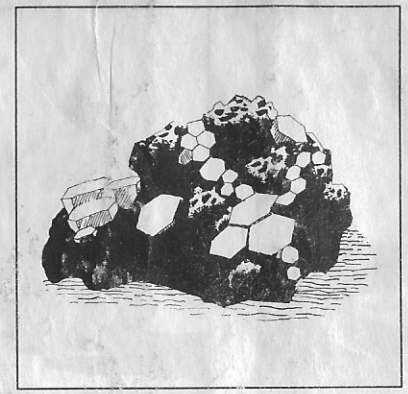


Humming Stone
STV: Special
Danger: Harmless

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150405

STARFLIGHT 2

TRADE ROUTES OF THE CLOUD NEBULA



ELECTRONIC ARTS®

Space Piracy, Software Piracy

Imagine you just spent years zipping around the universe, scraping together enough cash so you can beef up your wimp starship and start winning the game. Just then, a Spemin pirate ship comes along, holds a laser to your head and demands all your money. You don't have a choice, so you fork over the bucks. All your hard work goes soaring off with a slimy blob that's laughing hysterically, and you sit there twiddling your thumbs.

Well, you can expect that from a slimy blob. But would you expect that from a fellow primate?

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ULTIMATUM #4

TO: ALL ARTHLINGS
FROM: THE MASTER SPECIES OF THE UNIVERSE (the Spemin)

WE HEREBY AND FORTHWITH GIVE NOTICE SUCH THAT UPON READING THIS NOTICE ALL THAT HAVE READ THIS NOTICE SHALL BE AWARE OF THE CONTENTS THEREIN, NAMELY, THOSE SALIENT AND RELEVANT POINTS THAT PERTAIN TO THE READER, NOTWITHSTANDING ANY OTHER POINTS AS WELL WHICH MIGHT ALSO BE INCLUDED IN THE NOTICE, THOSE POINTS BEING HERETOFORE UNDISCLOSED BY VIRTUE OF THE NOTICE NOT HAVING BEEN PRESENTED UNTIL SUCH TIME AS IT IS (PRESENTED).

TO WIT,

1. THE PLANET ARTH WILL SHORTLY BE ATTACKED AND COMPLETELY AND TOTALLY OBLITERATED, CAUSING THE SUBSEQUENT TERMINATION OF THOSE INHABITANTS THEREON, BY THE UNSTOPPABLE FORCE OF THE MIGHTY AND ALL-POWERFUL SECRET SPEMIN DEATH FLEET.

2. THIS DESTRUCTION, WHICH SHALL OCCUR AT SOME UNSPECIFIED TIME IN THE NEAR FUTURE, SHALL BE DONE WITH CONSIDERABLE MALICE AND FORETHOUGHT AND SHALL INVOLVE THE COMPLETE AND TOTAL EXTERMINATION OF ALL LIFE ON THE PLANET NOT TO MENTION THE ANNIHILATION OF ANYTHING ELSE WHICH SHOULD BE DEEMED BY THE DESTRUCTEES TO BE OF VALUE IN ANY SENSE.

3. DUE TO THE KIND, FORGIVING, GOD-LIKE, AND IN OTHER RESPECTS ADMIRABLE QUALITIES OF THE SUPREME SPEMIN MASTERS, IT HAS BEEN DECIDED TO ALLOW THE ARTHLINGS, NOTWITHSTANDING THEIR DISGUSTING SLIMELESS NATURE, A FINAL OPPORTUNITY TO GROVEL BEFORE US. SHOULD THIS BE DONE IMMEDIATELY AND WITH COMPLETE AND UTTER SINCERITY, THE DIVINE SPEMIN DEATHLORDS WILL CONSIDER BESTOWING UPON THE LOWLY ARTHLING SUBCREATURES THE GREAT HONOR OF SERVING US (THE SPEMIN) AS SLAVES AND SERVANTS.

4. WHEREAS THIS ULTIMATUM IS CURRENTLY THE FOURTH ULTIMATUM ISSUED, THREE OTHERS HAVING BEEN ISSUED IN THE PAST, ALL OTHER ULTIMATUMS SHOULD BE CONSIDERED AS WARNINGS AND THIS ULTIMATUM SHOULD BE CONSIDERED THE FINAL AND REAL ONE. ANY PERSONS WHO READ THIS, BARRING THOSE INDIVIDUALS WHO ISSUED IT, MAY, IF THEY DEEM IT APPROPRIATE, TAKE IT UPON THEMSELVES TO SURRENDER AT ANY TIME BETWEEN THE TIME AT WHICH THEY READ IT AND THE TIME AT WHICH THEY ARE DESTROYED.

SINCERELY,

THE HIGH IMPERIAL
DEATHMASTER OVERLORDS
OF THE SPEMIN DEATHFLEET

ORIENTATION BRIEFING — INTERSTEL

Date: 22-10-4638
Chaired by: Phexipotex, Director of Starport Outpost 1

Greetings and welcome to the frontiers of space. Thank you all, veterans and raw recruits alike, for volunteering for a particularly hazardous and probably fatal mission. We're especially thankful to have with us again those heroic individuals who, just 19 years ago, saved Arth and each of our respective posterior ends from an untimely annihilation. In case no one mentioned it before, we're all very happy not to be dead, and we have you to thank for it.

You probably want to know why we're offering huge rewards that could include (but aren't limited to) cash prizes, stock options, and piles of stuffed animals. Well, we wouldn't have offered except that we're in BIG trouble. In case your mission briefing didn't give you an idea of how big BIG is, we'll tell you now.

Discovery of Noah 2

First, let's look at the events that lead to our current crisis. About 35 years ago, archaeologists on the planet Arth stumbled upon an ancient, underground network that had once been inhabited by a group made up of Humans, Velox, Elowan, and Thrynn — in short, all of the folks we find on Arth today. A spaceship — the *Noah 2* — was also found among the ruins.

Now, we'd all grown up with epic tales of the Great Earth Empire and the *Noah 2* colony ship sent to Arth, but few believed they were more than just children's stories. Earth had always been a "mythical" world; the fall of Earth was just another adventure story. But the discovery of the underground fortification and the actual *Noah 2* spaceship forced people to look at the old tales as actual historical accounts.

Records found among the ruins revealed that the Humans on Earth once controlled a huge, interstellar empire that was closely allied with the neighboring Elowan, Thrynn, and Velox. For centuries, Earth dominated the region — until one day hordes of aggressive alien species arrived seeking new worlds to settle. The aliens — Gazurtoid, Uhlek, Spemin — were being driven from their home regions by a wave of flaring stars that obliterated everything in its path. Sharing wasn't a popular concept among these aliens (they preferred invasion), so Earth formed a coalition with her allies to defend the empire. The coalition successfully repelled the first onslaught, but as fleet upon fleet of enemy warships arrived, the empire's defenses quickly buckled.

Just before Earth's final destruction, project Noah was launched as a last ditch effort to save a remnant of the empire. The last of Earth's meager resources were mustered and a dozen or so colony ships were scattered in all directions. The second colony ship, *Noah 2*, landed on Arth and planted the seeds of our culture. Unfortunately, a planetwide catastrophe caused the descendants of the colonists to lose the knowledge and technology of their forefathers. Arth civilization fell into an age of darkness (and chaos).

When the *Noah 2* ruins were uncovered, scientists immediately began to reconstruct the Faster-Than-Light (superphotonic) technology of our forefathers. We couldn't have got it at a more critical time — the same flaring star thing that had driven the alien hordes toward Earth centuries before was just then reaching Arth. Without superphotonic technology — and the Endurium fuel found in the ruins — we never could've pushed beyond our system and unraveled the mystery of the flaring stars. And without unraveling the mystery, we'd all be one big Arth flambe.

Ban on Endurium

None of us who lived through those days will ever get over the shock of what we learned on the Crystal Planet: the secret of Endurium and how its use was responsible for the wave of flaring stars. Once the Crystal Planet was safely destroyed, the High Council of Arth banned the use of Endurium as fuel and strongly suggested that other species do the same. Of course, other species don't really care what the High Council says, and with no fuel for our warships, our ban amounts to little more than finger-shaking.

That isn't to say that the call for a ban on Endurium has been universally ignored. Naturally, the more noble species understand the moral issues involved and have given up — or at least curtailed — their use of the substance. Aggressive species, however, have not only ignored the ban but are using it as an opportunity to take advantage of our vulnerable state.

Spemin Aggression

This brings us to our current situation. As if fuel weren't a big enough problem, the loathsome Spemin recently acquired some powerful new technology — seemingly out of nowhere. Armed with new weapons and an unlimited new fuel source, the Spemin — once just a dangerous nuisance — are now a deadly threat. Last week they issued Arth another ultimatum demanding that we willingly enslave ourselves to them or be destroyed. At this point in time, our skeletal defenses couldn't withstand a concerted attack by their fleet. Only natural Spemin cowardice has kept them from striking (as we all know, "spineless" applies to the Spemin in

more ways than one.) But we can't count on their fear forever. And I think each of us would agree that kneeling before an arrogant mass of slime isn't a viable option.

But hope is not lost. About two years ago we learned the location of the continuum flux that leads to the region of space where this new fuel and technology originates. (Knowing that the Spemin like to boast, a commander of an Arth installation cleverly tricked a Spemin by saying: "I suppose you know that we have the same technology as you. We got it by going through that flux at.....um, where was it again?") Since then we've built this outpost and learned a few facts about the region. It's inhabited by approximately 20 to 30 species, 6 or 7 of which possess spacefaring technologies. Several of the sentient species in the region are hostile, which has made collecting information difficult.

Mission Objectives

This is where you come in. As outlined in your mission briefing, your objectives are to *find the source of the fuel substance known as Shyneum* and *acquire the technology the Spemin possess.* I think you now know how vital it is that we accomplish these objectives — it's the only way we're going to avoid serving mucous cocktails to the Spemin overlords. Are there any questions? Navigator Krk Pectok...

Krk Pectok: Can you elaborate on the Spemin's new technology? What do they have that we don't?

Phexipotex: Aside from having all the fuel they want, the Spemin have new shields that function in nebulas. We've given their shields a Class 6 rating. Their ships are also armed with plasma bolts, a nasty weapon they obtained from the Uhlek. As you may or may not know, you can outrun plasma bolts when maneuvering, but you can't dodge them like missiles. Finally, the Spemin have a phasing artifact that lets them make short "jumps" in combat. This phasing capability makes them difficult to hit with missiles and almost impossible to escape. Another question...Yes, Captain Briggs...

Cpt. Briggs: If this new region of space is as hostile as you claim, we'll need to upgrade our ships and train our crews in order to meet any threats. That takes cash. Trade has been suggested as a good means of acquiring capital. Can you suggest any markets for the goods we acquire?

Phexipotex: Each of you possess a copy of a starmap which Interstel bought from the best merchants in the region, the Humna Humna. All star systems known to be inhabited by sentient beings are marked with a small cross. When you find a planet inhabited by sentients, your Science Officer can access the trade buoy information to find out whether they'll trade goods or not.

We've provided you with some Standard Trade Goods to get you started. We suggest you try to sell some of them to the Tandelou, the species closest to Starport. As you'll soon discover, they're agreeable aliens, though a little long-winded on theological matters. We have time for one more question. Captain Ariel...

Cpt. Ariel: The Humna Humna seem to have done much for us. Can we consider them allies?

Phexipotex: The Humna Humna are driven purely by the profit motive. However, they recognize that goodwill and mutual respect are indispensable to profitable trade relations. Show them your good intentions and you'll find their friendship very beneficial. That includes keeping your weapons disarmed around their trade ships — they're sensitive about that.

Well, that's about it. We sincerely hope you fare better than our last group of explorers. Good night, good luck, and don't forget: the Spemin are finks.



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Technical Reference Manual

Technical Reference Manual

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PART 1: General Information

▶ 1.1 Objectives

As discussed in your briefings, your two primary objectives are to find the origin of Shyneum fuel and obtain the new Spemin technology. To accomplish these objectives, you need to *gather information* and *generate revenue.*

Information is crucial to the success of this mission. Obviously, the local species know more about this new region than we do. Communicating with aliens is your best means of gathering information concerning trade, the past, alien species, and the current political climate. Train your Communications Officer early on so you can quickly take advantage of the goodwill and curiosity of friendly species. Communications are now automatically recorded and can be played back to review important information (see *3.2.5 Communications*).

You'll need capital to build an optimal ship and crew. Interstel offers only a minimum amount of capital at the outset — you'll have to build more capital to fund your explorations. The economy of the region is based on the Shyneum fuel substance and is measured in *Shyneum Pennies* (SP). You can earn Shyneum Pennies in a number of ways. The following is a partial list.

1.1.1 Trade with Aliens

The region is densely populated and supports a thriving mercantile economy. Trading is your most effective means of earning money. Goods, lifeforms, and minerals can be obtained on planets and often sold on others for profit. You can earn money *while* exploring the region. At this time, Interstel doesn't have adequate information to suggest profitable trade routes or markets for goods. Once again, your best resource for trade

information is by communicating with spacefaring aliens. See *5.3 Trading* for more on trading.

Note: Due to limited supplies, Interstel cannot sell you Shyneum. Alien trading posts are your *only* sources of fuel.

1.1.2 Sale of Lifeforms

Lifeforms can be captured and sold to interested aliens at trading posts. Because space travel is so prevalent in this region, many lifeforms have been transplanted from their natural habitats to worlds light-years apart—consequently, you'll find many lifeforms on more than one planet. For more on capturing lifeforms, see *5.0 Planetside*.

1.1.3 Recommending Colony Worlds

The Captain can recommend planets that appear suitable for Arth colonization. This is no small responsibility — the lives of thousands of colonists may depend upon your recommendation. When you return to Starport, you'll receive an evaluation of your recommendation. You'll get bonuses for planets that are optimal for colonization; however, unsuitable planets will earn you fines. See *4.3 Planet Recommendations* for more on recommending colony worlds.

1.1.4 Sale of Minerals

Mineral deposits can be found on planet at high elevations. Aliens will often barter for minerals, though which minerals they're willing to buy varies from day to day. The values of minerals can be found in the Mineral Value Chart (see *5.3.7 Minerals*).

You may notice that planets in this region have a comparatively low mineral content. The high population has apparently put a considerable strain on the mineral resources of the region. Interstel suggests that you use mining only as a supplemental form of income.

► 1.2 Species

You can choose from the following species of Arth when composing your crew. Each category includes a descriptive synopsis and some characteristic statistics. These statistics include:

Learning Rate — Represents the number of skill points a member of that species acquires from a single training session.
Durability — Represents the amount of physical damage a member of that species can sustain. The higher the number, the more durable the species is.
Initial Skill Level — The inherent ability of a species in a skill.
Maximum Skill Level — The maximum level a member of that species can attain in a skill.

See *1.3 Skills Overview* for a description of the five essential skills and their roles in space exploration.

1.2.1 Human

Humans are a bipedal omnivorous species with smooth skin and a characteristic mat of scalp hair. They are 1-1/2 to 2 meters in height, and are light beige to dark brown in color. Humans have an internal skeleton and two small, narrow-set eyes which allow binocular vision. This species is particularly aggressive and tenacious. While moderately weak physically, Humans are highly flexible mentally and are particularly adept at theoretical modeling and in applications of logic and inference. Although there is a degree of sexual dimorphism in this species, the differences are insignificant.

Durability:	06
Learning Rate:	09

Skill	Initial Value	Maximum Value
Science	50	250
Navigation	30	200
Engineering	30	200
Communication	30	200
Medicine	30	200

1.2.2 Velox

The Velox are insect-like creatures with two legs, two arms, and two intermediate appendages which can serve as either. They have a hard, red, chitinous exoskeleton, two large compound eyes, and two antennae which serve as olfactory sensors. When in an upright position a Velox is approximately 1-1/2 meters in height if male and 2-1/2 meters if female. Velox culture is akin to hive culture and individuals are not known to be particularly intelligent. They are, however, exceptionally strong and durable and have excellent hand/eye coordination. These traits, in conjunction with a well-developed spatial sense, make them well-suited for engineering and technical tasks.

Durability:	08
Learning Rate:	06

Skill	Initial Value	Maximum Value
Science	30	200
Navigation	50	250
Engineering	50	250
Communication	0	100
Medicine	0	100

1.2.3 Thrynn

The Thrynn are a bi-pedal, carnivorous, reptilian species. Although graceful, with long necks and tails, they are very muscular and are covered with tough protective scales. They range in color from green to grey and are approximately 1-1/2 meters in height. Like Humans, they have an internal skeleton, and two forward set eyes. The Thrynn have a fair overall learning rate and a fair constitution. The Thrynn are cultured and diplomatic, but are said to be devious and cunning. They excel in situations involving protocol and diplomacy.

Durability:	06
Learning Rate:	07

Skill	Initial Value	Maximum Value
Science	30	200
Navigation	30	200
Engineering	30	200
Communication	50	250
Medicine	0	100

1.2.4 Elowan

The Elowan are a bi-pedal photosynthetic species, 1 to 2 meters in height. They are willowy and delicate with numerous prehensile vines. Their color may range from light yellow-green to deep green-blue. They have two large, compound eyes which are characteristically a deep reddish-brown. They are highly empathetic and are particularly creative thinkers. Although weak physically, they excel in interpersonal skills. Their excellent learning rate allows them to learn any skills relatively quickly.

Durability:	02
Learning Rate:	10

Skill	Initial Value	Maximum Value
Science	10	150
Navigation	30	200
Engineering	10	150
Communication	50	250
Medicine	50	250

1.2.5 Android

Androids are sophisticated automatons and not, strictly speaking, a species. Constructed of metals and plastics, they're more durable than most organic species. They can't benefit from training, however, because their programming is hard-wired and their skills are set at a fixed level. Of the numerous models available, Interstel now uses the popular Multitask ARF29 series, best suited for operations requiring straight-forward computation and linear analysis.

Durability:	10
Learning Rate:	00

Skill	Initial Value	Maximum Value
Science	50	-
Navigation	150	-
Engineering	100	-
Communication	00	-
Medicine	20	-

► 1.3 Skills Overview

Crewmembers (except Androids) can be trained in science, navigation, engineering, communications, and medicine. All skills are important to the proper functioning of your vessel. The following is a brief description of each skill and its relevance to your crew.

1.3.1 Science

The Science Officer interprets the data collected by your ship's sensors. The more skilled a Science Officer, the more complete his or her sensor readings. This information is of vital importance when determining the military capability of an alien vessel or the gravitational force of a planet. Furthermore, a Science Officer with a science skill level greater than 150 can detect aliens over long distances and pinpoint their position relative to your ship.

1.3.2 Navigation

Navigation is of primary importance to space and land travel. Without an effective Navigator, you always risk getting lost. (You may just lose time and fuel, or you may wander into hostile territory!) On planet surfaces, your chances of getting lost in storms are less with a competent Navigator at the controls.

A Navigator with a skill level greater than 150 can spot continuum fluxes — "wormholes" in space that can instantaneously transport you from one location to another. A skilled Navigator can see them and take advantage of them — an incompetent Navigator won't see them and may hit one accidentally, possibly sending you far off course. After going through a flux, the Navigator must determine the ship's new position. The more skilled the Navigator, the less time he or she will need to figure out where you are.

The Navigator also fires all weapons on your ship and terrain vehicle. More skill means greater accuracy in combat and capturing lifeforms.

1.3.3 Engineering

Your Engineer repairs any damage your ship sustains and activates jump pods. The speed with which repairs are made depends on the Engineer's skill. The longer it takes your Engineer to make repairs, the higher the probability that he or she will require *repair minerals* to finish the job. Repairs must be suspended until the missing repair mineral is obtained. To find out which minerals are repair minerals, see *Appendix B: Planetary Charts.*

1.3.4 Communications

Alien species are your primary source of information. The Communications Officer interprets all communications using an on-board translating device. The less skilled the Communications Officer, the more untranslated material you'll receive.

1.3.5 Medicine

Your Doctor's skill level determines the speed and efficiency of his medical treatment. The higher the skill level, the less time it will take to treat a wound.

1.3.6 Captain

Although there is no single "command" skill, a well-rounded Captain can replace crewmembers in emergency situations. If a crewmember dies, the next most capable person takes over the dead crewmember's functions. Training your captain can provide backup skills for the whole crew.

Star Reports

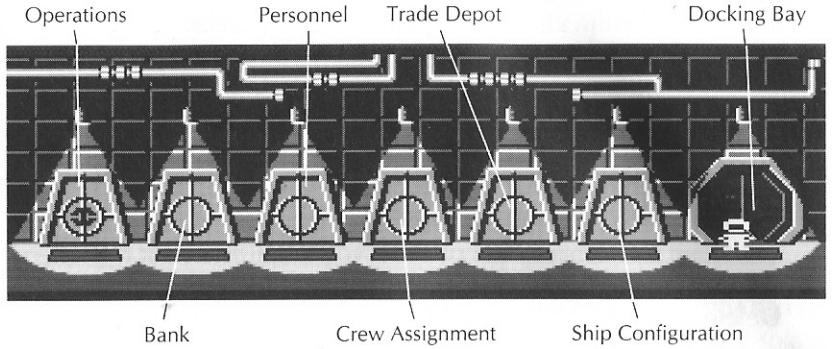
You always have rookies when you start out. You might get a couple of well-trained officers, but the rest will be greener than an Elowan's bottom. So you have to make choices. You think, 'If I train my Science Officer so he can do more than count planets, I may end up with a navigator who thinks 'downspin' is a cycle on his washing machine.'

I've commanded many a fine crew in my day, and I lost every one of them except this one. I think I've hit on a solution that works. First, train your Navigator as much as you can so you don't get lost. I've been from one end of the galaxy to the other, but never intentionally — an expert Navigator put an end to that. Next, work on getting your Communications and Science Officers up to speed... —*Captain Nix Killjoy, ISS Lusitania*

PART 2: Starport Outpost 1

► 2.1 Overview

Starport Outpost 1 is your home base, the place where each exploration begins and ends. This is where you select and train your crew, outfit your ship, read messages, buy minerals, and sell artifacts before launching into space. Starport consists of a docking bay and six independent modules.



► 2.2 Starport Modules

2.2.1 Operations

In Operations you receive messages and colony world evaluations from Interstel. Select from the following options:

Notices — Lets you read the messages in your electronic mailbox. Messages can provide clues regarding alien encounters, possible colony world recommendations, locations of continuum fluxes, etc.

Evaluation — Lets you read Interstel's evaluations of your colony world recommendations.

Exit — Returns you to the Module Selection.

2.2.2 Bank

In the Bank, you can review your 10 most recent financial transactions, including dates, descriptions, amounts, and your ending balance.

2.2.3 Personnel

In Personnel you select and train people for your crew. Select from the following options:

Create — Creates a crewmember. The personnel file on the screen contains statistics on the crewmember's species, skill levels, training, etc.

Train — Trains a crewmember in any of the five skill areas. A crewmember's skill level equals *the number of training sessions* X *learning rate*. Note: Training is expensive. Initial capital provided by Interstel will not allow you to train all your crewmembers to the highest skill levels.

Delete — Deletes all the data from the currently selected file. Use this to get rid of crewmembers you don't want on *your* ship. Any money you spent on training a crewmember before you deleted him or her is not refunded.

Exit — Returns you to the Module Selection.

See your *Command Summary Card* for details on creating and training crewmembers.

2.2.4 Crew Assignment

In Crew Assignment, you delegate duties to your crew. Each crewmember is summarized on the lower part of the screen. Current assignments (if any) are displayed on the upper part of the screen. You must assign crew positions in descending order: Captain, Science Officer, Navigator, etc. Once you've assigned crewmembers to all six posts, you can exit the screen. If you want to reassign duties, you must re-enter Crew Assignment. See your *Command Summary Card* for details on assigning crewmembers.

2.2.5 Trade Depot

You can buy repair minerals and sell any artifacts you've found in the

Trade Depot. The following options are available:

Buy — Shows artifacts and minerals for sale. Minerals are sold by the cubic meter. Note: The volume shown for minerals is the amount you currently possess, not the amount currently for sale.

Sell — Shows artifacts in your inventory that you can sell. You can always buy back any artifacts you sell (though your purchase price will always be higher than your selling price).

Exit — Returns you to the Module Selection.

2.2.6 Ship Configuration

In Ship Configuration, you can outfit your ship, repair damage, sell old equipment, and name (or rename) your ship. The right side of the screen shows you how your ship is currently equipped; the left side displays equipment you can buy. At the bottom of the screen are the following options:

Buy — Lets you outfit your ship with cargo pods, engines, shields, missiles and laser cannons. You can buy any of the following equipment:

Cargo Pods: Cargo pods are attached to the ship's hull in cargo pod bays. Your ship alone can hold 50 cubic meters of cargo; each cargo pod adds 50 cubic meters of space. Interstel provides you with six cargo pods at the beginning of your mission.

Engines: You can choose from five classes of engines. The higher the class, the more fuel efficient the engines. Higher engine classes also give your ship greater acceleration during encounters. Engines are calibrated such that the ship's mass doesn't affect your acceleration in combat.

Shielding: Shields provide protection during combat. There are five classes of shields. The higher the class, the more effective your shields. Shields use energy when active and must be raised

or lowered by the Navigator. A good Navigator won't be caught with his shields down, but he also won't waste fuel by keeping them raised when the ship isn't under attack. Shields are more expensive than armor, and they don't function in nebula clouds; however, shields can be repaired if damaged and they automatically recharge during encounters.

Armor: Armor is fitted onto the ship's hull and provides secondary defense during combat. Armor is cheaper than shielding and continues to function in nebulas. The only disadvantage to armor is that it doesn't regenerate and it can't be repaired. If it gets damaged, you'll have to buy new armor.

Missile Launchers: Missile launchers cost more than laser cannons and use five times as much energy. Unlike lasers, missiles can be dodged. On the positive side, missiles inflict three times the damage of lasers and are effective at long range.

Laser Cannons: Lasers are strictly short range weapons. They inflict less damage but can't be dodged by ships in range. Lasers are also significantly cheaper than missile launchers.

Blasto Pods: Blasto pods are powerful, directed torpedoes capable of penetrating most armor and shielding classes. Blasto pods fit into your ship's cargo pod bays — if all your cargo pod bays are full, you'll have to sell a cargo pod for each blasto pod you buy. You can equip your ship with up to two blasto pods. See the *Command Summary Card* for details.

Jump Pods: Jump pods are single-use artifacts capable of transporting your entire ship and crew any distance in the region. Each jump pod uses 15 cubic meters of Shyneum no matter how far you travel. Interstel provides you with one jump pod at the beginning of your mission. You can equip your ship with up to four jump pods. See *4.1.2 Jump Pods* for details on jump pods.

Ship Configuration Prices

Cargo Pods	500/pod
Blasto Pods	50,000/pod
Jump Pods	20,000/pod

	Class 1	Class 2	Class 3	Class 4	Class 5
Engines	1,000	8,000	20,000	40,000	100,000
Shielding	4,000	12,000	32,000	70,000	125,000
Armor	1,500	3,100	6,200	12,500	25,000
Missile Launchers	12,000	28,000	60,000	120,000	200,000
Laser Cannons	8,000	20,000	54,000	90,000	150,000

Sell — Lets you sell components of your ship so you can upgrade or downgrade your equipment. Depreciation begins the moment you buy an item — your selling price will always be lower than your purchase price (except for cargo pods). Note: When you go to sell cargo pods, the value shown is the total amount of all pods.

Repair — Provides you with quick dry-dock repairs.

Name — Use this option to name or rename your ship. Unchristened ships cannot leave Starport.

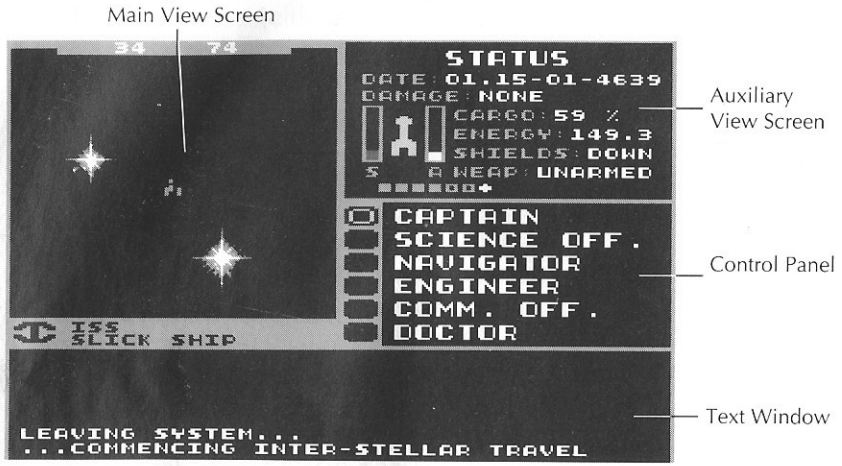
Exit — Returns you to the Module Selection.

2.2.7 Docking Bay

Select the Docking Bay to board your ship. Once you're inside, select Launch from the Captain's options to leave Starport. After you've confirmed the command to launch, the ship's navigation system must be calibrated. You'll need the trademap and navigation calibrator included in the package. See your *Command Summary Card* for details on using the navigation calibrator. Once you've been launched into space, select Maneuver from the Navigator's options to begin traveling through the star system.

PART 3: Interstel Superphotonic Starship

▶ 3.1 Ship's Console

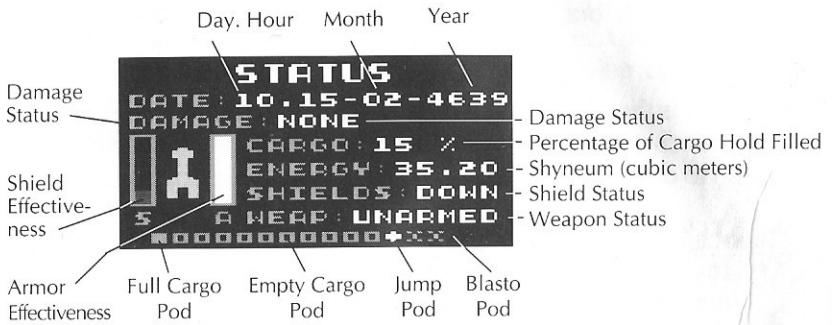


3.1.1 Main View Screen

The Main View Screen lets you view planets from orbit, travel through hyperspace and star systems, and tactical information during encounters. The numbers in the bar at the top are your coordinates in space. The first number indicates your horizontal position; the second indicates your vertical position.

3.1.2 Auxiliary View Screen

The Auxiliary View Screen normally displays Status data from your Science Officer:



The bar graphs represent the current effectiveness of your armor and shielding. For instance, when the bars are full, you're getting 100% protection. Sensor readings, system maps, Damage and Repair reports, malfunction alerts, and Mercator projections (when landing on planets) also appear in the Auxiliary window.

3.1.3 Control Panel

You command the crew by selecting from the array of buttons on the Control Panel. See *3.2 Flight Operations* below.

3.1.4 Text Window

Both incoming and outgoing text messages are presented here. Whenever the border around the Text Window is highlighted, there's still more of the message to read. See the *Command Summary Card* for details on advancing messages.

▶ 3.2 Flight Operations

You give commands and run your ship by selecting options on the Control Panel. Each crewmember controls specific options. Select a crewmember to see his or her options, and then select an option to initiate a command.

3.2.1 Captain

The Captain is the ultimate authority aboard ship. The Captain decides when to launch or land the ship, which planets to recommend to Interstel, and when to disembark. The Captain has the following options:

Launch/Land — Lets you Launch while on planets and Land while in space. You can only Land while orbiting a planet. Choosing Land presents you with the following options:

Select Site: Lets you select a landing site on the planet's surface. A topographic map of the planet appears in the Auxiliary View Screen. To the right of this map is a topography key. The color of the top bar represents the highest altitude; the bottom color represents liquid terrain. Move the crosshair to select a landing site. The planetary coordinates of the crosshair's position appear below (default coordinates = 0,0).
Descend: Engages the auto-pilot and lets you descend to the planet surface.
Cancel: Returns you to the Captain's options.

Disembark — Lets you leave the ship once you've landed on a planet or docked with Starport.

Cargo — Lets you view the current cargo list, jettison undesired items, and pick up debris from destroyed alien spaceships. Select any items you want to jettison or pick up. (Jettisoned items are considered destroyed and cannot be recovered.) Note: Artifacts are listed under cargo along with the keys that activate them. Messages obtained from ruins are also considered cargo and are listed by the dates on which you found them. A maximum of 50 items can be displayed at one time.

Log Planet — Lets you log a planet in the ship's computers as "recommended for colonization." You can make recommendations from orbit or from the planet's surface. A planet can only be recommended once. For planet colonization criteria, see *4.3 Planet Recommendations.*

Bridge — Returns you to the Control Panel.

3.2.2 Science Officer

The Science Officer is responsible for gathering and analyzing information about the status of the ship as well as its surroundings. The Science Officer has the following options:

Sensor — Sensor readings provide information about your ship, alien ships, and planets. Different kinds of information are available, depending on your location. In orbit, a Sensor reading displays the following information in the Auxiliary View Window:

Mass: Mass of planet (in tons).
Bio: Percentage of maximum life density.
Min: Percentage of maximum mineral density.

The following information also appears in the Text Window:

Atmosphere: Major components of a planet's atmosphere. The primary component is listed first; secondary component is listed second; etc.
Hydrosphere: Major components of a planet's liquid surface area.
Lithosphere: Major minerals to be found on a planet's land surface area. Minerals are listed in order of abundance (the most abundant mineral is listed first).

During an alien encounter, a Sensor reading displays the following information in the Auxiliary View Screen:

Mass: Mass of alien ship (in tons).
Bio: Displays percentage of undamaged Lifeforms on board the alien vessel. If 25% of the Lifeforms were dead, the display would read 75.
Energy: Undamaged percentage of alien ship.

The following information also appears in the Text Window:

Object Constituents: Displays the composition of the alien vessel. If you destroy the vessel, this is what you can expect to find in the debris.

Analysis — Presents an analysis of the data collected by the sensors. The amount of information you receive depends on your Science Officer's skill in science. Note: the Science Officer must take a Sensor reading before analyzing. In orbit, Analysis presents the following information in the Text Window:

Orbit Number: Each star has eight possible planet orbit positions, ranging from 1 (the closest to the star) to 8 (the furthest from the star). The Orbit Number refers to the orbit position (or slot) occupied by the planet you are orbiting. Not all positions are occupied. It's possible, for instance, that a planet appears to be the third planet from the star, when in fact it's occupying Orbit Position # 5.
Predominant Surface: The planet's primary surface: molten, water, ice, etc.
Gravity: The planet's gravitational force. WARNING! A planet with a gravity of 8.0 *gs* or higher will crush your hull if you attempt to land.
Atmosphere: The density of the planet's atmosphere.
Temperature: The planet's temperature range.
Global Weather: The predominant global weather conditions.

During an alien encounter, Analysis presents the following information in the Text Window:

Object: The general nature of the object. (e.g., Ship)
Type: The general type of object. (e.g., Scout)
Size: The size of the object (in relation to the size of your ship).
Shields: The alien vessel's shield status (e.g., Equivalent of Class 3, raised).
Weapons Status: The status of the alien vessel's weapons (Armed or Disarmed).

Culture — Informs you if sentients are present on the planet. If there are sentients, information concerning the alien species's culture is automatically accessed from Humna Humna trade buoys orbiting the planet. The following information is presented in the Text Window:

The name of the sentients residing on the planet
Tech Level: The general technological sophistication of the sentients (Stone Age, Metal Age, Industrial, or Spacefaring).
Population Density: The relative density of the sentient population.
Economy: The overall state of the economy.
Trading Style: The degree to which the species likes to barter (e.g., Bargain A Lot).
Cultural Analysis: A brief description of the species.
Will Sell (At Trading Center): A list of the Specialty Trade Goods sold on the planet.
Will Buy (At Trading Centers): A list of the Specialty Trade Goods and Lifeforms bought on the planet.

See *5.3 Trading* for details on interpreting this trade buoy information.

Bridge — Returns you to the Control Panel.

3.2.3 Navigator

The Navigator is responsible for maneuvering the ship through space, raising and lowering shields, arming and disarming weapons. In addition, the Navigator is responsible for firing your ship's weapons during combat. The Navigator has the following options:

Maneuver — Engages the navigational controls so you can travel in hyperspace and star systems or leave a planet's orbit. See your *Command Summary Card* for details on maneuvering. While in Maneuver, your rate of acceleration is the same regardless of your engine class (see Combat below).

Starmap — Brings up the Starmap, which helps you navigate in hyperspace. The small rectangle indicates the location of your ship. Move the crosshair cursor to note the coordinates of your destination, its distance from you, and the fuel required to get there. Note: You can only select this option while in hyperspace. See your *Command Summary Card* for more details on using the Starmap.

Raise Shield/Drop Shield — Raises or drops shields. Note: Raised shields use energy (.1/star hour).

Arm/Disarm — Arms or disarms weapons. Weapons must be armed before firing.

Combat — Allows the Navigator to fire the ship's weapons once they've been armed (see Arm/Disarm above). Lasers are automatically fired at short range, missiles at long range — there's no need to select which weapon is fired. You also have limited maneuver capabilities while in combat — how fast you can accelerate depends on your engine class. Note: You must disengage combat in order to leave an encounter — if you don't, you'll just keep going with no directional information. See your *Command Summary Card* for more details on combat.

Bridge — Returns you to the Control Panel.

3.2.4 Engineer

The Engineer is responsible for assessing damage to the ship and repairing it. The Engineer has the following options:

Damage — Displays the Engineer's damage report on the Auxiliary View Screen. Bar graphs indicate the amount of damage each section of the ship has sustained. The amount of damage is equal to the percentage probability that the damaged section will fail altogether. For example, if a section of the ship has sustained 60% damage, there's a 60% probability of total malfunction of that section. If a bar is completely red, the section is completely destroyed and cannot be repaired.

Repair — Allows the Engineer to repair damaged sections. All sections of the ship can be repaired except damaged armor, which must be replaced. Any section that's completely destroyed cannot be repaired. See your *Command Summary Card* for more details on repairing.

Jump Pod — Initiates jump pod procedures. See *4.1.2 Jump Pods* for detailed instructions on using jump pods.

Bridge — Returns you to the Control Panel.

3.2.5 Communications Officer

The Communications Officer is responsible for all communications with alien life forms encountered in space. The Communications Officer has the following options:

Hail/Respond — Hail an alien vessel or Respond to a message. Use this option to initiate conversation with alien vessels. You can adopt one of the following postures:

Friendly
Hostile
Obsequious

Once you've established communications with the alien vessel, you can choose from the following options:

Statement: Make a general statement of some kind. Statements are more likely to affect the aliens' attitude than questions.
Question: Ask a question. You can inquire about the following:

Themselves
Other Beings
The Past
Trade
General Information

Posture: Change your posture. You don't need to select this if you wish to maintain the same posture.
Terminate: Stop communications. Terminating communications doesn't offend aliens or affect their posture in any way.

Distress — Requests aid from Starport. Your ship and crew are put in stasis and towed home by another Starport vessel. There's a stiff fee for this service, which varies depending on the distance you get towed. Note: Aliens will most likely jam any distress calls you make during encounters.
Playback — Important information gathered from conversations with aliens is automatically recorded so you can review it later. Conversations are filed under the species' name. For instance, all conversations with the Dweenle are filed under "Dweenle." To review a message, select Playback, and then select the species.
Bridge — Returns you to the Control Panel.

3.2.6 Doctor

The ship's doctor is responsible for examining and treating injured crewmembers. The higher the doctor's skill level, the faster the cure. The Doctor has the following options:

Examine — Examine a crewmember.
Treat — Treat an injured crewmember. Only one crewmember can be treated at a time. Even though natural healing occurs aboard your ship and terrain vehicle, selecting Treat speeds up the process. The Doctor will inform you when a crewmember has been healed. Note: Planetside treatment is never as fast as shipboard treatment.
Bridge — Returns you to the Control Panel.

Part 4: Space

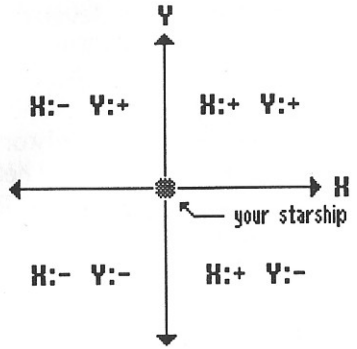
▶ 4.1 General Information

Space travel consists of traveling through hyperspace, maneuvering through star systems, and orbiting planets. You'll also encounter hostile and friendly aliens during your explorations.

4.1.1 Traveling in Hyperspace

This is where interstellar travel occurs. When you're in hyperspace you can see stars, continuum fluxes, and nebulas on the Main View Screen. Note: The size of a star in hyperspace varies with its spectral class (see *Appendix B: Planetary Charts*).

If your Science Officer is skilled enough, he'll occasionally report movement a certain distance away from your ship. You can tell which direction the alien ship is by whether the numbers are positive, negative, or zero:



For example, if you receive the report "Motion detected at X:2 Y:-1," you'd move to the right and downward until you encounter the ship. (If you wait where you are, the alien ship will come to you.)

4.1.2 Jump Pods

Jump pods can be used to quickly transport your crew and ship from one location to another. They're similar to continuum fluxes in effect, only you can set your destination. You can only use jump pods in hyperspace. To initiate a jump, select Jump Pod from the Engineer's options. See your *Command Summary Card* for details on using jump pods.

Jump pods were only recently discovered. Unfortunately, no one quite understands how they work. They often don't work with 100% accuracy — in fact, jump pods can send you far from your destination. The Humna Humna maintain that they're consistent to a point. It seems that the main variable is your proximity to large bodies exerting gravitational force (i.e., stars).

4.1.3 Entering Star Systems

To enter a star system, maneuver your ship onto the star icon. Your crew will inform you that you're commencing system penetration. Once you're

inside, a map of the system appears in the Auxiliary View Window and you'll see the following information in the Text Window:

Spectral Class: See *Spectral Chart* in *Appendix B: Planetary Charts.*
Ecosphere: A planet's ability to sustain life depends to some extent on the amount of radiation falling on it. The ecosphere reading tells you which planetary orbits in this system are most likely to sustain life — this helps you quickly narrow down which planets might be colonizable.

Planets on the map often have different colors. A planet's color indicates its primary surface type (see *Planet Surface Charts* in *Appendix B: Planetary Charts*). To return to hyperspace, maneuver your ship past the edge of the system until you get the message, "Commencing interstellar travel."

4.1.4 Orbiting Planets

See your *Command Summary Card* for details on how to orbit planets. Planets inhabited by sentients also have trade buoys orbiting them that provide vital information about the local species. As soon as you establish orbit, trade buoy information will be downloaded to your ship's computers. Your Science Officer can access this information by selecting the Culture option. See *3.2.2 Science Officer* for details. To leave a planet's orbit, select Maneuver from the Navigator's options.

▶ 4.2 Alien Encounters

Encounters can occur in hyperspace, solar systems, or while orbiting a planet. You automatically drop from hyperspace the moment you encounter an alien vessel. If you want to leave an encounter, select Maneuver from the Navigator's options and move away from the alien ship until it is no longer visible on your view screen and the message "Leaving encounter" appears in the Text Window.

4.2.1 Tactical Map

The Tactical Map appears in the Main View Screen whenever you encounter an alien vessel. There are three levels of magnification, depending on your range from the alien ships. The farther away you are, the smaller ships appear.

4.2.2 Scanning Alien Vessels

During an encounter, aliens can scan your ship and analyze your strengths and weaknesses, just as you can scan their ship to see what they've got. Each ship can detect raised shields and armed weapons, both of which might be interpreted as hostile gestures.

4.2.3 Communicating With Aliens

Not all species respond optimally to the Friendly posture. Experiment with different postures until you discover the most effective approach for each species. Note the success or failure of a particular posture with a given species. Once you develop good relations with a species, they'll be willing to give you more information. See *3.2.5 Communications Officer* for more details on communicating with aliens.

4.2.4 Entering Combat

Combat doesn't win you friends — in fact, the more you fight with a species, the smaller the chance that you'll ever establish friendly communications with them. Sometimes it pays to be friendly or even obsequious instead — if it doesn't offend your sense of dignity. But in some situations, combat is the necessary response. In such instances, the Navigator should immediately:

1) Raise Shields
2) Arm Weapons
3) Select Combat

You cannot fire weapons unless you've armed them and selected Combat. (Blasto pods are an exception. See your *Command Summary Card* for details on launching blasto pods.) Your weapons automatically aim at the enemy ship nearest to the direction you're facing. Point the nose of your ship in the general direction of your target and fire. You don't choose which weapon to fire: lasers are automatically used at short range, missiles at long range. If you take damage, the Auxiliary View Screen automatically displays the Engineer's damage report (see *3.2.4 Engineer* for more on the Engineer's Damage report). See your *Command Summary Card* for more details on Combat.

4.2.5 Accelerating in Combat

Your ship can also accelerate while in Combat so you can evade enemy missiles and change the distance between you and your opponents. The higher your engine class, the better your acceleration. You can often evade an enemy's missiles, but you can't evade laser fire — stay out of laser range if you don't want to be hit by lasers.

4.2.6 Leaving Combat

You cannot leave an encounter unless you exit Combat mode. It's not always desirable to completely destroy alien vessels during combat. If you cease combat and enter communications, the aliens may surrender and tell you anything you want to know.

4.2.7 Picking Up Debris

If you destroy an enemy ship, you can pick up valuable debris from the destroyed spacecraft. Maneuver your ship until it's over the wreckage, and then exit Maneuver. Your navigator will tell you that you're ready to pick up debris. Select Cargo from the Captain's options and scroll through the list. Pick up any items you want from under Debris.

Star Reports

Thou mayst encounter many vessels in open space. I warn thee: When thy warning signal soundeth, remain in Maneuver and put some distance between thy ship and the aliens. Should thy opponents be hostile, thou hast time to flee or prepare weapons. Shouldst thou catch wind of the Great White One, leave note at Starport. — *Anonymous transmission from the ISS Pequod*

▶ 4.3 Planet Recommendations

Colony ships are sent to new worlds only on the basis of your recommendations. A single recommendation can represent a huge investment of lives and resources. If you recommend a planet as habitable and it turns out not to be, you'll incur heavy penalties. On the other hand, Interstel gives substantial bonuses for those planets that prove *optimal* for colonization. Recommending a planet requires an assessment of a number of variables. A planet may be suitable except for one feature that makes it untenable as a colony world. WARNING: Planets already inhabited by sentients are considered unsuitable for colonization. The following guidelines can help you make the right recommendations.

4.3.1 Temperature

Some portion of the planet must fall within an acceptable temperature range. The following table shows the range of temperatures:

SUB-ARCTIC
ARCTIC
* **TEMPERATE**
* **TROPICAL**
SEARING
INFERNO

Parts of a planet must fall within the highlighted range to be suitable for colonization.

4.3.2 Gravity

The gravity of a planet must not be "crushing," and it is preferable if it's lighter than "very heavy." Gravity must be below 2.0 *g*'s for a planet to be suitable for colonization — .7 to 1.3 is optimal.

4.3.3 Atmosphere

The planet must have an atmosphere and the atmosphere must contain oxygen.

4.3.4 Hydrosphere

There must be water on the planet.

4.3.5 Atmospheric Activity

Planets with violent or very violent atmospheric activity are unacceptable. The following chart can serve as a guide

* **NONE**
* **CALM**
* **MODERATE**
VIOLENT
VERY VIOLENT

Weather conditions must be within the highlighted area to make a planet suitable for colonization.

Part 5: Planetside

▶ 5.1 Landing

Once you've established orbit around a planet, select Land from the Captain's options. A Mercator Projection of the planet surface appears on the Auxiliary View Screen. Choose where the ship will touch down by selecting Select Site. See your *Command Summary Card* for details on landing. We don't recommend landing and traveling in liquid terrain — fuel efficiency is low and you won't find any minerals, lifeforms, or ruins there. Once you've chosen your landing site, select Descend to engage the auto-landing sequence.

▶ 5.2 Exploring

The terrain vehicle is outfitted with an array of devices you'll need while exploring planet surfaces. The following options appear on the control panel: Maps, Move, Cargo, Describe, Weapons, and Icons.

5.2.1 Maps

Your Terrain Vehicle is equipped with numerous sensors as well as an on-board computer. The computer generates contour maps of the terrain at three levels of magnification. See your *Command Summary Card* for details on switching between magnification levels. The colored patterns on these maps represent different altitudes. A topography key for the map can be seen by selecting Icons.

Your sensors don't pick up objects until you're relatively close to them, so you should select Maps after the "Scanning new terrain" message appears to see what new objects you're sensing. However, don't rely on your scanner to pick up objects at long range. If you're looking for a particular

object, search the area thoroughly — you may have to get very close to an object before it appears on your view screen.

5.2.2 Move

The Move option starts up your engines so you can move. Generally, fuel efficiency is better the lower your altitude. If you need to conserve fuel, it's often a good idea to follow the contours of the lowest altitude on the map. Liquid terrains are the exception to the rule. Though liquids form the lowest altitude on many planets, avoid traveling through them when possible — you'll get extremely poor mileage.

Be aware of how much fuel you have left. You'll hear a warning when your fuel drops below 50% — at that point, you may want to head back to your ship. If you run out of fuel, you'll have to walk back to your ship — a dangerous activity in severe atmospheric conditions. And not only are you out a terrain vehicle until you return to Starport, you can look forward to a stiff fine for losing your old one.

5.2.3 Cargo

Selecting Cargo lets you drop items from your terrain vehicle's hold and pick up objects beside or under your terrain vehicle. The cargo hold on your terrain vehicle has a capacity of 50 cubic meters. Note: Messages left in ruins can be read and recorded using the Cargo option. They're identified by the date on which you found them.

5.2.4 Describe

Select Describe to scan any object on the terrain. You can scan dwellings and trade centers in order to get a cultural synopsis of the inhabitants.

5.2.5 Weapons

Your Terrain Vehicle is equipped with a laser and a stunner. The laser shoots sentients while the stunner shoots dangerous lifeforms so you can capture them. The computer onboard your Terrain Vehicle distinguishes

between normal lifeforms and sentients and automatically chooses which weapon to fire.

5.2.6 Icons

The Icons option lets you view all of the icons used on your map of the terrain. A topographical key for the planet is also provided.

5.2.7 Boarding Your Starship

To re-enter your starship, move the terrain vehicle over it and turn off your engines. See your *Command Summary Card* for more details.

Star Reports

You'll find more lifeforms at the lower altitudes of a planet. The weather is typically calmer there, so you're also safer from storms. In the mountainous regions, you'll find more minerals, but atmospheric conditions are worse. It can be dangerous in the mountains — last time I was there, the storms killed all my Elowan. Not pretty. — *Captain Xenopoxtex, ISS Orion*

► 5.3 Trading

Trading goods, lifeforms, and minerals will be your primary means of procuring capital. The market is continually in flux — the prices and availability of items change from day to day.

5.3.1 Locating Systems With Markets

The first step is to locate a market where you can buy or sell goods. Your kit includes a copy of a map bought from the Humna Humna, the master traders of the region. Many systems on the map are marked with a small trade buoy symbol (⌖) indicating the presence of a sentient species on a planet within the system. While not all species are willing to trade, finding systems with sentients is a good start.

5.3.2 Trade Buoys

The Humna Humna have placed trade buoys around planets with sentients. These buoys transmit trade data about the sentients on the planet. The Humna Humna have granted us (for a considerable fee) unlimited use of the buoys. Your Science Officer can access trade information by selecting the Culture option when the ship is in orbit. You can also access trade information while on the planet surface by selecting Describe from your Terrain Vehicle options. The following is a brief summary of the information you can learn from a trade buoy:

Tech Level — Societies with low technology levels won't buy or sell high-tech goods. For instance, Stone Age and Metal Age aliens wouldn't trade genetic materials, robots, or technological artifacts.

Trading Style — The trading style of a species tells you how much they like to barter. The Humna Humna, for instance, love to barter. They mark up goods they're selling and make low initial offers when buying. You can talk them up or down. Other species don't like to barter as much — still others won't barter at all. Note a species' trading style so you can get better prices from aliens who like to barter and keep from angering aliens that don't.

Economy — Economies are Depressed, Level, or Inflated. While prices and demand for items change daily, the overall economy of a planet doesn't. Generally speaking, you can buy Standard Trade Goods at better prices on planets with Depressed economies and sell them at better prices in Inflated economies. Level economies are good for both buying or selling. (Specialty Trade Goods are unaffected by the economy — you can always buy them at low prices and sell them at high prices.)

Population Density — Planets with high populations have more alien settlements and more trading centers. A highly populated planet also has a more diversified economy — traders there have more kinds of items for sale and are interested in buying a greater variety of goods.

Cultural Analysis — The cultural analysis is a brief description of the species. You should always know who you're dealing with.

Will Sell (At Trading Center) — The Specialty Trade Goods that a species sells are listed here. (The Standard Trade Goods and Minerals being offered vary from day to day, so they're not listed.) Always record which Specialty Trade Goods are sold on a planet in case you find a market for them elsewhere.

Will Buy (At Trading Centers) — The Specialty Trade Goods and Lifeforms that a species buys are listed here. (The Standard Trade Goods and Minerals being offered vary from day to day, so they're not listed.) You should always record which Specialty Trade Goods are bought on a planet in case you get an opportunity to buy them elsewhere. Pay particular attention to any item with an asterisk (*) next to it — the inhabitants of the planet are particularly interested in this item and will usually pay dearly for it.

5.3.3 Finding and Entering Trade Centers

Trading occurs *only* in trade centers. They're located on any planet where aliens trade and are marked by a sign in the upper right corner of the icon (if you're not sure which icon is a trade center, select the Icons function in your terrain vehicle). To locate a trade center, land on a planet inhabited by a species that trades and wander until you find one. Densely populated planets will have more trading centers than planets with sparse populations. See your *Command Summary Card* for details on entering trade centers.

5.3.4 Standard Trade Goods

Standard Trade Goods are everyday commodities such as food, medicine, cloth, synthetic materials, etc. Initially you should buy and sell only Standard Trade Goods. Keep a *variety* of Standard Trade Goods on hand — you never know what a species will buy. Though you won't make large profits from Standard Trade Goods, they can be bought and sold everywhere. Which Standard Trade Goods a species is buying or selling varies from day to day — the only way to find out is to actually visit a trade center.

5.3.5 Specialty Trade Goods

Specialty Trade Goods are bought and sold in specific locations. Only one species sells a Specialty item, and usually only one species will buy it. Specialty Trade Goods are more valuable than Standard Trade Goods and yield higher profits. However, you have to know *beforehand* who your buyer is — and there are Specialty Trade Goods that no one wants.

Specialty items are limited to stock on hand. The amount you can buy depends on the population density of a planet. Large populations can produce more of an item, so more of the product will be available to you. Quantity on hand will vary from 50 to 200 cubic meters. If you buy the entire stock of a Specialty item, it will take time before supplies are replenished.

Armed with enough information, it's possible to move from planet to planet along a trade route, buying and selling only Specialty Trade Goods. The Humna Humna sell trade route maps to those they trust.

5.3.6 Selling Lifeforms

Every alien species is interested in buying lifeforms, and the lifeforms they're willing to buy remain constant over time. At least one of these lifeforms will be native to the planet — if you're in need of cash, you can always make money by collecting and selling lifeforms. This isn't as efficient as dealing in trade goods, but it's a good way to augment your income or get some working capital.

5.3.7 Selling Minerals

Aliens buy minerals, too. The minerals a species will buy vary from day to day. For this reason, you shouldn't make mining your primary means of earning money. Pick up minerals when you run across them, but don't deal exclusively in them. As with Standard Trade Goods, the number of mineral types a species will buy is related to population density — large populations need a wider variety of raw materials.

5.3.8 Standard Trade Value and S.T.V. Rating

Every tradable item has a Standard Trade Value — the amount that an item or good is commonly accepted to be worth on the open interstellar market. The S.T.V. helps you know how much of a profit you're making while bartering. When you're bartering in a trade center, the current offer on an item is shown in the upper right window as a percentage of the item's S.T.V. This percentage is the item's S.T.V. Rating. For instance, Shyneum has a Standard Trade Value of 500 s.p. If a species is willing to buy Shyneum from you at 450 s.p., the S.T.V. Rating of the offer is 90%. You'd be selling your Shyneum at 90% of it's "normal" price.

"Buy low, sell high" is the credo of all merchants. Whenever possible, you want to buy items below 100% and sell items above 100%.

5.3.9 Buying and Selling

The following options appear in trade centers:

Buy — Lets you see a list of everything the aliens have to sell and select items to purchase. In the column to the right is the initial asking price of each item. As you scroll down the list, note the S.T.V. Rating of each highlighted item and watch for low asking prices. Keep in mind, though, that you can bring down the price by bartering. To begin bartering, select any item from the list.

Sell — Select Sell to see a list of all the goods you have to sell, both in your terrain vehicle and starship. In the column to the right is the amount the aliens are initially offering for each item. A "0" in the right column means that the aliens aren't interested in buying that item. Aliens may not be interested in anything you have — you can minimize the chances of this by carrying a variety of items and selling on densely populated planets. Select any item from the list to begin bartering. WARNING: A maximum of 50 items are displayed when you go to sell items. If an item you want to sell doesn't appear on the list, sell or drop a few other items until it appears.

Exit — Exits you from the trading center.

5.3.10 Bartering

After selecting an item to buy or sell, the aliens will make an offer. You can Agree, Counter, or Refuse. Of course, any alien will be pleased if you agree to its first offer — and with certain species who prefer not to barter, that's the appropriate thing to do. With other species, however, you should barter for the item.

Agree — Accept the alien's current offer.

Counter — If an alien's price is too low or too high, select Counter and enter a better price. The alien may stand firm on its price or it may make a counter offer. Whatever offer it makes, you can agree to its price, stand firm on your offer, or meet the alien part way by making a new counter-offer. (To stand firm on your price, select Counter again and type in the same offer you made before.)

When you meet the alien part way, you increase the chances that the alien will do the same for you; if you're stubborn, the alien will probably be stubborn, too. Once an alien has reached its maximum or minimum price, making counter-offers will only make it run out of patience. However, if the alien isn't really at its base price, you can stand on your offer or keep making counter offers with no adverse effects. You have to decide when an alien is bluffing.

Refuse — Refusing an offer can get an alien to drop its price quickly, or it can blow the whole deal for you. There's always a chance that the alien will accept your refusal — at which point bartering on the item comes to a stop. When this happens, you can try to barter on an item a second time; however, don't bother trying to barter on an item a third time.

Don't worry about upsetting aliens when you refuse their offer — they don't take it personally. In fact, if you just want to see what an item looks like, you can choose to buy or sell it and then refuse any offers.

5.3.11 Staying on Their Good Side

Merchants, no matter what species, like nothing better than to conclude a deal. Every time you successfully make a transaction, the aliens feel a little better about you. If you sell them a Specialty item that they really like (items marked by an asterisk in the trade buoy profile), you'll shine a little brighter in their eyes. They'll have more patience with you when bartering, and they may even offer you items they wouldn't offer otherwise.

You can also upset alien merchants by behaving unreasonably. If you keep offering 0 on an item or insist on bartering for something they don't want, they'll get mad. If you get them mad enough, they may quit bartering on an item altogether. Keep it up and they may even kick you out. (If they let you back in, be nice and sell them something cheap.)

Another quick way to insure that a species never deals with you again is to shoot at them on the planet surface. Making them hostile in space generally has the same effect.

Star Reports

If you find that a race really likes a Specialty Trade Good, always keep a little of it on hand in case you do business with them again. Once I sold just a little Livelong to the Humna Humna — it sure got me some better prices. Now I never leave home without it. It always makes them a little friendlier, though you still have to make sure you don't get them mad afterwards. When I don't have a Specialty Trade Good to sell them, I pick up a lifeform and sell it to them cheap. That's almost as good. — *Captain Phloon de Lux, ISS Butterfish*

▶ 5.4 Artifacts

Artifacts are held in the ship's hold as normal cargo. You can view your artifacts by selecting Cargo from the Captain's options. The artifact's name is always followed by the key that activates it. Most artifacts only work in certain places — for example, blasto pods only work in hyperspace, system scanners only work in star systems, etc. Note: Many artifacts only work while viewing the starmap.

Star Reports

I dreamed that I was in a B class star system far away from any others. The Humna Humna sold me an "encounter scanner," an artifact that projects all the potential encounters in the vicinity onto your starmap. Of course, I also dreamed that there were Spemin in my hold playing on a trampoline, and that Starport was made out of jello. Take it for what it's worth. — *Captain Fioria, ISS Angiosperm*

Appendix A: Energy Usage Chart

Hyperspace travel
.48 to .16 cubic meters / coordinate traveled (depending on engine class) .

Firing laser
.01 cubic meters

Firing missile
.05 cubic meters

Shields raised
.1 cubic meter / star hour

Launching or landing
.25 / cubic meter per G of the planet

Appendix B: Planetary Charts

1. SPECTRAL CHART (EGA and VGA only)

COLOR	CLASS
Red	M (coolest)
Orange	K
Yellow	G
White	F
Green	A
Light blue	B
Dark Blue	O (hottest)

2. PLANET SURFACE CHART (EGA and VGA only)

COLOR	TYPE
Red	Molten
Brown	Rock
Blue	Ocean
White	Frozen
Violet	Gas Giant

3. MINERAL VALUE CHART

The mineral prices shown here are measured *per cubic meter.*

Lead	40	Chromium	260
Iron	60	Antimony	280
Cobalt*	80	Promethium*	300
Nickel	100	Mercury	320
Copper	120	Tungsten	340
Zinc	140	Silver	360
Molybdenum*	160	Gold	380
Tin	180	Platinum	400
Magnesium	200	Silicon	420
Aluminum*	220	Rodnium	440
Titanium*	240	Shyneum	500

* Repair Minerals

APPENDIX C: STANDARD TRADE GOOD VALUE CHART

Standard Trade Goods are classified here by the minimum Technological Level a species would need in order to produce the item. The prices shown here are measured *per cubic meter.*

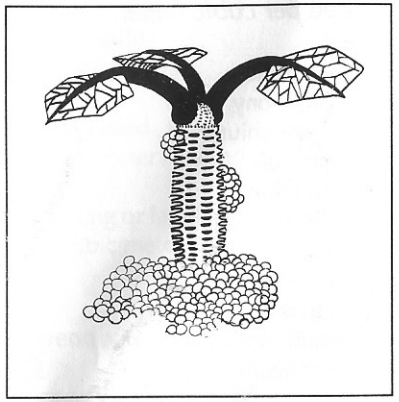
STONE AGE	
Vegetables and Meats	150
Nutritive Fluids	160
Seeds and Spores	185
Tools and Weapons	215
Ceramic Goods	240
Native Literature	250
Religious Artifacts	255
Musical Instruments	260
Furs and Skins	275
Art Objects	290
Medicine and Narcotics	310
Exotic Pets	380
Work Animals	385
Gemstones and Geoforms	530

METAL	
Cloths and Tapestries	360
Metal Weapons and Armor	430
Native Science Texts	500

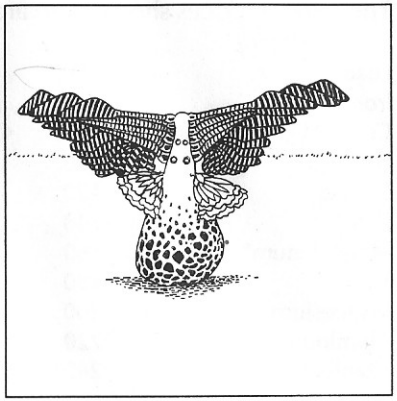
INDUSTRIAL	
Synthetic Foods and Chemicals	410
Synthetic Materials	510
Electronic Devices	580

SPACEFARING	
Genetic Materials	530
High Tech Devices	630
Robots and Automatons	660

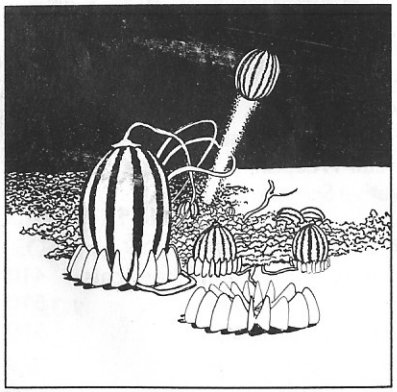
APPENDIX D: LIFEFORM CATALOGUE



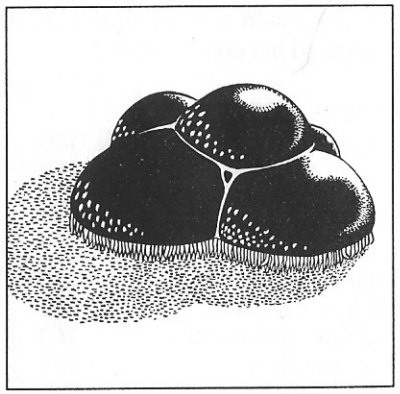
Pop Berry Plant
STV: 400 total (400/m³)
Danger: Harmless



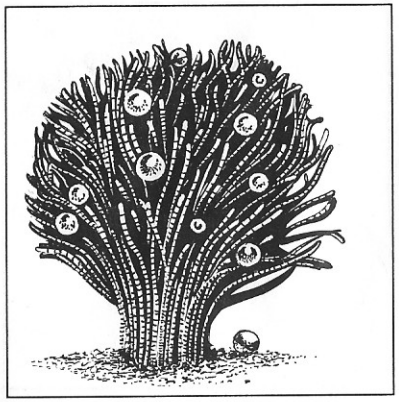
Plant Bird
STV: 600 total (600/m³)
Danger: Harmless



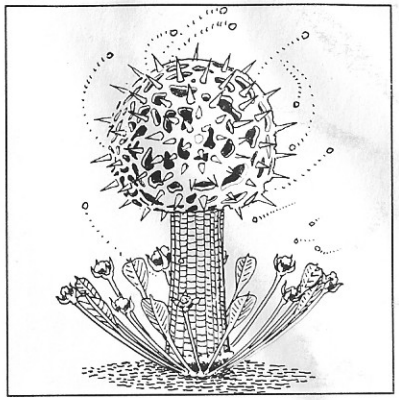
Rocket Melons
STV: 600 total (200/m³)
Danger: Harmless



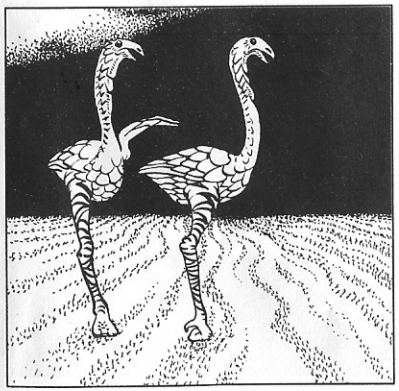
Red Puff Wart
STV: 700 total (700/m³)
Danger: *



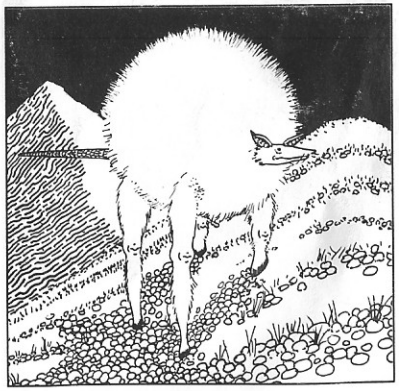
Sticky Fruit
STV: 800 total (400/m³)
Danger: Harmless



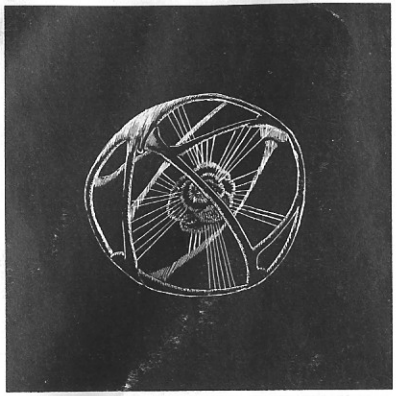
Hive Plant
STV: 900 total (300/m³)
Danger: Harmless



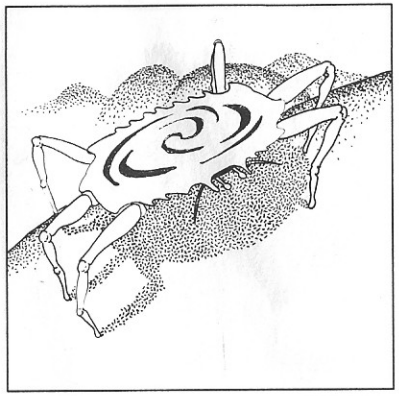
Scaly Blue Hopper
STV: 900 total (900/m³)
Danger: Harmless



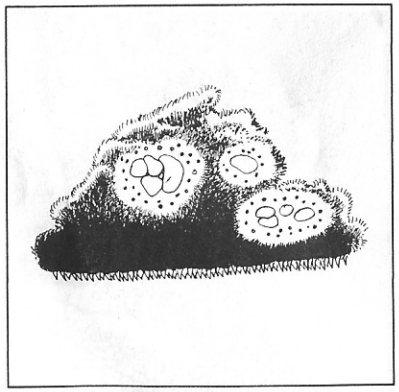
Hill Rat
STV: 1000 total (1000/m³)
Danger: Harmless



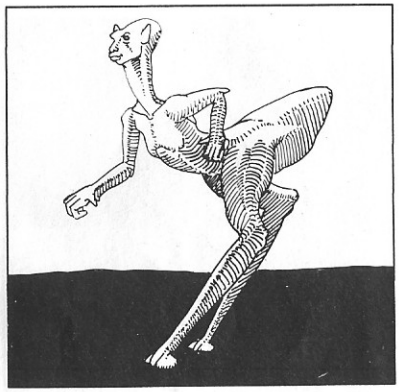
Pulsating Gummy
STV: 1200 (600/m³)
Danger: Harmless



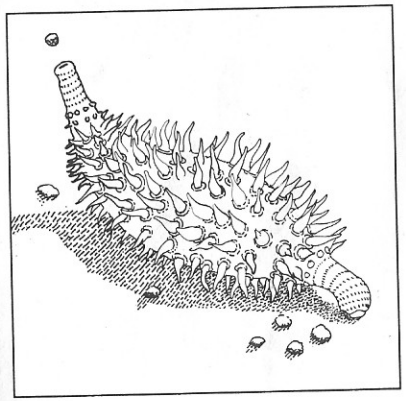
Spinning Crab
STV: 1200 (1200/m³)
Danger: *



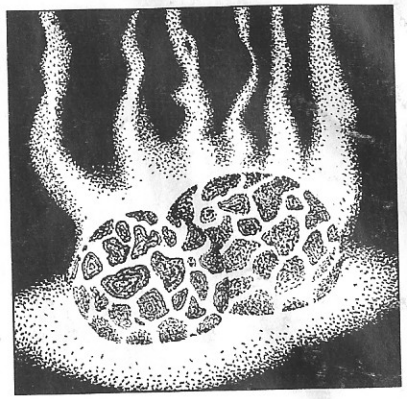
Black Acid Squirter
STV: 1600 total (800/m³)
Danger: *



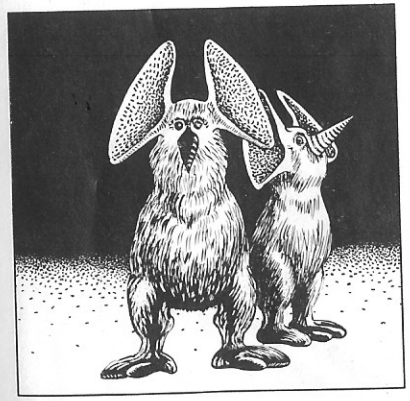
Humanoid Hopper
STV: 1950 total (650/m³)
Danger: Harmless



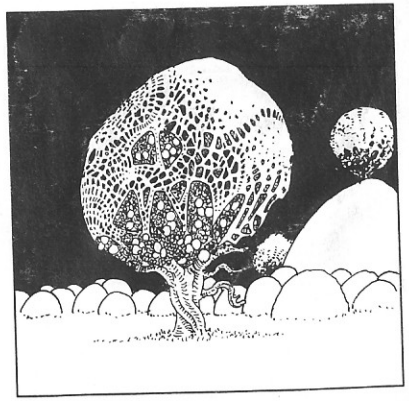
Vacuum Slug
STV: 2000 total (1000/m³)
Danger: Harmless



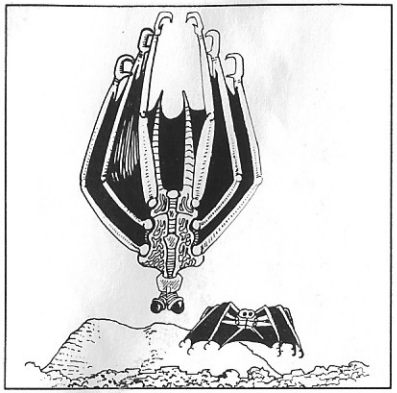
Hot Fungus
STV: 2000 total (2000/m³)
Danger: ***



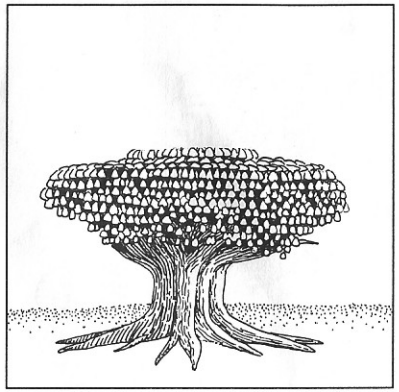
Psychic Blaster
STV: 2200 total (1100/m³)
Danger: *



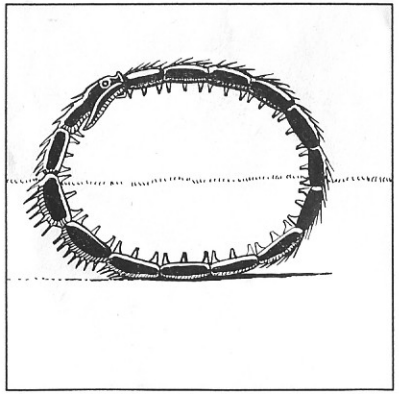
Oily Spore Bush
STV: 2250 total (750/m³)
Danger: *



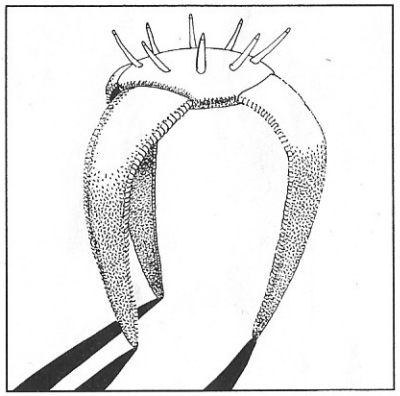
Parachute Spider
STV: 2400 total (800/m³)
Danger: *



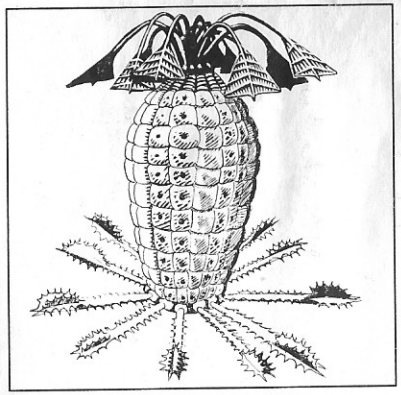
Wandering Chandelier
STV: 2500 total (250/m³)
Danger: Harmless



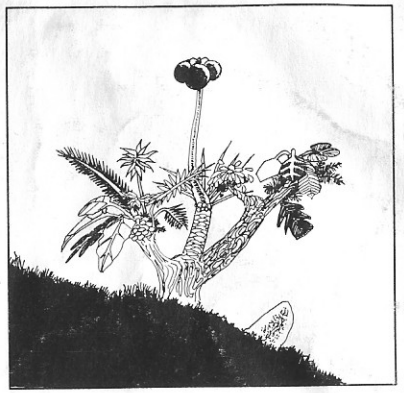
Wheel Snake
STV: 2600 total (1300/m³)
Danger: ***



Glowing Spinner
STV: 2700 total (675/m³)
Danger: Harmless



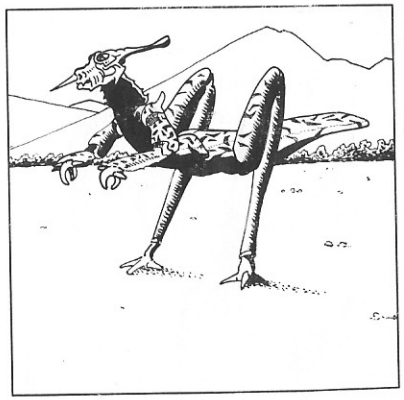
Breathing Cactus
STV: 2700 total (900/m³)
Danger: *



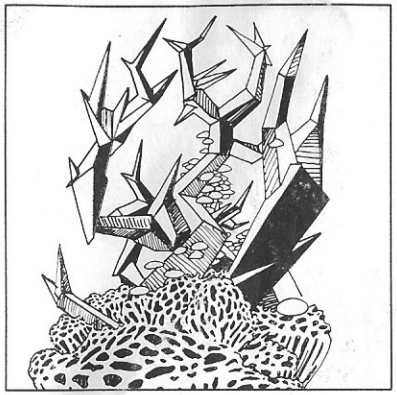
Nid Berry Bush
STV: Special
Danger: Harmless



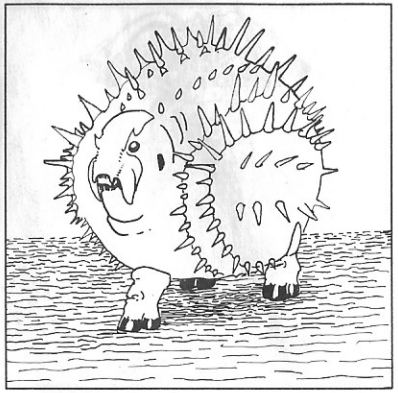
Green Balloon
STV: 3000 (500/m³)
Danger: Harmless



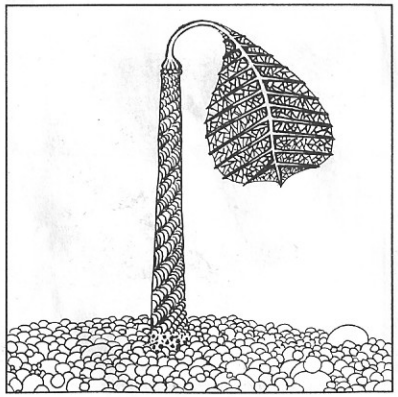
Poison Glider
STV: 3000 total (1500/m³)
Danger: ***



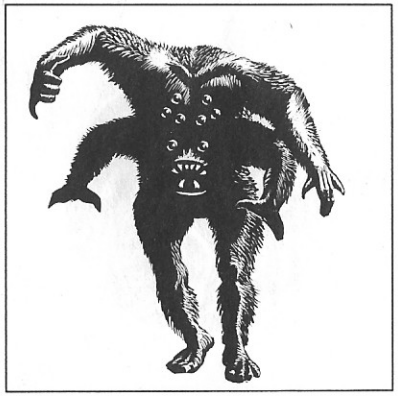
Crystal Sponge Plant
STV: 3250 (650/m³)
Danger: Harmless



Expanding Hippo
STV: 3500 total (500/m³)
Danger: Harmless



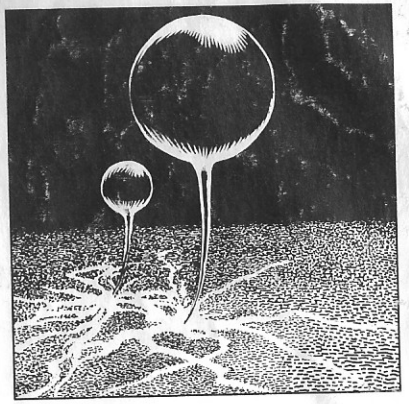
Single Leaf
STV: 3575 total (325/m³)
Danger: Harmless



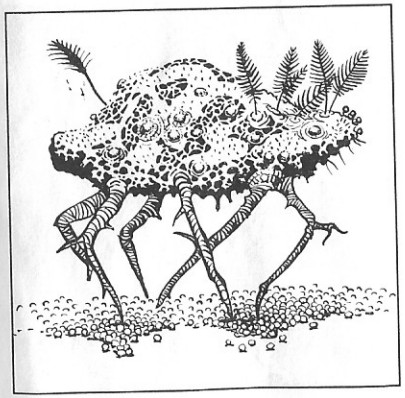
Yellow Hugger
STV: 3600 total (900/m³)
Danger: **



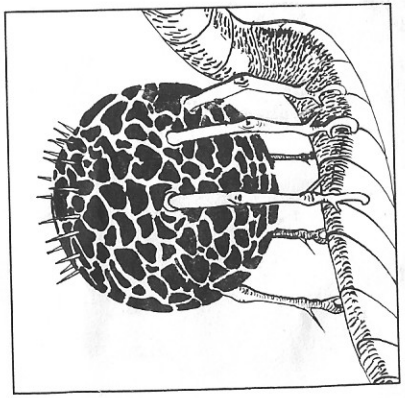
Fur Tree
STV: 4000 total (200/m³)
Danger: Harmless



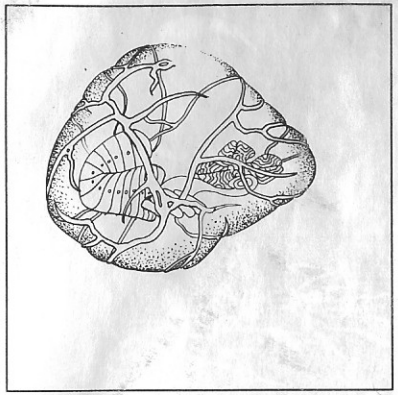
Electric Balloon
STV: 4250 total (850/m³)
Danger: **



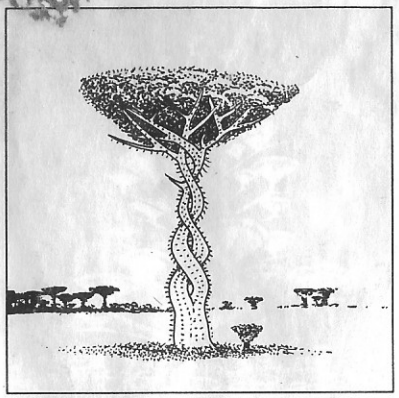
Running Fungus
STV: 4500 total (900/m³)
Danger: Harmless



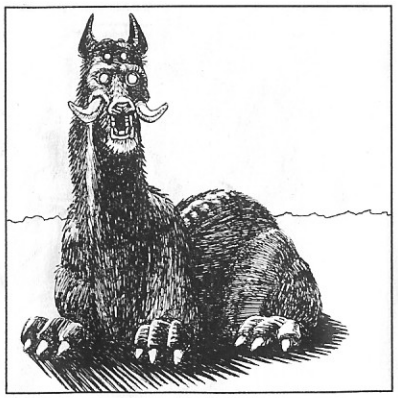
Grey Anemone
STV: 4500 total (750/m³)
Danger: **



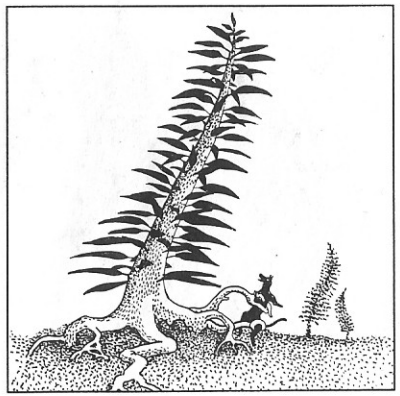
Green Blob
STV: 4800 total (600/m³)
Danger: Harmless



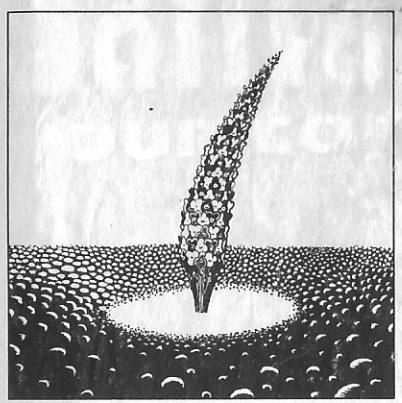
Funnel Tree
STV: 4800 total (300/m³)
Danger: Harmless



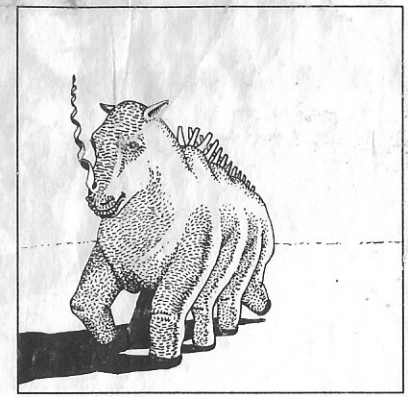
Purple Screecher
STV: 5200 total (1300/m³)
Danger: **



Peacock Tree
STV: 5200 total (400/m³)
Danger: **



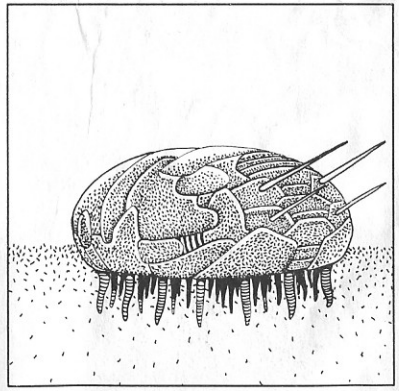
Sand Pit Stalk
STV: 6000 total (1500/m³)
Danger: ***



Eight-Legged Rhino
STV: 9800 total (1400/m³)
Danger: ***



Stinging Cone
STV: 10000 total (1000/m³)
Danger: **



Brass Harpooner
STV: ~~12600~~ 14400 total (1800/m³)
Danger: *****