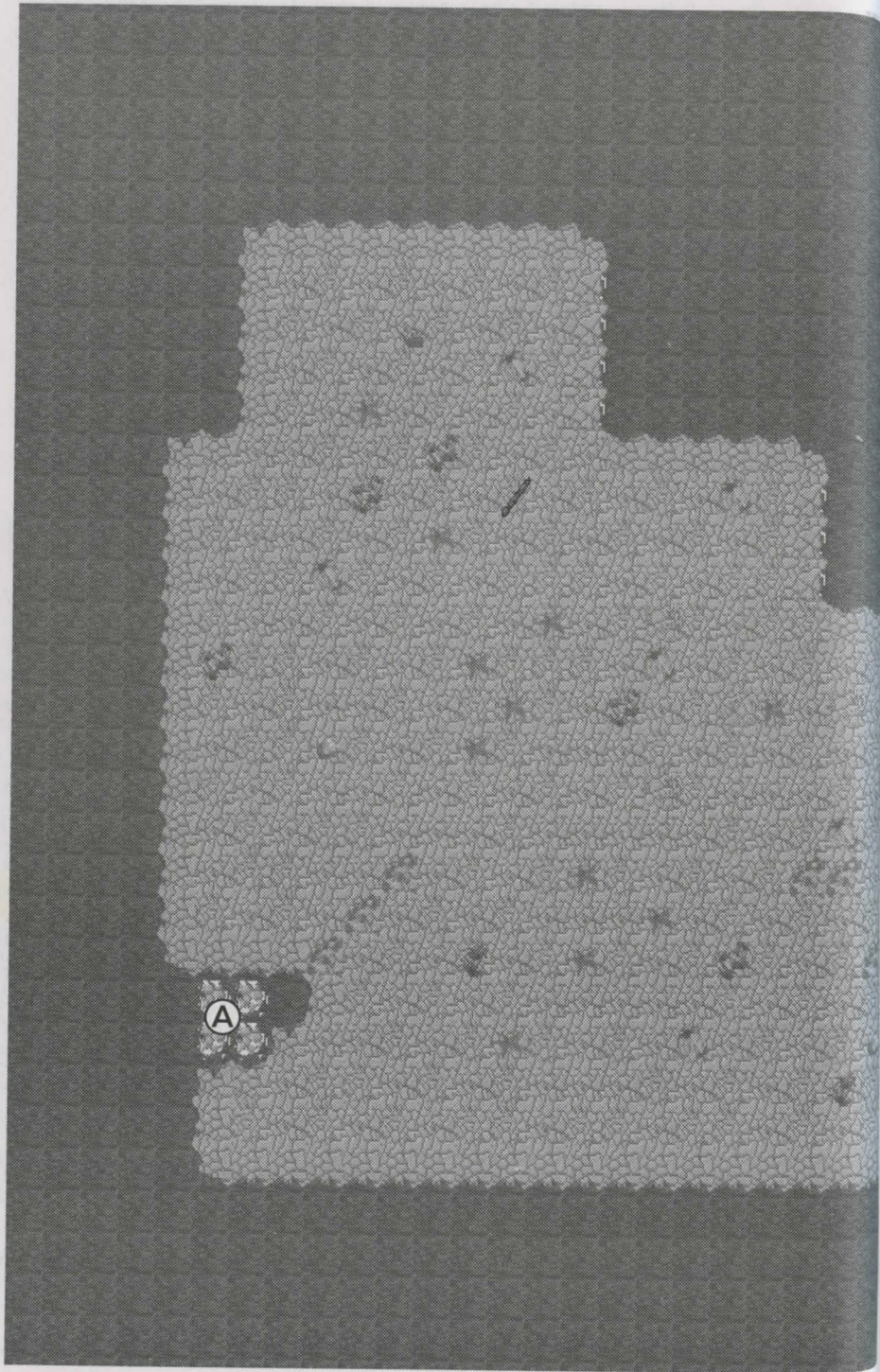
of the slime pits you will see in the upper corners to get back to the surface.

*Hints and Suggestions:*  
Take a jar of Uru with you, just in case you blow away a "child" in Instrument of the Gods by accident, or in case you want to go on a bug shooting spree.

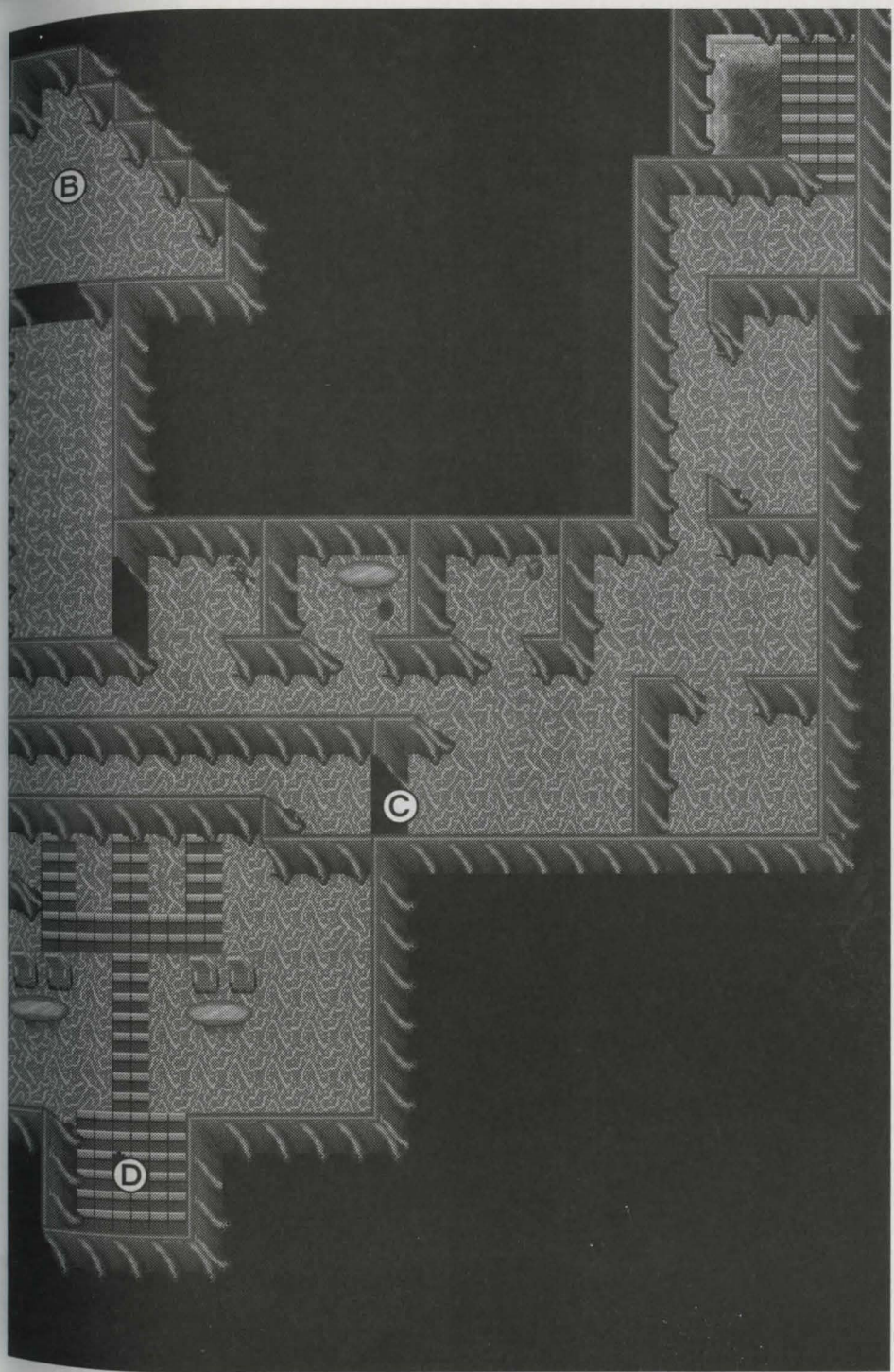
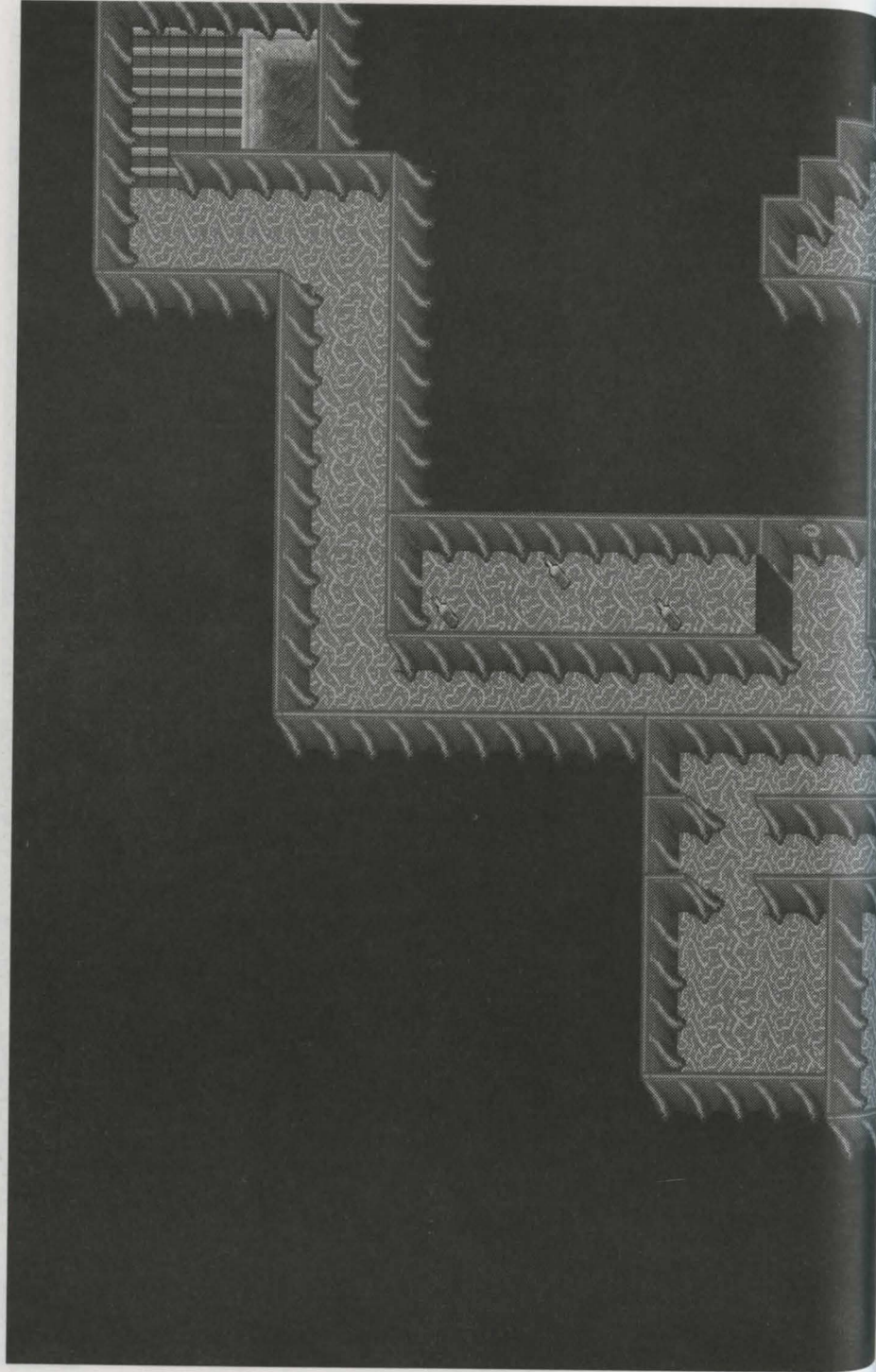


A Tschi Tai guardsman tries out his new arm.

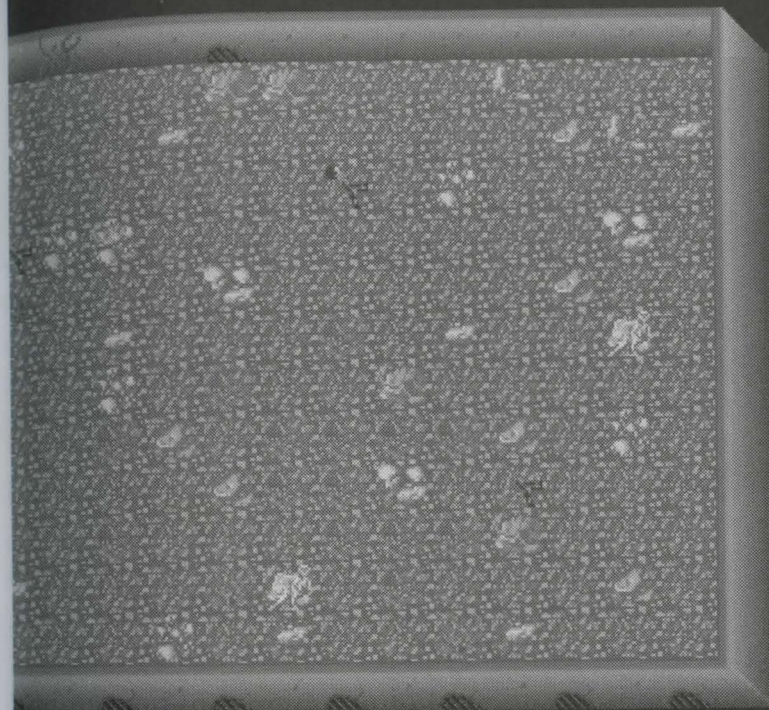
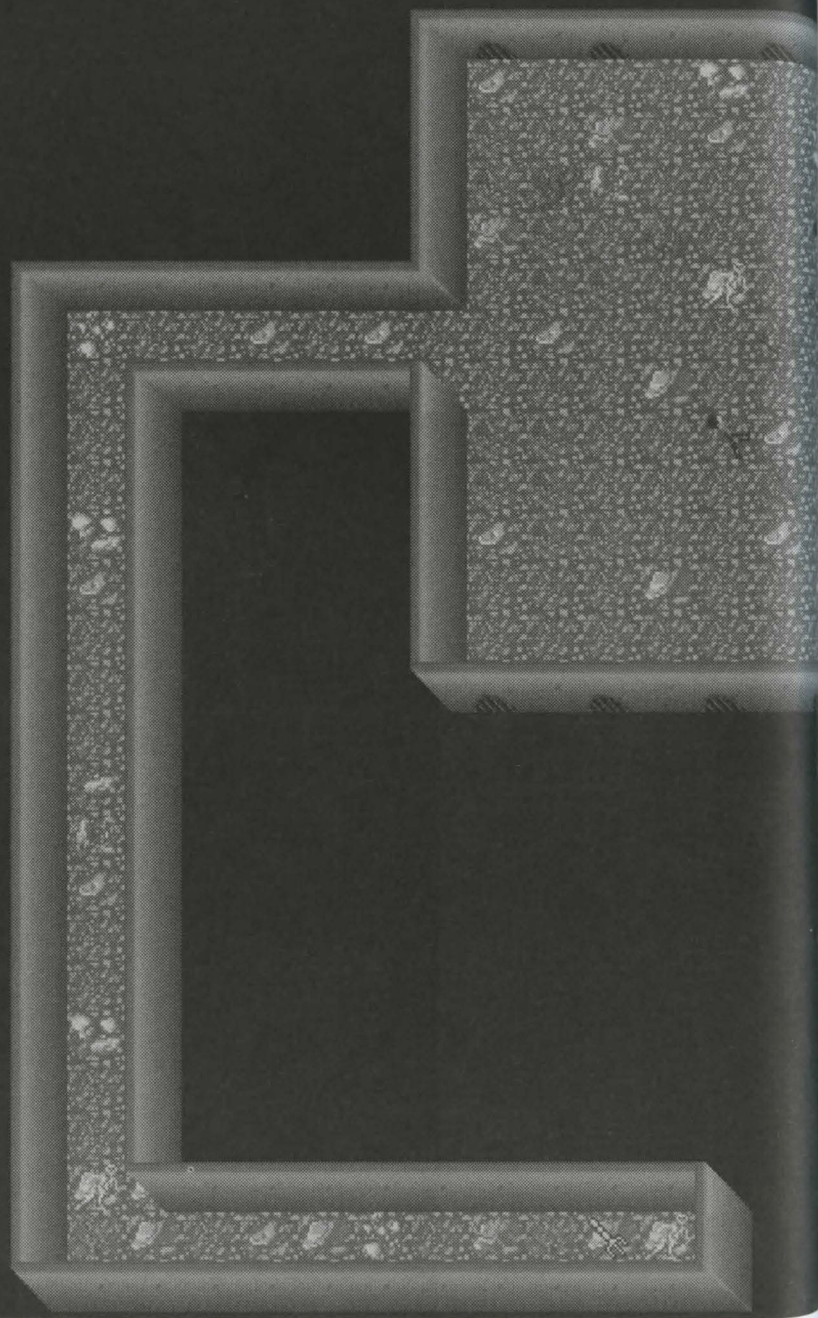














# Double Blind

<b>Sector:</b>	Ankaq
<b>System:</b>	Alrai
<b>Planet:</b>	Alrai II
<b>Danger Level:</b>	Medium

Alrai II is the homeworld of the Utrece, a non-territorial race. The Utrece can exhibit somewhat bizarre behavior and attitudes, even by Galactic standards. Their non-territoriality has led them to allow other races to settle on their homeworld, but it also leads individual Utreceans to have a less than clear concept of personal property. Control spheres, a highly valued commodity on Alrai II, are frequently stolen by the Utreceans.

Double blind requires a bag of diamonds and the Utrecean Key to complete. If you don't have a bag, you can get one in Loki's Sun. You'll find the Utrecean key at the front door to Instrument of the Gods. The Spheres of Awa and Rhyth can be found here, as well as the fake sphere. You will need these spheres to complete Instrument of the Gods and get the Harmonic Resonator.

Throughout the scenario, you will find decorative pedestals with red spheres atop them. If you search these spheres, a sphere will fall to the ground next to them. Three of these pedestals will have gold spheres—objects you need to open Cu's safe. You can find another gold sphere at point ④ on your map.

The sphere of Rhyth can be found lying on a pedestal at ⑥. Be sure to take this with you since you will need it for Instrument of the Gods.

The fake sphere is in the hands of Fandelbroth, an Utrecean. Fandelbroth is at point ③. Give Fandelbroth a bag of diamonds, and it will give you the fake sphere. You will need the fake sphere for Pearl of Price.

After you have collected all the gold spheres you can find, go into Cu's office and search the secret door at ⑤. Make sure that the front door to the office is closed, because everything in sight will attack you when you open the secret door. When you have finished your opponents off, go into Cu's back office and keep searching. You should find another gold sphere and a code phrase. Use the phrase on the guard at ⑥ to make him get out of the way. Just past him, at location ⑦, is Cu's safe. Use your Utrecean key at the door to get in.

Once inside, you will have to use a gold sphere at locations ① through ④. Don't worry about getting stuck by the crates that will hold your characters when you place the spheres—you will be released when all four are placed. Obviously, all of your characters will have to be alive when you do this.

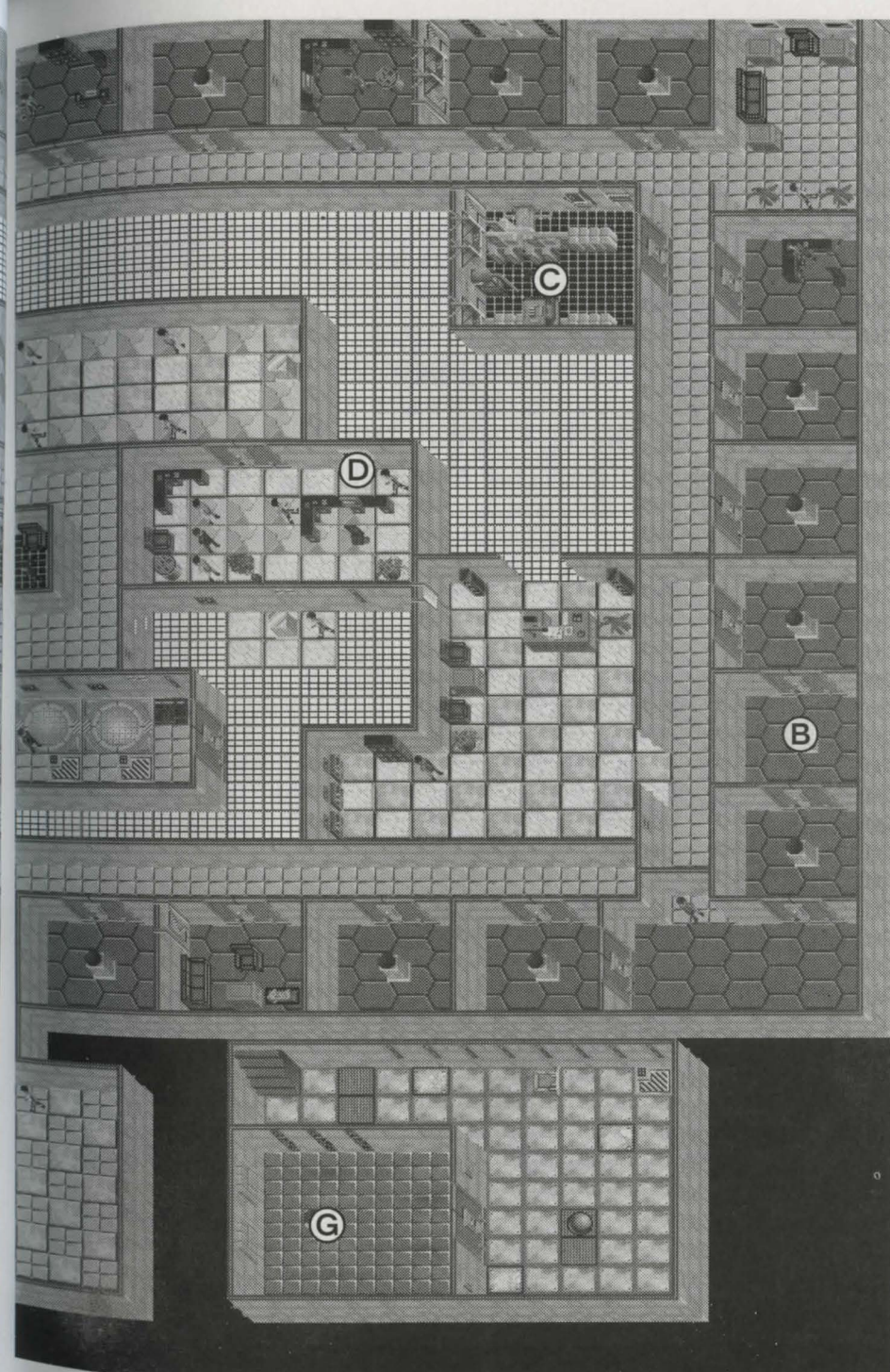
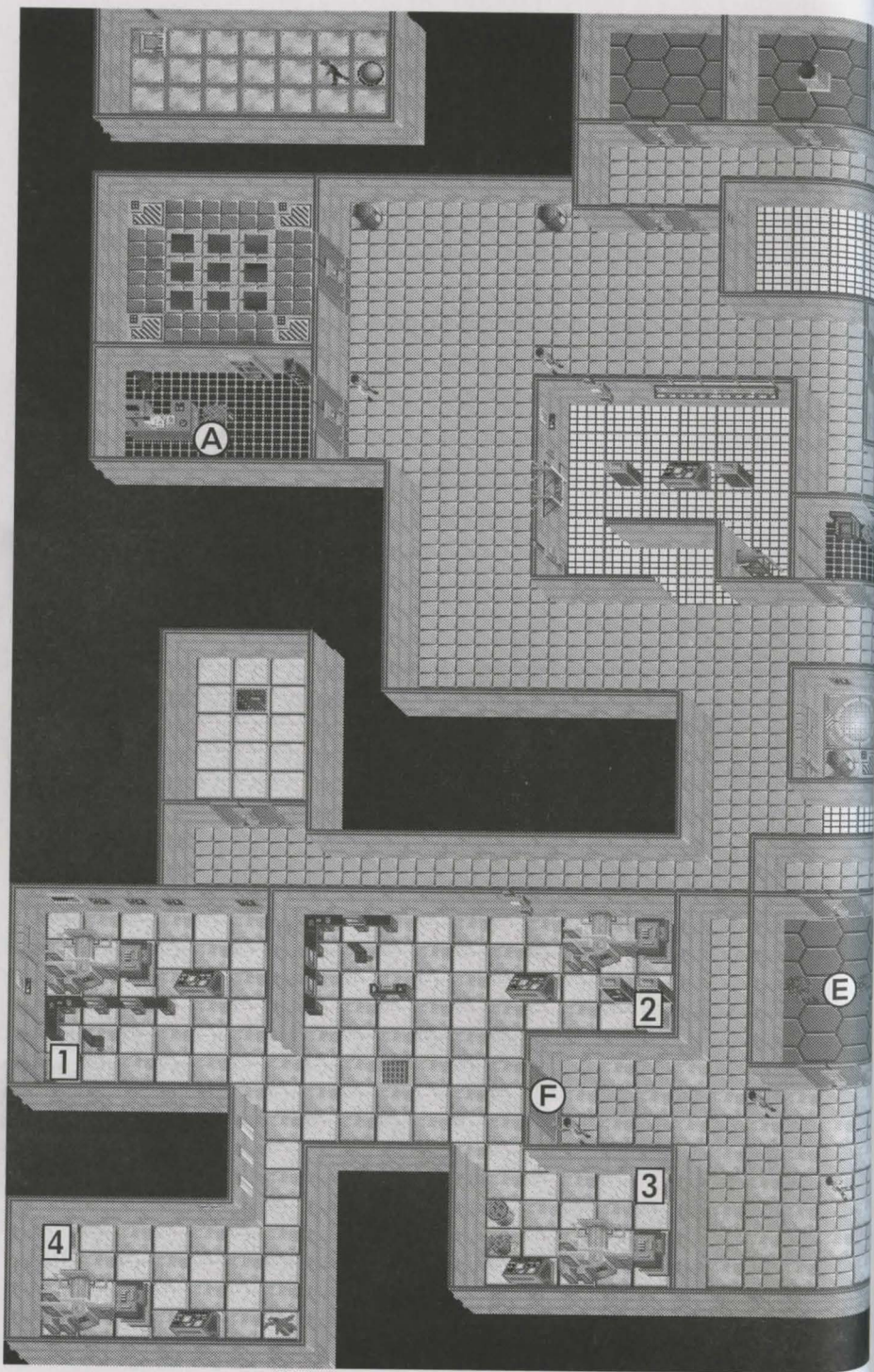
When the fourth sphere is placed, the characters will be released and a stairway will appear in the middle of the room. Take the stairway into Cu's central vault and claim the sphere of Awa at ⑧.

## Hints and Suggestions:

*There is a Bennuna in this scenario who will trade a Tac Nuke Rifle for a sphere. Give him a bronze sphere and get the rifle. The Tac Nuke Rifle is one of the best weapons in the game.*

*When in Cu's Safe, only use the gold spheres. The silver will transport you out of the safe, and the bronze will damage you.*







# Izar Sector

Izar sector is home to the Concierge, last of the Ipremi race. The Concierge scenario is the last scenario you need to do in this sector, but you will have to leave it and come back to complete it. First visit From the Ruins, then A Taste of Ice. You have to finish one of Circle of Light or We the Abductees to finish the sector, but doing both will make The Concierge easier. Once you have the funny hat and the starstones, you will be ready for the Concierge. This is the second to last sector you should do. The N.I.C.T.U can be found in the Concierge.





# From the Ruins

<b>Sector:</b>	Izar
<b>System:</b>	Arcturas
<b>Planet:</b>	Arcturas III
<b>Danger Level:</b>	Medium to High

OMEGA, an artificially intelligent super computer, is kidnapping the citizens of Arcturas III. The natives of this world are primitives with technology roughly equivalent to that of Earth during the Middle Ages. The Arcturans fear the lights from the sky and the aliens that come with them, so they may shoot at aliens wearing high tech armor. OMEGA has armed the natives with plasma bows—a weapon capable of breaching even assault suits.

You won't need any items to complete this scenario. You can find the starstone on this world, an item you will need for The Concierge. You will also find a maint card for A Taste of Id.

The first thing you must do is get the silver locket at Ⓐ. Just walk up to the people standing around there and it will appear. Once you have the locket, go and speak to the Lady at Ⓑ. Answer yes to her question and she will give you some letters to deliver. Take the letters to the messenger at Ⓒ. He will give you official papers. Be sure to take the maint card behind him for later use.

Show the official papers to the guards at Ⓓ to get into the castle. The drawbridge will drop after you use the papers on them, admitting you to the castle. Once inside, use the locket on the king at Ⓔ and he will give you access to the treasure

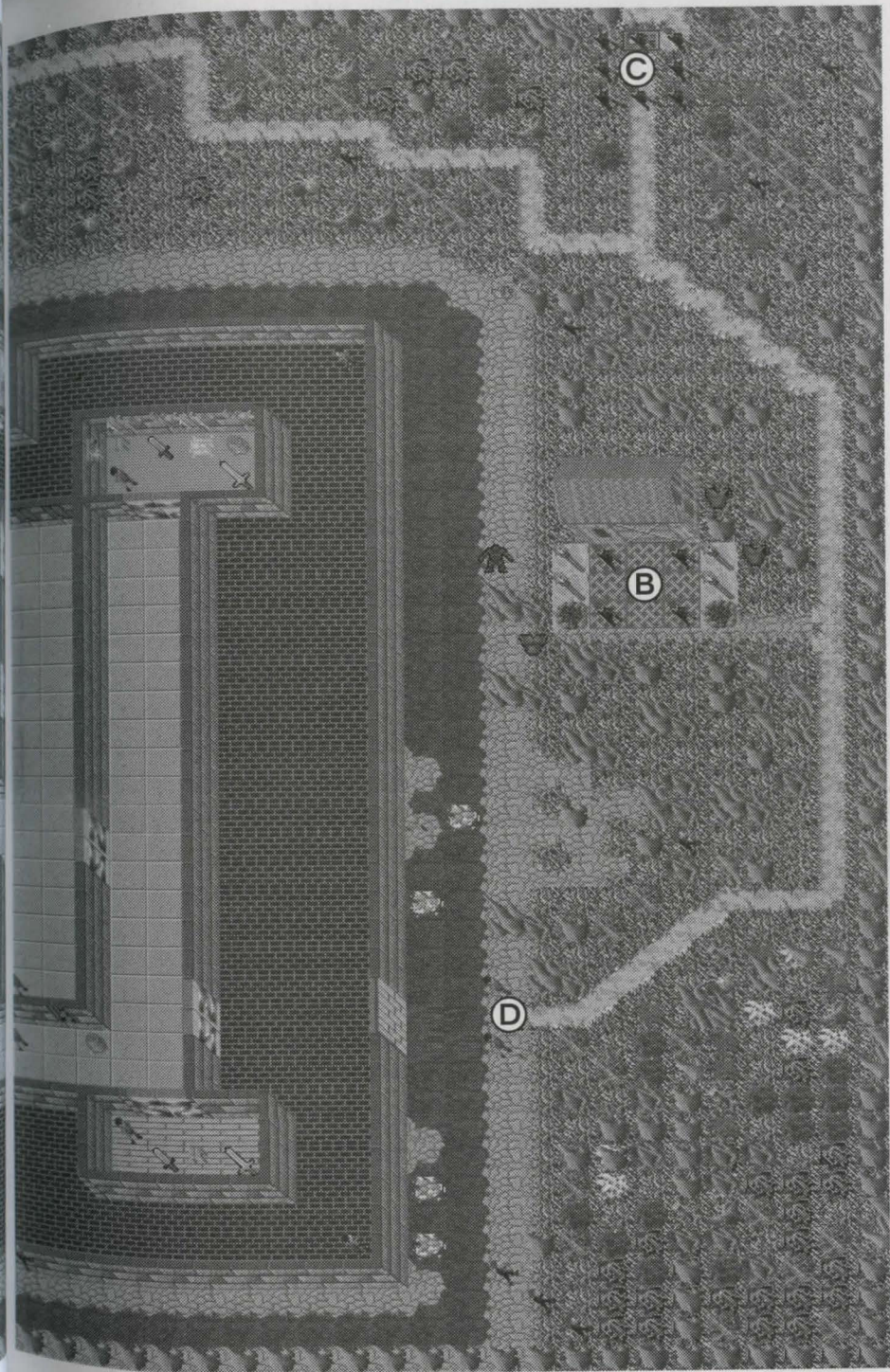
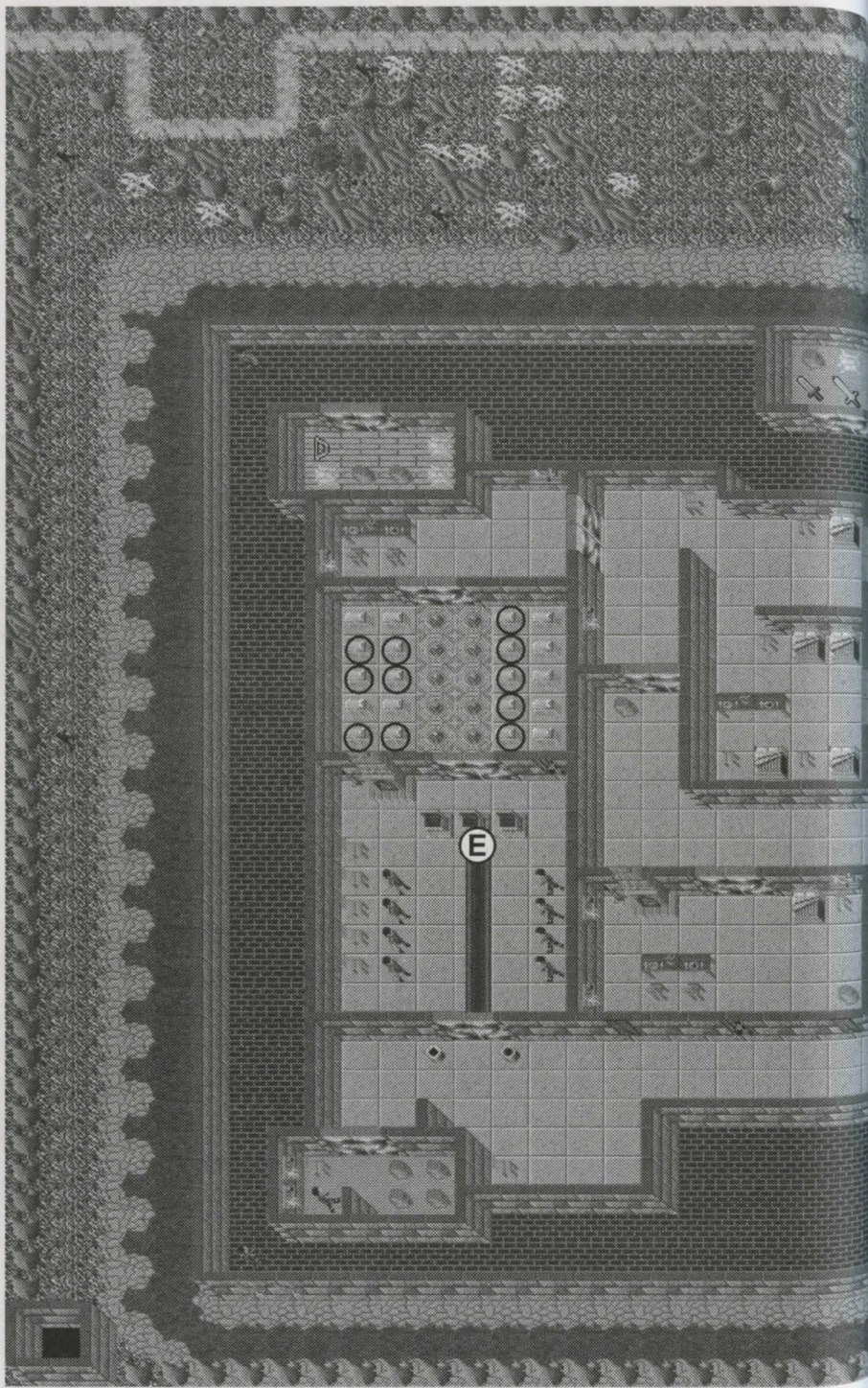
room just above his throne room.

Although the treasure room appears empty, it has a secret mechanism that will present the starstone to the person who opens the chests in the correct pattern. A little girl gives the clue you need somewhere else in the scenario, but we have circled the correct chests on your map to save you some time. Open only the circled chests, and the starstone will appear. Take the stone and beam up, you are done here.

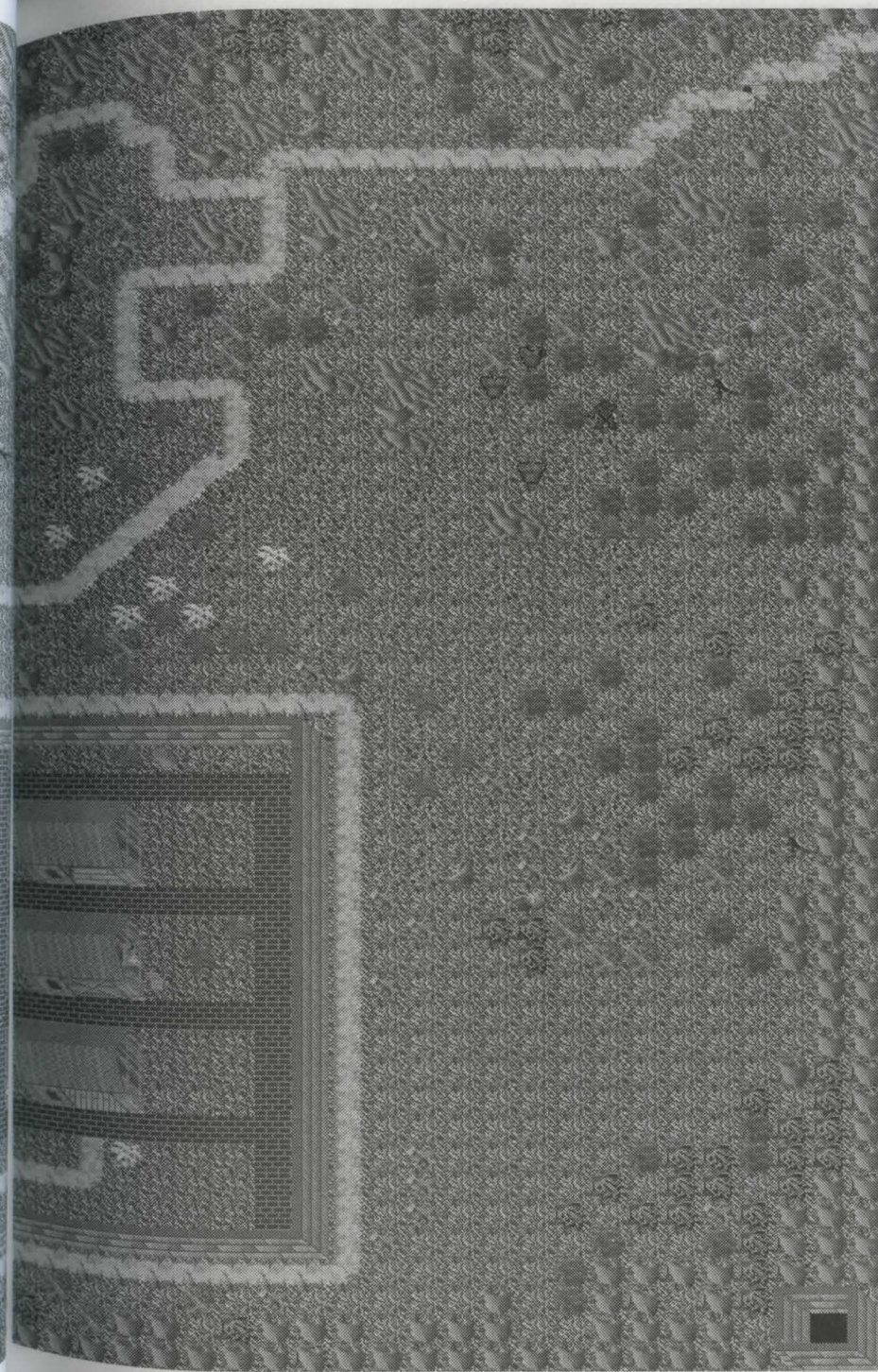
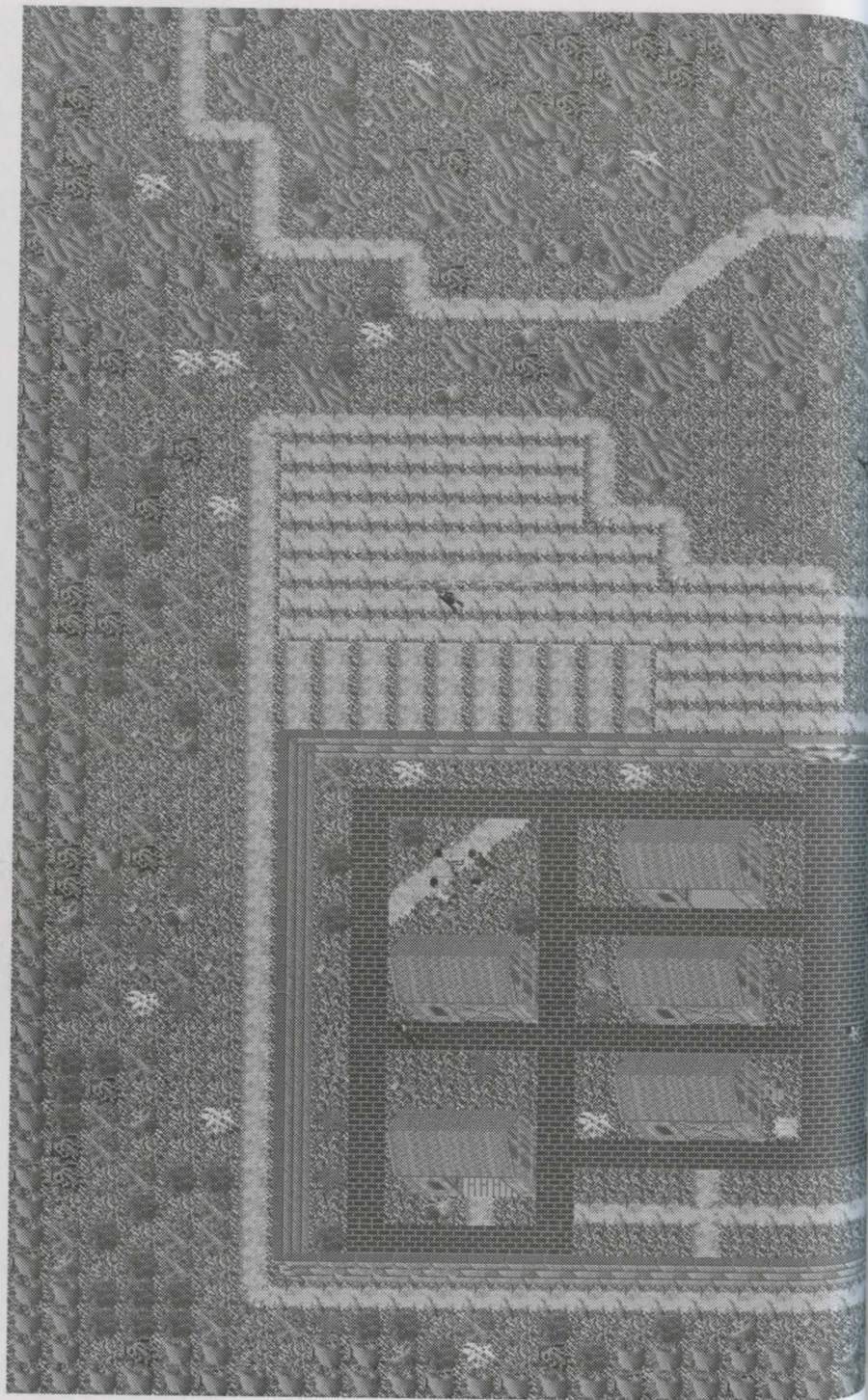
## *Hints and Suggestions:*

*If you get into a fight with the Arcturans, shoot them from a distance. The plasma bows are short range, but deadly. You might want to take a couple of bows with you when you leave. The bows make a good backup weapon if you run out of ammo. Kill any wolves you see right away. Like other animals in the game, they will tear you to pieces if they get next to you. The wolves around the messenger are NOT peaceful. Stand back a couple of paces and shoot them all before you talk to the messenger.*

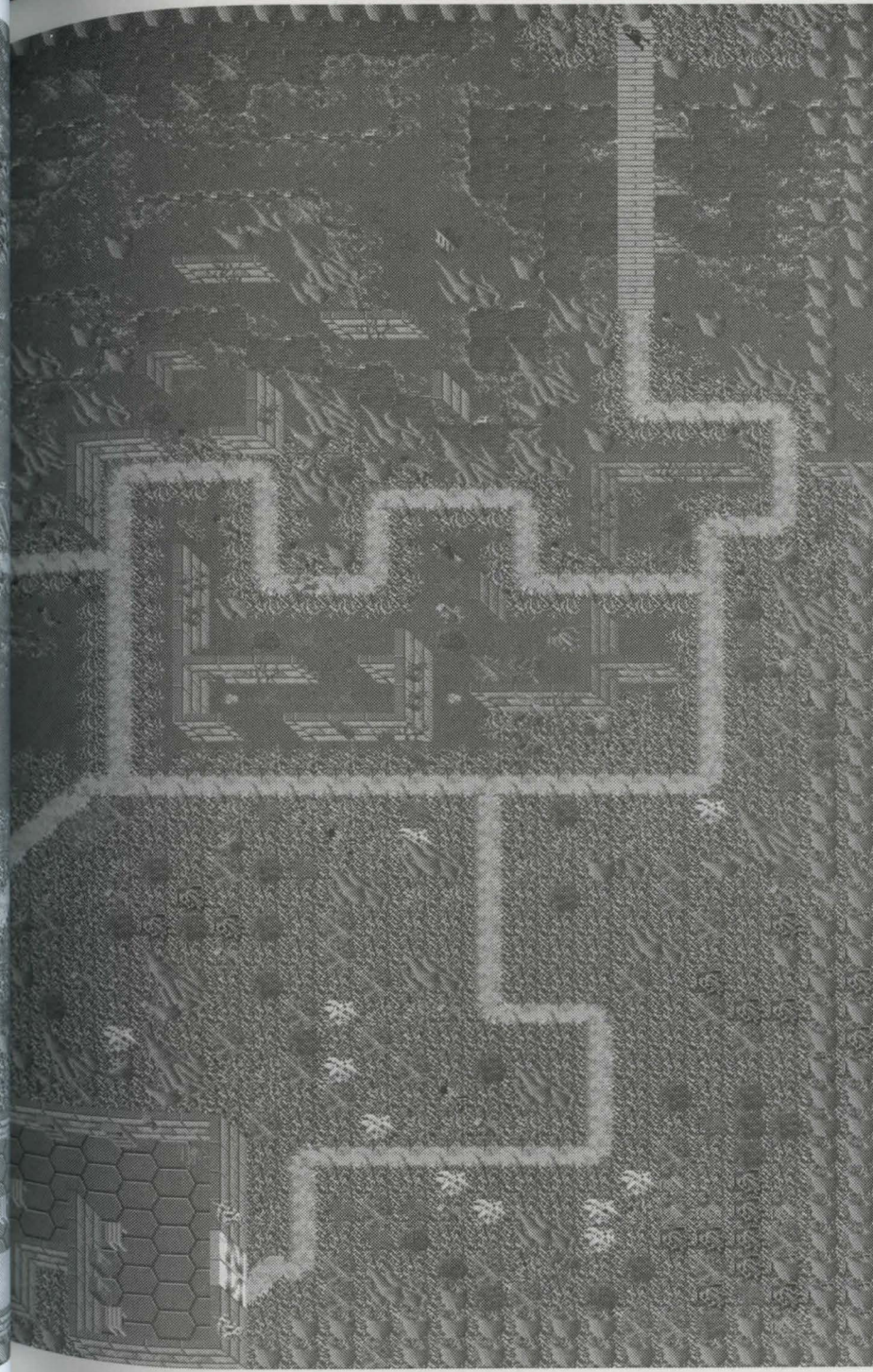
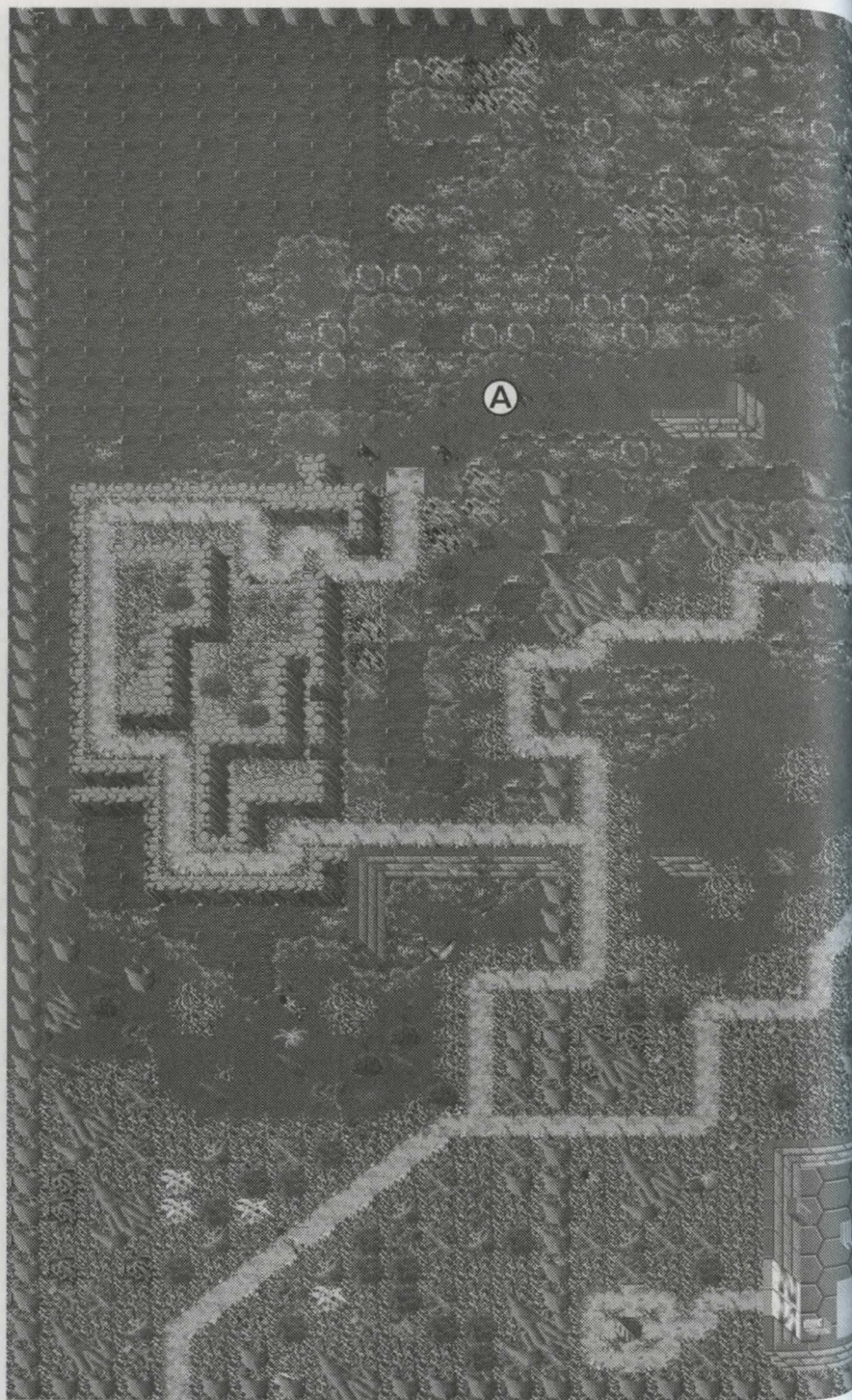














# We the Abducted

**Sector:** Izar  
**System:** Mizar  
**Planet:** Mizar V  
**Danger Level:** Low

Mizar V is the decaying capitol of the old Mizaran empire. The Mizarans are currently at war with OMEGA, and have sent troops to Alkaid Prime to try to disconnect the computer. OMEGA has sent androids to spy on the Mizarans, and the Mizarans distrust all newcomers.

You can find a Hataphas gem in this scenario, something you will need to complete The Concierge. You will need a nav beacon for We the Abducted. If you don't have one, you can get one by first going to From the Ruins and then A Taste of ID.

You will need to give your nav beacon to the alien, at (A). In order to give him the beacon you must get through the guards at (B). They give you a questionnaire that you must answer incorrectly to gain entrance. The answers you should give, in order, are: no, yes, yes, yes, no.

Once inside, give the beacon to the alien, and he will tell the warehouse manager to give you a Hataphas gem. Just go and talk to the manager at (C) and you will get the gem.

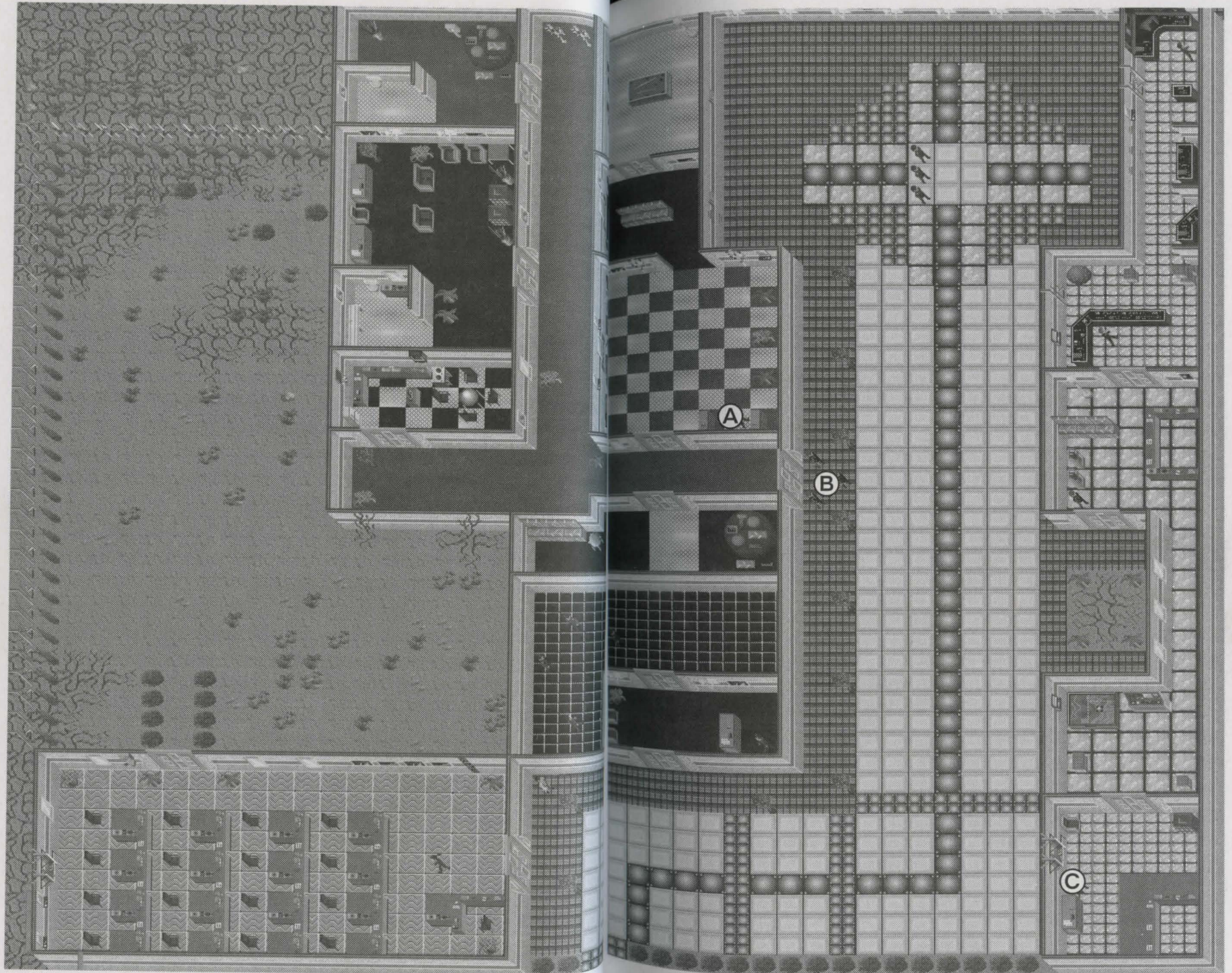
*Hints and Suggestions:*  
It is not necessary to play this scenario to complete the game. You can get a Hataphas gem on Circle of Light, if you prefer.

A Cevitic Balancer is available here. You can take this to Arcturas, if you want, and give it to the Hojan. The Hojan will give you access to the treasure room's back door.

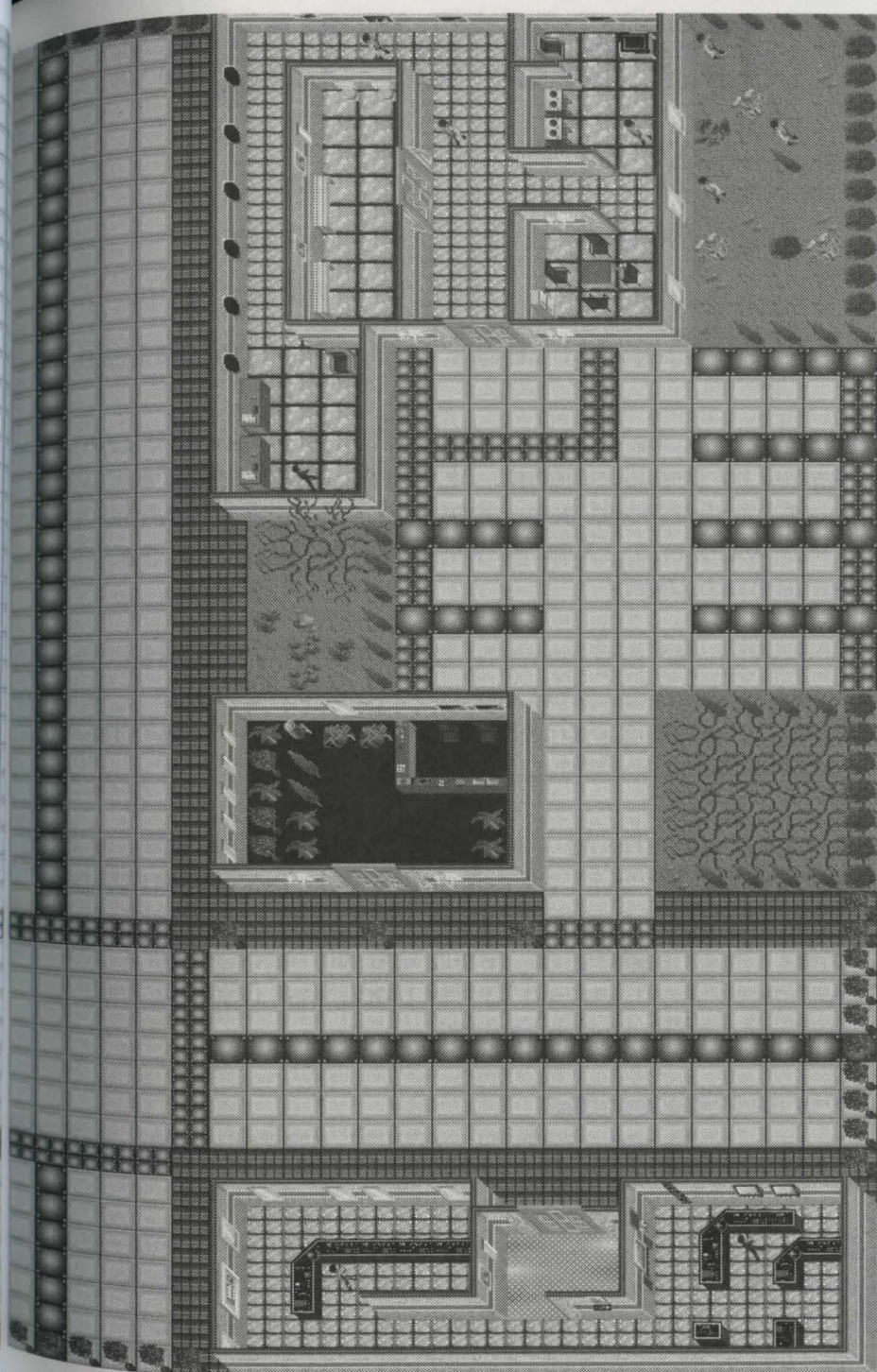
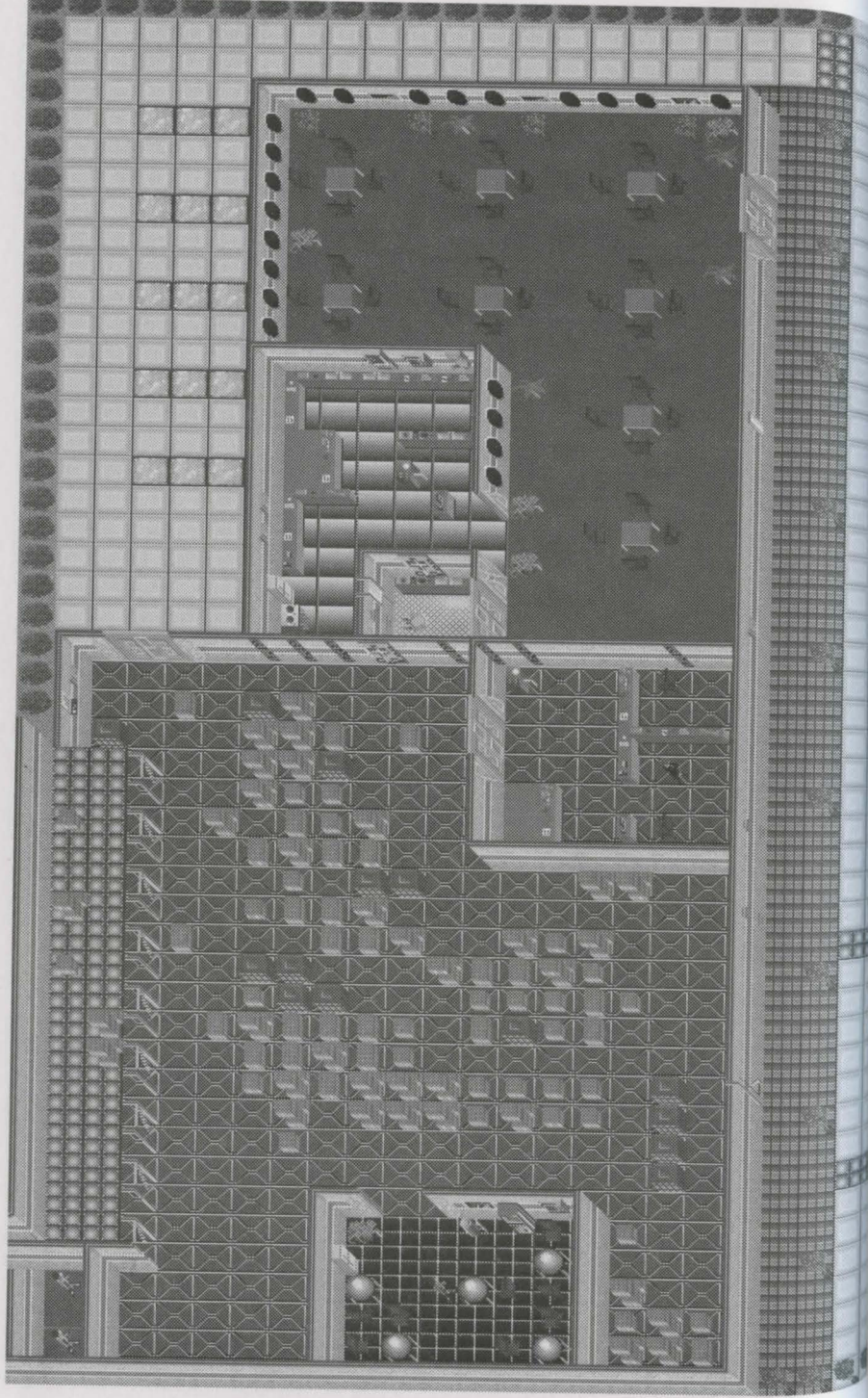


Osai performs emergency surgery in the Ulysses' sick bay.











# Circle of Light

Sector:	Izar
System:	Alkaid
Planet:	Alkaid Prime
Danger Level:	Medium to High

This world is the home of OMEGA, the self-aware computer created by the Concierge. Normally a peaceful re-education resort for displaced populations, the complex is under attack by the Mizarans. OMEGA will offer a Hataphas gem for its rescue from them.

You won't need any items to complete this scenario, and you will only get a Hataphas gem for your troubles. It is not necessary to complete this particular scenario if you choose to complete We the Abducted instead.

The door you should use to get into the complex is at ⑥. Once inside, OMEGA will tell you that it wants you to get rid of the Mizarans and reset some defense terminals. The terminals that need to be reset are all marked ⑥. Once you have reset them, return to the place that OMEGA first spoke to you and collect your reward.

## *Hints and Suggestions:*

*You will be facing more sub-atomic weapons. Be sure you are wearing Modu-armor or a May field.*

*Anything that looks like a trap in this scenario—glowing green lasers, pulsating white tiles, etc.—probably is. Search it before you step on it and you will take no damage.*







# The Concierge

<b>Sector:</b>	Izar
<b>System:</b>	Izar
<b>Planet:</b>	Izar II
<b>Danger Level:</b>	High to Extreme

The Concierge is the last of the Ipremi race, the most technologically advanced race in this spiral arm. He has buried himself deep within a great, black, tower on this miserable world of rain and mud. From this tower he pulls the strings that start and stop interstellar wars, topple governments and raise sentient beings from primordial soups.

You will need to visit this scenario twice to finish it. On your first visit, you'll need a Hataphas gem to get inside, and a funny hat to get the Last Stanza. If you don't have a funny hat, you can get one on A Taste of Id. When you come back, you will need the Cygnus Cannon to get the N.I.C.T.U. from the Concierge.

You will beam down at the beginning of the mud maze. The mud is too deep to cross in a lot of places, and it is impossible to judge this until you actually try crossing. We have drawn a path from the beam down point to the entrance of the tower, but you will need to go other places to pick up Hataphas gems. You will need a total of six Hataphas gems to get inside. They are scattered about the mud maze, along with a set of technical plans. Be sure to pick up the pickor that will be lying at your feet when you beam down.

When you have arrived at the entrance, you will need to use a gem on each of the statues. As you use the gems, the heads will disappear, along with your gems. When all of the

heads are gone, the wall to the left will vanish, and you will probably face a nasty, toe to toe fight with a bunch of Phlemruck armed with sub-atomic blasters.

Should you survive that fight, make your way to the teletrans at ①. You will find piles of explosive debris here and there in the tower, and the explosion will almost always kill. Use the pickor on the debris and you will be all right.

After you have taken the ① teletrans, go to the one at ②. After ② go to the elevator at ③.

The elevator will take you underground. You will notice that there is a building that you can't get into and some sort of computer console outside of it. Search the console. Several light posts will spring up around the building, all of them the same color. Go to each post and search it. Each time you search a post, it will change color. When all the posts are a different color, they will vanish, along with the statues that block your way into the building.

Inside the building, there are two sets of two heads who want you to answer a few questions, along with a few more killer robots. Blast the robots, then answer the questions of the heads. To help you out, the Roceve is not mad, the Concierge made Omega, Vindematrix is a new colony, and the people are not rising up against the creations of the Concierge. The speaker in these questions is the Concierge. If you don't answer correctly, it will result in dire punishment. Search the statues to get them to talk to you.

Once past the heads, you will face yet another barrier: The Pockmarked Wall. Use your Starstone on the wall and you will pass it. Just past the Pockmarked Wall is a force field. The only way to get past the forcefield is to have a Cygnus Cannon. For now, you won't be able to get one, so you will have to take the teletrans to your right.



This teletrans will take you to the inside of that forcefield on Vindematrix (A Taste of Id). There is an altar inside of the building you will see, and it is covered with offerings. You can't miss it—it looks a little like a picnic table. Use your funny hat on the altar, and you will get the last stanza. You will need to take the last stanza to Cognito Ergo Sum to get the Cygnus Cannon. Return to the tower by taking the teletrans back, and beam up.

When you come back the second time, you should have your Cygnus Cannon. The only obstacle in your way will be the mud maze, since you will have already cleared out the scenario. All you have to do is go up to the force field you couldn't get past with the cannon in your lead character's inventory and the force field will come down. Talk to the Concierge—he's the blob in the middle of the room. The concierge will give you the N.I.C.T.U. and a set of ship plans.

*Hints and Suggestions:*

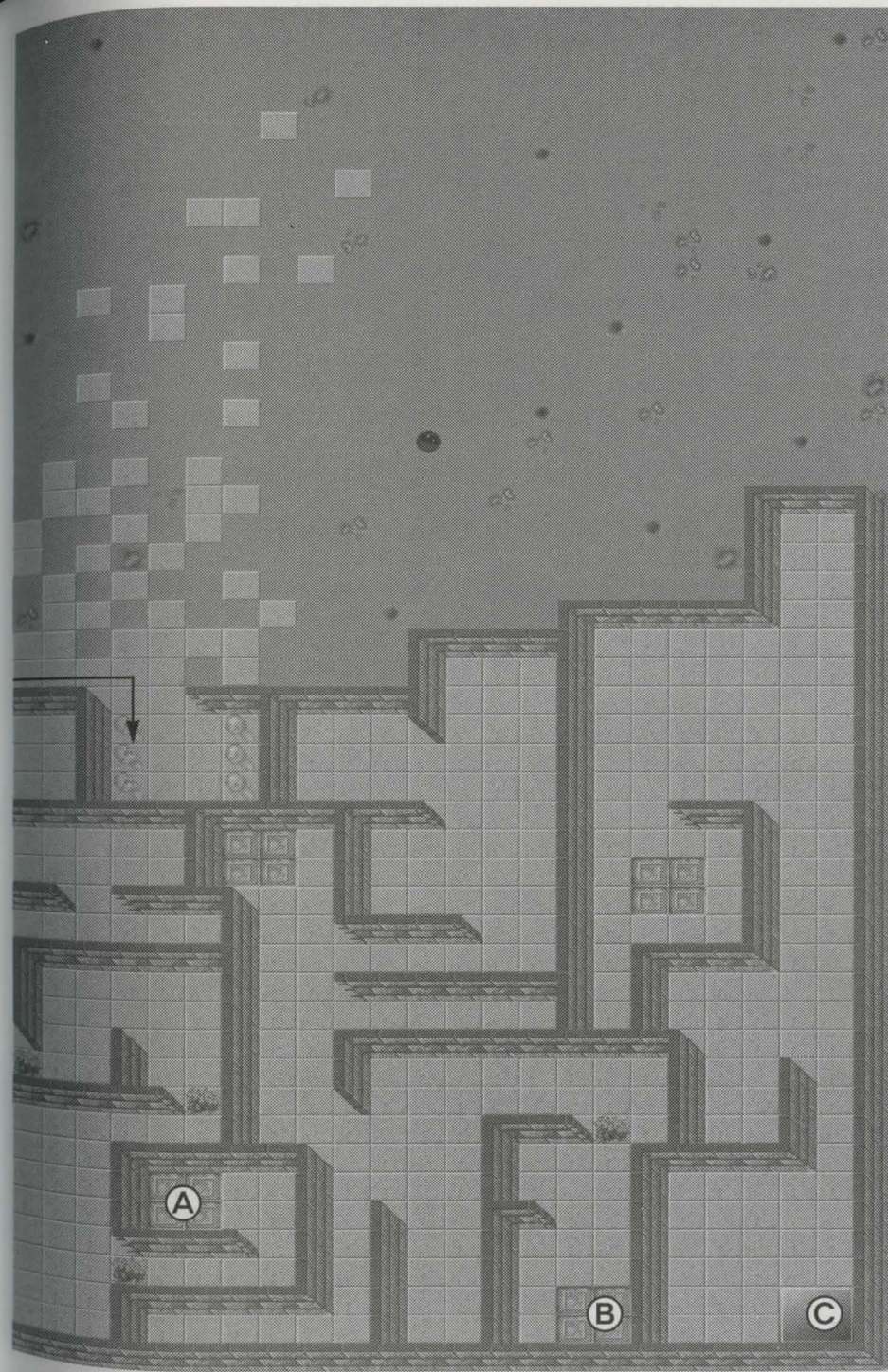
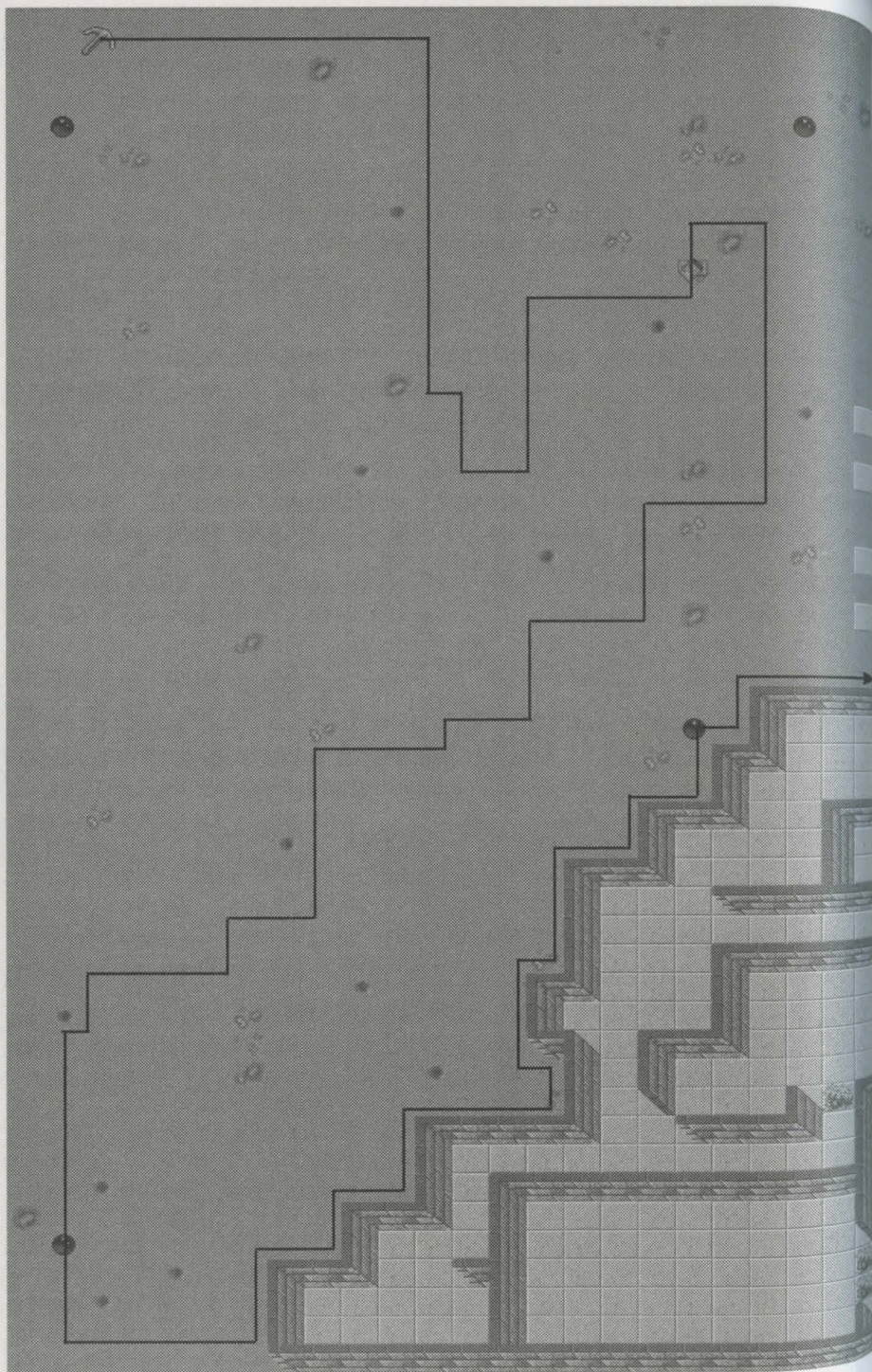
*Shoot the Phlemruck from a distance. Their weapons are short range, but do a lot of damage.*

*All the weapons against you in this scenario will be sub-atomic. Wear a May field or Modu armor for protection.*

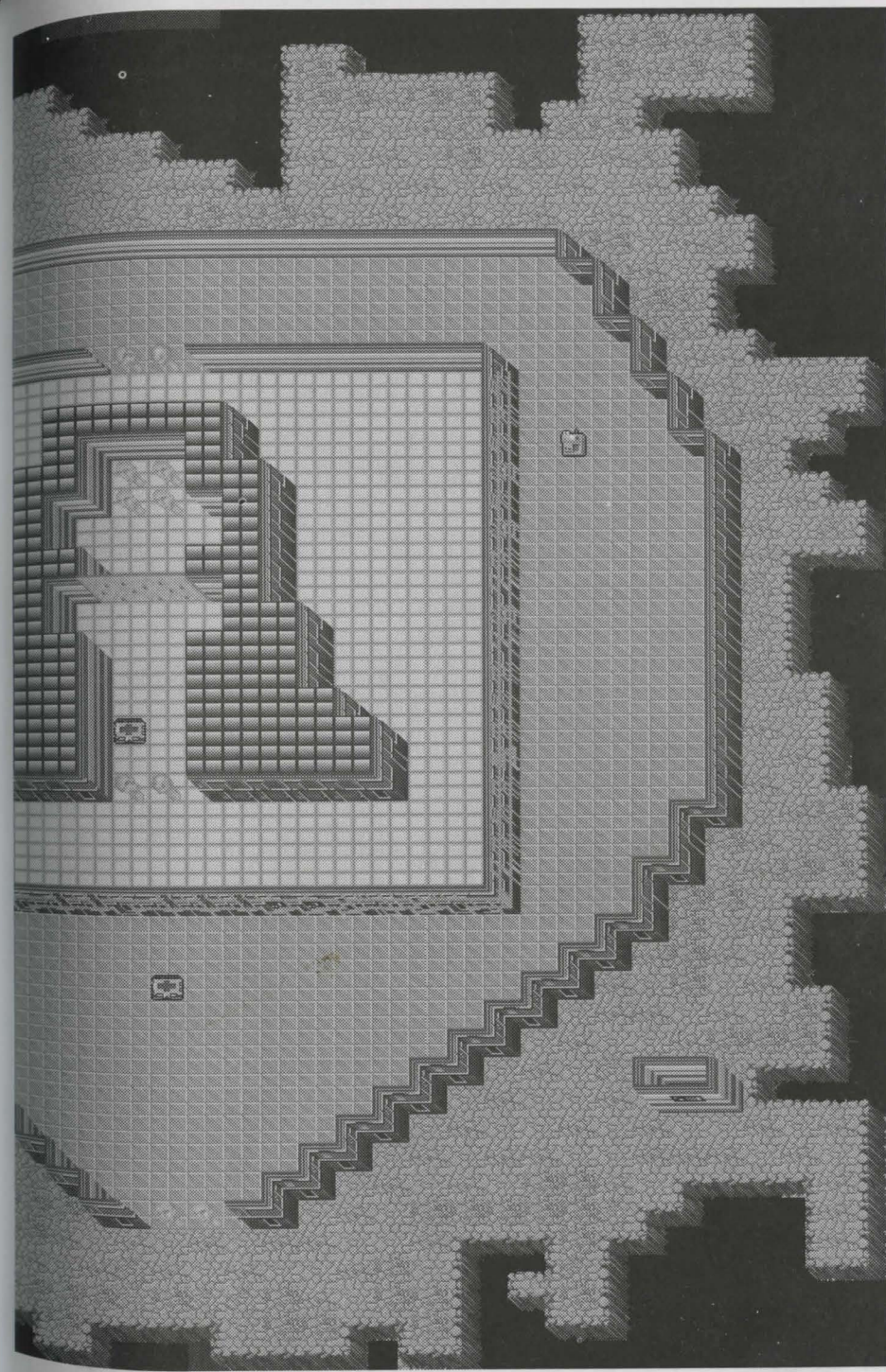
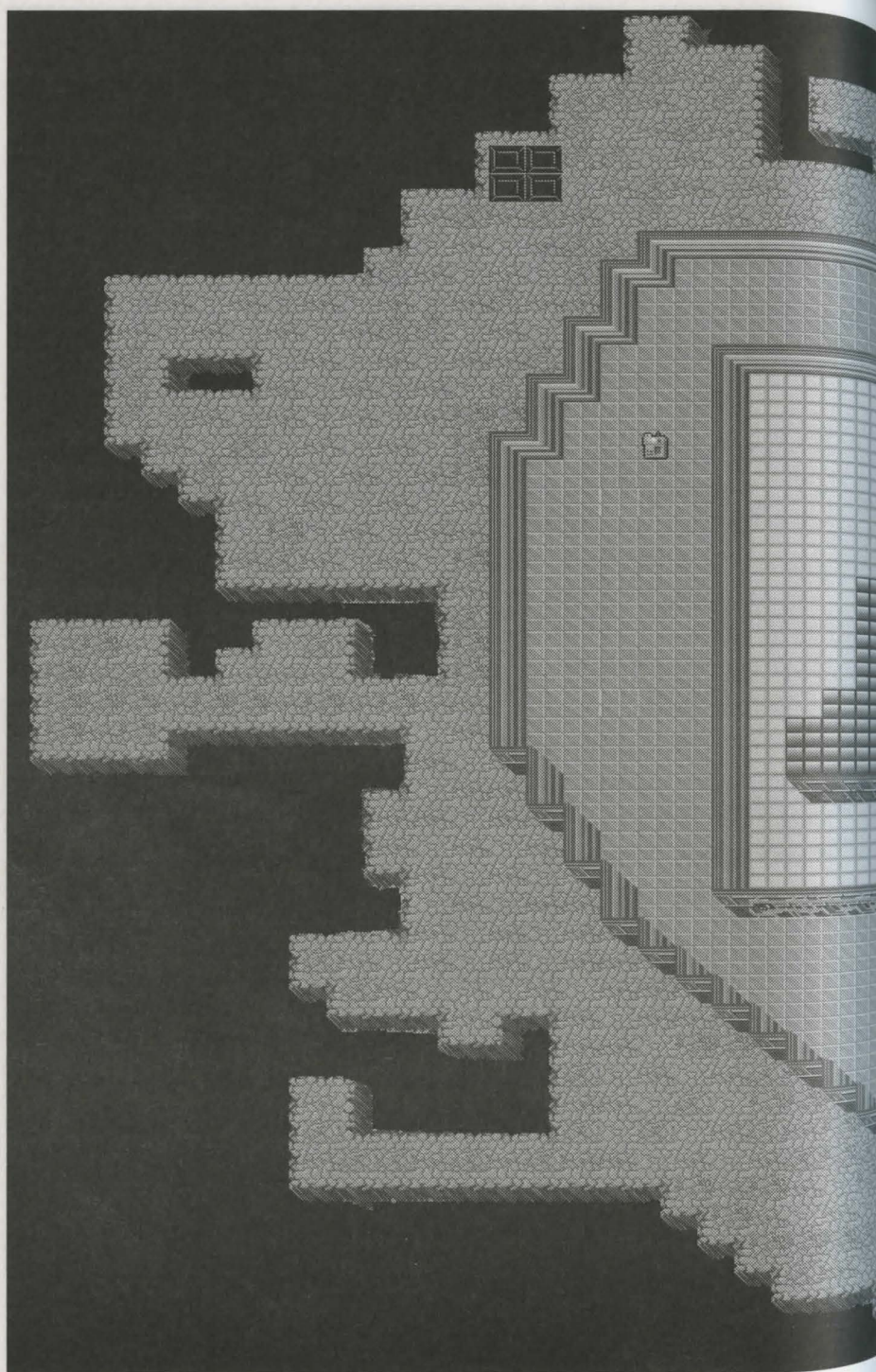
*If you have Cyber boots, use them to get through the maze before you throw your monitor out the window in frustration. Once you have collected all the items you need in the maze with the help of the boots, beam up. This will reunite your characters before you get into the really bad fights coming up.*

*Death is likely in this scenario. Save before you begin.*

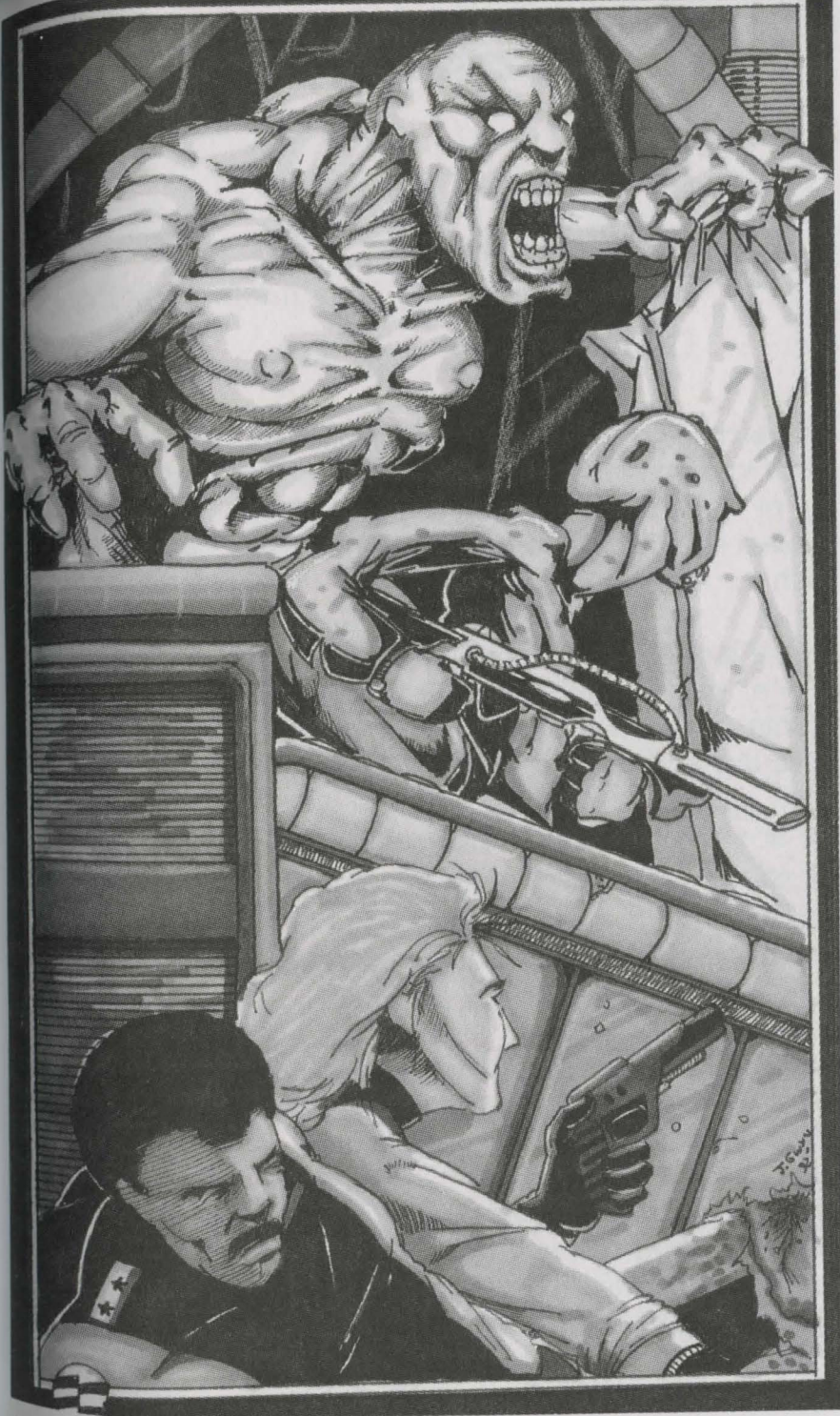
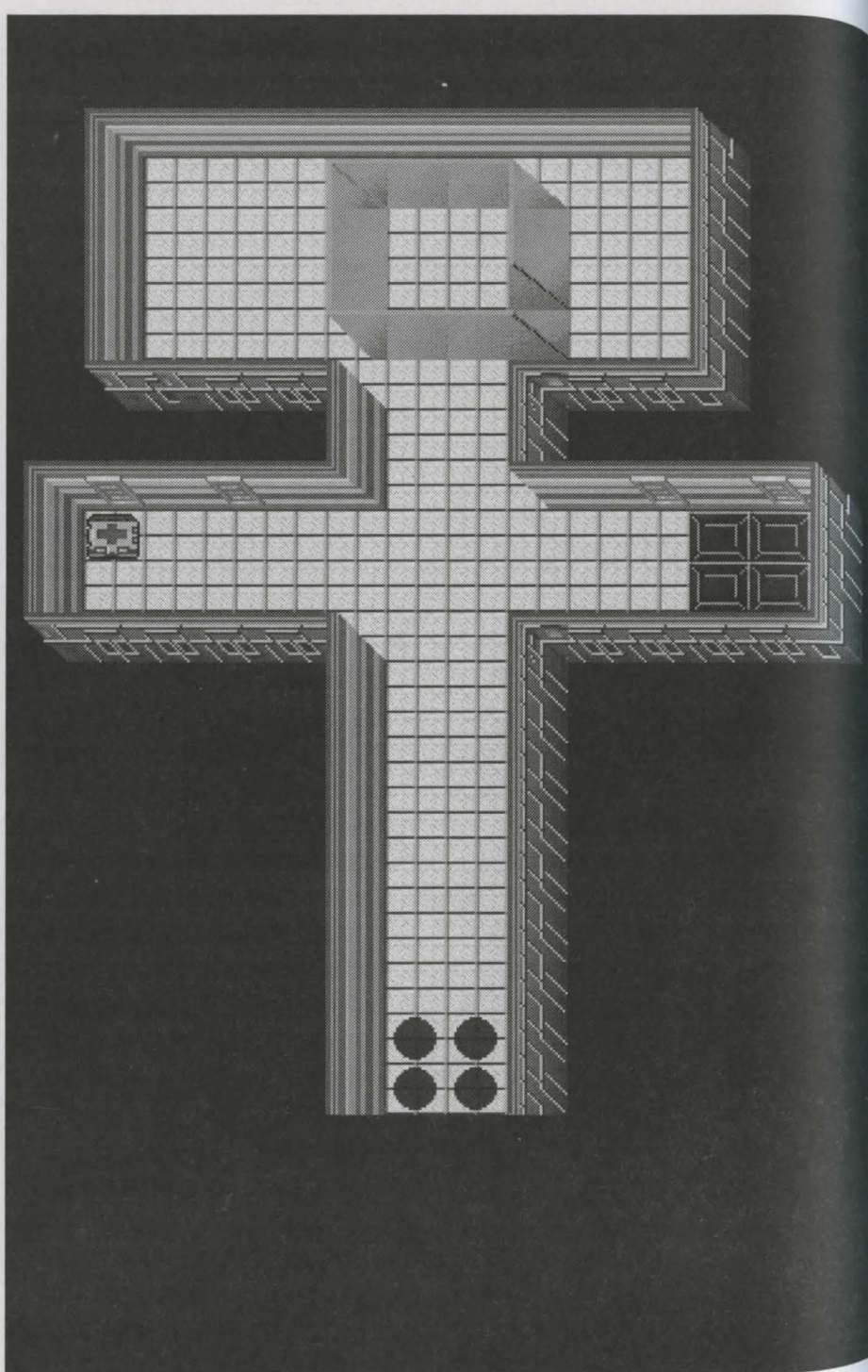














# A Taste of Id

Sector:	Izar
System:	Vindemiatrix
Planet:	Vindemiatrix Prime
Danger Level:	Low

Vindemiatrix colony is a creation of OMEGA. The robots have set everyone to work constructing the colony with little explanation of why the work needs to be done. Many of the people here have little recollection of their past lives, and those that do wish to return home.

You need a maint card to complete this scenario. If you don't have one, you can get one in From the Ruins. You will find a funny hat and a nav beacon here for use in the Concierge and We the Abducted.

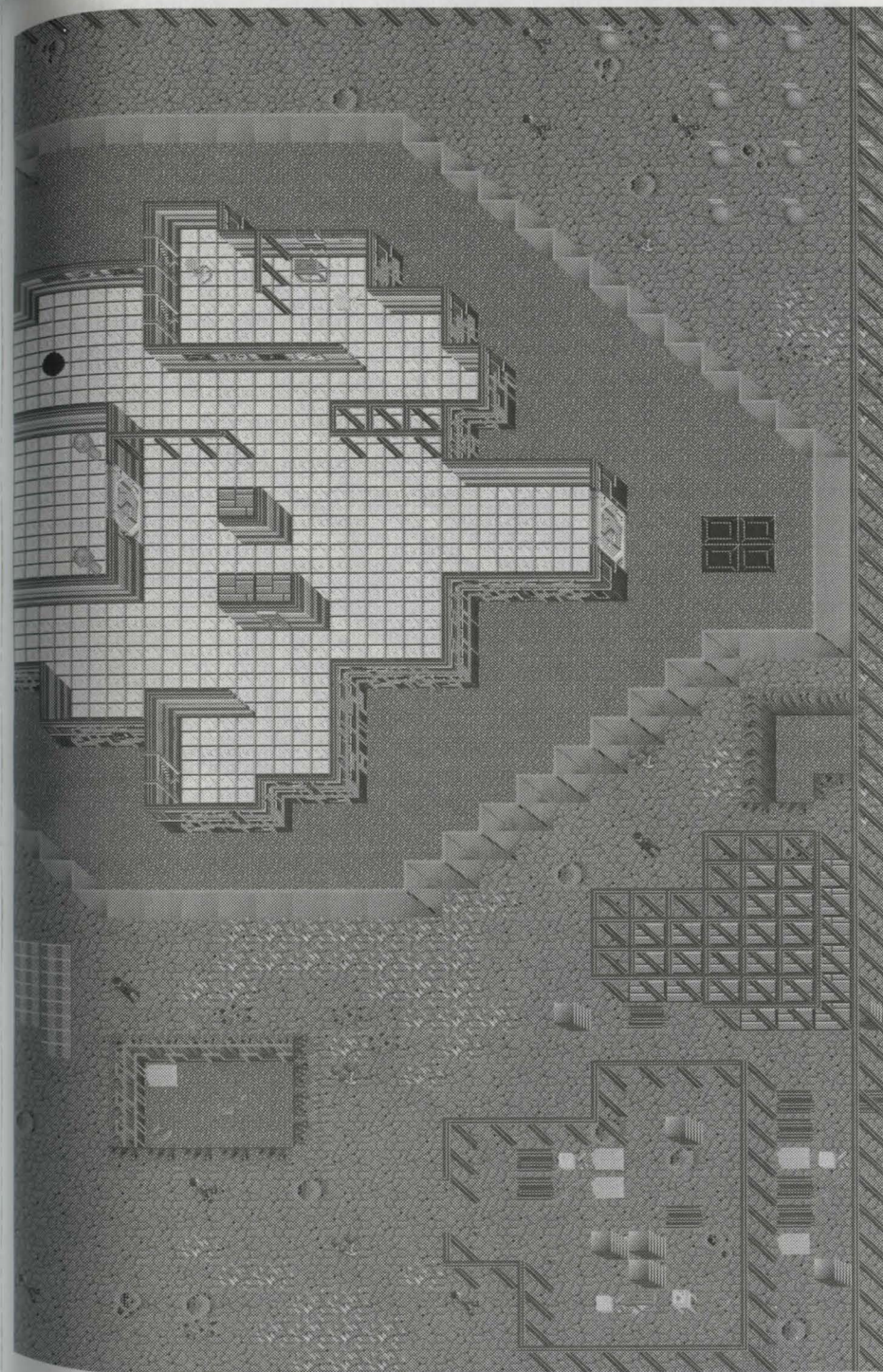
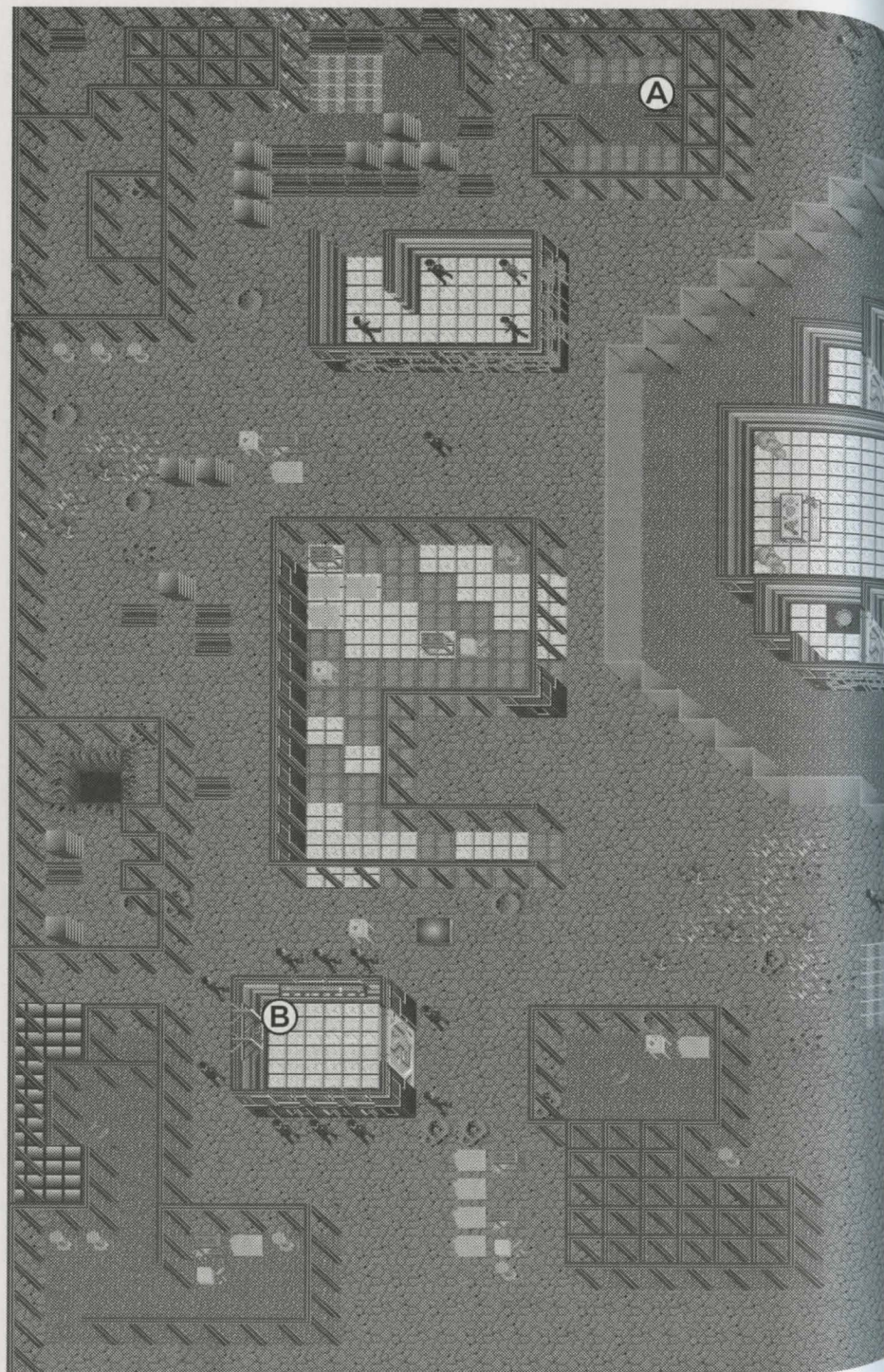
There are only two things that need doing here. You need to speak to the old man at Ⓐ to get a funny hat, and you need to use your maint card at Ⓑ to get the nav beacon. When you have these two items, you are done.

## *Hints and Suggestions:*

*The robots will attack you when you try to get into the room to get the maint card. They have Neutron guns, so wear a Mayfield or Modu armor for protection.*

*As a point of interest, the inside of the force field can be reached by going through the Concierge. The altar that you are supposed to lay the funny hat on is in there, as well as a little more information about the disappearance of the Earth.*

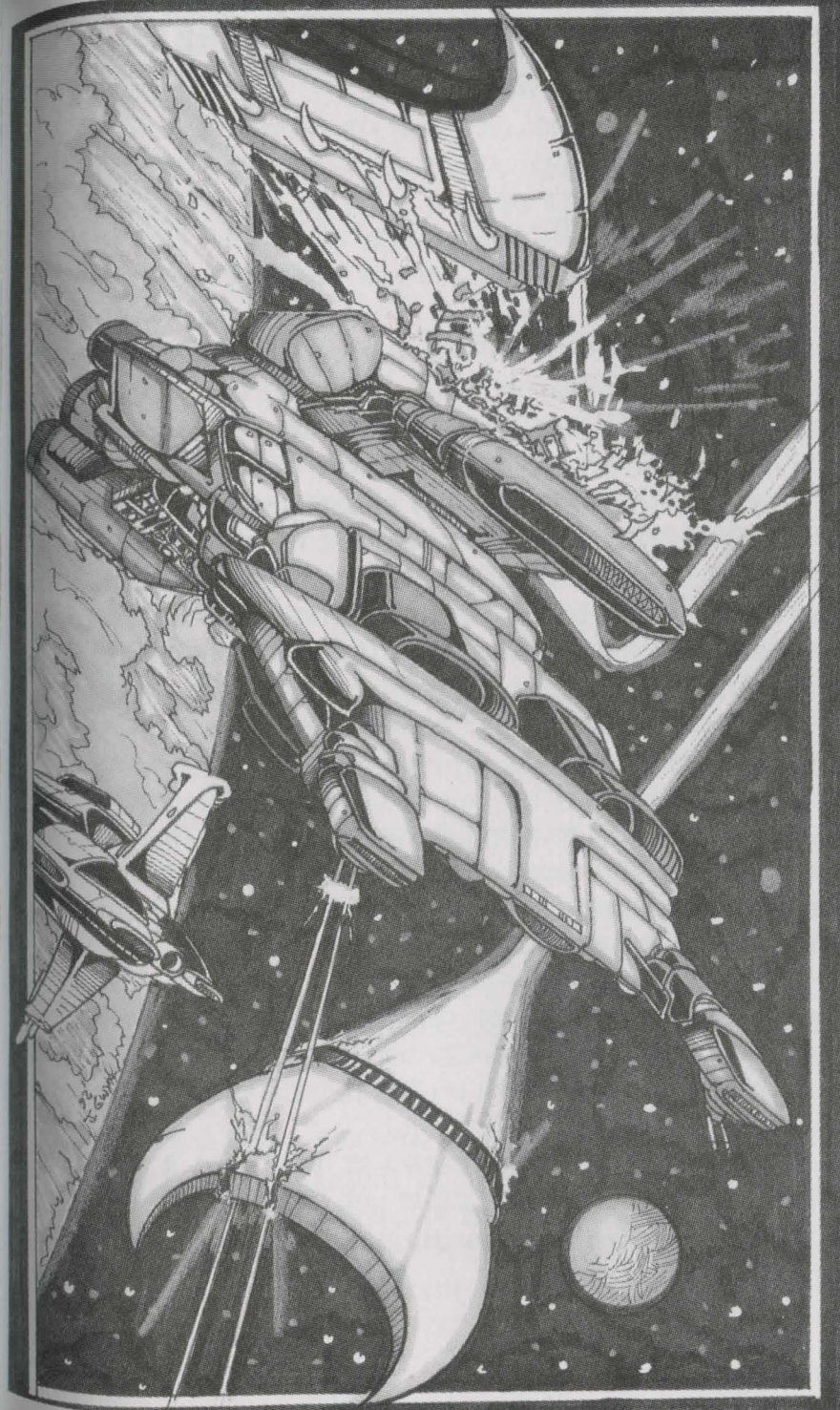






# Alnasl Sector

Alnasl sector is the last sector in the game. Ships here will be size six and seven, and even the merchants are armed to the teeth. The first scenario you should complete is By Puppet Strings. The second is Ghosts, Nightmares, and Yesterdays. Into the Breach is the very last scenario in the game, and is the hardest. The Algo Cam can be found in Into the Breach. You don't have to do the sectors in order, but if you have, the Cam will be the last piece of the Centauri Device. Once you have the last piece, go back to Moonbase and look at the finished Centauri Device to complete the game.





# By Puppet Strings

<b>Sector:</b>	Alnasl
<b>System:</b>	Alnasl
<b>Planet:</b>	Alnasl Prime
<b>Danger Level:</b>	High

The Ominar, a super-advanced race that relies on artificially produced genetic material to prevent gene exhaustion (old age) have had their strandware sabotaged. The strandware includes not only the genetic material necessary to prevent old age but numerous drugs and neural stabilizers that transmit knowledge to the recipient. The result has been station wide madness and violence. The station Proconsul has locked himself in the great hall of the station, and won't come out. His knowledge is needed to repair the strandware and prevent disaster.

If you have made it this far, congratulations. The base and ships that orbit this world make one of the toughest space battles in the game, and you had to come a long way to get the kind of ship it takes to beat them.

You won't need anything to complete this scenario, except for good weapons and sub-atomic resistant armor. The control spike can be found here on the person of the Proconsul.

The scenario seems complicated at first, but it really isn't that bad. What you need to do is get past the locked door at ⑥ and inject the Proconsul with uncontaminated strandware. Start with opening the door.

There is a crazed Ominar standing in front of the door to the great hall. He wants to ask you a few questions, and will commit suicide if you treat him like he is crazy. Save the game before you deal with him. His last question will be "Am I crazy?". The answer is yes. If you answer all his questions satisfactorily, he will leave his post by the door and let you by. Alternatively, you can just shoot him. The anti-matter grenade he will give you has no use in the game.

Next, talk to the Ominar at ④. He is trying to repair the mechanism that opens the door. He needs six control crystals, and they are hidden in the lockers that are circled on the map. Just search them to get the crystal. If you search one of the other lockers, you will set off an anti-matter grenade. When you have six crystals, give them to the Ominar at ④. When you use them on him, he will give the same speech he gave you when you first spoke to him, but don't worry. He is taking the crystals, and when you give him the sixth one he will open the door at ⑥.

Now you have to get the microtic injector and some proconsul strandware. These items are on the debris of some of the ships one of the crazy Ominar has been destroying. There are three transporter stations on this station, and the third one isn't working. You can make the second one take you to the place the third one should be by using the mindnet to make this change. To do this, go and speak to the Ominar at ③. He will inject you with the strandware necessary to use the Mindnet.

After you have been injected, you will need to find the mindnet key. The key is located at ⑤. To get to this room, just take the teletrans opposite it on the map. Now go to the next teletrans and get the microtic injector. It looks just like a neutron gun, so look at them all until you find it. If you already have a microtic injector, you won't need to bother with this step.



When you have the injector and the key, go to the mindnet pad at ⑥. The mindnet will activate and ask you if you want to make transporter two service the needs of transporter three. Say yes. Now go back to transporter two and you will be placed in the third set of debris. The PC strandware is mixed up with the regular strandware, so look at all the strandware until you find it. The strandware looks like heavy magazines.

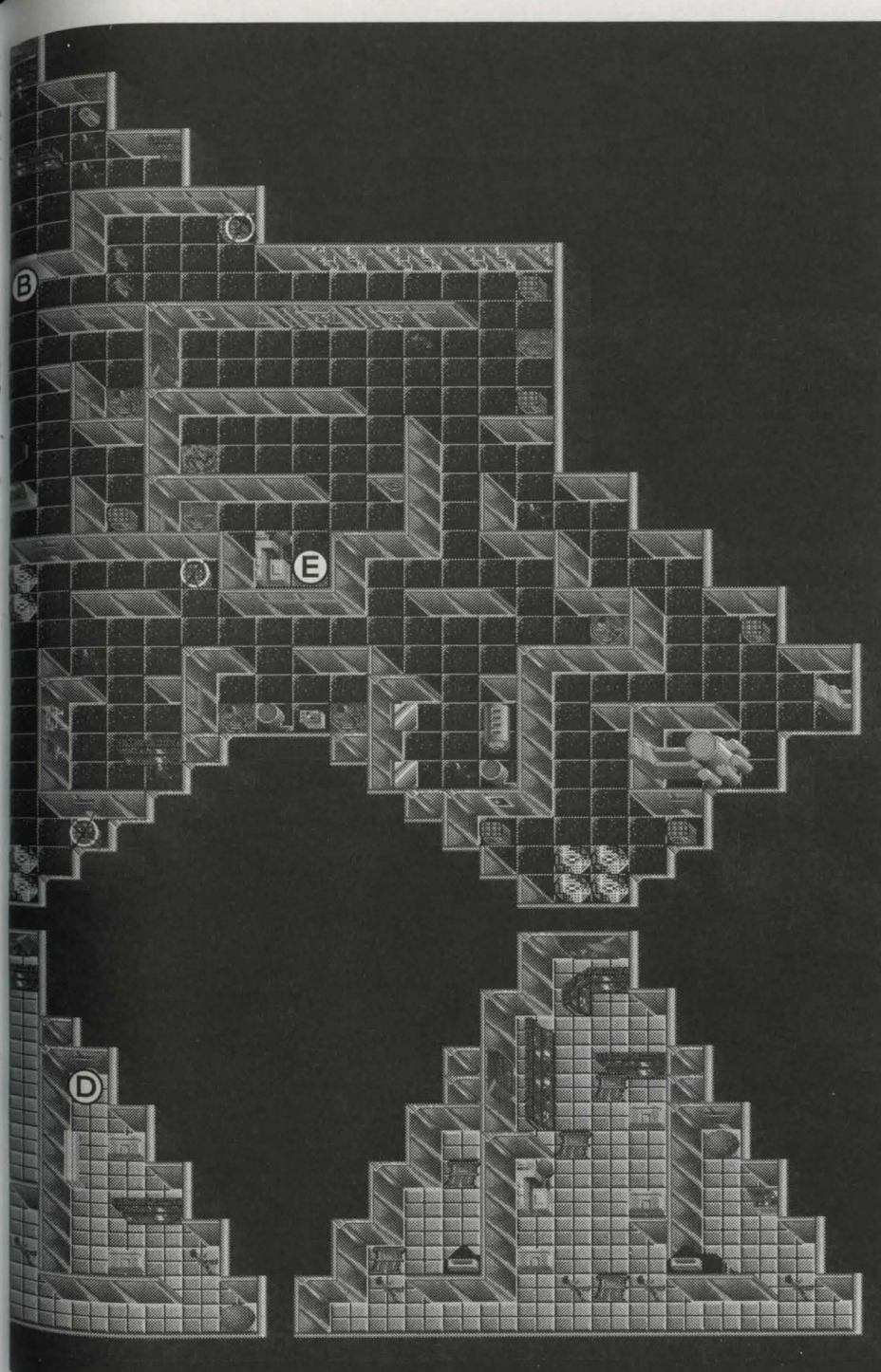
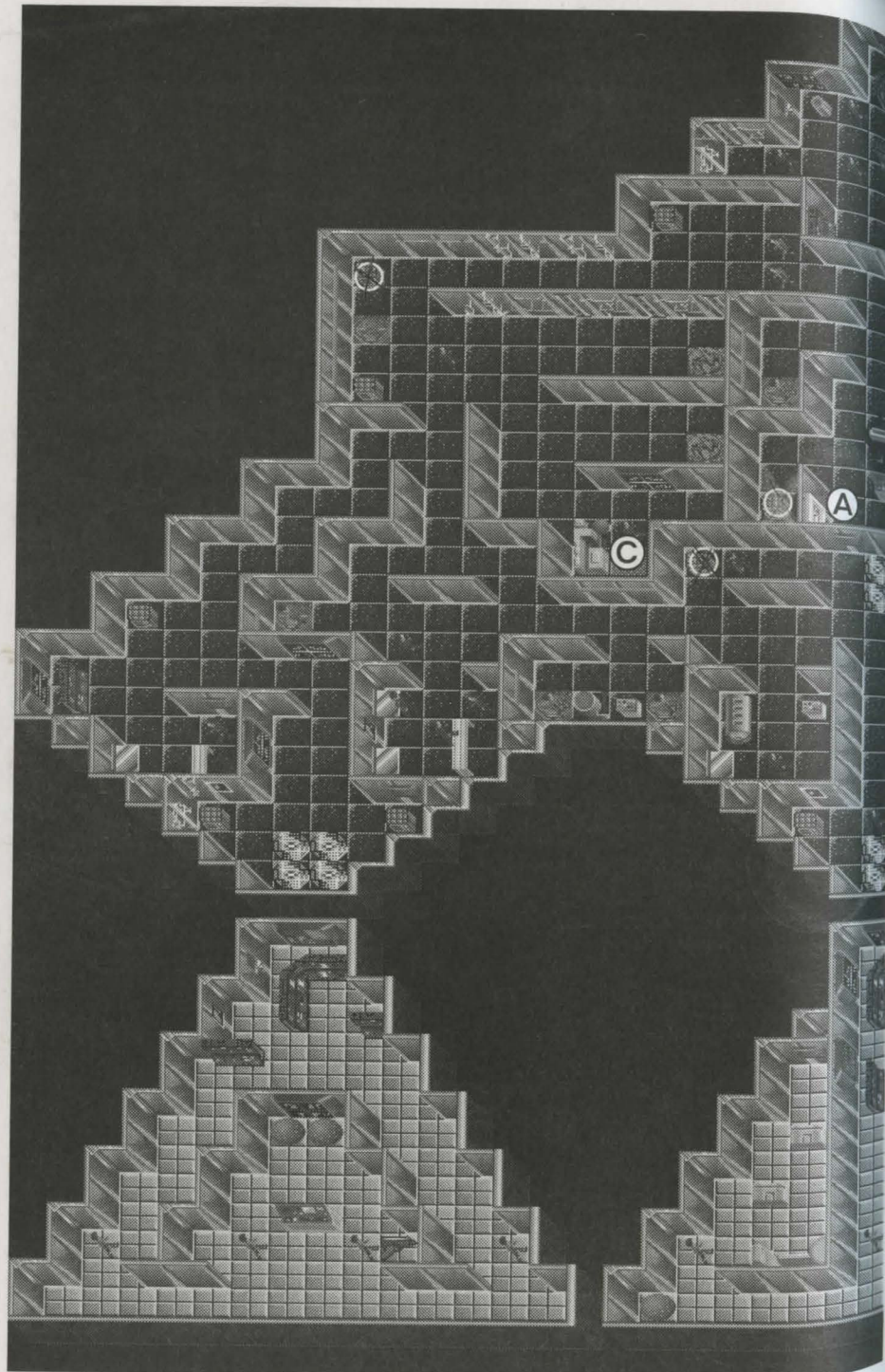
Once you have the PC strandware and the injector, go back to the great hall and use the PC strandware on the Proconsul while you have the injector in the same inventory. This will fix the Proconsul, and he will give you a control spike for your help.

*Hints and Suggestions:*

*Once again, be wearing sub-atomic resistant armor. The robots are as playful as usual, and some of the Ominar are hostile.*

*This is a very difficult scenario. Death will be frequent, so save often.*







# Ghosts, Nightmares and Yesterdays

**Sector:** Alnasl  
**System:** Vega  
**Planet:** Vega IX  
**Danger Level:** Medium

A disastrous experiment has opened a rift in space, and Waypoint 9 is being bathed in hard radiation. Madness caused by sabotaged strandware and radiation poisoning has disrupted station operations. The station proconsul has received a lethal dose of bad strandware and has locked himself in the shuttle control room. This Waypoint is doomed and must be evacuated...soon.

You will need a Control spike to complete this scenario. You will get the Escape Code when you finish it. If you don't have a control spike, you can get one in By Puppet Strings.

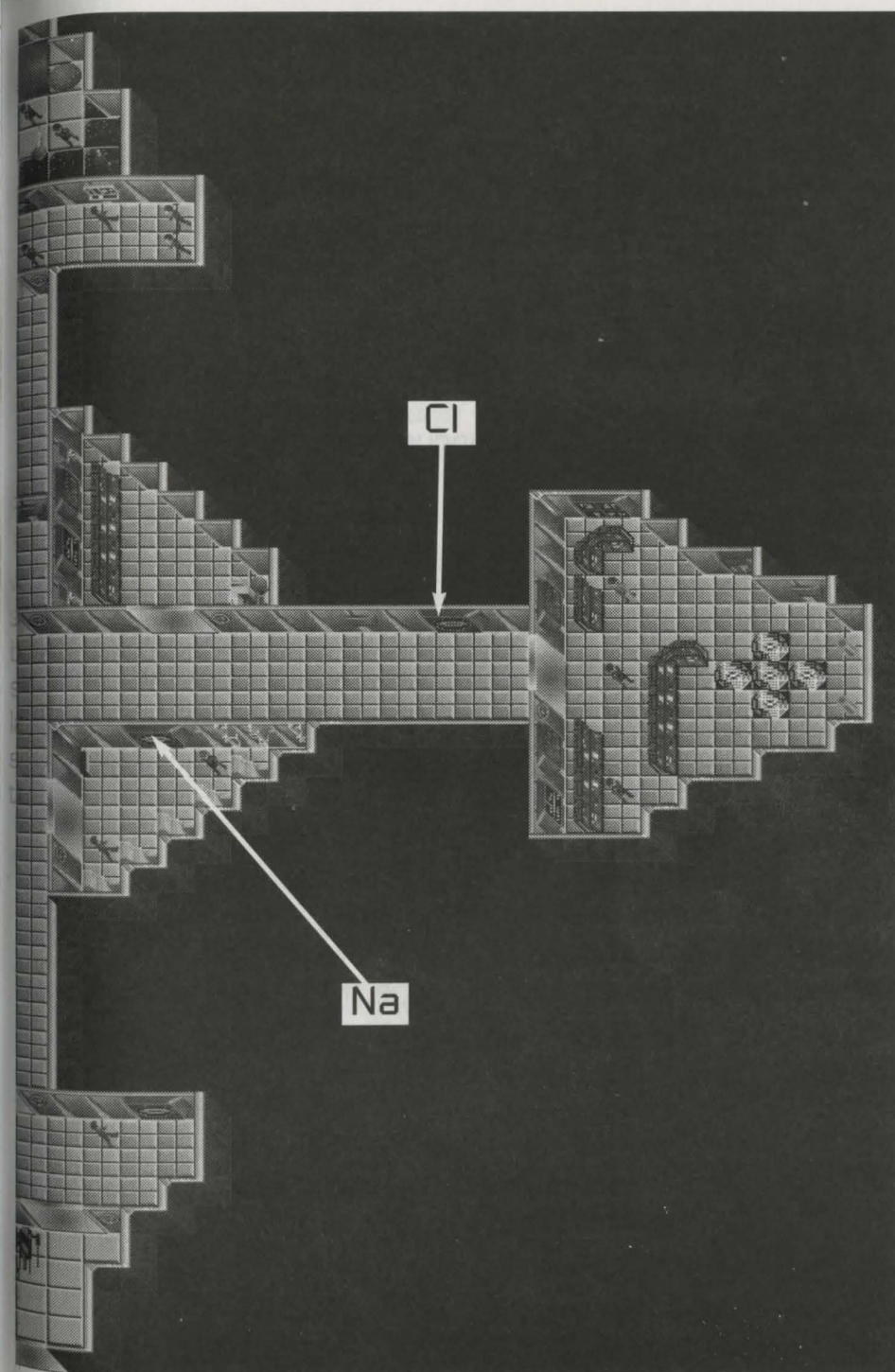
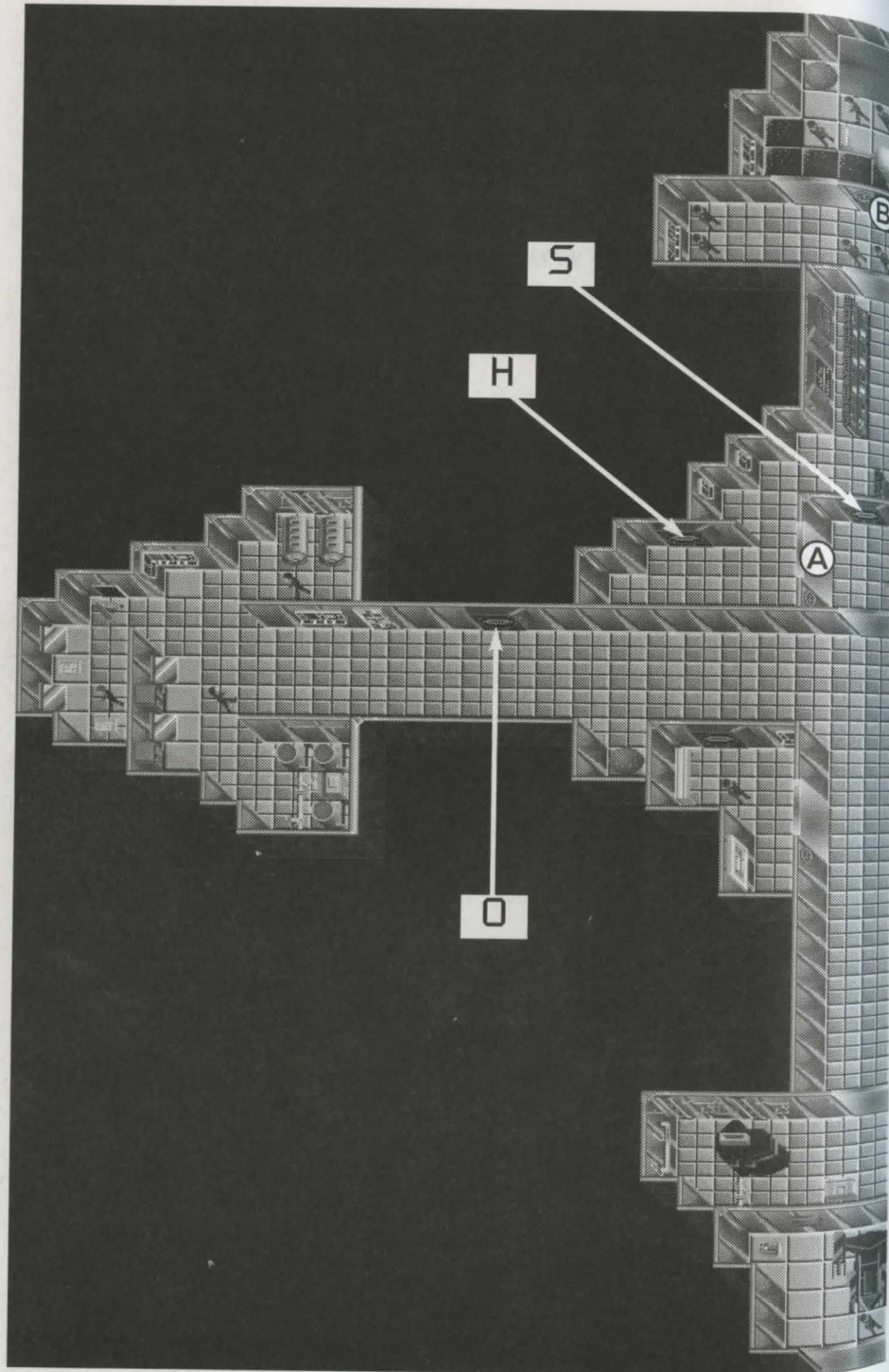
There are two doors that won't open until you enter the correct combination. When you walk up to the door at ④, you will see "NaCl" flash on a monitor. This is chemical shorthand for Sodium Chloride (salt). You need to search the monitor marked sodium and the monitor marked chlorine on your map to open the door. The next door is H<sub>2</sub>SO<sub>4</sub>, which is two units of hydrogen, one of sulfur, and four of oxygen. Search the hydrogen monitor twice, the sulfur once, and the oxygen four times. This will open the second door.

There is one more locked door at ⑥. Use your control spike on this door and you are in. Ominfajadin is inside, and homicidal. Blow him away and take his Escape Code. You are done.

## *Hints and Suggestions:*

*Once again, the weapons here are sub-atomic. Wear your anti-neutron armor. There are a few places on the station where you will be hit by radiation, so watch your health, and avoid wandering around.*







# Into the Breech

**Sector:** Alnasl  
**System:** Ascella  
**Planet:** Ascella II  
**Danger Level:** Extreme

The treacherous Ipremi Secundus have invaded this Ominar base and are using it as an outpost to further their dark schemes in this sector. This base has an Algo Cam somewhere inside, but it is guarded with very heavy security. The Secundus aren't willing to negotiate a trade for the Algo Cam, so it looks like you will have to resort to violence (all right!) to get it.

You will need the Escape code to finish this scenario. If you don't have it, you will have to get it in Ghosts, Nightmares, and Yesterdays. The Algo Cam is here.

This is IT. Nothing here is friendly, and nothing wants to talk. The Death Robots are everywhere, but they will not become hostile until you perform a provocative action. The Ipremi Secundus are hostile—period. The front door is at Ⓐ, the computer that opens it is at Ⓑ, and the tile that closes it is at Ⓒ. Use your escape code on Ⓑ and then shoot the robot in front of the door. Kill it quickly, because all the robots in the loading dock will become hostile. Run through the door, and step on the tile at Ⓒ once all characters are past the threshold. This will shut the door, protecting you from the angry robots on the other side.

In order to get into the locked door at Ⓒ, you will have to blow up the computers at Ⓓ and Ⓔ. One of the computers can't be reached without blasting the wall at Ⓕ multiple times, and both of the computers will need a good hammering before they are destroyed. Once the computers have been destroyed, you will have access to the door at Ⓒ. The Algo cam is at the end of the series of hallways beyond the door.

## *Hints and Suggestions:*

*This is THE deadliest scenario in the game. Following these hints before you attempt the Ⓒ door will increase your life span.*

*Save frequently, and under different names.*

*There are FOUR Shrouds of Kriq in one of the rooms, and a hostile Death Robot. Be sure to pick these up before trying to destroy the computers or go through the Ⓒ door.*

*There is a locked door with no apparent means of opening it. The ISC pin will open it. Inside are four Cygnus cannons and four dreadnought suits. These represent the best weapons and armor in Planet's Edge. You should have these, too, before you try to finish the scenario.*

*The Secundus are armed with Blue Quark Guns. These guns are sub-atomic weapons with short ranges, so a Tac Nuke rifle at long range should be considered.*

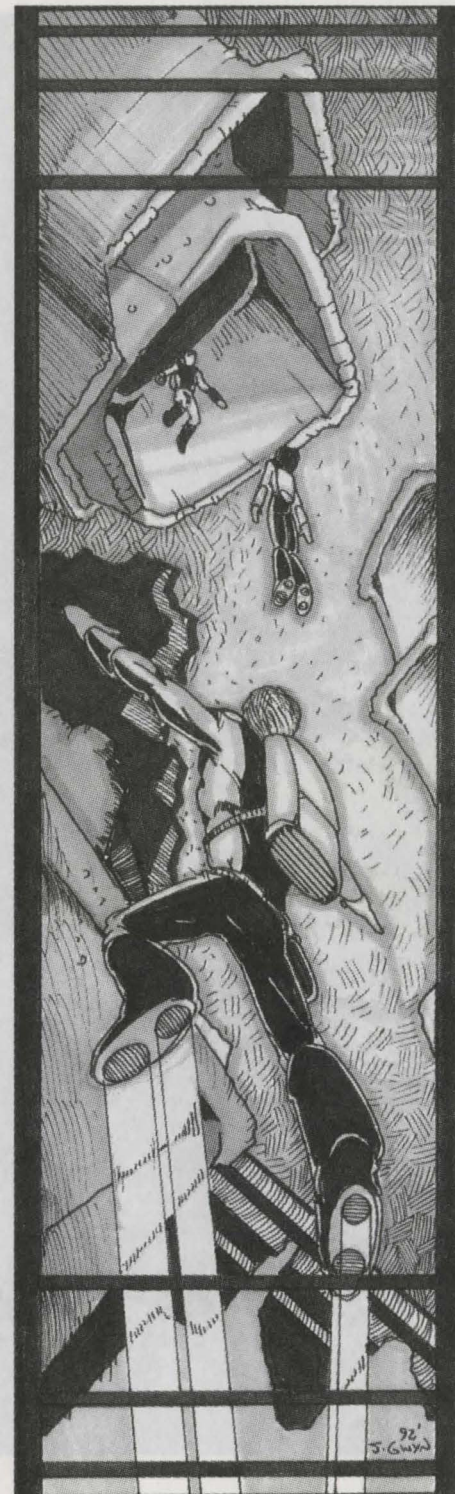
*When you first arrive, you should be wearing Assault Suits. This armor has the best chance of warding off the super lasers the Death Robots will use against you.*



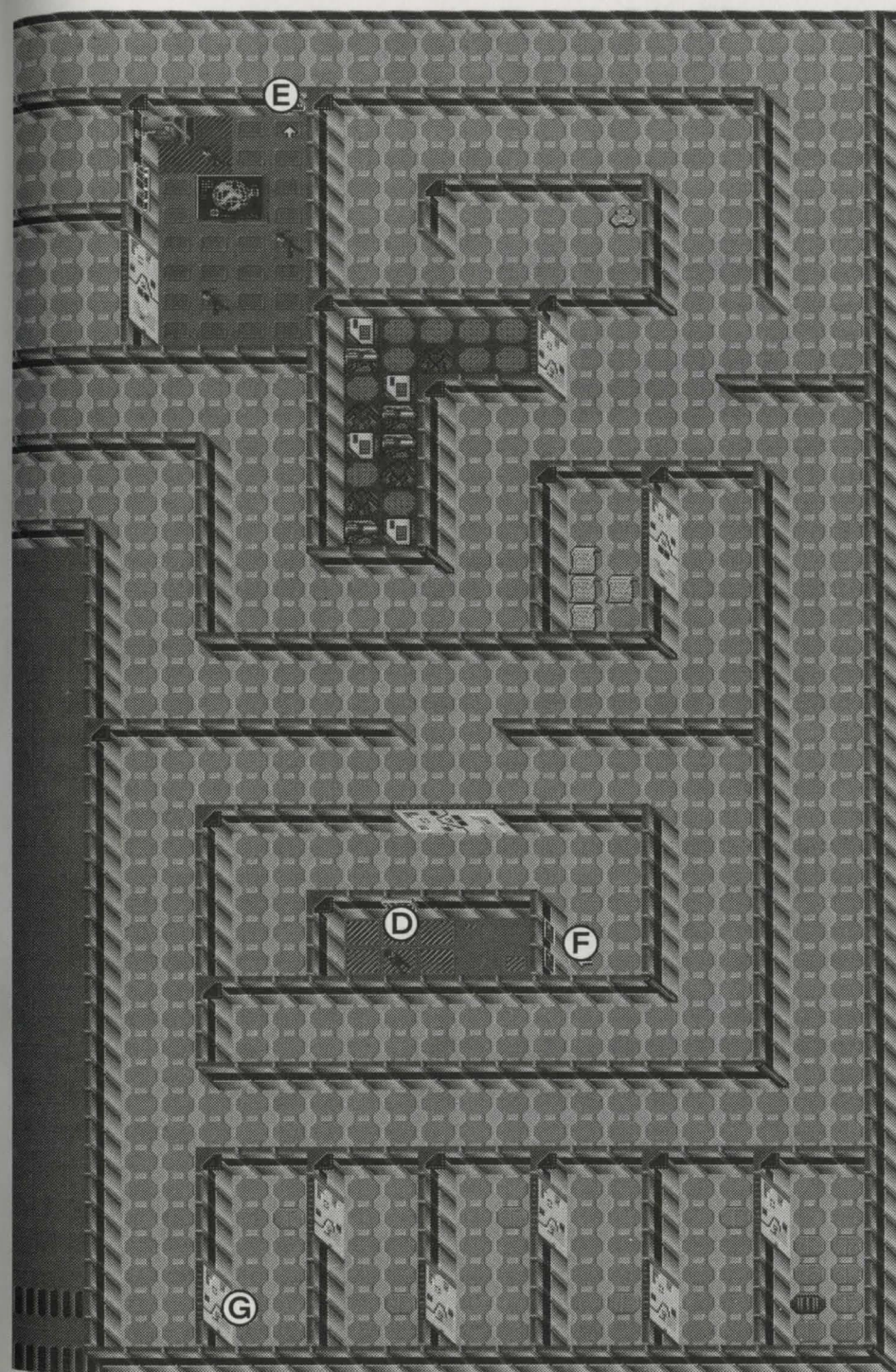
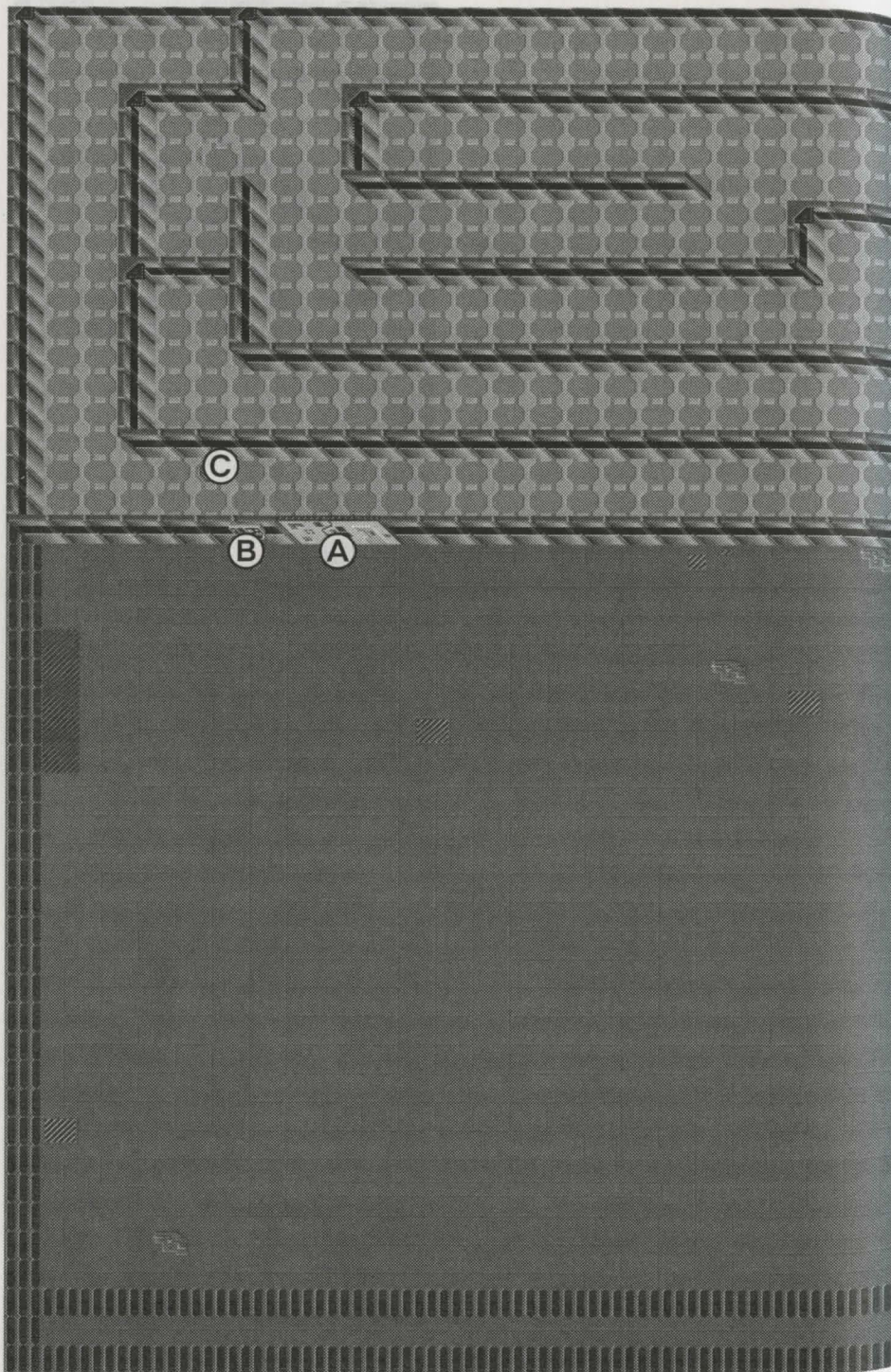
The room you beam down in is full of mines, and one of your characters will be standing on one of the mines. The mines only do damage on one square, so hit the 'c' key and move your characters off the squares they are occupying. Then hit the 'c' key again and search the squares they were occupying. This will set off the mines. After you do this, you should march your characters single file straight up until you reach the door. Search every square before you step on it until you are past the B door.

Good luck.

We love to fly, and it shows!









# Appendix A:

## Planet's Edge Walk Through

### The Quick and Dirty way to win Planet's Edge

Here is a quick walk through for Planet's Edge. This method calls for gun-point diplomacy, but it is the fastest way to win the game. Scenario names are in **bold**.

First, make sure that William has an Astrogation skill of 90 or higher. If he doesn't, throw him into the genetic recycling bin by rerolling him in the Cloning chambers. When his skill is 90 or higher, he will increase the speed of any ship he is flying by 1, and will improve the turn mode in some ships. Also, make sure that he has a high (preferably 100) skill in the weapon you will be arming your ship with. I recommend Lasers.

Before you go anywhere, go to **Double Blind** on Alrai II. There is an alien in the upper right corner of the map who will offer to trade a weapon for a sphere. Give him a bronze sphere, and he will give you a Tac Nuke rifle. This weapon will blow away just about anyone in the game in one or two shots. Make sure that Katya uses the rifle. To simplify things later, go and shoot Fandelbroth right away and take the fake sphere from it. Also grab the Modu-armor while you are there.

Next, go to Denebola IV and shoot the museum curator. The curator is the alien that won't speak with you until you have dealt with Ysaf. Once you shoot him, a door just around the corner will open with a set of ship plans<sup>2</sup> and tech plans. Take these and rush home to build your new ship. Make sure you are armed to the teeth, and then go to Algieba IV.

The presidential station is at Algieba IV, and if you have been following this walk through, you haven't been invited. Destroy the base station and ships that guard the planet (Don't bother to pay them—they are a pirate generator) and beam down. The guards will ask for an invitation. The invitation you have looks something like that Tac Nuke rifle you are carrying... Once the guards are out of the way, take the door to your left and find your way to the second level of the station.



Go to the bar and blow the bartender away so that you can get his bottle of Vegan wine. Then go to the newspaper editor and talk to him to get the press pass from him. Take the Vegan wine to the Algiebian in the Hall of Shame and go into the room she is standing in front of. Pull the switch on the wall and then search the upper left statue in the hall of shame to get your Algiebian crystal. Leave the hall and walk across the garden to the guards in front of the President's office. Show them the press pass to get by them, then go into the office.

Assassinate Ishtao and take the stuff you find on his body. You will, sadly, have to kill his guards, too. Return to the beam down point and go through the north door. Make sure that the lead character has the stuff you took from the president, or you won't be able to get through the door. Inside are a couple of fixit kits and another set of ship plans.

The next place to go is **Solitaire** on Kooshee Prime. There is no short cut to finishing this scenario, so read the write-up on this scenario to find out how to finish it. There is a set of tech plans here, and you only need two to build all the good stuff, so you are done worrying about them once you have finished **Solitaire**. Return to Moonbase. Build a better ship.

Now drop by Rutilicus Colony to get a visitor's pass. The colony leader has it, but he won't be needing it if he is dead. Tac Nuke the poor fellow and beam up with your pass. You will need it for **Loki's Sun**.

**Loki's Sun** is a difficult scenario and it is easier to complete it peacefully rather than violently, because the battles are so tough. You will just have to grit your teeth and follow the suggestions in the write-up for **Loki's Sun** to finish it. Make sure that you leave with the crate of spare parts and the sector clearance, because you will need them for later use.

**Of Universal Concern** should be your next stop, so fly over

there and beam down. The Mass Converter is MUCH easier to steal than pay for, so that is what you will have to do. The auctioneer has the converter, and he isn't wearing very heavy armor. Before you off him, go talk to Movrin Sepo and get the Unilock and spare parts from him. Use the Unilock on one of the crates in the room to get the secret room open. Once you have killed the spawn, take the shroud pass that is in the room and show it to one of the robots guarding the Shroud of Kriq. This will make them move aside so you can get in and steal the Shroud. If you use the shroud on a dead character, that character will come back to life. It has only ten charges, so use it wisely. Don't forget to kill the auctioneer before you leave and take the mass converter.

Last thing you should do in this sector is drop by Eltanin VII and get your ship plans. You can find out how to do this by reading the write up on **A Narrow Thread**, since there are no short cuts to finishing it. You don't have to bother giving the engineer the generator. Return home with your prizes.

The only place you have to go in Alhena sector is **Peace Offering** at Hyades. Most of **Peace Offering** cannot be solved by violence, so you will have to refer to the write-up to get through the puzzles. You will not have the leaders stone or the Dhoven Deed, but violence will solve everything that cleverness will not. You can deal with the death robots by wearing your Modu-armor and running past them when you have to turn off the switch they guard. The diplomats have the Krupp shields in the main conference room, and they can be easily killed. Don't forget the ship plans lying on the table, and you may want to take the sub-atomic blaster that is used by a diplomat. That does it for this sector, so run home to drop off all this new stuff and go to Zaurak sector next.

Zaurak sector can be finished in one easy step. Drop by Rana and shoot the Giate and his guards. He has the K-beam, and you need it. Take it and be done with Zaurak sector. There are two optional steps, however, that you will



want to take to simplify your job later. Stop by Diphda IV (**Edge of Twilight**) and shoot the scorch champion. He has some ship plans on him. Beam up and jet over to Rasalmoth V. You don't need to finish this scenario either, but you will need to follow it long enough to get the Cyber boots. Refer to the write up to learn how to do this. The boots will save you a lot of time later on. Return to Moonbase.

By now, you will have a size six ship. If you arm yourself properly, you will be able to take on just about anything in the galaxy. Pass by Izar and Ankaq sectors for now, and go straight to Alnasl sector.

First go to **By Puppet Strings**. There will be a nasty battle above all the planets that count in this sector, but you can win if you think about the battle and save frequently. Once in the station, go to all the lockers that are circled on your map and search them for the door crystals. Take the crystals to the Ominar that requires them to get the door to the great hall open. If anyone gives you a hard time in this scenario, shoot them. You are too strong to take anything from anyone anymore, and you are about to get MUCH stronger. Once you have got the great hall door open, shoot the alien standing in front of it (don't talk to him) and then shoot the proconsul to get his control spike. Beam up.

Go to **Ghosts, Nightmares and Yesterdays**, next. This is a simple scenario, but it can't be accelerated by doing violence. Refer to the write-up to complete it. Once you have the escape code in hand, go to **Into the Breech**. The only thing you can do to make this scenario go by faster is to shoot the computers that you are supposed to shoot from OUTSIDE the rooms they are in. If you pay attention, you will notice that the computers can be seen from both sides of the wall. Shooting them from the outside avoids Blue Quark Death from the inside. Arm yourself well, then finish the scenario. Once you are done with this scenario, you will be

armed and armored to the max. You are now ready to finish the rest of the game in a flash, since nothing can stand up to you. Rush home to drop off your Algo Cam.

Next, stop by **From the Ruins** to get the Starstones. Follow the write-up for **From the Ruins**; it is short and simple. Once you have the Starstones, stop by **We the Abducted** and shoot the warehouse manager to get the Hataphas Gem from him. Read the write-up on **We the Abducted** to find out where the warehouse manager is. After you get the Hataphas gem, beam up and go to **The Concierge**.

Now go to **The Concierge** at Izar. Since you now have a Cygnus cannon, you can make this a one-stop scenario. Have one character (Preferably Katya) use the Cyber boots to jump over the walls of the mud maze to gather the Hataphas gems, then walk your character through the first level of the tower. When you go through a teleporter, the rest of the characters will rejoin you. From this point, simply follow the write up until you finish the scenario and get the N.I.C.T.U.

After you leave Izar, go to Ankaq sector and visit **Shadowside**. Go on a rampage and kill everything in sight. Once you have killed Socketball and wiretap, the warehouse door that the sphere of Harmon lies behind will open. Take the sphere and the four wet suits you will find scattered about the scenario. Go to **Pearl of Price**.

Follow the write-up for **Pearl of Price** to finish the scenario. You should already have the fake sphere from **Double Blind**. After finishing this one, drop by **Instrument of the Gods** to pick up the Utrecian key, then go back to **Double Blind**.

Follow the write-up on **Double Blind** to complete it. Feel free to bump off anyone you don't like in this scenario while you are trying to finish it. Once you have the spheres of Awa and Rhyth, return to **Instrument of the Gods** and place the four spheres in their depressions. Talk to the Queen to get the



Harmonic Resonator. If you lost control and killed one of the "children", the queen won't cooperate. Not to worry, though; you are strong enough to gun her down without fear of reprisal. Either way, take the resonator and return to Moonbase.

The last place you need to go is **A Small Matter**. Hurry over there and beam down. Follow the write-up up to the point where you get the minilab pass. Make sure that only the character with the Cyber boots has the pass, then use the 'C' command to hide all the rest of the characters around the corner so they don't get the whole party shrunk. Take one step into the room, then use the Cyber boots to jump over the next square down. Grab the Gravitic Compressor and beam up where you stand. If you move around, you run the risk of stepping on one of the squares that will shrink you. Return home with your prize.

OK, that covers getting all the objects you need to win the game with. All you have to do now is go and look at the Centauri device, and you will initiate the end-game sequence. Congrats!

By the way... You may find that you have trouble finding all the minerals to construct the ships and weapons that you will need. If you are, you should liberate the protected worlds at Atria, Altair, and Alpha Centauri. These worlds all have large supplies of simple materials that can be traded for the harder to find alien materials. It is much easier to find a ship that will trade you what you want than it is to mine. Rana and Fomalhaut are centers for alien trade, so you will be able to find a lot of minerals just by waiting near these stars for the merchants to come home.

Remember that Merchants that are leaving a star system that has the mineral you want will have that mineral aboard. The bigger they are, the more they will carry, so trading will be particularly efficient in Alnasl and Ankaq sectors.





# Appendix B

## Ship Combat Tactics

### Strategic and Tactical Ship to Ship (or Base) Combat Considerations

The two most important strategic concepts in any type of combat are maneuvering and fire power. It has been said that maneuvering is the more important concept in that maneuvering properly can allow victory over superior fire power, and it may be true, yet in reality the concepts are two sides of a coin, inseparable, together constituting the criteria on which victory or defeat are realized.

There are some general tactical considerations to bear in mind when dealing with these strategic concepts. To disengage from a battle, your ship's speed must be equal to or greater than that of any of your opponents and you must be range 30 or more from the nearest opponent (use the "T" key to quickly toggle which target is being targeted revealing their range).

The battle area is fixed, however if you leave the edge of the battle area your ship returns onto the opposite edge. This is a great way to increase or decrease the range quickly! Upon successfully disengaging from a battle the shields of your ship are repaired. In a battle against a base and ship(s), or against two or more opponents of whatever kind, it is theoretically possible to defeat one of the opponents, disengage to repair shields, then return for the second or subsequent opponent. Although the opponents can also repair their shields while you've disengaged, they can't repair much internal damage! Lasers, projectiles, and missiles cause damage to the shield facing the incoming laser beam, projectile, or missile, however bolt weapons hit random shields, not necessarily the one facing the firing unit. Thus a unit with a beam, projectile, or missile, all of which are faster firing but less powerful than equivalent bolts, might be able to punch a shield and do interior damage while your opponents bolts keep hitting different shields, damaging all of them considerably, but failing to knock any one down decisively.

Sometimes, when attacking a base, there will be one or more escorts guarding the base. In these cases the escorts



will have to be dealt with first. It should be easy to position yourself outside of the weapons firing range of the base while dealing with the escorts.

Until you battle against enemy ships of size 3 or more (size 3 or more have the ability to mount 360 degree turret mount weapons) your most important tactic is to get behind your opponent and concentrate your fire power into the rear shield of the opponent. The Ulysses class ship has the best turn mode in the galaxy. In conjunction with a pilot who has an Astrogation skill of 90% or more it becomes easy to stay behind, and defeat, your less maneuverable size 1 or 2 opponent. Some (few) opponents will be wise enough to slow down, eventually stopping, in an attempt to prevent you following up their rear shield. Against this move you can either attempt to keep in the opponents rear quarter or stop moving and slug it out nose to nose. Once the escort(s) are gone you can quickly slip onto a position at range 0-2 following the base's rear shield, pound it's rear shield until it collapses doing a little internal damage, then either stay and polish off the base right there (assuming your ship has no internal damage and has a little shielding left ) or speed up, disengage, then return to attack the base after repairing your shields.

It's often a good idea to immediately select automatic weapons firing as soon as you enter a combat. This maximizes your fire power and frees your attention to concentrate on maneuvering the ship (unless your opponent is no threat). While projectile weapons only do about 1/4 the damage of an equivalent bolt they fire 4 times quicker producing a roughly equivalent damage amount over a period of time. Lasers do about half the damage of bolts but fire twice as fast, again a rough damage equivalence. Were it not for the fact that bolts hit random shields, the "punch" (it's higher damage) of the bolt would make it the best weapon. It usually works out however that a single projectile, missile, or laser will win out over a single bolt. Several bolts can do so much

damage that a small or medium sized opponent might be knocked out before they can threaten any attrition tactics with their faster firing weapons. It might seem that, in groups, the bolt is the best weapon but missiles can defeat the bolt, laser, or projectile armed ship by employing a range 9-15 missile release, then turn away so the opponent never actually gets to range 8 (or less) thus never actually gets the chance to return fire. This use of the missile is the most time consuming and difficult maneuver to execute of any attack technique, however no alien ship will shoot any of it's weapons at you if the range between your ship and theirs is 9 or more thus the missile is the most powerful weapon if you can develop this range 9-15 attrition game. This technique is the ultimate attrition strategy. Once you have acquired the "MegaMissile", which seeks the target and is a "fire and forget" weapon requiring no aiming, then a long range missile attrition strategy becomes tactically far easier to execute. Of course the turret mount version is most effective since the opponent can be lead about the combat area as you continually feed missiles which turn around and seek out the pursing opponent causing damage to the opponents facing shields since as they pursue you, they close with and take damage from your missiles while you keep the range open (range 11ish). You need a speed equivalence (or advantage) to properly execute this strategy.

Every variation you come up with will be based on these general principles, however you must adapt your tactics to the particular situation, which might change, rather than limiting yourself to a particular concept in every situation only to find it ineffective for that particular situation. If you must lose a ship to damage an enemy, then you'll eventually win by returning with fresh ships to complete the job. This sort of straight forward, brute force attrition can put stress on your resource supplies and is never necessary if you learn to use the longer range attrition strategies.



## Ship's Structural Data

Ship Hull Chart (Capacity for engines, weapons, and cargo)

Ship size=	1	2	3	4	5	6	7
Capacity=	10	40	90	160	250	360	490
Max. # of Wpns=	2	5	10	10	10	10	10

(Only the size 3, and larger, have 360° turret mounts)

Navigation/Weapons Computer Masses

# of Wpn's/Engines =	1	2	3	4	5	6	7
Capacity used =	1	4	9	16	25	36	49

[Weapon's need their own TARcomputer(s); engines require their own NAVcomputer(s)]

Engine Masses /Thrust (Mass not including NAV computer(s))

Type	Mass/Thrust	Type	Mass/Thrust	Type	Mass/Thrust
MK1	2/1	MK3	9/30	MK5	25/130
MK2	4/10	MK4	16/70	MK6	36/200
MK7	49/250				

Turn Mode = number of engines - constant

Top Speed = Average Thrust - ship size+4 [and +1 more if astrogation = 90%+]

Acceleration = (Thrust/mass) + constant [from below chart]

### Constant Values

Value=	-4	-3	-2	-1	0	1	2
Ship Size=	1	2	3	4	5	6	7

## Ship's Weapons Data

Weapon's Mass (amount of space needed to install weapon)

Type	90'	360'	Type	Tech Level
Laser	1	4	Energy Beam	1
X-Ray Laser	2	8	Energy Beam	1
Mega Laser	4	16	Energy Beam	2
Quark Laser	8	32	Energy Beam	3
Cannon	2	8	Projectile	1
Mass Driver	3	12	Projectile	1
Rail Gun	6	24	Projectile	2
Rack Gun	12	48	Projectile	3
Grav Bolt	4	16	Energy Bolt	1
Magna Bolt	9	36	Energy Bolt	2
Phase Bolt	18	72	Energy Bolt	3
Death Bolt	36	144	Energy Bolt	4
Missile	3	12	Torpedo	1
Mirv Missile	6	24	Torpedo	2
Super Missile	12	48	Torpedo	2
Mega Missile	24	96	Torpedo	3

## Ship's Weapons Data

### Lasers

Range	0	1	2	3	4	5	6	7	8	9+
2	2	-	-	-	-	-	-	-	-	- Laser
4	4	2	-	-	-	-	-	-	-	- X-Ray
8	6	4	2	-	-	-	-	-	-	- Mega
16	16	14	12	10	8	6	4	2	-	- Quark

Damage done

Chance to hit is equal to Ships beam weapon skill (no decrease with range)

### Projectiles

### Missiles

(% to hit is based on ship projectile skill)

Type	Damage	Type	Damage	Seeker	speed
Cannon	1	Missile	3	No	10+ship's
Mass Driver	2	MIRV	6	No	9+ship's
Rail Gun	4	Super	12	No	8+ship's
Rack Gun	8	Mega	24	Yes	7+ship's

Chance to hit decreases by 5% each additional range increment, dam. is not reduced for range.

If missile hits target then the damage is scored, otherwise not; there is no die roll or range adjustment of the damage.

Missiles run out of fuel quickly, thereafter becoming inert.

**Bolts** (Chance to hit is based on ship bolt weapon skill)

Type	Damage (any range)
Grav Bolt	4
Magna Bolt	8
Phase Bolt	16
Death Bolt	32

Chance to hit decreases by 2% each additional range increment



# Appendix C:

## Items and Minerals

### MINERALS AND RESOURCES

Resources	Location
Organics:	Alpha Centauri IV
Crystals:	Atria III
Radioactives:	Aldebaran Prime
Common Liquids:	Sheratan V
Heavy Metals:	Venus
Inert Gasses:	Altair IV, Alphard VI
Soft Metals:	Sirius V
Alien Gasses:	Kerb Prime, Sarin Prime
Alien Metals:	Miaplacidus Prime, Biham Prime
Alien Isotope:	Ritilicus Prime, Shedir Prime
Alien Crystal:	Kursa II, Kitalpha Prime
Alien Liquids:	Almach IV
Alien Organic:	Scheat III
Rare Elements:	Unukalhai Prime
New Elements:	Nekkar Prime

Remember that you can always find a planet that has a lot of what you don't need and trade with a merchant for what you DO need. Just so we don't give away the farm, this is not a comprehensive list. With this list you can find a little of everything that you may need, but there are other planets that have resources on them.

### ARMOR

Item Name	Protect against	Tech Lvl	Points to Kill	Breach
Admantine Chain	Hand	1	200	20
Assualt Suit	Beam	3	500	30
Chain Mail	Hand	1	120	10
Ceramic	Beam	2	200	12
Composite	Proj.	2	400	16
Dreadnaught Suit	Beam	5	25600	50
Evian Armor	Beam	3	500	20
Flak Jacket	Proj.	1	120	10
Kevlar Suit	Proj.	1	120	10
Leather	Hand	1	60	4
May Field	X Ray	3	1000	30
Modu Armor	X Ray	3	400	24
Personal Shield	X Ray	3	200	15
Plate	Hand	1	320	16
Recon	Proj.	1	150	15
Reflec	Beam	2	100	10
Shielded Reflec	X Ray	2	500	25
Teflar Suit	Proj.	2	320	20
Wet Suit	Hand	1	80	1



## WEAPONS

Item name	Class item	Tech lvl	Skill needs	# of dice	sides dice	# of uses	Rng.
Acid Gun	Beam	3	Lt Wpn	6	6	40	2
Assault Laser	beam	2	H Wpn	8	4	12	4
Assault Rifle	Proj.	1	H Wpn	2	10	18	5
Atomizer	X Ray	5	H Wpn	4	20	6	5
Battle Laser	Beam	3	H Wpn	10	3	20	4
Blue Quark Gun	X Ray	5	H Wpn	20	4	6	5
Breach Missile	Proj.	2	H Wpn	5	3	5	12
Chain Sword	Hand	1	Hand	6	4	255	1
Cygnus Cannon	X Ray	—	H Wpn	30	4	4	2
Dagger	hand	1	Lt Wpn	1	8	255	1
Defense Wave	X Ray	4	H Wpn	20	1	10	0
Electron Gun	X Ray	2	Lt wpn	3	5	18	1
Energy Mace	Hand	2	Hand	7	3	255	1
Grenade Launcher	Proj.	1	H Wpn	1	8	8	3
Hand Laser	beam	1	Lt Wpn	2	7	20	4
Imastyl	Hand	1	Hand	1	8	255	1
Laser Rifle	beam	2	Lt Wpn	2	11	20	5
Laser Sword	Beam	3	Hand	8	3	255	1
Machine Gun	proj	1	H wpn	6	5	12	4
Mass Cannon	Proj.	4	H Wpn	50	2	20	5
Microtic Injector	Proj.	5	Lt Wpn	6	12	5	2
Mono-Mol Disk Gun	Proj.	3	Lt Wpn	1	30	100	3
Needler	Proj.	2	Lt Wpn	2	6	200	3
Neutron Gun	X Ray	3	Lt Wpn	6	4	14	3
Pistol	proj	1	Lt Wpn	1	12	12	3
Plasma Bow	Proj.	3	Lt Wpn	5	10	255	1
Rifle	proj	1	Lt Wpn	2	7	15	4
Rocket Launcher	Proj.	1	H Wpn	10	2	14	5
Scroe Special	Beam	1	H Wpn	1	1	200	4
Seeker	Proj.	2	Lt Wpn	5	4	12	5
Smart Gun	Proj	2	H Wpn	20	1	20	5
Sossee Dagger	Hand	—	Lt Wpn	8	2	255	1
Sub Atomic Blaster	X Ray	4	H Wpn	12	4	10	2
Super Laser	Beam	3	H Wpn	10	6	20	4
Sword	hand	1	Hand	2	8	255	1
Tac Nuke Rifle	Proj.	2	Lt Wpn	8	8	5	5
Thermite Launcher	Proj.	1	H Wpn	3	7	10	3
Turbo Laser	Beam	3	H Wpn	7	5	4	3

## AMMUNITION

Name	Type/skill
Ammo Clip	projectile/ light weapons
Heavy Magazine	projectile/ heavy weapons
Power Cell	beam/ light weapons
Power Bank	beam/ heavy weapons
Particle Pack	x ray/ light weapons
Neutrino Cache	x ray/ heavy weapons

## MEDICAL EQUIPMENT

Item name	Class item	Tech lvl	Skill needs	max # of uses	Rng.
First Aid	medical	1	first aid	20	1
Mini Aid Packs	medical	3	surgical	255	1
Trauma Kit	medical	1	surgical	1	1
Shroud of Kriq	miracle	9	none	10	1

## MISCELLANEOUS ITEMS

Item Name	Function	Where Found
Algiebian Crystal	1 of the 8 parts to the Centauri Device	Algieba IV
Algiebian Invite	Admittance to Inauguration Ceremony	Subra II
Algiebian Quarter	Activates the cola machine	Algieba IV
Algiebian Tal	Purchase Vegan Wine on Algieba IV	Attagi
Algo Cam	1 of the 8 parts to the Centauri Device	Ascella II
Alien Doll	Get a Leader Stone when brought to surface	Cappella Prime
Alien Meat	Makes the bridge guard on Subra II let you pass	Subra II
Alien Medipack	Trade this for Mini Packs on Cappella Prime	Cappella Prime
Alien Regen	Restore life to aliens	Hyades Prime
Android Tool	Repairs the android heads to get clues	Alpha Centauri II
Anti-Matter Grenade	None discovered	Alnasl Prime
Attagi Com Code	Allows the passenger leader to save the Attagi	Algieba IV / Attagi
Authorized Form	Requisition form that's approved on Cor-Caroli Prime	Alula IV
Bag O Diamonds	Used on Alrai II and Sabik Prime; get two of them	Sabik Prime
Blanket	None discovered	several places
Blind Faith	The phrase to get by a guard on Alrai II	Alrai II
Blo	None discovered	Eltanin VII
Bronze Sphere	Trade it for Tac Nuke rifles, upper right Alrai II	Alrai II
Caged Noch	Used In Life Gallery, on Merak Prime	Alula IV
Cevitic Balance	Opens a treasure room on Arcturas III	Mizar V
Choassqa Card 001	The orange card used on the Attagi	Algieba IV/ Attagi
Choassqa Card 002	The green card used on the Attagi	Algieba IV/ Attagi
Choassqa Card 003	The red card used on the Attagi	Algieba IV/ Attagi
Choassqa Card 004	The blue card used on the Attagi	Algieba IV/ Attagi
Choassqa Card 005	The yellow card used on the Attagi	Algieba IV/ Attagi
ComNet	Used on Deneb II to visit Codebreaker	Ankaq Prime
Com Nav Sq 2345-8	Used on Alula IV to repair the ship	Cor-Caroli III
Control Crystals	All 6 used on Alnasl Prime to open a door	Alnasl Prime
Control Spike	Used on Vega IX to open a door	Alnasl Prime
Cyber Boots	Safely cross dangerous or impassable terrain	Rasalmothal V
Cyber Credit	Trade it on Kochab II and Diphda IV	Kornephoros III, Deneb II
Datatape	Found and used on Deneb II	Deneb II
Death Threat	None discovered	Deneb II
Decorative Orb	Use on Denebola's east gate to open it up	Denebola IV
Deed #38466	Use at auction on Kochab II	Rutilicus
Dhoven Deed	Approved on Alhena VIII, deliver it to Hyades Prime	Procyon III
Doorspiker	Open door at rocket silo on Sabik Prime	Sabik Prime
Eldarin Pot	Use at Denebola IV to get curator to open vault	Denebola IV
Escape Code	Get through door in Into The Breech	Vega IX
Eye Balls	Give to Socketball on Deneb II	Deneb II
Eye Glasses	Use on the alien on Algieba IV who requests them	Attagi
Fake Sphere	Place it on Nashira III in place of the sphere there	Alrai II
Fire Extinguisher	On Cappella Prime, use it on fires to pass them safely	Cappella Prime caves
Flight Recorder	Used on Alhena VIII to open a door	Cappella Prime



Funny Hat	Used to get the Last Stanza on Vindematrix Prime
Gallery Admission	The admission form for Merak Prime's "Life Gallery"
Geal A'nai Amulet	President trades for security pass
Generator	Trade it on Eltanin VII to acquire sonic pincers
Gold Sphere	Use in Cu's safe, on Alrai II, to access attic
Golden Trinket	Use on Subra II, the last guy in the cave
Grav Buoy (3 of them)	Use on Zaurak II, Rasalmothai V, and Diphda IV
Gravitic Compressor	1 of the 8 parts of the Centauri Device
Gravity Bar	Repair teletrans on the Attagi with this
Harmonic Resonator	1 of the 8 parts to the Centauri Device
Harvest Key	Use it on Alula IV control room to open door
Hataphas Gem	Use 6 on Izar II to get into the building
Industrial Badge	Use on Sabik Prime to get doorspiker from the registrar
ISC Pin	Gain entrance to a door on Ascella II
Jar of Uru	Used on Ankaq if you killed the children
K-Beam	1 of the 8 parts to the Centauri Device
Kochab-Cola	None discovered although it's refreshing
Krupp Shields	1 of the 8 parts of the Centauri Device
Leader Stone	Used on Hyades Prime on an alien deactivating robots
Letters	Used on Arcturas III to get the official papers
Levigator	Moves dresser out of way on Talitha II
Logic Circuit Alpha	Switch with Beta circuit to leave mini lab
Logic Circuit Beta	Switch with Alpha circuit to leave mini lab
Maint Card	Use on Vindematrix to get Nav Beacon
Mass Converter	1 of the 8 parts of the Centauri Device
Matches	Use on tapestries to cause fire as a diversion
Microtic Injector	Injects strandware into the Proconsul on Alnasl Prime
Mind Net Key	Use on Alnasl Prime to activate mindnet pad
Mini Lab Pass	Use on Cor-Caroli III to enter mini lab
Mind Tap	Use on Deneb II, with ComNet, to see Codebreaker
Mirror Shard	On Kooshee Prime, deflects numbing beam
Music Box	Tradable item on Kochab II
Nav Beacon	Use on Mizar V to get a Hataphas gem
Newspaper	Never discovered
N.I.T.C.U.	1 of the 8 parts to the Centauri Drive
Numistat Deed	The Dhoven deed, once approved on Alhena VIII
Official Papers	Lower the draw bridge on Arcturas III
Optical Key	Opens the door on Ankaq Prime
P.C. Strandware	Inject the Proconsul on Alnasl Prime with this
Perfume	Trade it on Kochab II
Pickor	On Izar, deactivates explosive traps indoors
Planet Deed	Use on Kochab II in auction
President's Amulet	Allows one char to enter Kooshee Prime safely
Press Pass	Allows meeting with the President of Algieba
Queen's Standard	On Talitha II, trade to queen for weapon
R Strandware	Genetic material for aliens
Requisition Form	Get this authorized on Cor-Caroli Prime
Rubber Stamp	Give this to the Numistat on Alhena VIII
Sack-O-Lozam	Use this on Alula IV's harvest manager
Sector Clearance	Use on Eltanin VII, after clearing antenna, gets ship
Security Card	Opens doors, access ship plans on Algieba IV!
Ship Plans	Used at moon base to build next larger ship
Shroud Admission	Found on Kochab II, ticket to shroud exhibit
Shroud of Kriq	Restore the life to a crew member
Silver Locket	Get into treasure room on Arcturas III

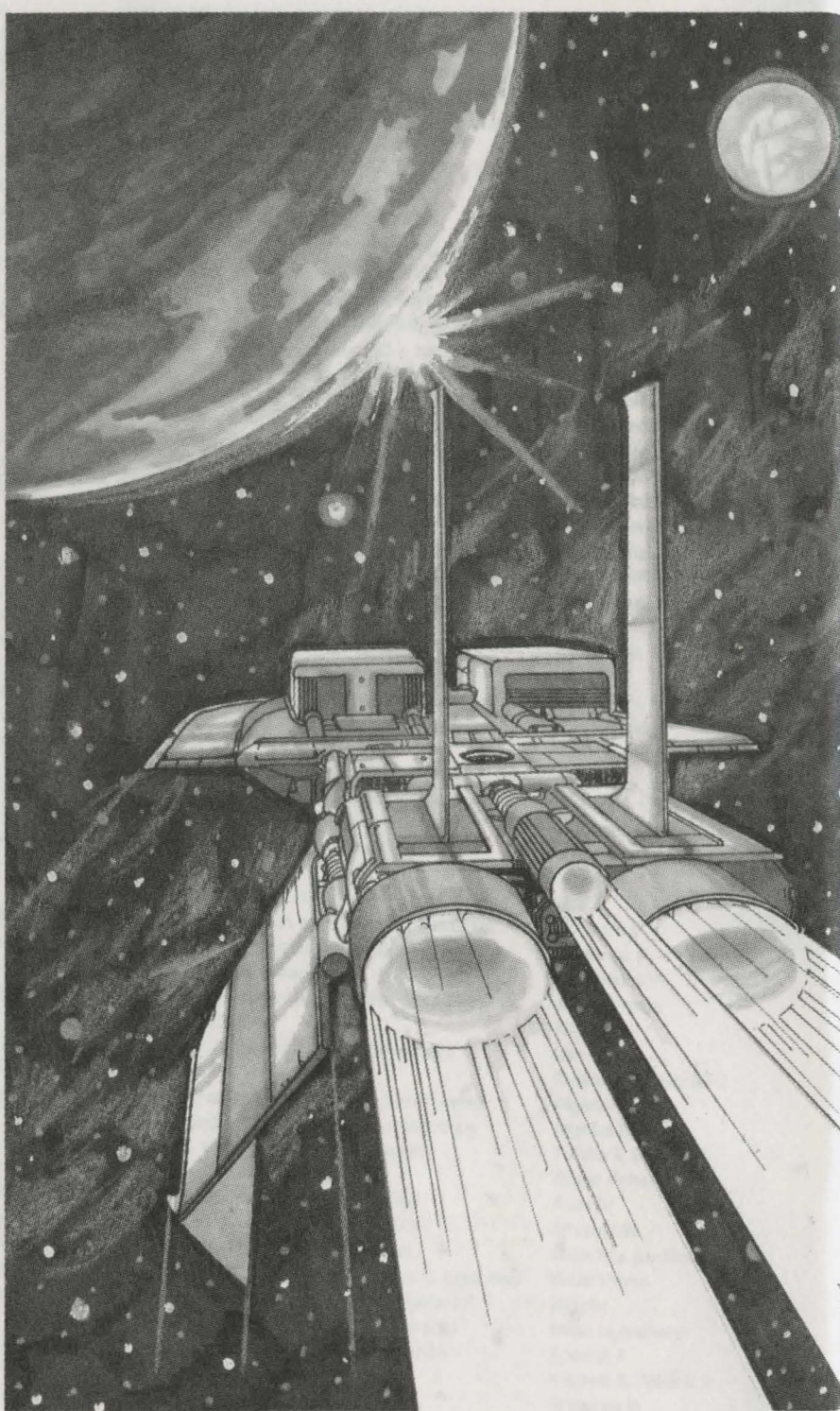
Vindematrix Prime
Alula IV
Algieba IV/ Attagi
Rutilicus II, kill all spawn
Alrai II
Talitha II
Rana Prime
Cor-Caroli Prime
Attagi
Ankaq Prime
Alula IV
Mizar V, Alkaid Prime
Sabik Prime
Ascella II
Nashira III
Rana Prime
Algieba IV
Hyades Prime
Cappella Prime
Arcturas III
Talitha II
Cor-Caroli Prime
Cor-Caroli Prime
Arcturas III
Kochab II
Talitha II
Cor-Caroli III, Vega IX
Alnasl Prime
Cor-Caroli III
Deneb II
Kooshee Prime
Kochab II
Vindematrix Prime
Algieba IV
Izar II
Procyon III
Arcturas III
Fomalhaut VI
Alnasl Prime
Kochab II
Izar II
Rutilicus II, Kochab II
Algieba
Algieba IV
Talitha II, Room #3
Alnasl Prime
Alula IV
Alhena VIII
Alula IV's garden
Sabik Prime
Algieba
listed elsewhere
Kochab II
Kochab II, Ascella II
Arcturas III

Sixth Seal
Skocha Roots
Sleith Egg
Sonic Pincers
Spare Parts
Sphere of Rhyth
Sphere of Them
Sphere of Harmon
Sphere of Awa
Star Stone
Stone
Talking Stick
Technical Plans
The Last Stanza
Thermaul
Tractor Part
Transformer
Ulfas Cloth
Unilock
Vegan Wine
Virtual Reality
Visitor Badge
Wet Suit
Ysaf Note

President trades for President's Amulet
Trade on Sabik Prime for Bag O Diamonds from alien
Merak Prime for "Life Gallery"
Used on Kochab II and Zaurak II
Place them on Kornephoros III
Use on Ankaq Prime
Use on Ankaq Prime
Use on Ankaq Prime
Use on Ankaq Prime
Use on the pockmark wall on Izar II
Uses on Alula IV to prove your intelligence
Use on Subra II's "Magin" to get Algiebian Invite
Increases your tech level by one more
Use on Kornephoros III to get a Cygnus cannon
Use on snow on Eltanin VII to clear array
Used on Alula IV to get Ysaf note
Use on Rutilicus 's engineer to restore power
Trade it on Kochab II
Used on Kornephoros III to get a Cyber credit
Makes the curator (Algieba) let you past her
Gets you past a guard on Alrai II
Deactivates robots on Sabik Prime
Allows traveling water parts of Nashira III
Use on Ysaf to prove you've fixed rocket

Algieba
Sabik Prime
Rasalmothai V
Eltanin VII, Zaurak II
Sabik Prime, Kochab II
Alrai II
Nashira III
Deneb II
Alrai II
Arcturas III
Alula IV
Subra II
Listed elsewhere
Vindematrix Prime
Eltanin VII
Denebola IV
Rutilicus II
Kochab Prime
Kochab II, Kornephoros III
Algieba IV
Alrai II
Rutilicus II
Deneb II
Alula IV







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