

You Are Now

CORIN STONESEEKER

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: ONE™
Beyond the Boundary

You Are Now

CORIN STONESEEKER

This is your secret character booklet. Do not let anyone else read it. You should have already read the “Dear Player” introduction sheet, and chosen Corin Stonesecker as the character you want to play.

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

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

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

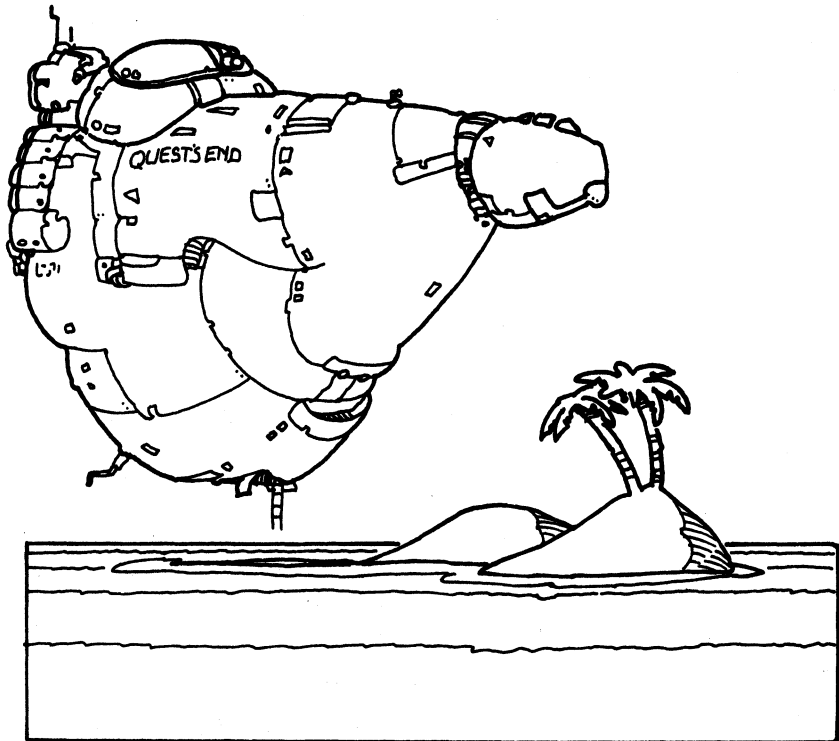
You may also wish to refer to the *Host Guide and Player Reference Manual* for more information. The manual contains directions for setting up the game components, helpful hints, a comprehensive version of the Rules, a guide to the Computer Game Master, and other reference materials.

You are now Corin Stonesecker. Turn the page and begin.

Corin Stoneseeker

The drumbeats have ceased. The elders have spoken. The tribe members have gone home. The solemn fires of the ancient ritual have died away, leaving only the dark sky and the stars above. Your spaceship, *Quest's End*, rests silently on the small Atlantian island, waiting for the journey it is about to begin. You are alone now.

You, Corin Stoneseeker, are the oldest child in a family of Questors. For eighteen years you have been learning about the quest. Each week, since you were born, you have attended the Rites of Remembrance. You have spoken the pledges, played the drums, and watched the Questors leave. Now your eighteenth birthday has come. There will be no more pledge-speaking, no more drum-playing, and no more leave-watching. Your quest starts tomorrow.



You will be searching the galaxy for a stone. A very special stone, called the Core Stone. A stone to which your life is dedicated, along with the lives of twenty generations that came before you. You know the Ancient Writings well.

Twenty generations ago, before the Boundary around the Nine Worlds was established, your ancestor Soulsinger journeyed far into the unknown reaches of the galaxy. In his travels Soulsinger found the Core Stone. White with a black center, it was the most powerful object Soulsinger had ever set his eyes upon. The Core Stone made him immortal, and held a promise to save Humanity.

That promise was broken, however, when a huge green alien covered with scales killed Soulsinger and took the Stone for himself. The creature then took off in his spaceship and disappeared.

Soulsinger's son returned to the Nine Worlds and vowed that someday Mankind would recover the Core Stone. He declared himself the first stone-seeker, and promised that each generation one of his descendants would continue the search for the Stone. Without the Stone, he warned, the Human race would perish.

Tomorrow, at dawn, your quest begins. Like your aunt Cathir, her father Varek, and countless others before them, you will leave your home and family to search the stars for the Stone. You will take the spaceship the elders have given you and fly into the night, away from your planet Atlantis and out to the vast galaxy beyond the Nine Human Worlds. You will go wherever your search for the Stone takes you. If you do not find the Stone, you will never return.

You try to rest, but the morning's activities weigh heavily upon you. For hours, you toss and turn, finally falling into a troubled sleep.

* * *

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

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

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

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

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

* * *

The morning sun glints off the blue and gray surface of your ship. Your last night on Atlantis is over. You have to leave now. You gaze through the trees on the small island to see if there is anyone watching you, but you see no one. No doubt, there are some curious children about, but they are hiding themselves carefully, much as you did when you watched the Questors leave.

You pack the last of your belongings, open the hatch, and take your seat at the bridge. You feel a sense of freedom that you have not experienced in your eighteen years here on Atlantis. Though the weight of the quest that rests upon you is heavy, you do not feel burdened by it.

You test all the ship's systems, fire the engines, and lift off into the bright Atlantian sky. You do not look back. Within hours, you are out of Atlantis's orbit and heading into interstellar space. Your viewscreen shows a vast, black field, stretching forever in all directions, punctuated only by the tiny flecks of distant stars. You engage your warp drive.

As you approach the Boundary around the Nine Worlds, you look for any signs of the Space Patrol. However, you spot only a single robot buoy, recording your exit from the human worlds. So it really is as the elders said: the Space Patrol doesn't try to prevent you from leaving the Nine Worlds — they just won't let you return. You pass the buoy and watch it fade from view. If you find the Stone, you'll be back.

You will get to know your ship well. For years, perhaps for the rest of your life, it will be your only companion. Three of your ship's cargo bays are filled with commodities, so you will have something to trade on any inhabited planets you come across. Specifically, you have 1 unit of Crystals, 1 unit of Radioactives, and 1 unit of Medicine. Hopefully you will be able to find a market for these. You have no weapons, but you may need to acquire some. Who knows what you'll run into out here?

Your first stop is the planet Bugeye, a "Ghost World" — a human colony cut off from the Nine Worlds by the Boundary. The elders told you to visit a person named Colmaris who lives there. He knows about your quest and will help you get started in your search for the Stone. Bugeye is labeled on the map the elders gave you, showing the Nine Worlds and the few nearby planets outside the Boundary, so you know how to get there.

If you locate the Core Stone and are able to return to the Nine Worlds, plot the following option:

⟨YO9FDI⟩ (7 phases) Return to Atlantis with the Core Stone.

Good luck!

NAME:	Corin Stonesceker
SHIP:	<i>Quest's End</i>
CARGO:	1 Unit Crystals 1 Unit Radioactives 1 Unit Medicine
GOAL:	Find the Core Stone and bring it back to your home world, Atlantis.

Rules Summary

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

Your Spaceship

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

The Map

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

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

The Computer

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

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

The Saga Text

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

Time

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

Options

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

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

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

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

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

Acquisitions

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

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

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

Combat

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

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

How To Play Turn 1

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

How To Plan Turn 1

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

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

Plotting Sheet							
	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
1	T	B	V	O	Y	V	L
2	—	—	—	—	—	—	
3							

You start with "T" for takeoff. Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is blue (B), violet (V), orange (O), yellow (Y), and violet (V). This will put you in the trisector containing the planet Bugeye, so you also plot "L" for Land. This will use the rest of your phases for this turn and borrow against six of your next turn's phases. You mark off the borrowed phases with dashes to show that those phases are used up.

How To Enter Plots For Turn 1

Now that you have planned your plots, it is time to go to the computer and enter them. Identify yourself to the CGM by typing C for Corin Stonesecker. You have now "logged on" to the computer and are looking at the computer screen where you can enter your moves. This screen is called the "plot editor." When the computer asks you to plot your turn, type in the moves you wrote on your plotting sheet: T, B, V, O, Y, V, and L.

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

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

How To Get Results For Turn 1

Now the computer will evaluate your move and let you know at least part of the outcome. In this case, it indicates that your takeoff, movement, and landing were all successful. You should move your token on the map to trisector #153. Also, the CGM has directed you to two pieces of text: **Text #136** and **Text #49**. Write these numbers down. Then hit Return or F so the screen will be ready for the next player.

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

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

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

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

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

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

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

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

Corin Stoneseeker
Quest's End

STAR SAGA: ONE™ Reference Card

Player-Character Options

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

Computer Game Master (CGM) Commands

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

Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

Planetary Commodities

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