

You Are Now

PROFESSOR LEE DAMBROKE

Do Not Open
Until Instructed
To Do So!

Character Booklet

STAR SAGA: ONE™
Beyond the Boundary

You Are Now

PROFESSOR LEE DAMBROKE

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 Professor Lee Dambroke 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.

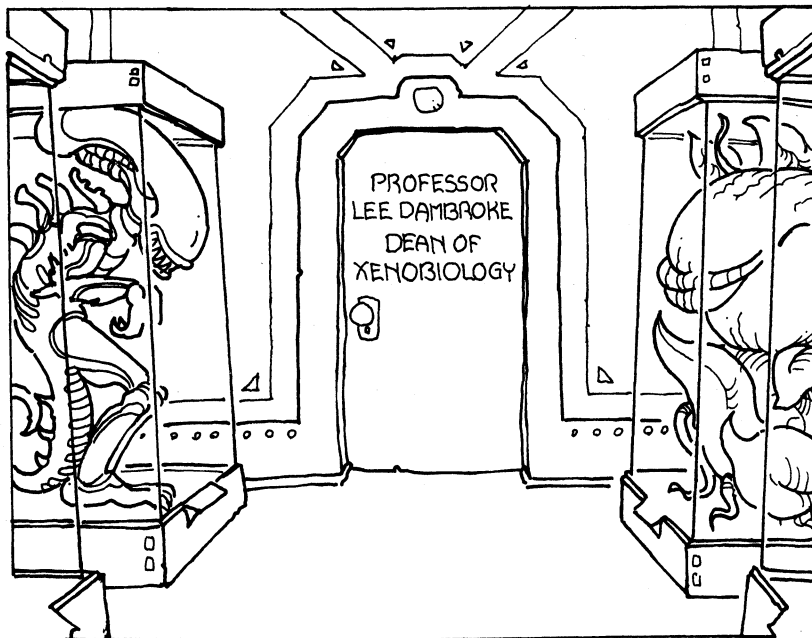
You may also wish to refer to the *Host Guide and Player Reference Manual* for more information. The manual contains directions for setting up the game components, helpful hints, a comprehensive version of the Rules, a guide to the Computer Game Master, and other reference materials.

You are now Professor Lee Dambroke. Turn the page and begin.

Professor Lee Dambroke

You are Lee Dambroke, Dean of Xenobiology — the study of aliens — at Harvard University on the planet Harvard. That may seem impressive, but it's not as good as it sounds. You have a lot of status, since the planet Harvard is the cultural and educational center of the Nine Worlds. And since you are a Dean at Harvard, you are supposed to be a very important person. The problem is that in this day and age you don't do much to earn that status.

Ever since the Boundary was established three centuries ago, xenobiology has been a dead field. No one who leaves the Nine Worlds can ever return for fear of bringing back another harmful alien organism like the virus that caused the dreaded Space Plague. Unfortunately, this creates extreme difficulties for someone who wants to do research on aliens.



In your years at Harvard, you have spent too many days cataloguing obscure sub-species of insects on Frontier. You have spent too much time studying the written accounts of alien discoveries made during the era of the Great Expansion. You have examined the preserved specimens left in the museums far too often, wondering what it must have been like for the early explorers.

Last month, as you performed the graduation ceremonies for this year's students, you realized your career was at a dead end. You were the top xenobiologist in the Nine Worlds, but you had never once met an intelligent alien creature from another planet. What kind of scientist were you? You had contributed nothing of real importance to your field.

You couldn't continue like that, so you concocted a wild scheme. You wrote a letter to the Planning Committee outlining a plan to travel outside the Boundary to do some real research. In the letter you strongly criticized the current state of affairs in the world of academia. You pointed out how stale your field, not to mention several others, was becoming; because of the Boundary there had been no new breakthroughs in the past three hundred years.

You then introduced a pet theory of yours. You have always believed that humanity has much to learn from other intelligent life forms — not just alien technology, but strange alien abilities. To the aliens these abilities might seem commonplace, but to humans they would appear to be magic. The potential benefits to humanity could be enormous.

You submitted the letter to the Committee without much hope of accomplishing anything.

Yesterday you received a response, but not directly from the Committee. Instead you found yourself reading a short handwritten note which said that a small group of people existed who felt much the same way you did about the lack of opportunity for creative research. Were you really serious about crossing the Boundary to pursue your theory? If so, be at the Life Sciences Cafeteria at two o'clock the following day. The note was unsigned.

You were so excited as you tried to settle down for sleep that, instead, you tossed and turned for hours. Finally you were able to fall asleep. Then. . .

* * *

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

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

Suddenly the dragon is again before you, straining at his golden leash to reach you and 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 home to the Nine Worlds; past the buried ship on the planet 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 know you will never be the same again. 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?"

* * *

You are not sure what the dream means but maybe it is a good sign for your upcoming meeting. As you dress for work, you find your hands shaking with excitement.

When two o'clock arrives you are seated alone in the cafeteria with a cup of soup before you. You are about to begin eating when Dean Myers of the Planning Committee sits down beside you. In a quiet voice, she asks if you got her note. You nod your head and wait for her to continue.

"Your letter was fascinating, Professor Dambroke. Tell me more about your theory of alien abilities."

You do not need to be asked twice and you launch into an explanation of your hypothesis. Essentially, you believe that alien intelligences, with their necessarily alien thought patterns, might possess powers which to Humans would appear magical. Humans, meanwhile, might have powers, such as the ability to add numbers mentally, that to aliens would be completely incomprehensible. If so, humans might have a great deal to learn from aliens, and vice versa. It would be well worth going outside the Boundary to find out.

Myers agrees with you. "If you really feel that way," she says, "then I think we can help you."

"How?"

"Tonight, at the V.I.P. spaceport, there will be a small spaceship waiting for you. It's equipped with dual-axis hyperdrive, long term life support, a sophisticated computer, subspace radio, and ten cargo bays. Good luck with your research."

"A ship! But how could you. . ."

"I can't tell you how we got the ship, or even with whom I'm working. We're taking a big chance with you. You have to trust us. I'm sure you know what the consequences would be if any of this were to become public."

"But *tonight*? I know how to fly a ship, but I've never done anything like this before. Where would I go when I get out there? Besides, I need time to prepare. My work, my books — I need to take them with me. What about my students? I just can't leave them in the middle of the term."

"Stop worrying. You wanted an opportunity to do your research. Here it is. You'll have to manage the best you can. There's no time for careful preparation. The ship's computer has a map of the area just outside the Nine Worlds, on the other side of the Boundary. There are some small human colonies still out there, you know. You'll have to go to one of them and figure out how to proceed. As far as your students go, don't worry. We'll take care of them."

"What about my position at the University?"

"No problem. We'll put you on Extended Leave of Absence. Officially, you'll still be a member of the faculty."

"How do I report my results? Say my theory is right. The Space Patrol won't let me back inside the Boundary. If I can't publish what I find, it won't do any good."

"You'll have to figure out a way. Maybe you can get around the Space Patrol somehow. If so, we can arrange to get your results published. You won't be able to use your real name, of course. And you'll need solid proof. One 'magical' alien ability won't be good enough. You'll need at least three. Otherwise the journals will think the whole thing is a hoax."

"Three! I haven't even found one yet."

Nonetheless, by nightfall you find yourself at the spaceport with one small suitcase of personal items in hand. You look over the unmarked ship, parked alone in the middle of the landing pad. It represents the biggest challenge you have faced in your entire life. You decide to name it *The Black Abyss*. You notice three of its ten cargo bays are filled with tradable commodities — one unit each of Food, Medicine, and Fluids. Whoever prepared the ship for you sure knew what they were doing.

You kneel down and feel the ground. The surface of the landing pad is hard and cold. It will be a long time before you return here, if you ever do. You are giving up your home and friends for a dream.

You climb into the ship, check the controls, and lift off. The roar of the engines fills the night but no one is listening except you. As you look back on the planet Harvard, you watch your past fading away on the viewscreen. Soon the planet is gone and you are hurtling through interstellar space. Here you and your ship are the only inhabitants, surrounded by incalculable volumes of empty space. Even as you cross the Boundary there is no one, only a robot buoy that records your exit from the Nine Worlds.

You have left your home behind in your pursuit of a dream, to perform research unrestricted by the narrow thinking of the Nine Worlds. Perhaps you will be instrumental in changing that thinking through demonstration of the wonderful discoveries that you are sure await humanity Out There. When you feel prepared to show your discoveries to your colleagues and are able to return to the Nine Worlds, plot the following option:

⟨68PHBA⟩ (7 phases) Return to Harvard and demonstrate three alien abilities.

While you are not sure what lies ahead of you, you feel you have made the correct choice. Satisfied, you plot a course for one of the inhabited colonies labeled on your map.

NAME:	Professor Lee Dambroke
SHIP:	<i>The Black Abyss</i>
CARGO:	1 Unit Food 1 Unit Fluids 1 Unit Medicine
GOAL:	Bring back undeniable proof of three alien abilities which will seem like “magic” to your colleagues. Return to your home world, Harvard, when you have accomplished this feat.

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 Harvard in the green trisector marked "Nine Worlds." You have just passed through the Boundary with no sign of having been detected by the Space Patrol. Now you must decide where to go from here.

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. You decide to go first to "Moiran," which is one such planet.

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

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

The first thing you want to plot is "T" for take-off. Since you can only travel through the three long sides of a trisector and not through the points, you see your best route is "R, Y, B, R," which puts you in the trisector containing the planet Moiran. You then plot "L" to indicate land. Since landing on a new planet takes 7 phases, this will use the rest of your phases for this turn and borrow against 5 of your next turn's phases.

How To Enter Plots For Turn 1

Once you have planned your turn, you can go to the computer and identify yourself by typing **P** for Professor Lee Dambroke. You have now "logged on" to the computer and are looking at the computer screen where you can enter your moves. This screen is called the "plot editor."

When the screen asks you what you want to do, type **T** for takeoff, then enter the colors of the trisectors between the Nine Worlds and Moiran in sequential order: **R, Y, B, R**. You are now in the trisector containing the planet Moiran, so you enter **L** for Land. Note that the CGM indicates that your options will borrow against 5 of your next turn's phases. Borrowing phases from your next turn will happen often and is perfectly all right!

— How To Play Turn 1 —

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

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

How To Get Results For Turn 1

Now the computer will evaluate your move and let you know at least part of the outcome. In this case, you have successfully managed to fly across part of the galaxy and land on a new planet. You should move your token to its new location in trisector #118. We wouldn't want you to become lost in space!

The computer will send you to two pieces of text — the first, **Text #348**, is for your landing on Moiran, and the second, **Text #382**, is to help you with your next turn. Write these numbers down. Then hit Return or **F** so the screen will be ready for the next player.

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

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

Escape: allows you to leave the computer without actually finishing your turn. Use it when you need to leave the computer (to reread some text, get your notebook, or whatever) but 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!

Professor Lee Dambroke
The Black Abyss

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	Cancel all actions at the current screen.
STATUS	Display your current game status

Combat Categories

Attack	Defense
Contact	Armor
Projectile	Mobility
Special	Special

Planetary Commodities

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