

**How to Play**  
**STAR SAGA: ONE**  
**Using VASSAL**

# Introduction

# Topics

- **What is STAR SAGA: ONE?**
- **What is VASSAL?**
- **History of STAR SAGA: ONE**
- **Components**
- **Game Mechanics**
- **Sample Turn**

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# Kansasfest 2012



Photo: David Greelish



**An interstellar, interactive,  
role-playing space opera.  
There's not another game  
like it on earth.**

From the creator of Wizardry® comes an entirely new concept in computer gaming. Open the box to reveal a unique combination of elements never before found in a single game. Six vivid characters with unparalleled role-playing depth, living an epic science fiction adventure. The tactics and strategy of a challenging board game. An expert computer game-master, moderating the actions of one to six players. STAR SAGA: ONE™ *Beyond the Boundary*. It's a multi-media entertainment experience that will sweep you off your feet. Ask for it at your local software dealer today, or call (813) 888-7773 for more information.

**STAR  
SAGA: ONE™**  
BEYOND THE BOUNDARY

Available for: Apple II Family, Apple IIgs, IBM-PC and Compatibles, and Tandy.  
Masterplay Publishing Corp. - 8417 Sun State St., Tampa, FL 33614

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Games That Go To Your Head



**An interstellar, interactive,  
role-playing space opera.  
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# Object of Game

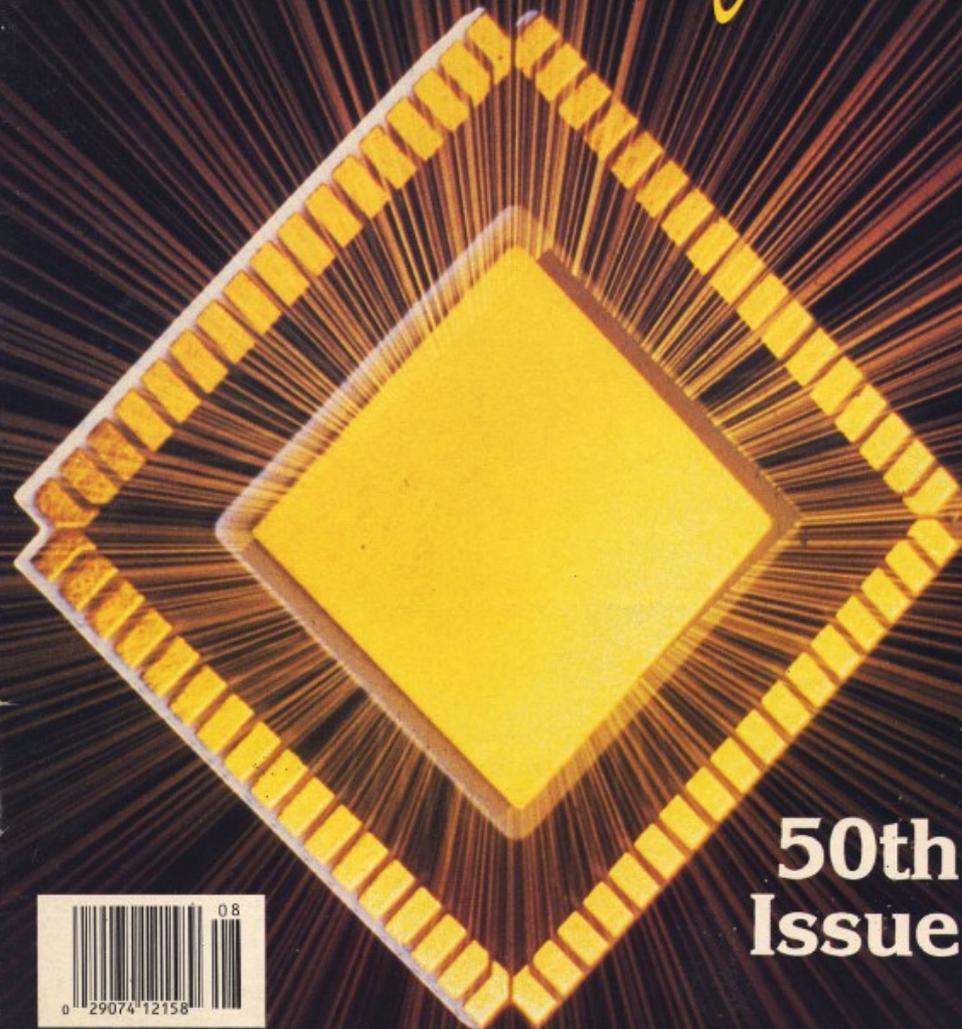
- Choose 1 of 6 Characters
- Learn Character's Goal
- Discover/Explore Planets
- Trade w/ Planets or Players
- Improve Ship
- Fight/Avoid Space Pirates
- Complete Goals & Return Home

\$3.50  
100 Games  
Rated!

# COMPUTER

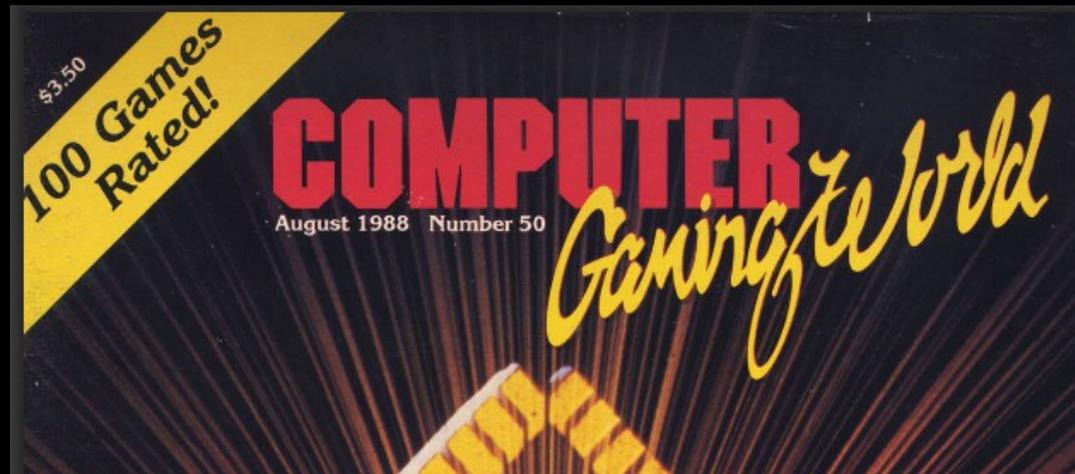
August 1988 Number 50

*Gaming World*

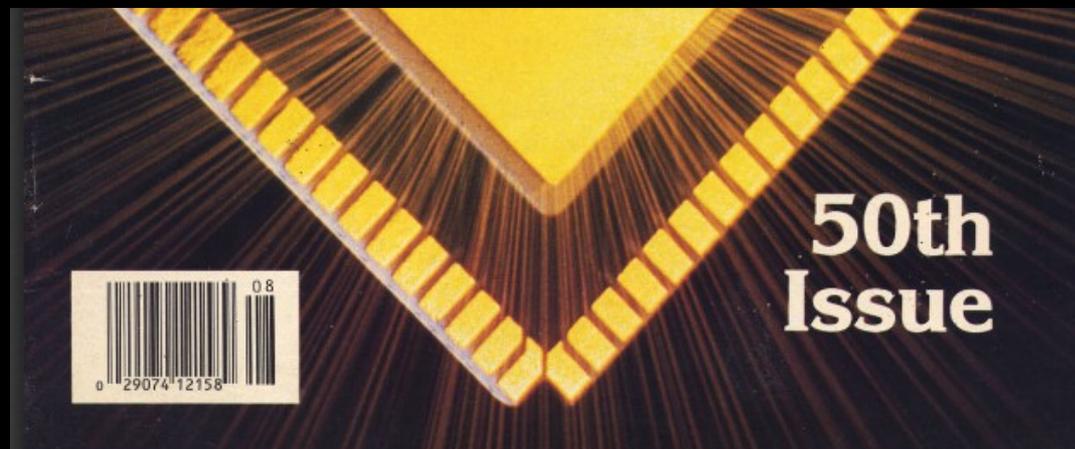


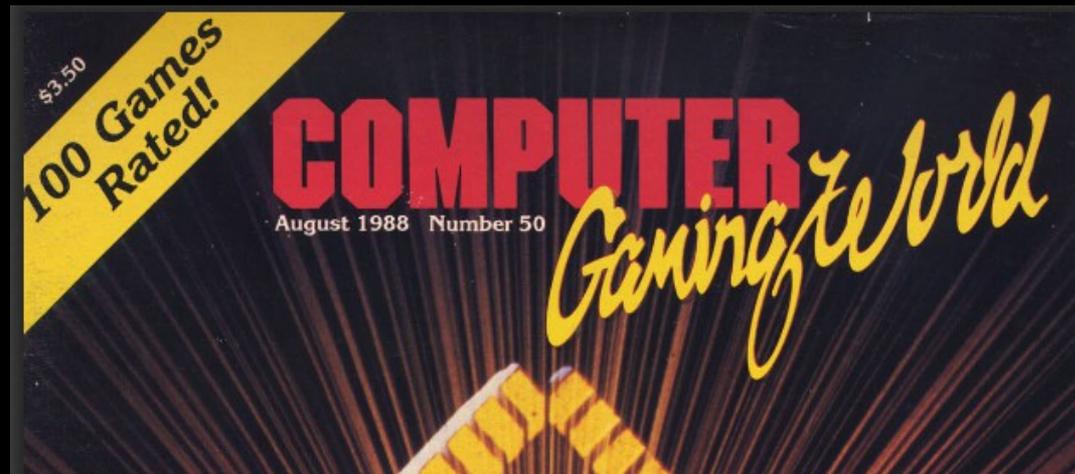
50th  
Issue



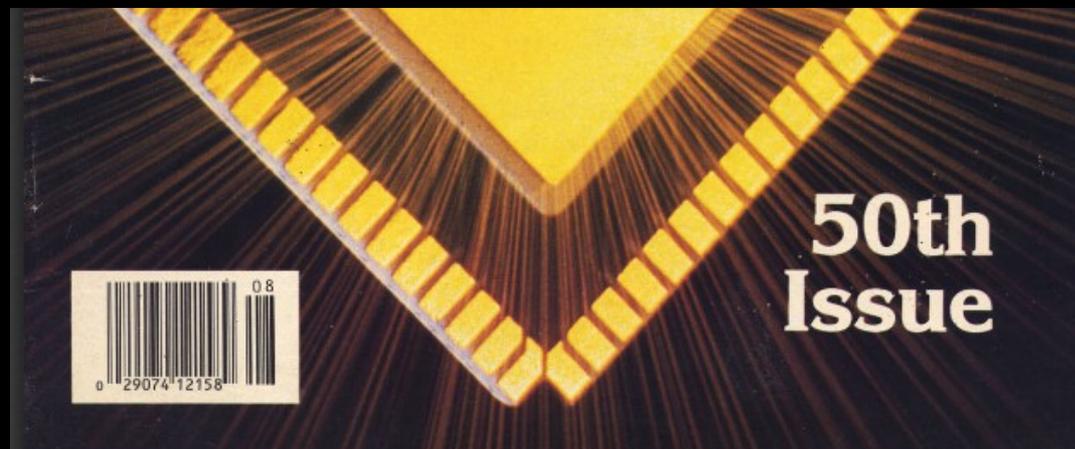


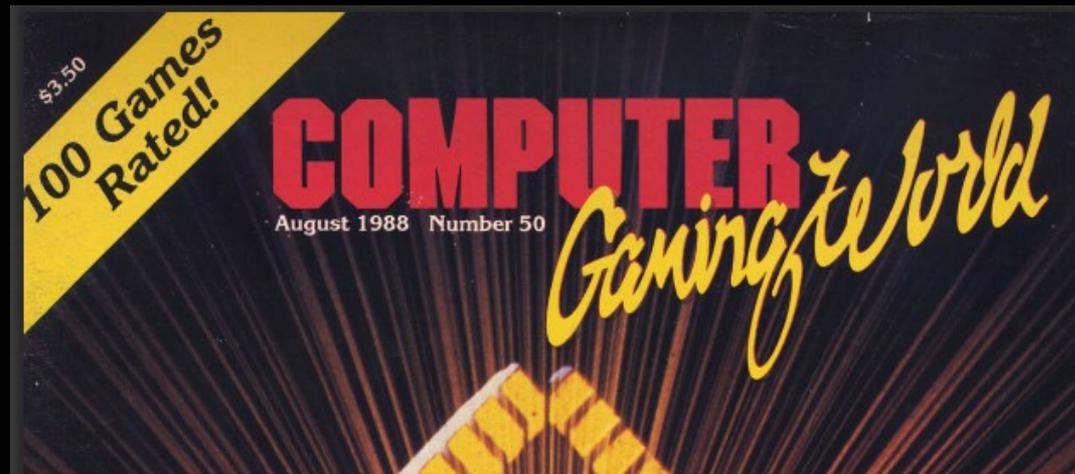
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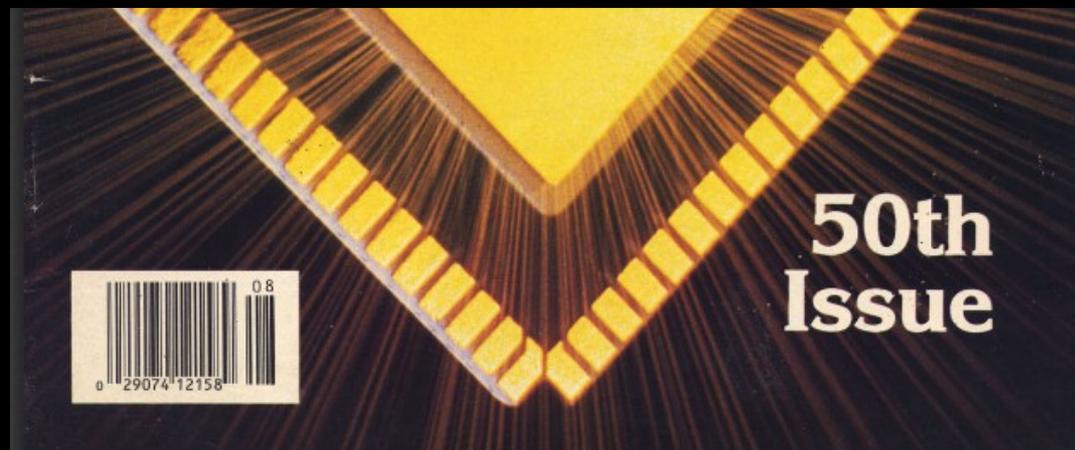


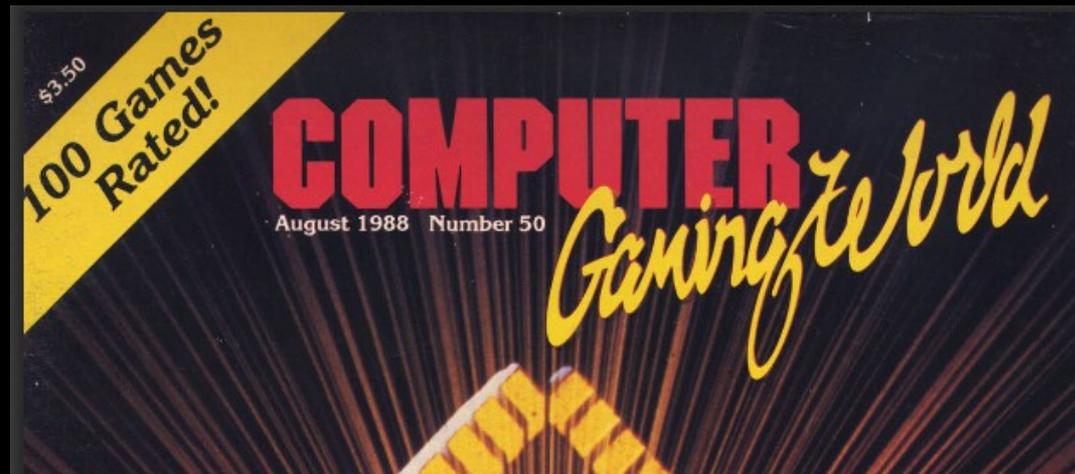
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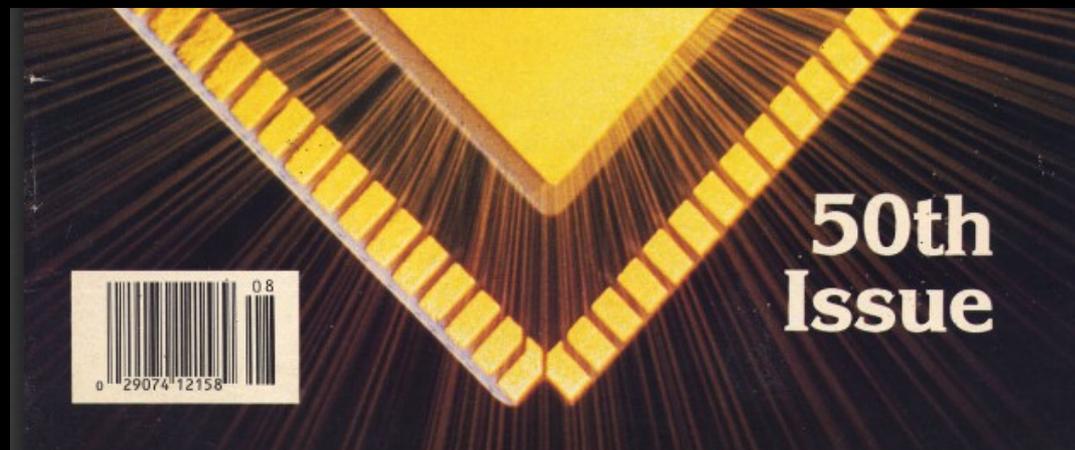


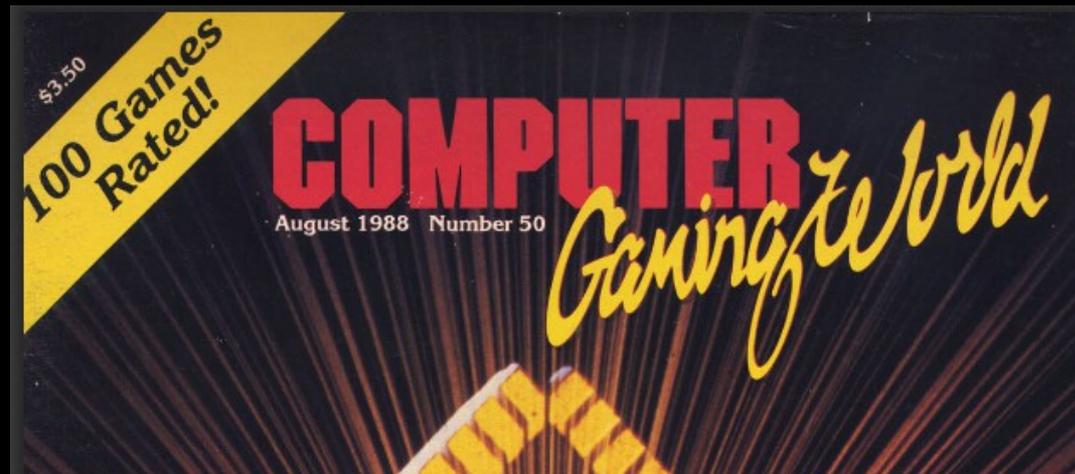
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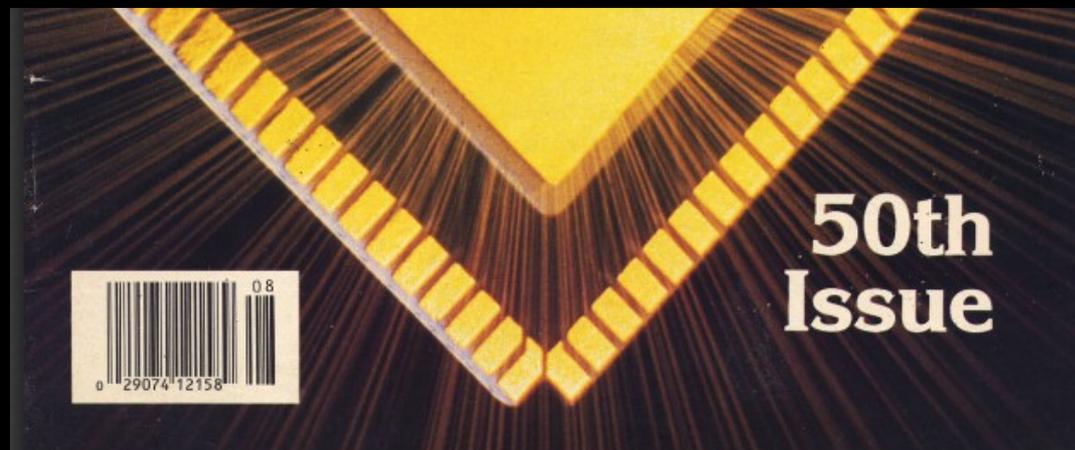


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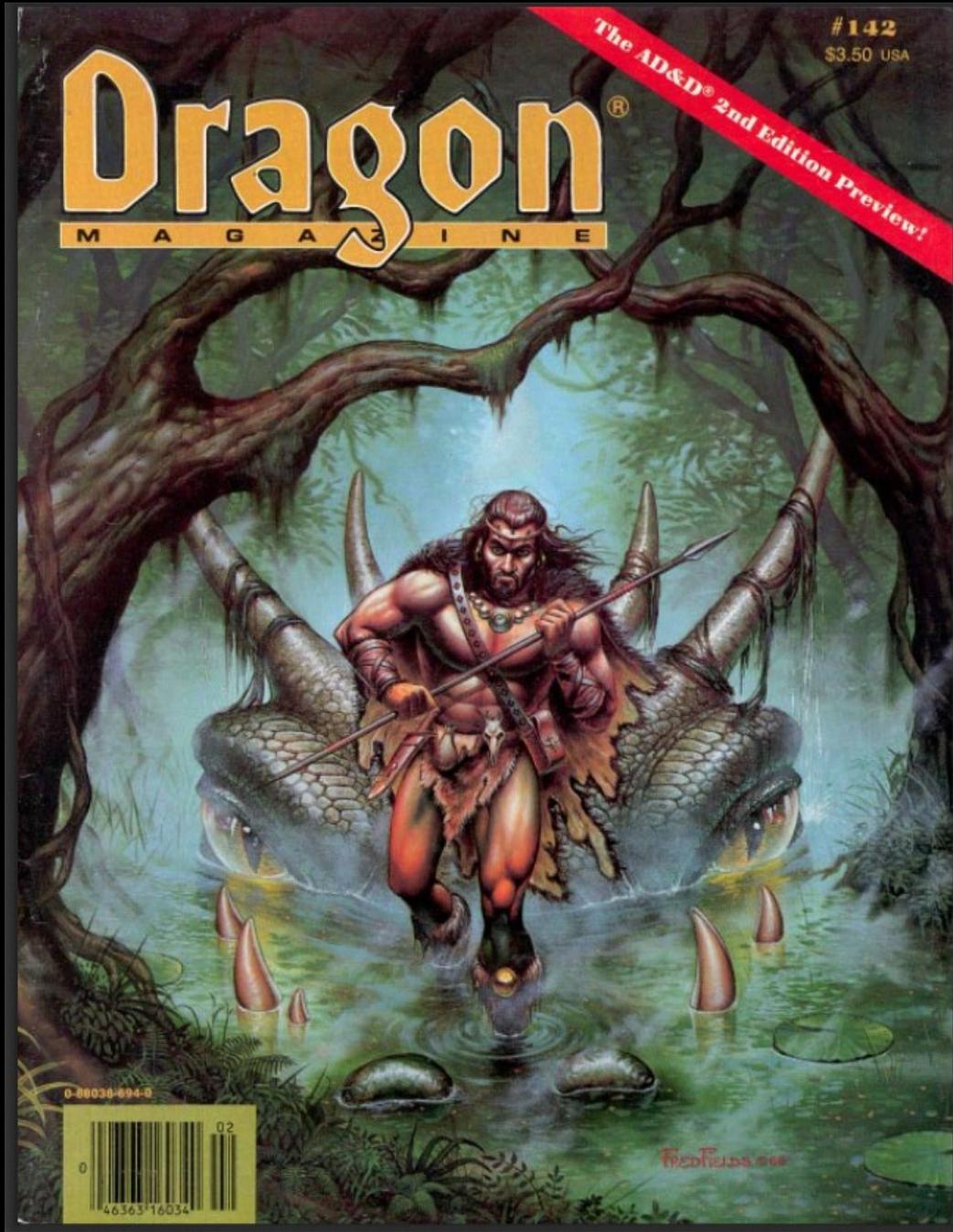
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# Dragon<sup>®</sup>

M A G A Z I N E

#142  
\$3.50 USA  
The AD&D<sup>®</sup> 2nd Edition Preview!



0-88030-694-0



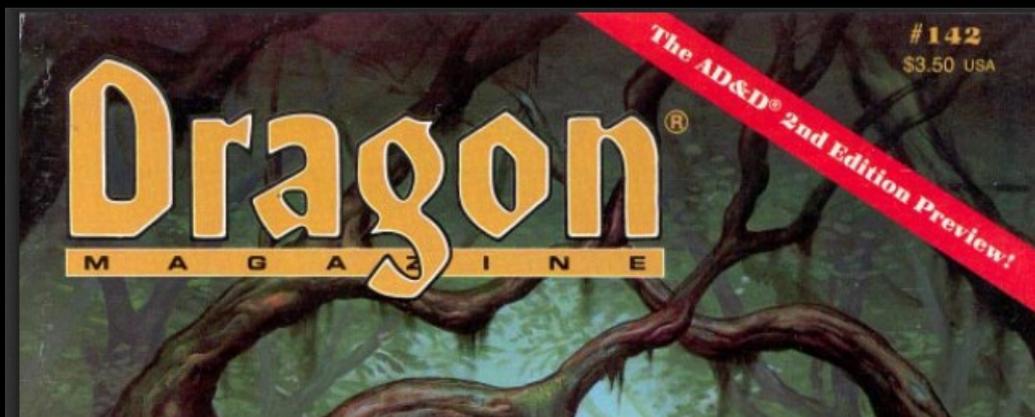
Frederick & Sons



**“Patience, the ability to read text and instructions, and a willingness to use the computer only as a record keeper are the keys to this game’s enjoyment. After the first few turns, even the most addicted computerphile will enjoy this text and book-based adventure.”**

**(Dragon #142 pp 48)**





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TOP SOFTWARE FOR TODDLERS!

August 1988

# COMPUTE!

The Leading Magazine of Home, Educational, and Recreational Computing

## HOME WORK!

Who Works at Home,  
Why, and How You  
Can Join Them

How Computers Can Make  
Your Home Office  
Competitive

## PLUS

Home Office  
Shopping List

## SELF-HELP SOFTWARE

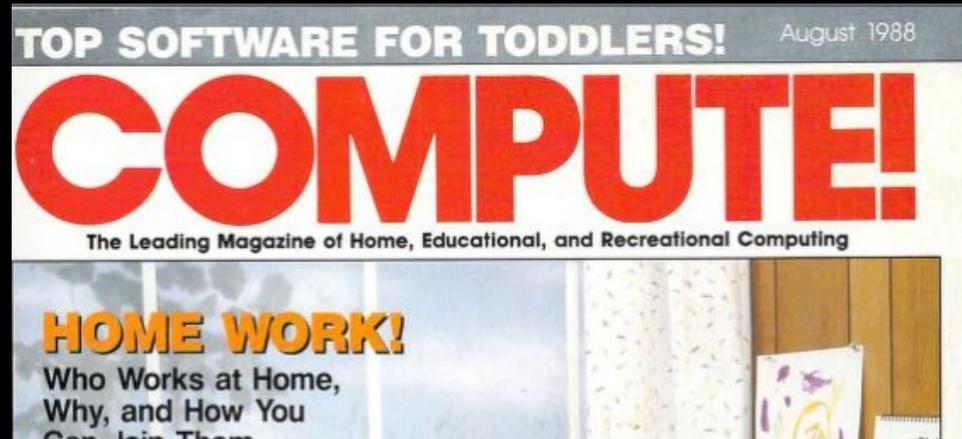
Improve Your  
★ IQ ★ Romance ★ Career

## COMMODORE COMEBACK?

New Boss Max Toy  
Bets on Amiga

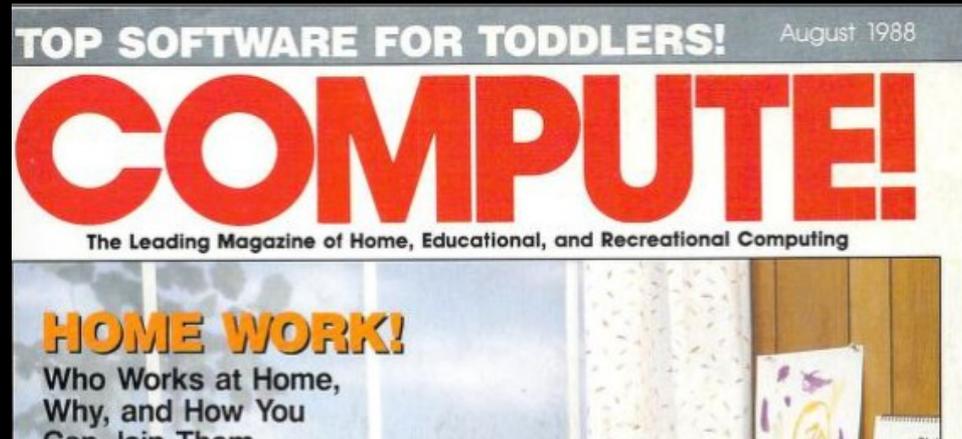


USA \$3.00  
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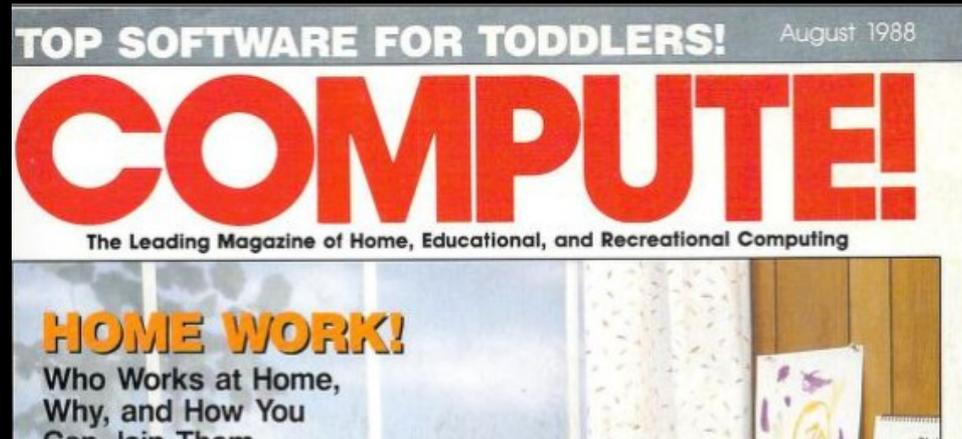
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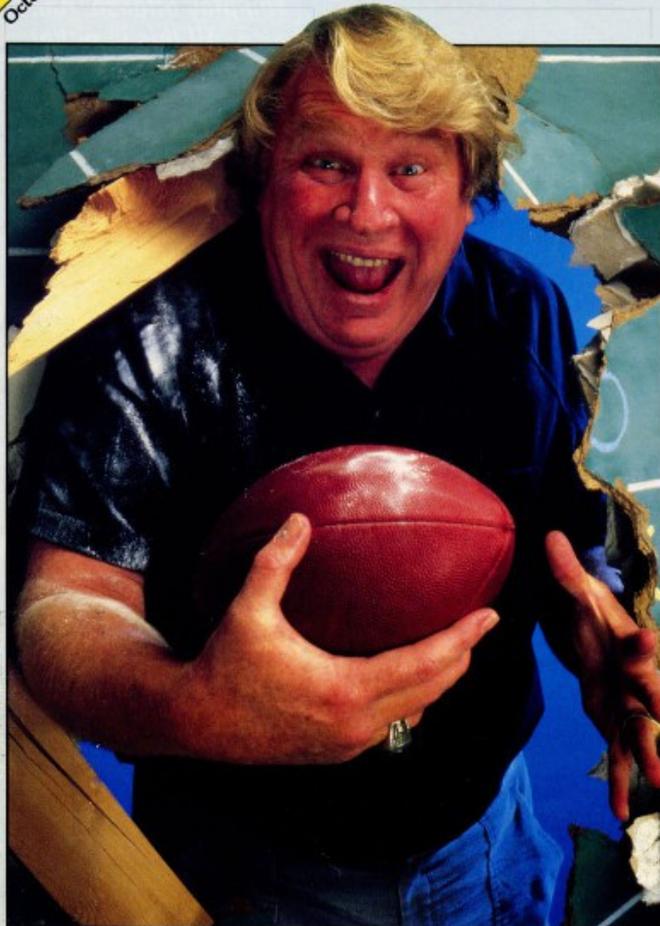
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\$3.50  
**100 Games  
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October 1989  
Number 64

Manhunter 2: San Francisco • Universe III

# COMPUTER GAMING WORLD

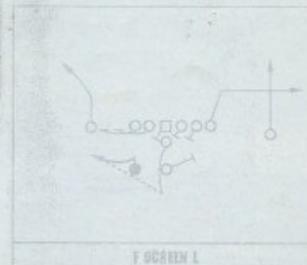
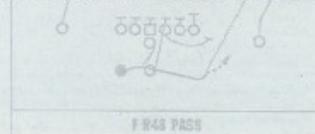


## Special Football Issue

- Playmaker Football
- Pure-Stat Football
- TV Sports Football
- MSFL Football
- Grave Yardage



EA's John Madden Football



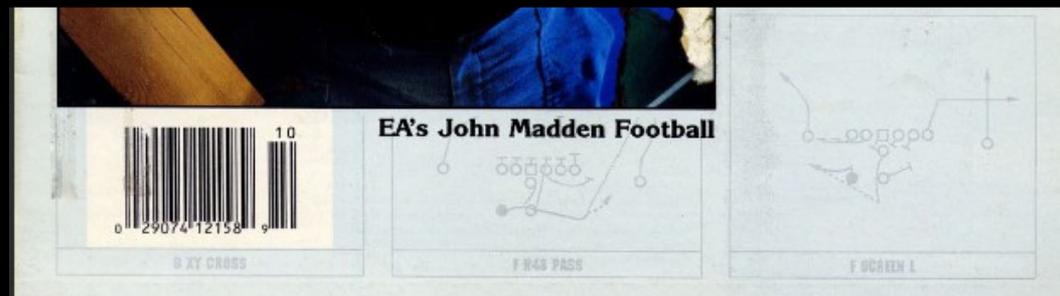
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F 848 PASS

F SCREEN L

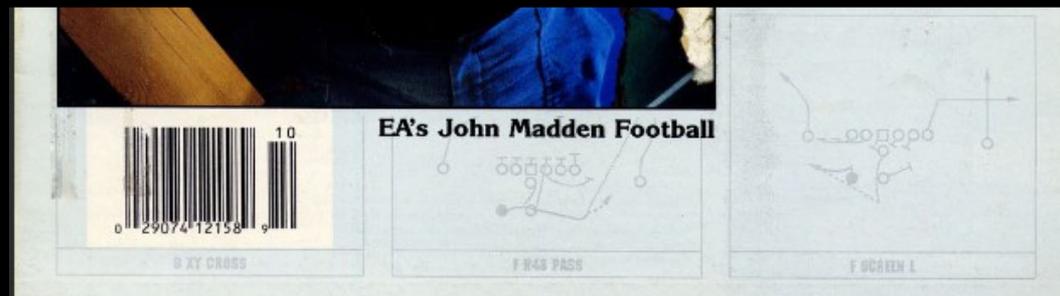


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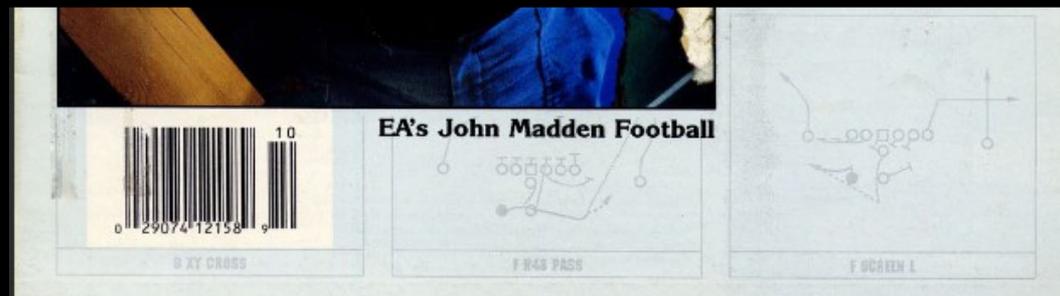


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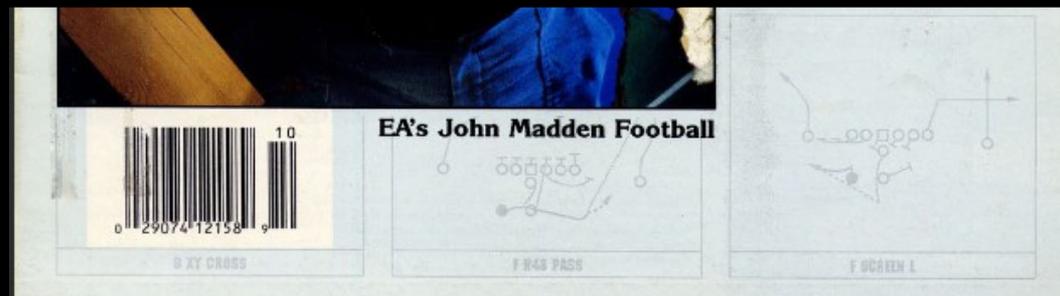


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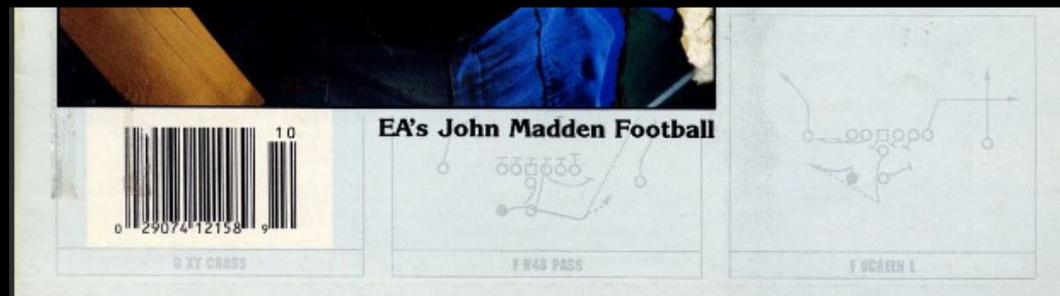
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vassal

the open-source boardgame engine



## What is VASSAL?

VASSAL is a game engine for building and playing online adaptations of board games and card games. Play live on the Internet or by email. VASSAL runs on all platforms, and is free, open-source software.

[Learn more](#) about VASSAL.



## Get VASSAL

VASSAL is free, open-source software, created by volunteers. Our current release is 3.2.12.



Or, [download VASSAL](#) for other operating systems.



VASSAL is free, but development and hosting are not. If you enjoy using VASSAL, please consider helping us with these costs.

## Who's Playing?

Check the [server status](#) to see what games are being played right now.

## Latest News

- Jul 14
  - [Update - Gettysburg '64 v0.5](#)
  - [New Module - Sack Armies](#)
  - [Update - Pax Porfiriana v1.3](#)
  - [New Module - Way of the Ninja: Capture the Shoguns Enemies! v0.5b](#)
- Jul 5
  - [Update - Memoir '44 v10.9](#)
- Jul 2
  - [Update - Roma v2.0](#)
  - [New Module - Storm Over Dien Bien Phu](#)
- Jun 29
  - [New Kasserine Module - Faid Pass](#)
- Jun 27
  - [Update - Gettysburg \(64\) v0.4](#)
- Jun 25
  - [Update - Summoner Wars v2.2](#)
- Jun 21
  - [VASSAL 3.2.12 Released](#)
- Jun 19
  - [New module - Napoleon's War](#)
  - [New module - Breakthrough: Cambrai](#)
- Jun 18
  - [New Module - Seven Pines \(Across 5 Aprils\)](#)
- Jun 12
  - [Update - WWII: Barbarossa to Berlin](#)

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[...more news](#)

## To start playing

Download a module and open it using the File menu.  
Many modules can be found at <http://www.vassalengine.org>.



- Category
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## Category:Modules

Before making changes in the Module area, all users should review the important [Module Section Information](#) at least once *(last updated July 22 2012)*

Additionally, designers should probably also review the information [How to Create a Module Page](#) before getting started and uploading their files if they are unfamiliar with wiki editing or the Module page structure

Thanks, The VASSAL Team

VASSAL modules:

- Modules sorted by Publisher
- Modules listed by Era
- Modules listed by Topic
- Modules sorted by Year first published
- Modules sorted by Scale

Top - 0-9 A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

### Pages in category "Modules"

The following 200 pages are in this category, out of 1,454 total.

(previous 200) (next 200)

- '
  - Module:'43
- (
  - Module:(Your Name Here) and the Argonauts
- 1
  - Module:11 de Setembro Setge 1714
  - Module:1776
  - Module:1792: La Patrie en Danger
  - Module:1805: Sea of Glory
  - Module:1807: The Eagles Turn East
  - Module:1809: Napoleons Danube Campaign
  - Module:1812: The Invasion of Canada
  - Module:18xx

#### A cont.

- Module:Alamo
- Module:Albion 20
- Module:Alexander at Tyre
- Module:Alexander The Great
- Module:Algeria: The war of Independence 1954-1962
- Module:Alhambra: Big Box
- Module:Alien Frontiers
- Module:All is lost save Honour
- Module:All Things Zombie
- Module:All Things Zombie: The Boardgame
- Module:Almeida et Bussaco 1810
- Module:Amateurs to Arms!
- Module:Ambush

#### A cont.

- Module:Aventuras de Naipes
- Module:Axis & Allies
- Module:Axis & Allies Europe 1940
- Module:Axis & Allies Miniatures
- Module:Axis & Allies Naval Miniatures: War at Sea
- Module:Axis & Allies Pacific: 1940 Edition
- Module:Axis & Allies: Battle of the Bulge
- Module:Axis & Allies: Guadalcanal
- Module:Azhanti High Lightning

#### B

- Module:B-17 Queen of the Skies
- Module:B.C.M. Brigada Criminal Movil (Spanish edition)

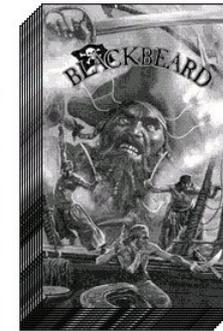
Module Library

Module	Module Version	VASSAL Version	Description
◆ Blackbeard	1.12	3.2.11	AH version fixed some 1.11 omissions
◆ Merchant of Venus	1.0	3.1.15	Avalon Hill 1988, by Richard Hamblen. Artwork by Michael Christopher
◆ The Legend of Zelda: The Board Game	1.0	3.1.10	

- Blackbeard version 1.12  
\* ? moves Warships -> offboard \*  
\* ? moves offboard -> LMs \*  
\* 7-5-f moves LMs -> offboard \*

Cards:39

Chits:32



Discard



# North America

**COMBAT** 13.61

Pirate Strength = Ability + Combat Strength.  
Difference between modified DR<sup>12</sup> = Loser's damage.  
Winner suffers 1 point of damage.  
Unmodified High Roller determines whether battle continues.  
Each point of damage requires a dr<sup>6</sup> to determine Pirate/KC injury.  
☐ = injury. D&R modifies all DR<sup>12</sup> by -2.

**EVASION** 5.24

Schooner dr<sup>6</sup> > KC/Warship Speed =  
Evasion in Coastal hex.

**RANDOM EVENTS** 17

Automatic Intercept of Pirate in same hex/Transit Box (8.52).  
Blockaded Pirates suffer -1 Crew Unrest (14.3).  
Scurvy worsens (17C2).  
Warship/KC on "☐" hex may enter that Transit Box (8.6).

**SCURVY** 17C

Strikes moving player's Pirates/KC at sea and all in Transit Box.  
-1 to Combat Strength  
-2 to Crew Unrest  
☐ : Captain/KC affected  
☐ : Hostages die  
Subsequent Random Events repeat process;  
two ☐ kills Pirate/KC.

**MUTINY OUTCOME** 12.3



Event: 17E Letter of Marque  
Search: No Sighting

**Cargo Manifest:**

	2-4	5-6	7-8	HP
NA	20	35	100	14
CAR	20	35	100	22
GC	10	20	70	52
IND	15	35	85	64

Hostage: 5  
Injury: Healable Wound \*  
-2 to all Ratings except Cruelty;  
-1 to Crew Unrest

14	13
Robert May	
SPEED	
4	4
COMBAT STRENGTH	
13	12
William Rh	
SPEED	
5	4

- Merchant of Venus version 1.0

\* Board Ready!



### Market Board

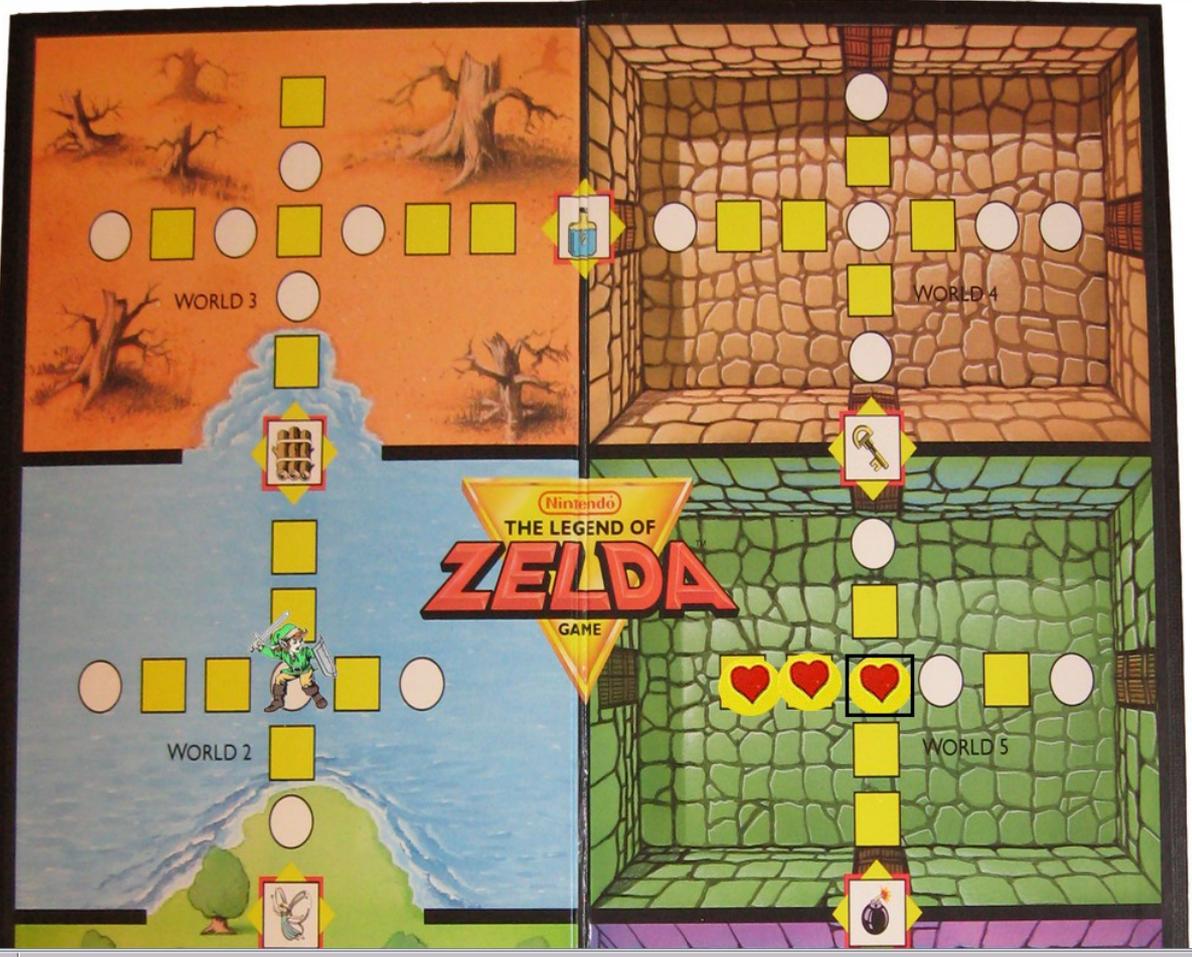
<b>NILIS 1a</b> 1a 140 DEED 100 shield 60 planet factory The Nilis will buy all equipment.	<b>VOLOIS 1b</b> 1b 220 DEED 200 combo drive 300 random train factory The Volois will buy all equipment.	<b>GRAW 2</b> 2 80 DEED 200 200 The Graw will buy all equipment.	<b>NIK 3</b> 3 60 DEED 200 shield 60 planet factory The Niks will buy all equipment.	<b>DELL 4a</b> 4a 40 DEED 200 transport 240 freighter 300 yellow drive 80 laser 100 200 planet factory The Dell will buy all ships and all equipment.
<b>HUMAN 4b</b> 4b 200 DEED 100 scout 60 clipper 120 red drive 120 nova ball 20 100 planet factory The Humans will buy all ships and all equipment.	<b>SHENNA 5</b> 5 110 DEED 100 pet monsters factory The Shenna will buy all equipment.	<b>YKLYX 6</b> 6 100 DEED 200 scout 60 clipper 120 red drive 120 nova ball 20 200 planet factory The Yklyx will buy all equipment.	<b>ZUM 7a</b> 7a 40 90 DEED 200 transport 240 freighter 300 yellow drive 80 laser 100 200 planet factory The Zum will buy all ships and all equipment.	<b>EEPEEPEE 7b</b> 7b 30 DEED 100 scout 60 clipper 120 red drive 120 nova ball 20 100 planet factory The EeepEeep will buy all ships and all equipment.
<b>WHYNOM 8</b> 8 180 DEED 100 transport 240 freighter 300 yellow drive 80 laser 100 100 planet factory The Whynom will buy all ships and all equipment.	<b>CHOLOS 9a</b> 9a 120 DEED 200 shield 60 planet factory The Cholos will buy all equipment.	<b>WOLLOW 9b</b> 9b 180 DEED 100 100 planet factory The Wollow will buy all equipment.	<b>QOSSUTH 10</b> 10 250 DEED 200 combo drive 300 200 planet factory The Qossuth will buy all equipment.	<b>GALACTIC BASE</b> transport 240 freighter 300 scout 60 clipper 120 The Galactic Base will buy all ships and all equipment. Equipment is not sold to the Base. Any equipment sold to the Base is returned to the owner.

Tokens

- Heart
- Link
- World
- World
- World
- World



- The Legend of Zelda: The Board Game version 1.0



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- Printable version
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The following 200 pages are in this category, out of 1,459 total.  
(previous 200) (next 200)

**S**

- Module:S.P.Q.R. Deluxe
- Module:Sa Battalla
- Module:Sack Armies
- Module:Saga
- Module:Sagunto: The Battle for Valencia
- Module:Saints in Armor
- Module:Sam Grant
- Module:Samurai
- Module:Samurai (AH)
- Module:Samurai (RK)
- Module:Samurai Battles
- Module:Samurai Blades and Map Buidler
- Module:Samurai Blades Campaign
- Module:Samurai Knight Fever
- Module:Santa Claus vs. The Easter Bunny
- Module:Saratoga
- Module:Savannah
- Module:Scarab Lords - BSS
- Module:Schleiz, Saalfeld, Auerstaedt 1806
- Module:Scotland Yard
- Module:Scratch One Flat Top!
- Module:ScratchDTL
- Module:Screaming Eagles in Holland
- Module:Sea Rogue
- Module:Sector 41
- Module:Sekigahara: Unification of Japan
- Module:Semper Fi
- Module:Semper Victor
- Module:Senet
- Module:Sengoku Main
- Module:Sentinels of the Multiverse
- Module:Seofan
- Module:Serpents of the Seas
- Module:Seven Card Samurai
- Module:Shadows over Camelot
- Module:Shadows Upon Lassarad
- Module:Shenandoah: Jackson's Valley Campaign
- Module:Shifting Sands
- Module:Shiloh: April 1862
- Module:Shining Path - The Struggle for Peru
- Module:Ship of the Line
- Module:Shklinc

**S cont.**

- Module:Space Crusade
- Module:Space Empires
- Module:Space Empires: 4X
- Module:Space Hulk
- Module:Space Hulk: Death Angel - The Card Game
- Module:Space Infantry
- Module:Spartacus Imperator
- Module:Spartacvs: Crisis in the Roman Republic, 80-71 BC
- Module:Speed Circuit
- Module:Sphactérie -425
- Module:Sport of Kings: Germany 1740-45
- Module:Squad Leader
- Module:St-Lô
- Module:Stalin's War
- Module:Stalingrad
- Module:Stalingrad Pocket (2nd Edition)
- Module:Stand at Mortain
- Module:Star Fleet Battle Force
- Module:Star Saga: One - Beyond The Boundary
- Module:Star Smuggler
- Module:Star Traders
- Module:Star Trek III
- Module:Star Trek: Attack Wing
- Module:Star Trek: Catan
- Module:Star Trek: Expeditions
- Module:Star Trek: Fleet Captains
- Module:Star Trek: Starship Tactical Combat Simulator
- Module:Star Viking
- Module:Star Wars Assault on Hoth
- Module:Star Wars Batalles especiales
- Module:Star Wars Miniatures
- Module:Star Wars Miniatures Starship Battles
- Module:Star Wars PocketModel TCG
- Module:Star Wars Silent Death
- Module:Star Wars Tactics
- Module:Star Wars: Battle for Endor
- Module:Star Wars: Epic Duels
- Module:Star Wars: Star Warriors
- Module:Star Wars: X-Wing Miniatures Game
- Module:Starfire
- Module:Starmada
- Module:Starmada: The Admiralty Edition

**S cont.**

- Module:Stronghold
  - Module:Struggle for Europe
  - Module:Struggle of Empires
  - Module:Submarine
  - Module:Successors (2nd Edition)
  - Module:Successors (3rd Edition)
  - Module:Sumeria
  - Module:Summer Storm: The Battle of Gettysburg
  - Module:Summoner Wars
  - Module:Sunburst City Transport
  - Module:Super Dungeon Explore
  - Module:Supremacy
  - Module:Survive: Escape from Atlantis!
  - Module:Swashbuckler!
  - Module:Sweden Fights On
  - Module:Sword and Sail
  - Module:Sword of Rome
  - Module:Swordplay!
  - Module:Syracuse (415/413 av. J.-C.)
- T**
- Module:TAC AIR
  - Module:Tactics II
  - Module:Tactiques Napoleon - Auerstadt
  - Module:Tactiques Napoleon - Battle of Eckmuhl, April 21st 1809
  - Module:Tactiques Napoleon - Raszyn
  - Module:Tactiques Napoleon - Tamames
  - Module:Tactiques Napoleon - Teugn-Hausen
  - Module:TAHGC Strategic Soccer
  - Module:Talavera & Vimeiro
  - Module:Talisman
  - Module:Talisman (3rd Edition)
  - Module:Tammany Hall
  - Module:Tank on Tank
  - Module:Tanktics: Computer Game of Armored Combat on the Eastern Front
  - Module:Tannenberg 1914
  - Module:Tannenberg: Eagles in the East / Galicia: The Forgotten Cauldron
  - Module:Tannhauser
  - Module:Target Arnhem, Across Six Bridges
  - Module:Targui



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- Printable version
- Permanent link

## Module:Star Saga: One - Beyond The Boundary



**Publisher** Masterplay Publishing   **Era** Future  
**Year** 1988   **Topic** Space Exploration  
**Players** 1-6   **Scale** Abstract  
**Length** 240 Min

### Files

Filename	Filetype	Size	Date	Compatibility
0.4				
<a href="#">Star_Saga_One-v0.4.vmod</a>	module	45.58 MB	2014-07-23	3.2.12

### Module Information

**Maintainer** [Michael Sternberg](#)

#### Contributors

### Comments

STAR SAGA: One was a hybrid computer/board/paragraph-based/role-playing game for 1 to 6 players created by R. Dutton, W. Freitag, A Greenberg, M Massimilla of Masterplay. This is an attempt to preserve a semblance of the original experience by providing the non-digital components necessary to play. It will require running the software portion of the game on either a real or emulated Apple II/IIGs or IBM PC.

### Screen Shots

### Players

- [Some Guy](#)

Categories: [Modules](#) | [Masterplay Publishing](#) | [Future](#) | [1988](#) | [Space Exploration](#) | [Abstract](#)

VASSAL

File Tools Help

Module Library

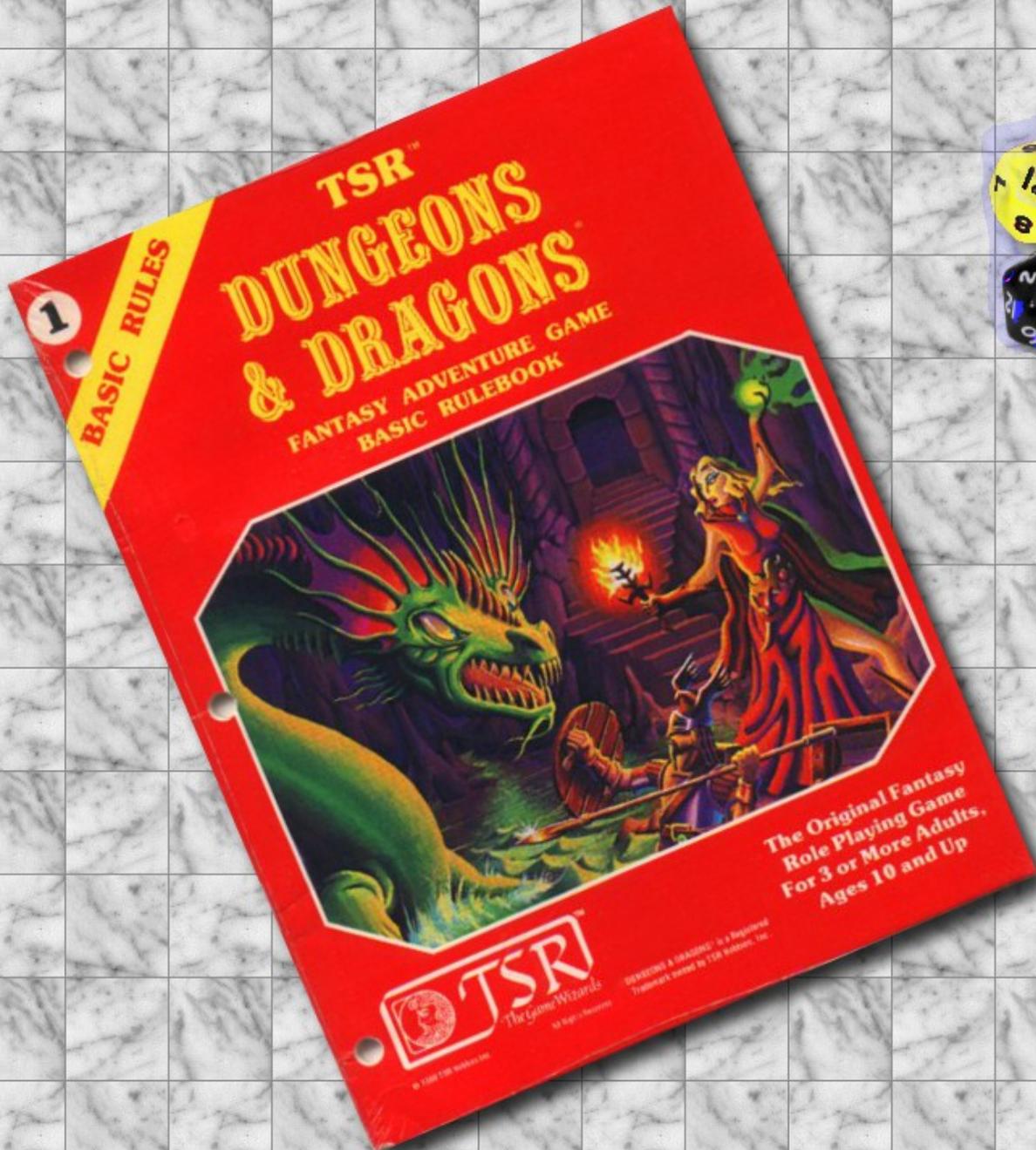
Module	Module Version	VASSAL Version	Description
◆ Blackbeard	1.12	3.2.11	AH version fixed some 1.11 omissions
◆ Merchant of Venus	1.0	3.1.15	Avalon Hill 1988, by Richard Hamblen. Artwork by Micha...
◆ Star Saga One	0.4	3.2.12	STAR SAGA: ONE - Beyond the Boundary
◆ The Legend of Zelda: The Board C	1.0	3.1.10	

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- What is STAR SAGA: ONE?
- What is VASSAL?
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**"It was 6:22 A.M., Thursday, March 5, 2051, according to Alex's desk clock. Propped on the clock was a sheet of fanfold paper, Millicent's printout of the day's obligations."**





"It was 6:22 A.M., Thursday, **March 5, 2051**, according to Alex's desk clock. Propped on the clock was a sheet of fanfold paper, Millicent's printout of the day's obligations."





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1 **BASIC RULES**

2 **EXPERT RULES**

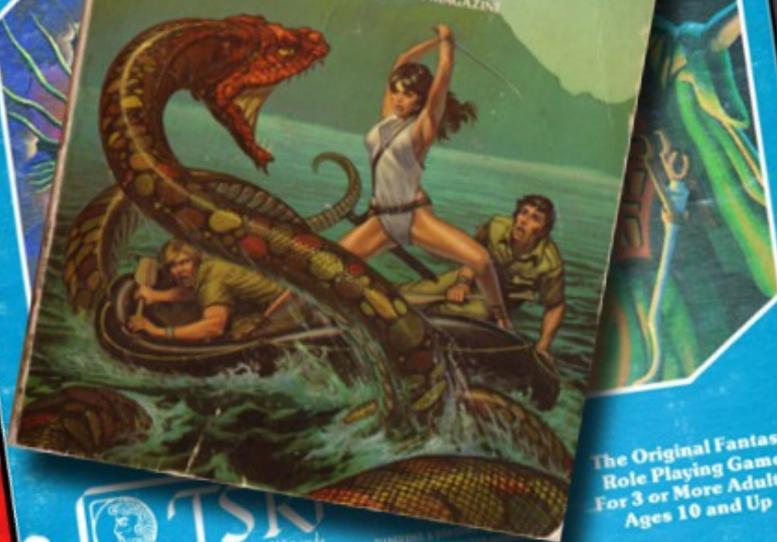
TSR™

THE GAME IS GETTING A LITTLE TOO ROUGH...

# DREAM PARK

by LARRY NIVEN and STEVEN BARNES

"AN ABSOLUTELY DANDY NOVEL"  
—ISAAC ASIMOV'S SCIENCE FICTION MAGAZINE



The Original Fantasy Role Playing Game For 3 or More Adults, Ages 10 and Up

TSR The Game Wizards

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**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**



**Harvard  
Society for  
Interactive Literature**

**Walter  
Freitag**

**Rick  
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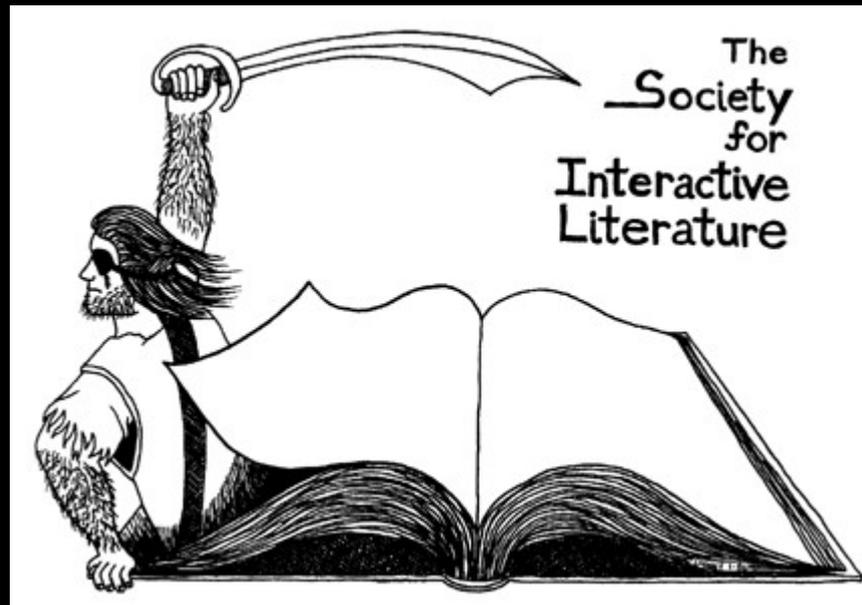


**Society for  
Interactive Literature**

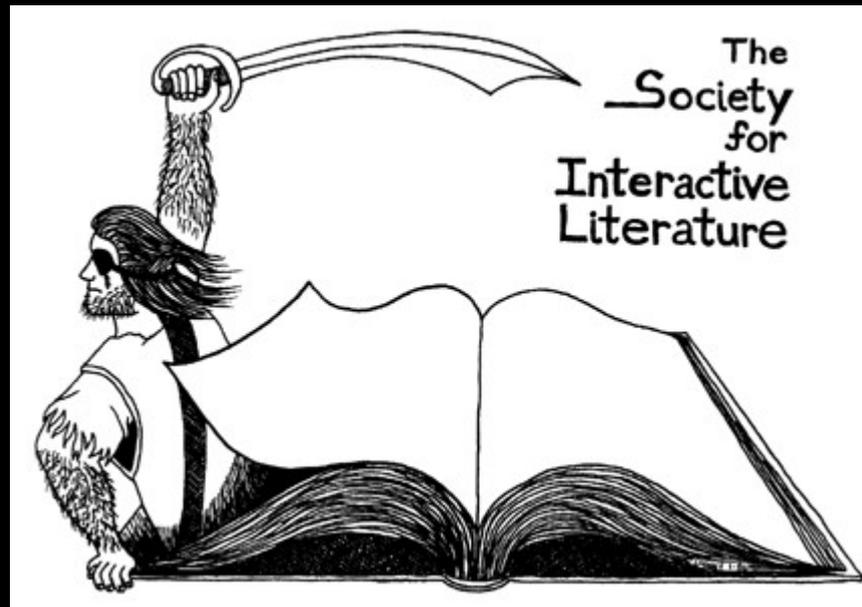
**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**



**Artwork: Andrew Looney**



**Recon-1**

**Boskone Science Fiction Convention XX**

**Boston, Mass - February 1983**

6500

# NEXUS

LIVE ACTION ROLEPLAYING

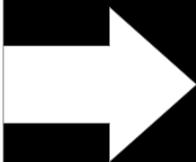


**RICK DUTTON**  
**WALTER O. FREITAG**

**PLAY THIS BOOK: VOLUME 1**

**Recon-1  
Feb 1983**

**Rekon-2  
Feb 1984**



**Rekon-3  
Feb 1985**



**Photo: Andrew Looney**

## Dedication

*Star Saga: One is dedicated to President Ezra T. Fairchild, who first brought us together, and to Grey, Barbara, Sheila & Sherin, who have sustained, nurtured and inspired us since.*

## Credits

Game Concept, Design & Execution:	Rick Dutton Walter Freitag Andrew C. Greenberg Michael Massimilla
Copy Writing:	Sheila Greenberg
Copy Editing & Quality Assurance:	Gerald Selxas
Illustrations:	Will McLean
Box Design:	Jim Hutchinson
Box and Map Art:	Communication Graphics

## Acknowledgements

No project this large, and spanning this many years in development can proceed without the help and support of many, many people. The Star Saga team would like to thank all those who have helped us along the way. We would like to especially thank the following very special people, whose contributions were essential to the completion of the product you hold now in your hands:

Mary Fenton-Lee  
Lisa Fernow  
Barbara Lanza  
Sherin Massimilla

## Playtesting

John Abbe	Roe Adams	Russell Almond	Jay Banks	Kevin Barrett
Sue Barrett	Debbie Bishop	Betty Bloom	Steve Bloom	Lynn Deas
Maria Donaghue	Mike Donaghue	David Duncan	Greykell Dutton	Kurt Endress
David Hassett	Jim Hassett	Mark Hassett	Michael Hassett	Tom Jewell
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**NEW**

**WORMHOLE**

To play this card, place it face up in the center of the table. New rules take effect.

**Wormhol**

Once per turn, you take the top card from draw pile and immediately play it. Repeat if you have a Creeper. This does not count as your Draw or Play.

**EXPENDABLE CREWMAN**

To play this card, place it face up on the table in front of you.

**Expendable Crewman**

Any time any player discards a card or takes away one of your Keepers, they must immediately discard this one instead (if you have it on the table).



**BRAIN PARASITES**

You can't win if you have this unless the Goal says otherwise.

If you have Keepers with brains in play, you must choose one to attach this to.

Both cards stay together until discarded.



**IT'S A TRAP!**

This card can be played at any time, for one of the functions described below, or to cancel a Surprise which another player has just played.

**Out of turn:** Cancel any single game action in which another player is stealing something from you, and instead you take that action against them.

**During your turn:** All other players must discard a card, while you draw 2.

**HOW TO PLAY**

**OVERVIEW**

Star Fluxx is a card game that is constantly changing. It's a game of surprise and strategy. You'll never know what's coming next!

**SETUP**

Shuffle the cards. Deal 5 cards to each player. Place the Draw Pile and the Discard Pile in the center of the table. Place the Goal in the center of the table.

**GOING FIRST**

The player who has the most cards goes first.

**HOW TO PLAY**

Play a card each turn. You can play a card from your hand or from the Draw Pile. You can also play a card from the Discard Pile if it's your turn and you have it.

**STAR FLUXX**

THE EVER-CHANGING CARD GAME... IN SPACE!

**STAR FLUXX**  
 Created by Looney Labs  
 Designed by Andrew Looney  
 Illustrated by David King  
 Printed in the USA by Looney Labs  
 UK Distributor: Looney Labs, 4800 101st Ave SE  
 Visit us at LooneyLabs.com

**Recon-1**  
**Feb 1983**

**Rekon-2**  
**Feb 1984**

**Rekon-3**  
**Feb 1985**

**SILiCON-1**  
**Mar 1986**

**SILiCON-II**  
**Mar 1987**

**INTERCON**  
**(Present)**



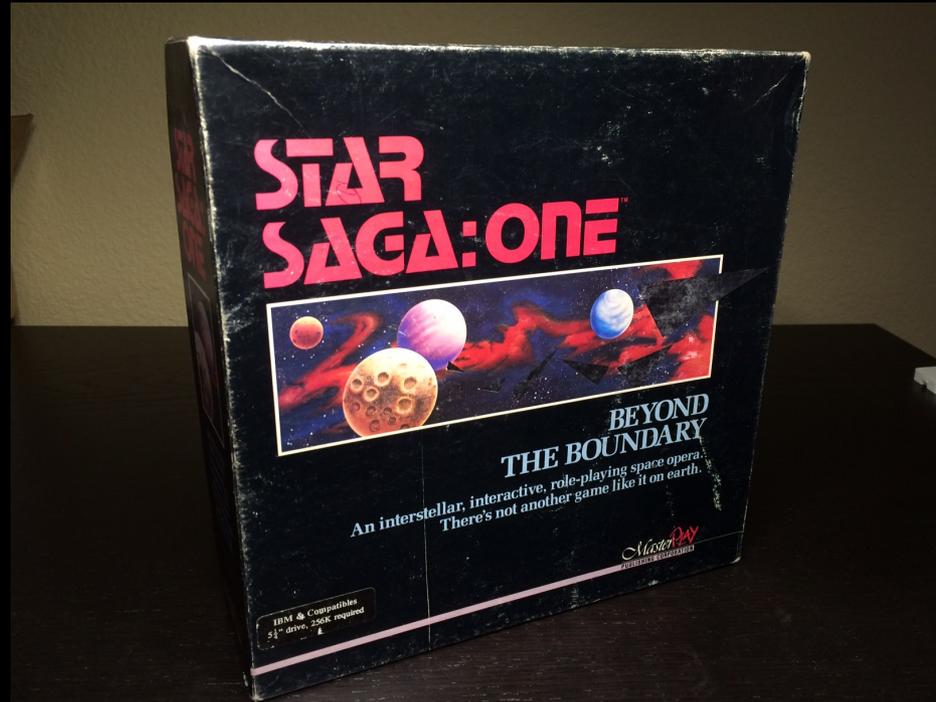
Artwork: [www.interactiveliterature.org](http://www.interactiveliterature.org)

**Walter  
Freitag**

**Rick  
Dutton**

**Mike  
Massimilla**

**Andrew C  
Greenberg**



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HOST GUIDE  
and PLAYER REFERENCE  
MANUAL

TURN TO  
PAGE ONE  
TO SET UP AND  
START THE  
GAME

# STAR SAGA: ONE



BEYOND THE BOUNDARY

*MasterPlay*  
PUBLISHING CORPORATION  
Games That Go To Your Head

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STAR SAGA: ONE



ClearW

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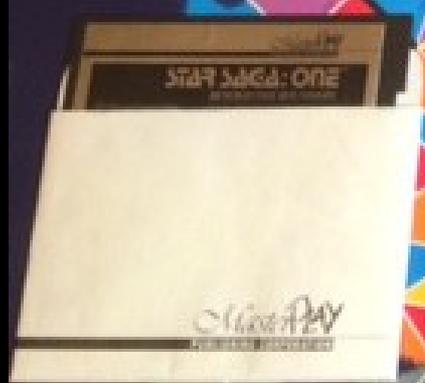
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STAR SAGA: ONE



STAR SAGA



MUSIC BY

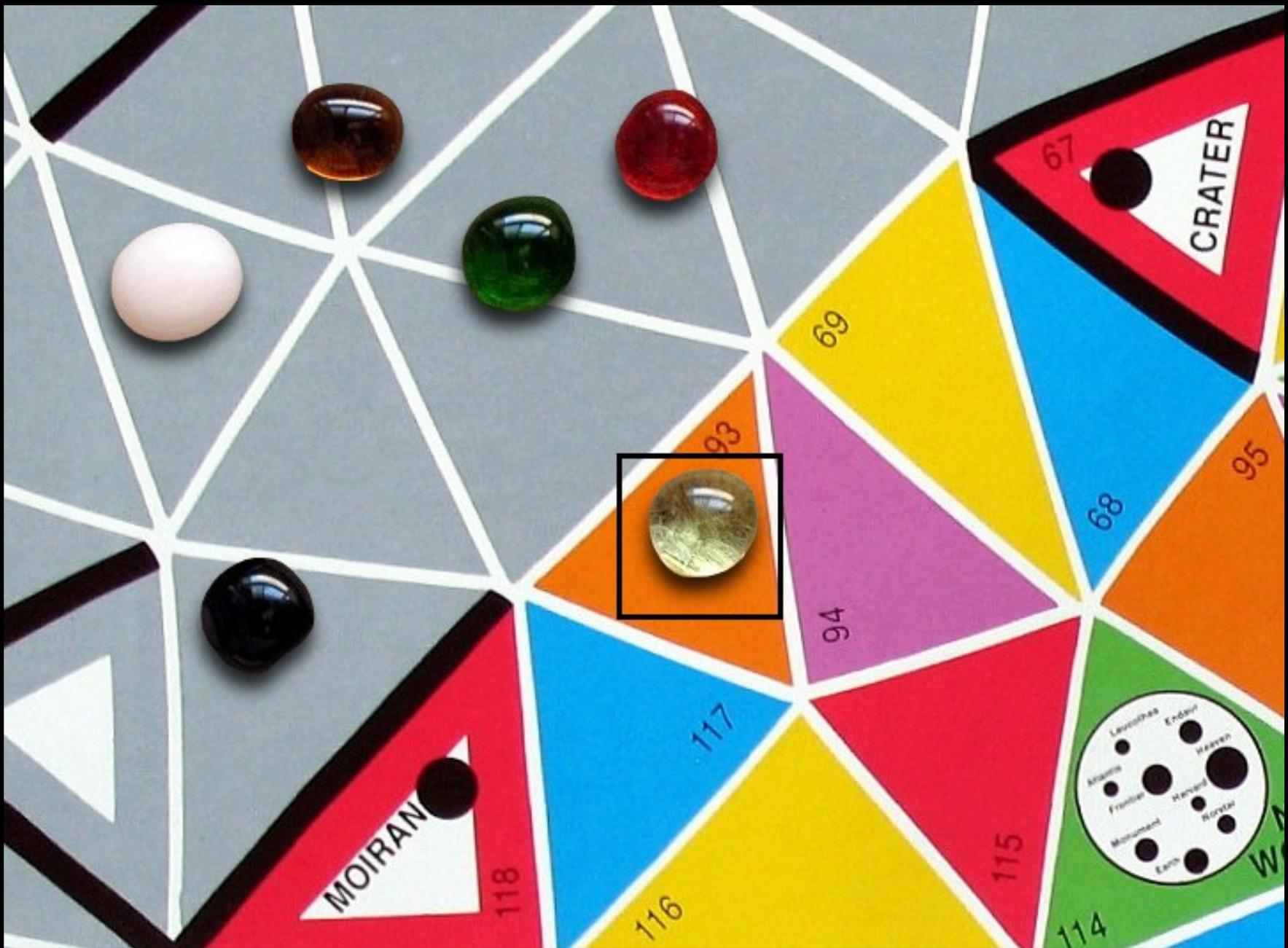
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## Dear Player,

Welcome to *STAR SAGA: ONE™ Beyond the Boundary*. You are about to begin a new adventure. In the game, you become one of six characters living more than 2000 years in the past. As you assume control to your role, you leave home and fly to the unknown reaches of space.

As you travel throughout the galaxy, you explore exotic alien worlds and discover new entities for vital information and valuable commodities. You will travel ever farther and farther from the worlds you know... Are you ready for the unknown?

A computer will serve as your moderator and coordinator of your moves, accomplishments and acquisitions. It will tell you when you are in danger and even remind you where you parked your spaceship.

*STAR SAGA: ONE™* is a long lasting game, but you may play it in a single sitting. You may choose not to play the game in a single sitting: To do so, you must save your progress.

Now, it's time to get started! Read the following information carefully. You will use this information to choose a character. Then, you will begin your adventure.

### The World in

The year is 2815 A. D. Most of the human race lives in a space colony on a colonized planet. They are located on the outskirts of the galaxy.

Dear Player,

Welcome to STAR 2A  
In the game, you become  
to your role, you have  
As you travel through  
mission for vital information  
father and father from the  
A computer will serve  
of your moves, accepting  
even remind you where you  
STAR 2A24, 2A25 & 4  
You may choose not to go

Now, it's time to  
will see this before

The year is 2015  
colonized planets. They  
The invasion of 1  
drop into this border  
were discovered. And  
discussed more than  
The Great Eagle  
killed more than half  
brought to earth by a  
The Planet for  
several nearby cities  
even happening again  
select the law: At  
The Nine War  
conceded here, it  
Frontier, a ragged  
major center of a  
minority's struggle in  
Normal, a gritty,  
For three to  
Planet claims--no new  
his signature--no new  
There are those who

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Welcome to STAR 2A  
In the game, you become  
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There are those who

Dear Player,

Welcome to STAR 2  
In the game, you become  
to your role, you have  
As you travel through  
mission for vital information  
father and father from the  
A computer will serve  
of your moves, accepting  
even remind you where you  
STAR 2A24, 2A25 & 4  
You may choose not to go

Now, it's time to  
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Dear Player,

Welcome to STAR 2A24  
In the game, you become  
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As you travel through  
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Normal, a gritty,  
For three to  
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his signature--no new  
There are those who

Dear Player,

Welcome to STAR 2A25  
In the game, you become  
to your role, you have  
As you travel through  
mission for vital information  
father and father from the  
A computer will serve  
of your moves, accepting  
even remind you where you  
STAR 2A24, 2A25 & 4  
You may choose not to go

Now, it's time to  
will see this before

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There are those who

The World in 2015 A. II

The year is 2015 A. II. Most of the human race lives in the home world, a community including Earth and eight colonized planets. They are known as the members of the game's setting and characters. You may choose not to play the game in a single sector. It will be for the benefit of your moves, based on your character, and will see this before.

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You Are Now  
**VALENTINE  
STEWART**

You Are Now  
**JEAN G.  
CLERC**

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  
**CORIN  
STONESEEKER**

You Are Now  
**LARAN  
DARKWATCH**

You Are Now  
**M. J.  
TURNER**

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STAR SAGA: ONE™ BOOK M  
TEXT 813-81

STAR SAGA: ONE™ BOOK L  
TEXT 764-82

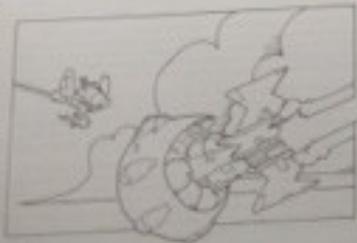
STAR SAGA: ONE™ BOOK K  
TEXT 698-711

STAR SAGA: ONE™ BOOK J  
TEXT 640-697

STAR SAGA: ONE™ BOOK I  
TEXT 569-639

STAR SAGA: ONE™ BOOK H  
TEXT 509-568

STAR SAGA: ONE™ BOOK G  
TEXT 433-508



STAR SAGA: ONE™ BOOK F  
TEXT 366-431

STAR SAGA: ONE™ BOOK E  
TEXT 297-367

STAR SAGA: ONE™ BOOK D  
TEXT 224-296

STAR SAGA: ONE™ BOOK C  
TEXT 148-223

STAR SAGA: ONE™ BOOK B  
TEXT 074-147

STAR SAGA: ONE™ BOOK A  
TEXT 001-073



# Components

- **Host Guide & Player Reference Manual**
- **Small Map [Starweb]**
- **Large Map [Document Two]**
- **[6] Player Tokens**
- **[6] Dear Player Cards**
- **[6] Character Biographies / Tutorials**
- **[13] Narrative Books [A-M]**

# Topics

- What is STAR SAGA: ONE?
- What is VASSAL?
- History of STAR SAGA: ONE
- **Components**
- Game Mechanics
- Sample Turn

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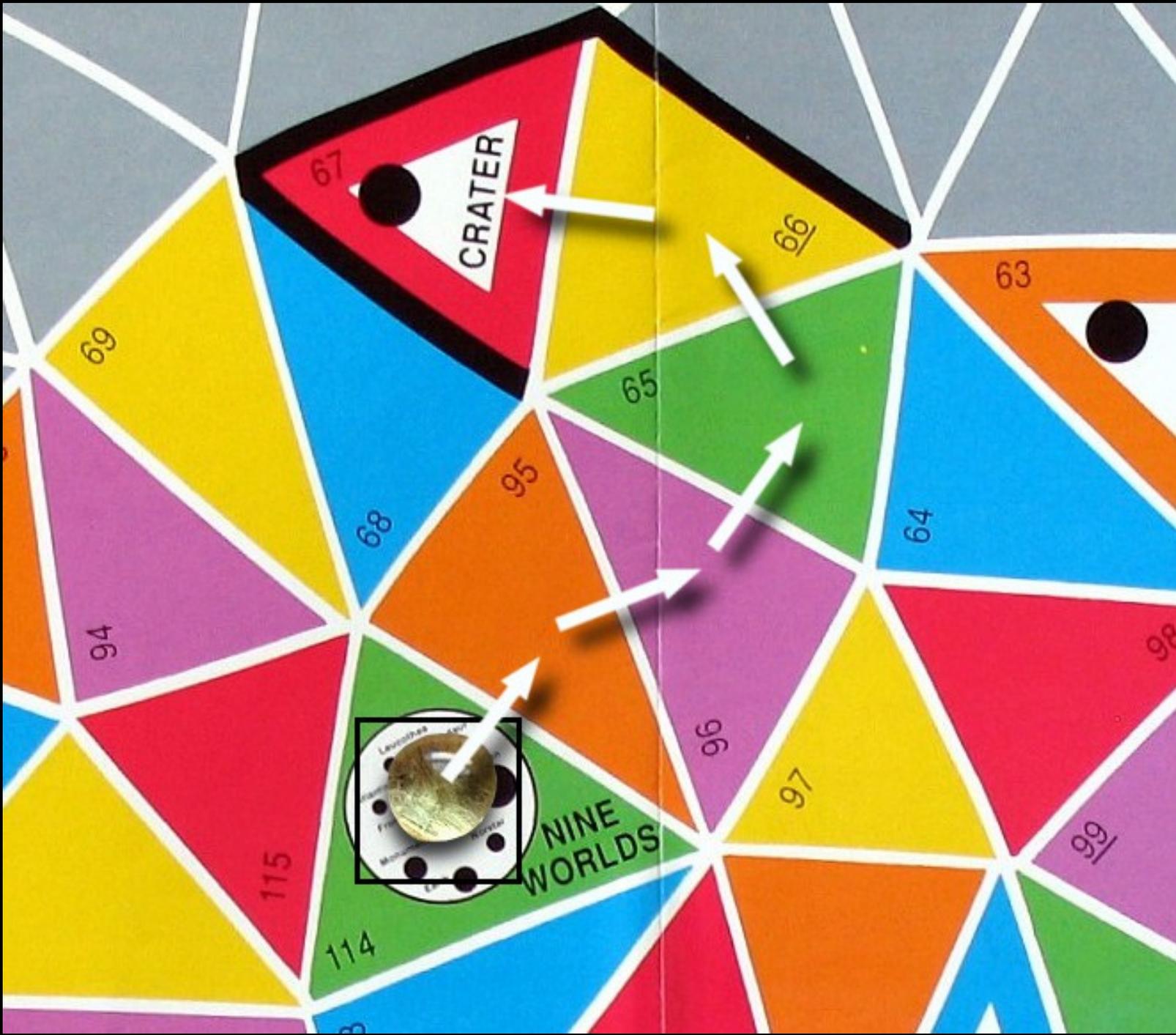
# Game Mechanics

- **Game Maps & Player Tokens**
- **Plotting Sheet**
- **Passage Lookup**
- **Planet Log**
- **Planet Label**
- **Cargo Sheet**
- **Special Items & Abilities**

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# Plotting Sheet

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN	<b>T</b>	<b>O</b>	<b>V</b>	<b>G</b>	<b>Y</b>	<b>R</b>	<b>L</b>
1							
2							
3							



# Plotting Sheet

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
1	T	O	V	G	Y	R	L
2							
3							

Enhanced Apple //e Emulator - 50% Text Optimized

Plot Editor Phases Left: 7 \*\*\*\*\*  
START: Parked on <114-G-Nine Worlds>

Options available:

A) Action      T) Takeoff      M) Meet

Select one of the above options, or:

F) Finished      ESC) Escape  
S) Status      ?) Help

Type any prompt, or use cursor keys.

# Plotting Sheet

	Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6	Phase 7
TURN							
1	T	O	V	G	Y	R	L
2							
3							

Enhanced Apple //e Emulator - 50% Text Optimized

Plot Editor Phases Left: 6 \*\*\*\*\*

START: Parked on <114-G-Nine Worlds>  
T (1) Take off.

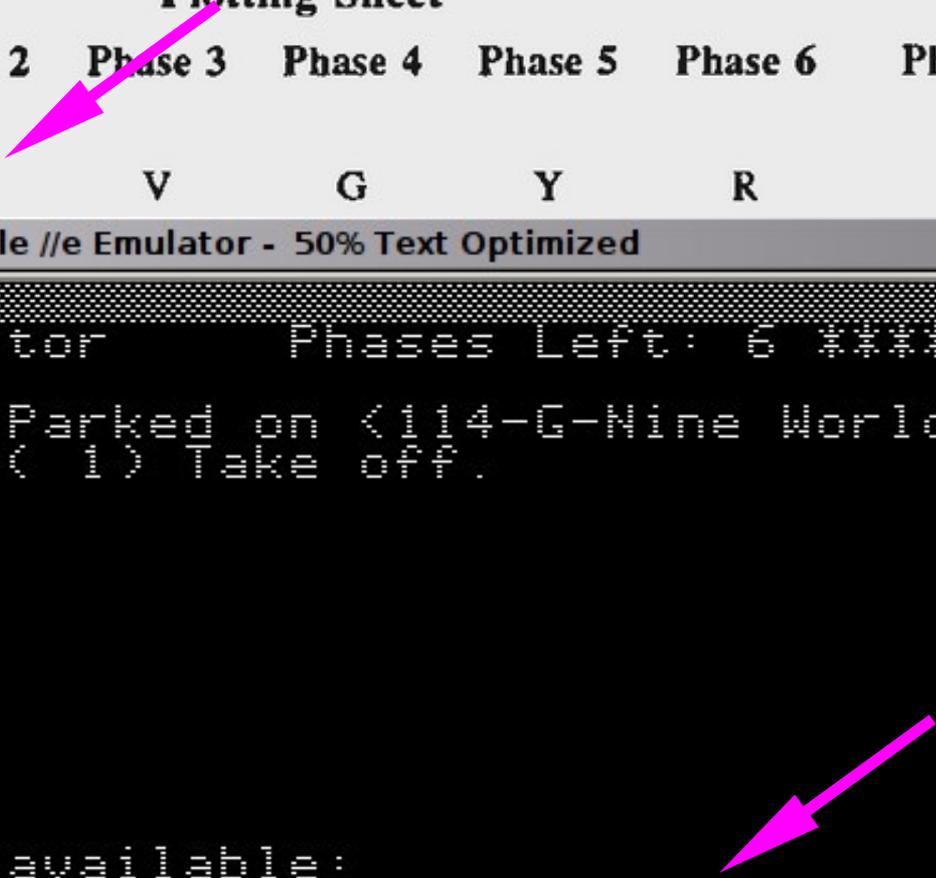
Options available:

- A) Action
- F) Find
- O) Orange
- M) Meet

Select one of the above options, or:

- E) Escaped
- ESC) Escape
- S) Stop
- HELP) Help
- X) Delete

Type any prompt, or use cursor keys.



# Plotting Sheet

Phase 1   Phase 2   Phase 3   Phase 4   Phase 5   Phase 6   Phase 7

TURN

1            T            O            V            G            Y            R            L  
2  
3

Enhanced Apple //e Emulator - 50% Text Optimized

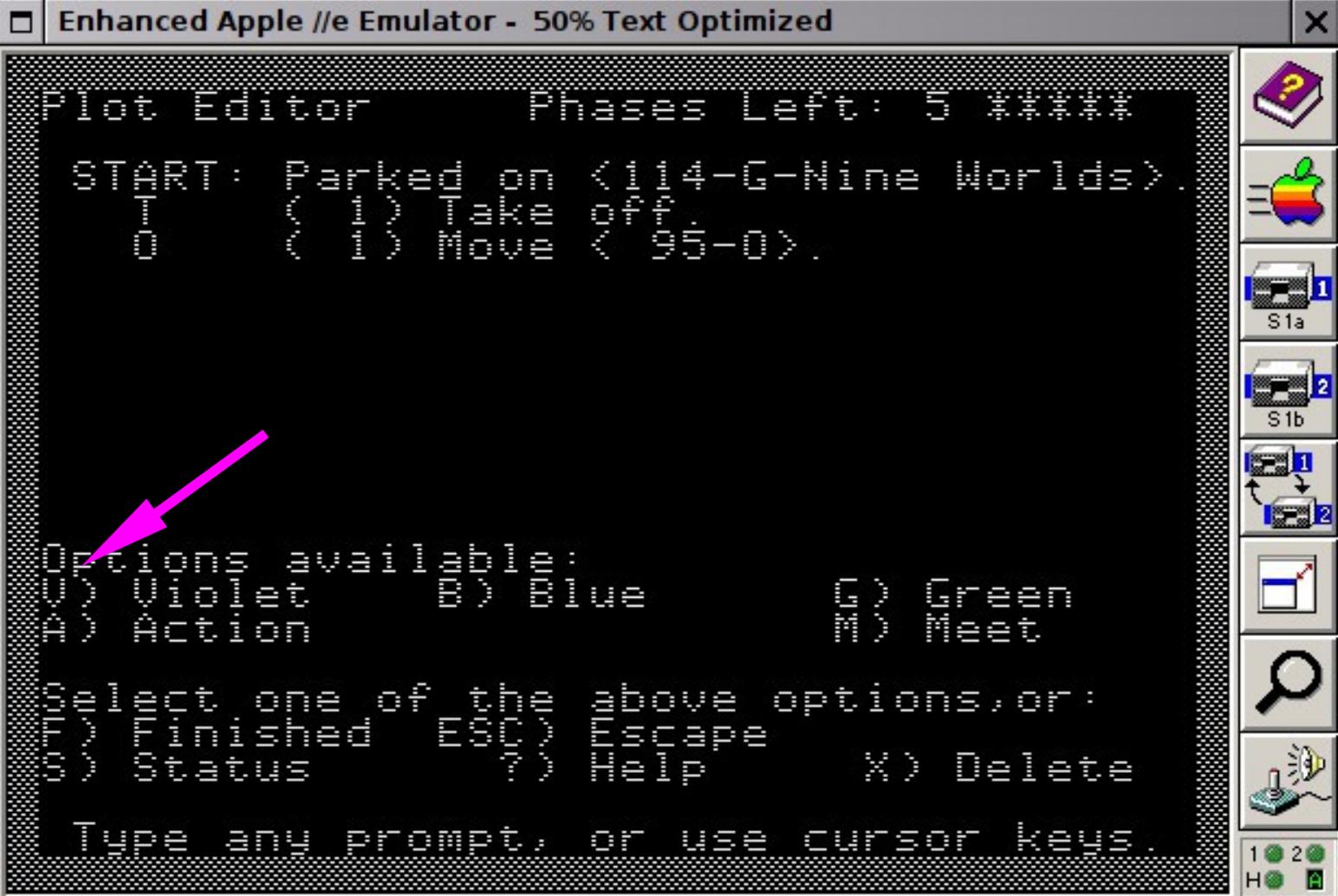
Plot Editor            Phases Left: 5 \*\*\*\*\*

START: Parked on <14-G-Nine Worlds>  
O <1> Take <44-0>  
O <1> Move <95-0>

ESC) Quit            CTRL) Use            G) Green  
TAB) Action            M) Meet

Enter) Select one of the above options, or:  
O) Overload            ESC) Escape  
O) Overload            N) Help            X) Delete

Type any prompt, or use cursor keys.







# Plotting Sheet

Phase 1   Phase 2   Phase 3   Phase 4   Phase 5   Phase 6   Phase 7

TURN

1  
2  
3

T

O

V

G

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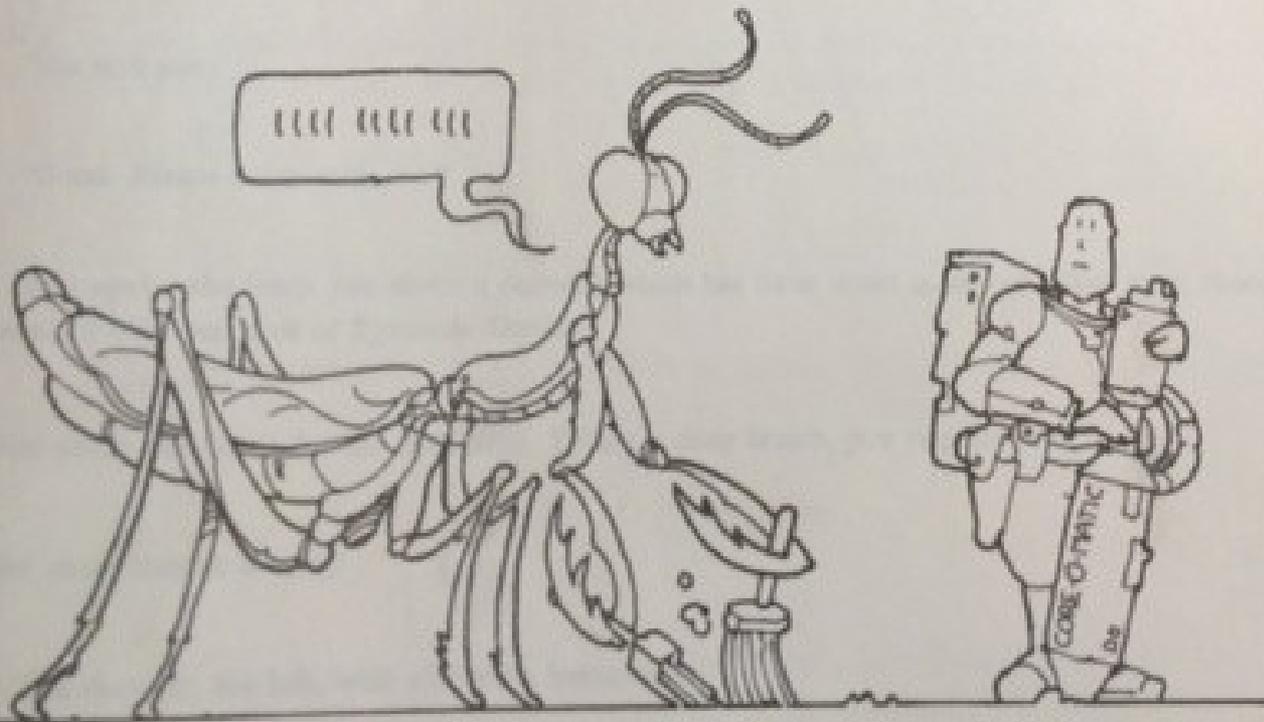
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# STAR SAGA: ONE™

## BOOK J

TEXT 640-697



r three units of Super Slip to Heaven.

✠ STOP ✠

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[690]

that the planet Crater is hardly the size of a large asteroid, yet it is a colossal smouldering crater which deforms approximately a third of the planet's surface. The planet is covered with deep mines and vast structures whose austerity leads you to suspect that the planet is a dead world. Closing in, you scan the planet's industrial surface for any signs of life. You find no possible Craterians until you do a bit more exploring.

As you approach a group of buildings, you see that the buildings are filled with inhabitants. When you land, your scanner's screen indicates that every building on the planet is inhabited. Who built all of this?

... is a completely different

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computer has evaluated your move, it will send you to the appropriate text. Write down the text number(s) it gives you. Press Return or F to release the computer for the next player. You may notice that after you do this, the CGM still reads "GET RESULTS." When this happens, you should not attempt to get the new results until following the next text. In this case, you should read the market place text and decide whether or not you wish to trade any of your cargo (you should note the trades available on your Planet Log for later reference).

### Planet Log

Planet Name: Crater

#### Actions Available:

Code	Phases	Description	Repeat?
GOEFMI	3	market	yes
WOGFEI	7	drone market	
G8EHMA	3	weapons	
W8GHEA	4	shipyard	
COUFOI	5	seminar	

#### Trades Offered:

They Sell	For
2 tools	1 culture
2 tools	1 food
1 tools	1 fuel
1 tools	1 iron
1 tools	1 medicine

Decided what you wish to do, go to the computer, just as the text directs you to do, and log on. You

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